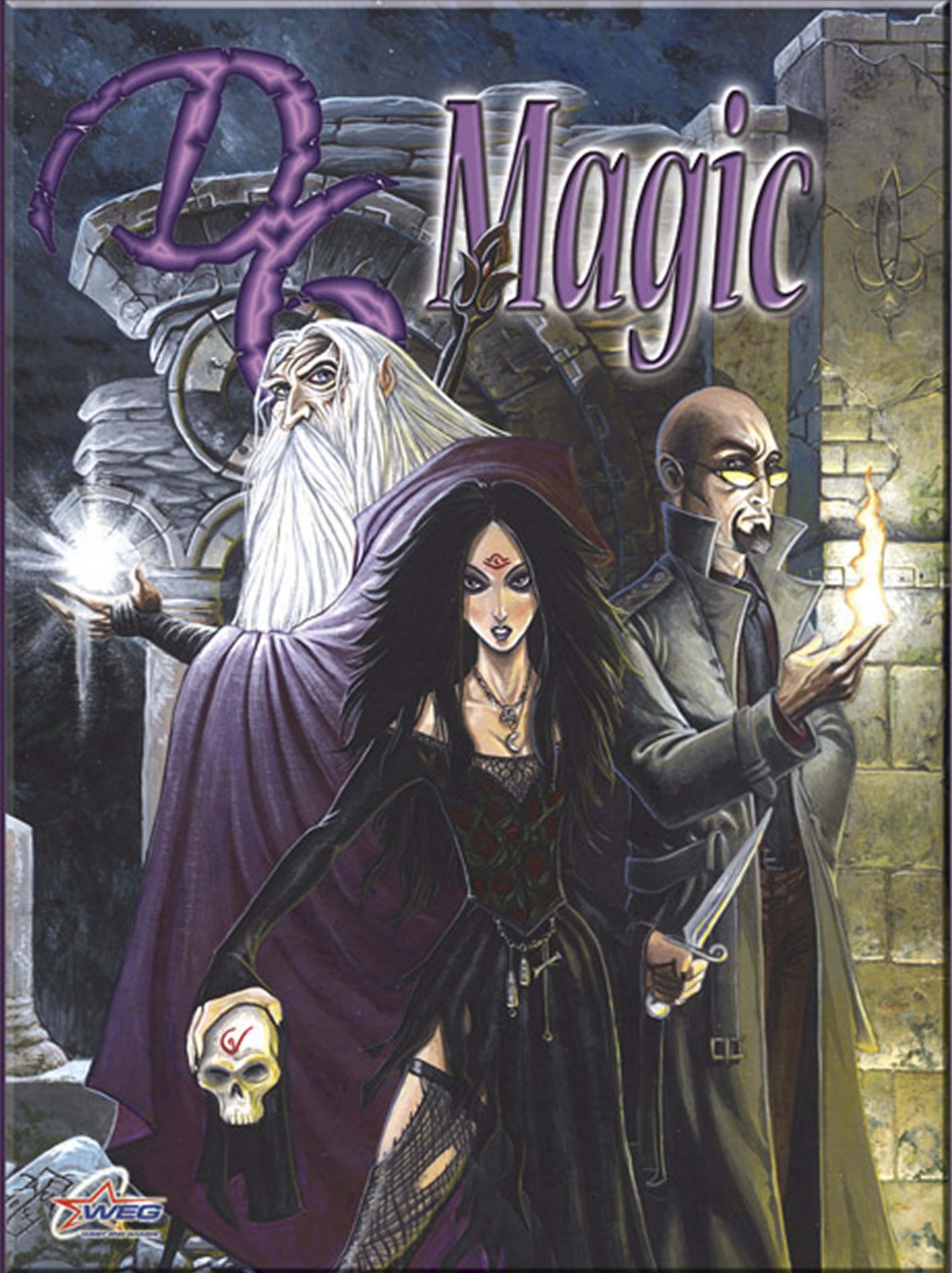


Magic



Introduction

Vade Mecum of Magic makes the perfect companion to the magic system presented in the *D6 Adventure Rulebook* or the *D6 Fantasy Rulebook*. We give you explanations, clarifications, additional guidelines, and more than XX new spells.

So, if you just haven't had the chance to pick up the *D6 Adventure Rulebook* or *D6 Fantasy Rulebook*, can you still get something out of this book? Absolutely! We've included a couple of new, simple magic systems that're compatible with the full-blown version. We also give you information about the skills, so you can use the spells right out of this book.

Need more spells? Check out the *D6 Bloodshadows* world-book! In it, you'll find more than 60 spells, plus an extended spell failure chart, potions and other magical items, and new horror-inspired species packages.

If you feel like trying your hand at making spells but don't want to number crunch, West End Games offers a basic spell designer on its Web site (www.westendgames.com/d6/makespell.html). Use it a few times to help you understand how the full magic system works.

EXPANDING AND RESTRICTING THE ASPECTS

INTRODUCTION

This chapter takes a closer look at most of the spell creation aspects, clarifying fuzzy points or expanding on options.

AREA EFFECT

The “one alternate shape” modifier allows the magic user to include two possible shapes during the design of the spell. At casting, the spell user decides which shape is more appropriate. “Several alternate shapes” is a more general version of the “one alternate shape” modifier.

The targeting bonus for three-dimensional shapes can only be used against the primary target of the spell.

AREA EFFECT: CONTINUOUS EFFECT

Some spell effects are so small that reducing their values by 1 as the spell radiates from the center would render them useless. In these cases, the effect retains its total value throughout the targeted region at no additional cost.

But what happens when a caster wants a larger value to be continuous over an area? This technically falls under the domain of the multiple targets aspect. Gamemasters may choose to allow mages to use area effect; however, the total value of the aspect is multiplied by 5 and the caster does **not** get the targeting bonus for three-dimensional shapes.

AREA EFFECT: DIVINATION

Although a little knowledge can be a dangerous thing, *divination* spells can get rather costly for the seemingly little that they do. To this end, *divination* spells have their own cost for the area effect aspect: Look up the radius of the area of effect as a measure on the “Spell Measures” chart; double its corresponding value to get the value of the area of effect: divination circle aspect. Triple the “Spell Measures” value for three-dimensional areas. A divination circle with a one-meter radius costs one, while a divination sphere of the same size is two.

Example: A spell that searches a 10-kilometer-wide area at ground level has an area of effect: divination circle value of 40, while a 10-kilometer divination sphere has a value of 60.

A caster can use the divination area of effect to search for multiple targets with no additional difficulty. However, the caster does not receive the area of effect bonus to target the spell.

To find something that the caster can't see, add the variable movement: bending aspect to the spell. When added to

divination spells, it does not increase the difficulty of locating the target.

Note that divination spells with a range and no area of effect provide information about the first thing that it encounters that meets the criteria of the spell. The caster can only look in one direction per casting of the spell, regardless of the spell's duration, unless she includes the change target aspect.

AREA EFFECT: ODD SHAPES

A sphere might not always be the best shape for a spell's effect. The measurements for each of the following shapes is roughly equivalent to a circle or sphere with a one-meter radius. The formula for determining a two-dimensional shape's area or a three-dimensional shape's volume is included, for those designers who want a more precise conversion from the default shape.

DEFAULT SHAPES

Circle: +1 per half-meter radius. (Area equals radius squared times pi.)

Sphere: +5 per meter radius, with a +1 bonus to hit the initial target. (Volume equals radius cubed times pi times 4 divided by 3.)

ODD SHAPES

Wall: +1 for the first meter of length and width and +1 per each additional two meters (total) of length and/or width.

Example: A wall two meters tall and two meters wide (about the size of a standard set of double doors) has a value of +2, while a shield one meter wide and one meter tall has a cost of +1. A wall can be any length or height, but it is considered a two-dimensional shape and thus always only a few centimeters thick. (Area equals length times width.)

Blast: +1 for the first meter of length and final width and +1 per each additional two meters (total) of length and/or width. A blast is one meter wide at its base, a few centimeters thick, and extends out from the caster. It catches everyone in its path, even those behind the first target. It is considered a two-dimensional shape. **Example:** A blast three meters long with a terminating width of one meter costs +2, as does a cone that's one meter long and three meters at its end. (Area equals 1 plus the ending width, with the result multiplied by half of the length.)

Hemisphere: +5 per meter radius, with a +1 bonus to hit the central target. This is a three-dimensional shape. (Volume equals 2 times pi times radius cubed divided by 3.)

Cone: +5 for a basic cone two meters long and a base with a one-meter radius and +1 for each additional half meter of length or meter of base radius. A cone is no more than a few centimeters wide at its tip, and it extends out from the caster. This is a three-dimensional shape. Example: A cone that's three meters long with a base two meters wide (radius of one meter) has a cost of +7. (Volume equals pi times height times the radius of the base squared divided by 3.)

Cuboid: This is a three-dimensional shape. (Volume equals length times width times height.)

Cylinder: This is a three-dimensional shape. (Volume equals radius of an end squared times length times pi.)

Pyramid: When used as a projection, the pyramid is no more than a few centimeters wide at its tip, and it extends out from the caster. This is a three-dimensional shape. (Volume equals width of base times length of base times height.)

(((SIDEBAR)))

YOUR OWN EXPANSIONS AND RESTRICTIONS

This section expounds on many aspects of the spell design system, but it doesn't cover everything. Gamemasters should add their own restrictions and usage notes to fit their concept of magic and its place in their worlds.

(((sidebar)))

CASTING TIME

A spell that takes five seconds or longer to cast will go off at the beginning of the round after the end of the casting time.

Usually, a character may not cast two spells at the same time — especially if either one has a concentration aspect. But, hey, there just might be some brilliant wizard who should have no problem with multi-tasking. Not only should this sort of wizard have his mental attributes at 4D or higher (modified or unmodified), he should also get a multi-action modifier to his skill rolls when casting the spells.

Similarly, gamemasters may decide that magic users setting off spells that take a round or longer to cast may not perform any other actions unless the spells include no gestures, incantations, or concentration, nor take any concentration.

For spells with casting times of 3.5 seconds or less, the gamemaster should allow other actions to be performed in the same round. The maximum number, though, depends on how long the gamemaster feels the other desired actions take.

See the sidebar for guidelines on discharging spells with casting times of less than one round (five seconds).

(((SIDEBAR)))

HOW MANY SPELLS CAN I CAST IN A ROUND?

Gamemasters who want to impose some control on how many tasks their characters can perform in a single

five-second round should limit the number of actions to five. (Of course, gamemasters may wish to adjust this limit for super-speedy or super-slow characters.)

As spells have casting times associated with them, it's easy to see that your character can only cram so many castings into a single round. You can use the following formula or reference the chart to figure out just what you magic user can do.

Remember that the multi-action modifier affects every action that the character takes in a single round. If the character is casting spells and doing other actions, figure the penalty for each separately and add 1 to the total penalty.

Example: Harold the Magic Student decides to cast two one-second spells and get out components for a longer spell, which he intends to cast next round. Casting two one-second spells has a penalty of -1D, while, if he were to only retrieve the components, there would be no penalty. Therefore, Harold has a total multi-action penalty for this round of -2D (1D for the spells + 0 for the components + 1).

Duration is not figured in when deciding how many spells may be cast each round.

See the specific rules for multi-actions in each rulebook for more details on multi-action penalties.

Spell Multi-action Penalty (in dice) = Total Casting Time (round down) - 1

Spells	Modifier
two 1-second	-1D
three 1-second	-2D
four 1-second	-3D
five 1-second	-4D
two 1.5-seconds	-2D
three 1.5-seconds	-3D
two 1.5-seconds and one 1-second	-3D
two 1.5-seconds and two 1-second	-4D
one 1.5-second and one 1-second	-1D
one 1.5-second and two 1-second	-2D
one 1.5-second and three 1-second	-3D
two 2.5-seconds	-4D
one 2.5-second and one 1-second	-2D
one 2.5-second and one 1.5-second	-3D
one 3.5-second and one 1-second	-3D
one 3.5 second and one 1.5-second	-4D

(((end sidebar)))

LONG CASTING TIMES

Spells that can be charged and have long casting times can be unbalancing to games if the gamemaster forgets that these are prime times to make the character's life miserable. Remember that, should the spell be interrupted, the magic user has to start over. Worse, any components that are destroyed either by the end of the casting time or the end of the duration are destroyed if anything goes wrong with finishing the spell.

CHANGE TARGET

In a single round, a character can make a maximum of five change targets plus one change target for each additional action she receives because of a Special Ability, piece of equipment, or other similarly benefitting circumstance. Gamemasters should reduce the maximum accordingly based on other actions the character performs in the round.

CHARGES: BASIC & IMPROVED

The duration of a charged spell doesn't start until the spell goes off. Likewise, when setting off a charge, do not consider the casting time; it was taken care when the spell was charged.

A charged spell does not necessarily need to also include the focus aspect. However, if the charge releases a spell with a long duration, it's wise to include the focus aspect if you think that the target of the spell's effect might move.

According to the magic system presented in the rulebook, it's rather easy to add charges to any spell. To keep charged spells from getting out of hand, include these caveats with basic charges and wards:

- u maximum of five charges
- u released at a rate of one per round
- u wear off after 24 hours

For improved charges and wards, the difficulty equals 5 times the number of charges that the character wishes to include. (Wards still equal 10% more.) Though they're more difficult to cast, improved charges don't wear off. They may be used as often as desired per round, as long as the number of uses doesn't exceed the number of charges the spell has. Thus, a spell with three charges may be used once in each of three rounds, three times in one round, or some combination. Using multiple charges in a single round is considered a multi-action.

No target (person or thing that is charged) may be imbued with more than one set of charges of a single spell (though they might hold charges of different spells). This holds for both basic and improved charges.

Charges, whether basic or improved, require a conscious effort (and thus an action) to go off, even if they don't require any kind of roll. Wards trigger themselves, so they don't take up a character's action.

Generally, charged items are within a meter of the caster or the target of the charged spell's effect is within one meter of where the charge goes off. If this is not the case, the spell designer should include two ranges and two speeds — one to indicate the distance between the caster and the charge, and one to express the distance between the charged spell's effect and the target.

The user of a charged doesn't need to worry about these aspects of the spell, because the caster took care of them in the initial performance of the spell: casting time, concentration, components, feedback, gestures, incantations, and other conditions requiring the caster to do something. The charge user, however, is bound by other aspects of the

spell (including anything that require the releaser to do something), as well as the spell's targeting or use skill.

WARDS

Failing a ward's circumvention roll triggers the spell. Additionally, if the spell requires a key word or phrase to set it off, it becomes a ward rather charge. Required targeting rolls (such as attack rolls) do not count as a specific skill required to circumvent the ward, even if a successful targeting roll is what triggers the ward.

If the ward is circumvented, it does not go off and the charge does not dissipate (unless it's a basic charge that's come to the end of its 24 hours of existence).

Realize that a spell with one warded charge affects the first person who fails the circumvention roll. After that, the spell disappears. To have charged spells prey upon more than innocent victim, either include multiple charges, multiple targets, or the area effect aspect.

CHARGES, MEMORIZING SPELLS, AND SCRIBING SPELLS

Gamemasters can use charges to simulate memorized spells or spells that go off when anyone reads them off a scroll or out of a book.

To memorize a spell, the magic user decides how many times she wants to have the spell handy, multiplies this number by 2.5, rounds up the value, and adds it to the difficulty of the spell in question.

Example: Harold the Magic Student decides to memorize *mystic bolt* three times. The modifier to memorize the spell is +8 (3 times 2.5, rounded up). The final difficulty of casting three memorized charges of *mystic bolt* is 18.

The magic user may only memorize spells for herself; she may not put these kinds of charges on someone else unless she first creates a new spell.

The *D6 Fantasy Rulebook* offers a detailed method for designing scribed spells (see the sidebar on page 99). This simpler version doesn't require any preparation or special components, it can be used by the person who sets down the spell, and it lasts indefinitely:

The scribe decides on the number of times the spell can be read before the "magic runs out of it," multiplies this number by 3, and adds that to the difficulty of casting the spell. The spell will then be released each time that anyone with the appropriate skill reads the spell.

COMMUNITY

A simple action almost never has a difficulty, even if the "Number of Helpers" chart indicates a modifier. Of course, the gamemaster has the final say on what constitutes a "simple" action, and may even decide that a simple action done repeatedly can become tedious, which leads to the possibility of error. In these cases, a difficulty of 5 plus the community's difficulty modifier is appropriate.

A number of helpers performing different actions with the same difficulty level should be counted as a single group for purposes of determining the community modifier.

HELPERS' MAGICAL ABILITY

The level of the helpers' magical ability can also affect the community modifier. Helpers should be grouped based on how many dice they have in their *Magic* attribute. Those with none have no effect on the community modifier. Those with add 1 to the community modifier per full die in the *average Magic* attribute value of the group (round up). Thus, if three of the group of five senior apprentices has 1D+1 in the *Magic* attribute and two have 2D, the group average is 2D and they give a bonus of 2 to the community modifier.

COMPONENTS

Through the use of the components modifier, a clever character can greatly reduce the difficulty of a spell. However, there are a few things to keep in mind before adding components to a spell or using one that has them.

The character must have the components on her person. The more variety of components used in her repertoire of spells, the bigger her pack. Gamemasters looking to keep characters in check can require them to keep track of their component usage. They may also require periodic *stamina* rolls for the character, to simulate the effort needed to tote around a full laboratory.

Unless otherwise specified in the spell, assume that the caster needs a fistful of the component for the spell to work.

The character must be in full possession of the components. The component can in no way have power over her. So, if a spell required a "prison door" to cast, and the mage was locked behind such a door, she couldn't use it for her spell. She doesn't have the door in her possession and it has some "power" over her (in this case, it's restricting her location). Now, if she were to take the door off its hinges, then it would be useful for the spell. For players who get out of control with components, the gamemaster can put further restrictions on the components (especially ones that are destroyed), requiring that they be in the magic user's possession for a minimum period of time or that the caster needs to do something special to make them "spell components."

The character must have at least one free manipulating limb (a hand in a human) in order to use a component.

It takes at least one action to get the components out or prepare them for casting the spell, even if this action doesn't require a roll. Mages better learn to be sneaky about getting things out in battle!

DESTROYED COMPONENTS AND FAILED SPELLS

If for any reason (for example, the spell was interrupted during the casting time; the mage failed to meet the spell's

difficulty, etc.), any components that are designated to be destroyed either by the end of the casting time or the end of the duration are reduced to useless material.

SUBSTITUTING COMPONENTS

Sometimes, characters might not be able to find what they need to cast a particular spell. Or they might buy components from a cut-rate alchemist who mixes in cheaper ingredients instead of using pure stuff. Usually, she adds coal dust to dark-colored ones, lime or chalk to light-colored ingredients, and chips of appropriately colored glass to crystal or gem shards.

Though it makes the spell less expensive to cast, using cheaper ingredients with an existing formula when the caster is not attempting to make a new spell does not modify the difficulty to cast the spell. However, there are negative consequences to using substitutes: For the spell to go off correctly, the skill total needs to beat the difficulty by 2 for every subpar ingredient the character uses. Otherwise, "something bad happens" — and the less the skill total beats the difficulty by, the worse that "something" should be.

Thus, a spell with one low-quality component would have problems if the skill total equaled or beat the difficulty by up to two points; two low-quality ingredients would lower the spell's effectiveness with zero to four points, and so on.

Page 106 of the *D6 Bloodshadows* worldbook offers another method for determining the effect of low-quality ingredients on potion potency.

COST OF COMPONENTS

The cost of components depends on the quality required by the spell and is determined by the gamemaster and the dictates of the setting. Gamemasters can get some pricing ideas from the "Equipment" chapters of the rulebooks.

CONCENTRATION

If the spell includes the concentration aspect, the caster may perform no other actions outside of those necessary for casting the spell.

The concentration difficulty assumes a quiet room and no distractions. Spell designer should **not** include the distraction modifiers when creating the spell. Gamemasters, however, should use the distraction modifiers liberally. The distraction modifier is added to the difficulty when the player makes her character's concentration roll.

SCRIBING A SPELL

Once a magic user designs a spell, he doesn't automatically remember it forever. The process of creating a spell is simply too complex. To forego having to redesign spells each time, wizards write down their spells on scrolls or in books. This adds an extra 10% (round up) to the design time, but the mage will never have to repeat the design time for that spell and he can share it with others. However, he will need to reference the book or scroll when he wants to cast that spell.

FAILING A REQUIRED SKILL ROLL

Some spells include aspects, such as incantations and gestures, that require additional skill rolls. Mages should be confident that they can succeed at these rolls before casting the spell. The result of a failure at one or more of these rolls is up to the gamemaster. Some options include:

- The spell doesn't go off. This is suitable for severe failures or multiple minimal failures.
- The spell goes off, but there's something wonky about it. This option is good for a minimal failure, or a minimal success with a Critical Failure.
- The spell goes off, but there's something definitely wrong with it — it might have the opposite effect or it might cause some kind of permanent and negative alteration to the caster. This is best reserved for a severe failure with a Critical Failure.

((sidebar)))

COUNTENANCE

In fantastical settings, gamemasters may expand the appearance changes to include unreal effects, including glowing eyes, a visible aura, flaming nostrils, hair that stands on end, and so on.

The countenance alteration can appear on either the caster of the spell or the user of the spell's effect. It can never be applied to a target who cannot control the effect (such as someone receiving a curse or damage).

DURATION

A spell's duration determines how long the rite's effect hangs around. Sometimes, though, it's tough to determine how long that duration should be.

DAMAGE-DEALING SPELLS

The minimum duration for a damage-dealing spell is one second. Some spell designers add longer durations for more

MEMORIZING A SPELL

To memorize a spell, the caster must have the *arcane lore* specialization of scholar. The difficulty to memorize the spell equals the spell's difficulty. The number of continuous rounds it takes to memorize the spell equals the spell's difficulty divided by 5 (round up). During these rounds, the magic user must devote her complete concentration to fixing the spell in her mind.

While it is more convenient to memorize a scribed spell, a caster may memorize one that she has recently designed. Memorizing is not the same as charging a spell. The caster still needs to go through the casting requirements. However, the caster no longer needs carrying the book or scroll that the spell is on.

flashy effects or to get the difficulty to meet a minimum number.

Damage-dealing spells applied to a target for more than one round harm the target once per round until the duration runs out.

DIVINATION SPELLS

The *divination* skill lets you uncover the deepest mysteries of the universe. Great; how long does **that** take? If *divination* reveals information, how does the duration affect what information is gleaned? How do you know if your *divination* spell is the right length?

In many spells, the required duration will be fairly obvious. For example, a *magic mirror* spell that lets you see other people in real time will require a duration of however long you want to spy on them. If it has a duration of a minute, then you've got 60 seconds to peek on them.

But other effects are harder to learn. If I cast my *sense murderer* spell, how long does it have to be to have an effect?

In general, a duration of 0 (one second) is only useful for the briefest of divinations — the kind of insight that can be answered in yes/no terms. Thus if you had a *sense danger* cantrip with a duration of one second, it would pretty much only be able to say if there was or was not danger (as defined and detectable by the spell) within range. Absolutely no additional information would be revealed (such as location), so a *sense keys* cantrip with this duration would only be able to inform you that, yes, it did indeed sense your keys. On the other hand, sometimes that's all you need ...

For durations of longer than a second but less than a round, brief but vague insights are possible. Thus if your *find keys* cantrip has a duration of 2.5 seconds, a successful casting might reveal "Over there" or "Right there" (or "Beats me!" if the item is out of range or the effect failed). In general, anything that could be considered a free action (see p. XX of the *D6 Adventure Rulebook*) may be revealed with this duration. In other words, not much. You'll probably need to cast *find keys* multiple times to track them down. The information learned is generally expressed in real time; you can squeeze an extra syllable or so more into 3.5 seconds than you can in 2.5.

A duration of one round is the minimum for any "real" information. Simplistically, information is revealed at a rate of about one word per second, or at least as much time as it would take the gamemaster to tell about it (whichever is greater). The word rate assumes words of a syllable or two, so longer words take more time and leave less room for details. If that *find keys* cantrip had a duration of a round, then it might reveal "under books by the door" or "in yesterday's jean's pocket."

Durations of longer than a round start providing more details, as appropriate. A *sense life* spell with a duration of two rounds might reveal "four life forms within range — two to left and two to right," while an alternate version of the spell with a duration of a minute might say, "There are four life forms within range. Two are to your left; one of those is two meters away and the other is 2.5 meters. The one further away has a larger mass than the closer one. To your right ..."

(Of course, the latter would also require a higher effect to generate that additional information ... but at least it would have enough time to convey it.)

For more arcane *divinations*, a good rule of thumb is that the spell needs to be as long as it would take to read text of the requested detail. Thus an *arcane lore* spell that offers information about an unidentified magic object could give a lot more information in a day-long duration than an hour. Remember that divinations are, in their own way, cosmic equivalents of more mundane *search* and *investigation* methods. Although they eliminate the need to actually have tomes of information, the mind can still only absorb and process information so fast.

The need for speed in *divination* durations is one of the reasons so many of that school's spells use allegory, symbolism, and vague imagery; it's much faster to convey "bloody dagger in a dusty jeweled crib" than it is to say "the youngest son of the king, having long been denied access to true power, desires revenge, and plans on assassinating his father and two eldest siblings ..."

CONDITIONAL SPELLS

Occasionally, a wicked wizard will want to whip out a spell that lasts until a particular condition is met. For these spells, the mage decides upon a time frame (in seconds) in which the condition is most likely to happen. He looks the measure on the "Spell Measures" chart and finds the corresponding value. To this number, he adds 1. This is the duration's value for a conditional spell. Be sure to note the condition in the description, and be as specific as possible.

A spell with a conditional duration lasts until the condition is met, even if that means the spell extends beyond the normal measure for the duration value. Because of this, gamemasters should scrutinize the duration value carefully, asking themselves how likely — truly — is the condition to occur within the specified time frame. For example, a spell that "lasts until the next full moon" has a more easily determined duration than one that "lasts until this eight-year-old child marries and has a child of her own." Chances are that the first will have a duration of a month, while the second should be more on the order of 12 to 20 years (depending on the culture and the child's potential prospects).

Conditional spells automatically disappear if the target of the spell dies or is completely destroyed.

FEEDBACK

If a spell provides a benefit to the target, the caster may opt to have the target experience the spell's feedback. This little "bonus" may have some supplicants giving further consideration to asking for help from magic users!

FOCUSED

The focused aspect allows a spell's effect to stick with a target no matter where he goes — even out of the spell's range. This important aspect is one that new mages often forget.

Spell designers do not need to include the focused aspect on unmovable targets (such as a building or a sleeping person), unless they have reason to believe that the target will be moved before the duration ends.

((sidebar))

FOCUSED VS. CHARGES

An item charged with a spell does not necessarily also need the focused aspect. With charges, the wizard completes the spell, but the effect isn't used immediately. Instead, it's stored in the wizard's mind or an object, to be released at a later time. With focused, the caster releases the spell at the end of casting time, the effect is used immediately, and it stays on the designated target until the duration ends.

((sidebar))

GESTURE

The biggest thing to remember with gestures is that the spell won't work if the character cannot perform the gesture.

Rather than being an automatic botch, gamemasters may reduce the effectiveness of a spell if the character is unable to perform it accurately.

Physical contact with a target is a common simple gesture (with a value of -1). Even if a close combat roll is required to target the spell, physical contact is no more than a simple gesture.

Though a range may be listed as "touch," specifying touch as a gesture is often not included if the target is unmovable (inanimate, asleep, etc.).

INCANTATION

Incantations generally use *artist* to represent designing a lengthy or complex incantation. Nonetheless, *languages*, *reading/writing*, *scholar*, and *persuasion* would all work equally well.

As with gestures, failing to say the right words in the right order doesn't necessarily mean the spell fails — it does mean that the spell does not work as expected.

The "complete sentence" level of incantations should contain more than "a few words," which is its own level. Thus, "I go," while a complete sentence, only provides a -1 modifier, because it's only a few words long.

RANGE

Unless specified otherwise in the spell, the range of the spell bends with the curvature of the earth.

Regardless of the range of the spell, the caster must be able to somehow perceive the target.

... AND SPEED

Range indicates the maximum distance from the spell to the target; speed determines how long it takes for the effect to reach the target.

The easiest way to figure out the value for this spell is to have it reach its destination "instantaneously." The cost for this equals the value of the range.

With ranges of more than five meters, including a slower speed in the spell is virtually useless. Sure, the spell designer could do it, but the magic user shouldn't expect to hit a specific target. Slow-speed spells are only good for targeting areas.

When the range is five meters or less, having a slower speed can be a benefit to the spell difficulty, but it does increase the combat difficulty. The hard but "accurate" way of deciding on the difficulty is described in the rulebooks. The easy way is to simply subtract the speed value from the range value; use this number as the combat modifier when targeting the spell.

UNREAL EFFECT

The lowest disbelief difficulty is 3 (not zero).

Gamemasters may choose to use difficulty levels instead of a static number. Targets who roll anywhere in the difficulty level range of values realize that the spell is an illusion. See the accompanying sidebar for the change.

Unreal effect cannot be used to disguise the true nature of an effect. This aspect is only for inclusion in spells whose effects disappear if disbelieved.

(((SIDEBAR)))

UNREAL EFFECT: DISBELIEF DIFFICULTY LEVELS

Disbelief Difficulty Level	Modifier Multiplier
Very Easy	0.75
Easy	0.5
Moderate	0.25

(((sidebar)))

VARIABLE EFFECT

Casters need not include this aspect for many movement, distance, and weight effects as long as the spell is intended for measures up to — but not greater than — the given amount. For example, a spell that specifies it can move 150 kilograms may actually move any amount up to and including 150 kilograms. The spell has no influence whatsoever on items weighing more than that amount.

If a mage wants the spell to be sometimes useful on targets that are greater than the listed amount, he needs to include the variable effect aspect in the spell.

For effects that deal with die codes, skills, attributes, Advantages, Disadvantages, Special Abilities, and the like, a caster who wants the ability to change the effect must always include the variable effect aspect.

VARIABLE MOVEMENT

Realize that variable movement does not allow the spell user to affect more than one target (unless multiple target or change target are included). Nonetheless, wizards sometimes include this aspect so that they can have a little "fun" with their prey before the final attack.

Why would anyone ever use movement of effect instead of focus? For the most part, no one would. However, say a caster wanted to create a flight spell that did not rely on the Flight Special Ability. (Say, he wanted to fly faster than the limitations imposed by the Special Ability) In that case, there's nothing to focus. The effect would be the desired amount of weight to be moved, and the range would be the maximum distance that the effect can be moved. Then, the caster would tack on the variable movement: movement of effect aspect. This way, he could use whatever movement he wanted, instead of being limited by the Special Ability.

When a spell with movement of effect travels out of the spell's range, the effect does not disappear. As with focus, the effect lasts until the duration ends.

Movement of effect is in meters per second (not meters per round).

OTHER ALTERANTS

By default, a spell creates the simplest effect. If the spell difficulty seems too low for the outcome explained in the description, the other alterants aspect should be used to reflect an increased complexity in the effect — the caster has added fancy touches to her work.

OTHER CONDITIONS

Targeting or usage rolls required by a spell are not considered "other conditions," unless the difficulty of the spell is high and the gamemaster is feeling generous.

Here are a few specific applications of the other conditions aspect.

KNOWLEDGE OF THE TARGET

How well the caster of the spell must know the target falls under the domain of the other conditions aspect. Use the accompanying chart to decide the relationship required. Anything less than a sporadic relationship of a few years has no effect on the spell's difficulty.

Relationship

Years Known

Modifier

Constant influence (parents, grandparents, spouse, old friends)

10+ years

-3

Recent influence (friends, roommates, old enemies)

5–10 years

-2

Newer influence (friends, acquaintances)

1–5 years

-1

Sporadic influence (on-and-off relationships)

variable (at least a few years)

-1

TARGET TYPE

The type of targets the spell can effect can be limited. The exact category must be specified in the spell's description. For example, if spell can be used only on a single specific target, that target must be mentioned in detail, such as "the caster's ring" or "the caster's sister's cat." Use the accompanying table to get an idea of the value of this version of the other conditions aspect. Gamemasters may adjust the value up or down depending on how likely the spell caster is to come across the particular type of target.

If the spell also requires a component related to the target, this version of the other conditions aspect may not be included. Additionally, do not include this aspect if the range of the spell is "self" or "touch."

TYPE OF TARGET MODIFIER

General group of living creature (asleep targets, animals, sentient beings, plants)	-1
Single type of inanimate object (furniture, buildings, vehicles)	-1
Single type of living creatures (cats, primates, oaks)	-2
Single specific target (a particular ring, a certain cat)	-3

ADDING ASPECTS AFTER THE DESIGN

Certain situations may help a magic user cast a spell after its design. Spell designers may not include any of the modifiers discussed in this section in the initial spell design. The spell's difficulty may not be reduced below 10 by any of these additional modifiers. Casting spells with these modifiers included post-facto does not add to the design time.

COMPONENTS

A component's importance to the mage can affect the ease of casting a spell. Generally, the importance modifier relates only to items that are destroyed in casting, but the gamemaster may allow it for certain items the mage regularly uses, such a favorite staff or ring. Use the accompanying chart to decide how the mage feels about the items or locations he's using. Gamemasters should be careful in applying this modifier, because it's quite difficult for someone to feel strongly about everything he has. Players should be ready to explain why their characters attach more than a low value to any item used.

Importance of Item difficulty	Spell Dif- ficulty Modifier
Trivial (just picked up by caster, bought or found for use in spell)	0
Low (has owned for some time, but willing to part with)	-1
High	-2

(would normally hesitate to sell the item)	
Very High (wouldn't sell at any price)	-3
Treasured (normally wouldn't part with even if her life was threatened)	-4

COMMUNITY

Gamemasters may allow magic users to call upon the aid of others to help them with particularly difficult spells.

To determine how effective a community is with a pre-existing spell, figure the community modifier for the group the mage intends to use. Subtract the new community modifier from the one required by the spell (if any). Divide this number by 2 and round up. Subtract this number from the spell's difficulty.

Gamemasters may optionally allow the willingness of helpers to affect any spell with community that a wizard casts. This factor may not be included in the spell design; it is tacked on when the spell is performed. Use the accompanying chart to determine the helpers' loyalty; subtract this number from the spell difficulty.

Helpers' Loyalty Level	Spell Difficulty Modifier
Casual	0
Loyal	-1
Devout	-3
Mixed	-2

(no more than 10% casual)

KEEPING MAGIC USERS IN CHECK

The *Magic* system presented in the rulebooks allows a great deal of freedom for its users, relying on gamemasters to impose limits appropriate to their worlds. This chapter can help gamemasters decide what sort of limits most appeal to them and are most suitable for their ideas of how magic works. Naturally, the suggestions herein do not comprise an exhaustive list; gamemasters and players will certainly be inspired to modify what's here or design their own.

Players may find this section helpful when designing their characters, as many of these options are suitable for use as Achilles' Heel or Advantage Flaw Disadvantages.

- **Impose the backlash option:** Whenever the magic user fails a spell by several points or more, he becomes dizzy from a misuse of mystical energy, and he loses his next turn.

Some variations on the backlash option:

The wizard cannot perform spells for a number of minutes equal to the difference between the low skill roll and the spell's difficulty. (Double this value for a Critical Failure.)

The wizard adds a modifier to the difficulty of performing the next spell equal to the the difference between the low skill roll and the spell's difficulty (double for a Critical Failure).

- **Require the design time:** The design time can be used for the first time that a magic user creates and casts a spell, after which point, the wizard knows the spell and doesn't have to go through that again. Or, the design time can be required every time; because spells are so intricate, they're forgotten after each use and need to be relearned.

One result of the design time is that it can take years to learn spells with high difficulties, effectively keeping those rites out of most campaigns. It tends to encourage designers to put in negative spell aspects — these lower difficulties, but they also make it more obvious that there's a spell in use and potentially easier to interrupt.

The rulebooks specify ways of rushing the design time and the effect of doing so on the spell's casting. A mage can also take longer, just like with most other ordinary skills: For each doubling of the time necessary, the mage adds +1D to her skill roll when casting the spell, up to a maximum bonus of +3D.

Under the default design time system, a spell designed by one wizard cannot be used by another wizard, unless the first charged the spell into an object or written document. However, a character can reduce the amount of design time by half when remaking a spell she previously created or when working from another wizard's notes.

((sidebar))

COMPRESSING DESIGN TIME

Gamemasters who wish to use the design time system but are daunted by the long time necessary for high-difficulty spells can use one of these variants. (Minimum design time remains the same.)

Look up the difficulty of the spell as a "measure" on the "Spell Measures" chart. The corresponding value is the number of hours needed to design the spell.

Subtract from the difficulty the number in front of the "D" for the designing wizard's skill required by the spell. Look up this number as a value and read the corresponding measure (in seconds). (This method shortens the time, but not by much, and rewards those with high *Magic* skills.)

Subtract from the difficulty 2 times the number in front of the "D" for the designing wizard's skill required by the spell. Use this result to determine the design time. This option greatly reduces design times for highly skilled characters.

Create an alternate design time chart. For example:

If the difficulty of the spell is less than 10, the design time equals the difficulty in seconds.

If the difficulty of the spell is 10 to 20, the design time equals the difficulty in minutes.

If the difficulty of the spell is 21 to 30, the design time equals the difficulty in hours.

If the difficulty is greater than 30, the design time equals the difficulty in days.

((end sidebar))

- **Restrict wizards to casting spells from their personal documents:** Magic users may only cast spells that they have in their personal tomes or libraries. Gamemasters may decide that as a free feature of design time, wizards automatically transcribe spells onto scrolls or tomes and include them in their library for future use. Likewise, mages may stumble across written spells that they may rely on.

In any case, all magic users must cast spells from documents. This requirement in no way reduces the difficulty of casting the spell.

- **Restrict the spells wizards may cast:** Gamemasters may decide that there are certain spells or types of spells that no one in their worlds could ever possess. Many of these should be specified at the outset of the campaign, but gamemasters reserve the right to have new spells that character decide to create automatically fail because they violate some

heretofore unknown aspect of the setting's nebulous "laws of magic."

• **Restrict spell casting by the effect's value:** Characters may not cast spells with effects that have values greater than a set number. Some options for this set number:

A number picked by the gamemasters, such as 20, which offers a great range of effects but prevents most spells from being too game breaking.

Multiple limits — one for each *Magic* skill — equal to 5 or 6 times the number in front of the D in the skill.

A limit equal to 8 to 10 times the number in front of the *Magic* attribute

• **Restrict spell casting by the spell's difficulty:** Similar to limiting by the value of the spell's effect, this version bases the limitation on the spell's difficulty. This version permits a greater possibility of game-breaking effects, because designers can include numerous negative spell modifiers, but it can cover a large range of spells. Use the suggestions in the previous restriction option for deciding on a limit.

• **Stipulate a cost for learning spells:** Players of magic users must pay a Character Point cost for each spell they wish to learn. Some suggestions for determining the fee:

One Character Point per spell, regardless of difficulty or effect's value

A number equal to the difficulty of the spell

A number equal to the value of the spell's effect

A number equal to a fraction of the spell's difficulty or effect's value, such as one point for every 10 in the difficulty or effect's value

• **Stipulate a cost for casting spells:** Gamemasters may use the same method as the learning cost option, requiring a Character Point fee be paid each time spells are cast.

Some gamemasters may prefer a separate pool of magical points (sometimes called "mana," "quintessence," or some other equally mystical name). The size of the pool depends on the cost of the spells. If all spells have a cost of one, then gamemasters can apply the ideas presented in the next option. For other methods of determining spell costs, the gamemaster needs to decide which spells will most likely occur in her adventures and how many times she wants them to appear each day (or adventure). For costs based on spell difficulty or effect, a pool equal to 20 times the number in front of the "D" in the character's *Magic* attribute suffices. For costs based on a fraction of the spell's difficulty or effect's value, 2 times the number in front of the "D" in the character's *Magic* attribute is more appropriate.

Mages recover points by resting. Gamemasters can set a specific number of points that a character gets back from each hour or period of rest, or they can use the Body Points chart in the genre rulebooks to determine an amount based on a roll of the character's *Magic* attribute.

• **Limit the number of spells a character can know or cast:** With this option, there's only so much information the mind can contain. The wizard might be limited in the number of spells he can cast in a single day, or he may be restricted in the total number of spells he can learn.

The gamemaster could set a standard number for all magic users, permitting them to increase this value each time they improve their *Magic* attribute.

Alternatively, each character could have an individualized value based on her *Magic* attribute, her skills, or both. With a number based on the attribute, the character can choose any spell, regardless of the skill required. For numbers based on skills, the character may only choose spells that fall under the skill.

Example: In *D6 Bloodshadows*, the number of spells a character begins with depends on both the attribute and the skills. Characters get one spell for each full die in the attribute and one spell for each full die that the skill is above the attribute. If a character has 1D+1 in the *Magic* attribute and 2D+2 in the *divination* skill, he could get one spell of any type and one *divination* spell — one for the full die in the attribute and one for the full die above the attribute in the skill.

Gamemasters who limit their characters to a number of spells per day should allow mages to learn multiple instances of the same spell.

Mages replenish their spell stock or learn different spells after several hours of complete rest.

• **Require that *Magic* skills are focused:** Characters know how to cast only certain types of spells. Spells are divided into different schools, and each school has spells that use each of the different skills. This multiplies by a great degree the number of skills a magic user needs to cast every spell. The range of spells a character has at her disposal is reduced, and she must spend more study time and Character Points learning additional focused skills.

See the "Magic" chapter of the *D6 Bloodshadows* world-book or page XX of this book for information on focused *Magic* skills.

• **Make casting spells increasingly difficult:** The body isn't designed to channel too much mystical energy at once or that each area has only so much energy within it. Casting spells becomes increasingly difficult the more the mage performs them and the less the mage rests or lets the area recover.

Gamemasters can simulate this by adding a cumulative difficulty modifier to each spell beyond the first. The modifier generally starts at 5, 10, 15, or more — the higher the number, the faster the mage tires or the area is depleted. Each spell after the first adds the base modifier plus any modifier to the previous spell.

Example: The gamemaster sets the difficulty modifier at 5. The first spell is cast at its specified difficulty. The second spell has a +5 to its difficulty. The third spell has a +10 to its difficulty. The sixth spell has a +25 to its difficulty.

The mage or area may recover after a number of minutes equal to the modified difficulty of the spell. Or, it may take half a day or more of rest from mystical activities for the renewal to happen.

• **Make failing a spell interesting:** Create a chart listing possible results of failing a spell. Associate each result with a level of failure, which can either be a single number or a range

EXAMPLE SPELL FAILURE RESULTS

Failure Result*	Effect
1-3	The components or techniques were faulty and, though the spell worked, something went wrong (not as potent, demon harder to control than expected, visible but not harmful side effect, etc.).
4-7	Though the spell worked, something went wrong (as above) and the character cannot use magic for a number of minutes equal to 10 times the Failure Result.
8-10	The spell doesn't work, plus the character cannot use magic for a number of hours equal to 2 times the Failure Result.
11-15	The spell doesn't work, and the character receives backlash from the spell and takes an amount of damage equal to the difficulty of the spell. This damage may be resisted as normal.
16+	The spell doesn't work and something really bad or really interesting happens. Some ideas include: <ul style="list-style-type: none">• Temporary dementia: Roll one Wild Die. This is the number of hours the character suffers from hallucinations, paranoia, loss of mental capacity, and general madness (the character should be "less than effective" or helpful to his party during this time, akin to a rank 2 Disadvantage).• The character feels terribly drained. If she has any Character Points, one is immediately lost, spend unconsciously (with no effect). In addition, she gets a -2 to her damage resistance totals. This modifier will not heal until she has taken at least a week of rest.• Temporary amnesia: The gamemaster determines, either randomly or by choice, five skills that the character "forgets" how to use for a number of hours equal to the roll of a Wild Die.• The character suddenly feels powerful. For the rest of the adventure, the character treats all Critical Failures as results of 1, with no accompanying bad effect.• The character is unknowingly attuned to the cosmos. The character's next roll is treated as if he spent a Fate Point.• The character suffers from terrible luck and gets one rank of the Bad Luck Disadvantage permanently.

* Determine the Failure Result by rolling a number of dice equal to the difference between the spell difficulty and the skill total. Gamemasters may wish to use the Die Code Simplification chart from page 142 of the genre rulebooks.

For a more detailed failure results chart, see page 76 of *D6 Bloodshadows*.

of numbers. Gamemasters can use the chart by subtracting the failed roll from the difficulty and using this number either as a direct value or to find a random value.

For a direct value, the gamemaster simply cross-references the number with the chart to find the result.

For a random value, the gamemaster rolls a number of dice (including the Wild Die) equal to difference between the skill roll and the difficulty. This random value is then checked on the chart.

Example: When Leta attempts the XX spell, which she recently learned, her player rolls the character's *divination* skill and gets a Critical Failure on his Wild Die. The gamemaster decides to have the player total the dice as normal, which gives a skill total of 17, lower than the spell difficulty of 22. The gamemaster subtracts 17 from 22 and gets 5. He rolls five dice, including a Wild Die, and totals them. He then looks up the result on the "Abbreviated Spell Failure Results" chart.

The direct value has the benefit of one less step. The random value allows for a more detailed chart.

The included example spell failure results chart has been adapted from *D6 Bloodshadows*. (For a more detailed chart, see page 76 of the *D6 Bloodshadows* worldbook.) It's suitable for either method.

Note that not everything on the chart is bad — it's possible to have positive effects from a magical backlash, though that's a rare development. In addition, characters who end up with totals between 1 and 3 suffer few ill effects from failing, making this method of determining "magical consequences" a fairly attractive one.

Gamemasters may choose to alter some of the point spreads listed on the "Example Spell Failure Results" chart, add more spreads, and substitute or add in their own effects. Generally, effects should not completely cripple or kill a character (there are those that do, but they are fairly few), but they should be pretty negative.

SKILLS AND EFFECTS

SKILLS

ALTERATION

Alteration governs magic involving **change**. Change means taking something that exists and modifying it or mutating it into something else. It must work with things that are **already there**. A magic spell used to increase a character's attribute would be an *alteration* spell, as would one that converts a stream of water into a stream of acid. *Alteration* could enhance, reduce, or restrict a character's existing skills, attributes, Special Abilities, Disadvantages, and so on.

Effect Examples: modifier to a skill or attribute; additional levels of a Special Ability the target already has; new Limitations or Enhancements on an existing Special Ability; damage modifier; Armor Value modifier; transmutation. *Alteration* spells may not directly affect movement skills.

Some Special Abilities and Disadvantages that modify existing characteristics fall under *alteration* rather than *conjuraton*, even if the spell is not intended to give additional ranks of the Special Ability or Disadvantage. Some examples include: Advantage Flaw, Hindrance, Language Problems, Reduced Attribute, Endurance, Enhanced Sense, Hardiness, Immunity, Increased Attribute, Iron Will, Master of Disguise, Sense of Direction, Skill Bonus, Skill Minimum, and Youthful Appearance. Transmutation and Shapechanging in which the caster (not the target) controls the ability also come under the purview of *alteration*.

((((sidebar)))

CHOOSING SPELL SKILLS

When creating spells using the *D6 Magic* system, players may occasionally have problems deciding what spell skill a mage is going to have to use when casting the spell. That's understandable — the lines are a little blurry sometimes.

The first thing to do is to take a look at the **effect**. That's the meat of most spells — it's what determines how strongly the spell will affect the "target." What difficulty, skill, attribute, or value is the effect's value going to be measured against? What will your effect's value do to that attribute or value?

Thinking of the spell in these terms can help players guess at those "marginal" spells. And, if the gamemaster or player decides later that the skill isn't correct, no problem: Magic is an art, not a science. Someone who's

accidentally created an *alteration* spell that should have been *conjuraton* has made an "aberration in the art," not a precedent.

((((sidebar)))

APPORTATION

Apportation governs the controlled movement of targets from one place to another. Calling a dagger from a box at home to your hand is *apportation*, as is teleporting yourself to another place. Spells that restrict movement would also be *apportation* spells.

Apportation is not *conjuraton* — the object or the creature summoned is in existence at the time the spell is cast; the *apportation* spell simply "calls" the object or creature.

Most *apportation* spells simply list the desired maximum weight the caster wants to move. The range is then the maximum distance at which the spell "reaches out and grabs" the target.

If the speed is less than the range, then the object moves toward the caster at the listed speed. If anything gets in the target's way, and there's no opening within a meter to either side of the trajectory, the target stops. (Lucky for the target, it's only uncomfortable until the spell ends. Unless it's a feature of the spell, the magic protects the target from taking harm.)

If the speed equals the range, then the object is teleported instantly to within one meter of the caster.

Some *apportation* spells also list a distance (along with a weight) in their effects. This allows the caster to move an item that's far away to another location, also far away. The range, in this case, is only from the caster to the target's starting position.

Apportation spells that move items from one dimension to the another generally only list the planar distance. Nonetheless, since this can get pretty powerful, gamemasters may require that dimensional spells that move objects also include the objects weight, while those that move people or creatures allow a chance for those targets to resist (and no weight value is needed).

Characters or creatures targeted by *apportation* spells have a chance to resist the movement. (Nonsentient beings do not get this resistance roll.) There are two ways to do this:

1. The *apportation* spell uses compulsion. The skill total is compared to the target's *willpower/mettle* (or governing attribute) in much the same way a *persuasion* attempt would

be used — the target’s attitude toward being apported must be assessed, and the spell works as if it were “persuading” the target.

2. The *apportation* skill total has to overcome the target’s weight value. (Look up the target’s mass on the “Spell Measures” table.) The target can resist by rolling her *lifting/lift* (or the governing attribute) and adding it to her weight value (theoretically, she tries to make herself harder for the spell to grasp). (Resisting does not count as an action for the target character.) If the *apportation* total is equal to or higher than the weight value, the character is apported. (Naturally, the spell won’t work on a target that weighs more than the value listed in the effect.)

Effect Examples: weight of material moved; distance moved; speed at which target moves; modifiers, Skill Bonus or Skill Minimum Special Abilities, or Disadvantages to movement skills and Move; Hypermovement Special Ability.

CONJURATION

Conjuration magic involves **producing something from nothing**. Conjured items and characteristics remain in existence for the duration of the spell.

Conjuration is **not** used to bring things from one place to another — that is *apportation*. A spell that increases a character’s attributes from a value other than 0D would be an *alteration* spell.

A spell that produces something out of thin air is *conjuration*. Also, a spell that gives characteristics to a thing that would not normally have those characteristics (or anything to start with) would be a *conjuration* skill. For example, animating a corpse and giving it attribute values (corpses have all normal attributes at a value of 0D), would be a *conjuration* skill, since you are producing something from nothing.

Gamemasters should require that the more complex an item is, the higher the other alterant aspect should be. Requiring a separate skill roll to determine familiarity with the object is also appropriate. Generous gamemasters may permit casters to include this skill roll as a other conditions aspect. (This other conditions aspect should always equal no more than half of the other alterant aspect value.)

Effect Examples: amount of material created; new or stand-alone skills or attributes (skills or attributes that do not modify an existing skill or attribute); new Disadvantages; new Special Abilities; skills and attributes included in conjured items; damage or protection not based on an existing value. However, see the *alteration* entry herein for a list of Special Abilities that are more appropriate for that skill than for *conjuration* spells. Not that Transmutation and Shapechanging Special Abilities that the target controls are considered *conjuration*, rather than *alteration*, spells.

DIVINATION

Divination governs magic involving **obtaining knowledge**. For example, scrying spells, “far-sight” spells, and “speak with the dead” types of spells are all covered by

divination. Spells that block the obtaining of information are also *divination* spells.

Effect Examples: time in the past or future; stand-alone *investigation*, *search*, or *tracking* skills to discern specific information. Certain forms of the Extra Sense Special Ability are suitable for *divination* spells, as are the Illiterate Disadvantage and Hindrance Disadvantages that relate to *languages*, *speaking*, *reading/writing*, *investigation*, and *scholar*.

LEARNING AND IMPROVING MAGIC SKILLS

Guidelines for learning and improving Magic skills are detailed in the *D6 Fantasy* and *D6 Adventure Rulebooks*. If you have only the *D6 Space Rulebook*, use the learning and improvement rules for *Metaphysics* work just fine.

(((SIDEBAR)))

SPECIAL ABILITY OR DIE CODE?

Whenever deciding whether to use a Special Ability or a die code, it’s generally better to go with the method with the higher value. Generous gamemasters may opt for the verions with the lesser value if the spell is complicated and would otherwise have a high difficulty — for example, a spell that provides several minor effects.

(((sidebar)))

(((SIDEBAR)))

DROOLING IDIOT LEARNS MAGIC!

By default, a player can create a starting character that’s basically a drooling idiot with a high *Magic* attribute and high *Magic* skills. The player can then create spells boosting the other attributes, allowing the character to pretend she’s normal.

What’s a gamemaster to do?

Those who don’t mind dealing with players who like to abuse the spirit of the system can liberally sprinkle their adventures with countermagic spells. The character will become ineffectual for the length of time it takes her to get her attributes back to normal.

Gamemasters who catch players doing this at character creation can require that the player specify just how the character got to be so powerful magically. If the explanation doesn’t mesh with the game world’s magical traditions, require the player to rework the character. If the background takes the world traditions into account, the gamemaster may find some seeds for adventures and making the player’s character’s life more challenging.

Other gamemasters may wish to nip this whole ordeal before it starts. In that case, impose a maximum — such as 2D or 3D — on any *Extranormal* attribute. This allows the character room for growth while permitting her to cast a goodly number of interesting spells.

(((sidebar)))

EFFECTS

Effects that take place over time: For this category of effects, you'll need a duration greater than one round, and you'll need to include the focused aspect (just in case the victim decides to wander out of the range of the spell).

Negative effects (such as damage) that increase over time: The best way to simulate this is with Achilles' Heel. The quicker the negative effect increases, the higher the rank in this Disadvantage.

Negative effects that decrease over time: The effect's value equals the highest value possible, with the description indicating how quickly the effect loses potency.

Positive effects that increase or decrease over time: In either of these cases, the effect's value equals the value at the highest potential. In the description, explain how the effect gets to that point.

Simulating poison: Poison is, essentially, damage that occurs over time. Most of the time, including a duration over one round and the focused aspect does a fine job. Sometimes, mages want to get trickier.

To allow a resistance roll each round, use the Achilles' Heel Disadvantage instead of the ordinary damage value.

For ingested poisons, include one charge with a ward (the person eats or drinks the sullied refreshment or touches a harmful surface). Mages can also allow resistance rolls with wards, though this roll is for the first encounter with the item only.

When designing spells, additional ranks of Special Abilities should be considered uncommon (each rank costs the same as the first), regardless of how common Special Abilities are in the rest of the game world.

To determine the effect's value for *divination* spells that provide simple "yes or no" answers (such as a spell that lets the caster know whether someone is asleep or faking it), use the "Information Difficulties" or "Observation Difficulties" charts. The more difficult it would be to discern the answer, the greater the effect's value.

Gamemasters may find players abusing attribute modifiers. There are a few ways to solve this problem:

- increase the non-*Extranormal* attribute modifier value multiplier to 6 and the *Extranormal* attribute modifier value to 9
- require that the spell use the Increased Attribute Special Ability or Reduced Attribute Disadvantage, both of which have higher values than the listed attribute modifier value
- set limits on how much can be altered and for how long — generally, 1D or 2D for one minute is sufficient for most reasonable tasks
- do not permit characters to rely on magically enhanced abilities when casting spells — if it's neither innate to the character nor an external assistant (such as a magic wand or nonmagically enhanced person), the act of casting ignores all magical bonuses

Spells that give stand-alone non-*Extranormal* attributes retain their value multiplier, but they cannot be used on for anything that already has that attribute. So, for example, attributes could be given to a stick or incorporated in a golem, but they could not be applied to a robot.

Spells may not be used to make the effect of another spell more powerful or reduce the difficulty of another spell. In system terms, this can unbalance a game. In game world terms, this activity mucks with the magic of the spells, making them not work properly or at all.

However, spells may require other magical rites to be preformed for the spell to work at all. Sometimes this is a complementary spell; sometimes it's a spell that allows the target to be perceived.

((sidebar))

DISGUIISING EFFORTS

In a world where battle wizards are common, magic users are going to come up with ways of hiding their actions. For the most part, this means designing spells that do not use components, gestures, incantations, or other visible side effects. Of course, the result is that the spells are more difficult to cast.

In other cases, mages create spells that incorporate "normal" actions into spell requirements (such as having to sing a battle hymn).

Similarly, a wizard can include an other alterant aspect that disguises the spell's effect. This aspect acts as if the spell has a *con/bluff* skill; thus, the value of the aspect equals the die code of the skill. When the spell goes off, the opponent makes an opposed interaction roll against the spell's *con/bluff*. If the opponent's total is higher, than she sees the effect for what it is. If the spell's total is equal to or higher than the opponent's, then the target is fooled.

Finally, talented magicians try to be surreptitious. Some cloak themselves in an invisibility spell, while others use *sleight of hand* or *con/bluff*. The latter instances naturally require spells that do not use flashy gestures or loud incantations.

((sidebar))

VALUES FOR MISCELLANEOUS EFFECTS

Changing Scale: To alter the target's scale, use the Size Advantage. (Multiply the rank by 3 to get the effect's value.) Be sure to specify whether the new scale is larger or smaller than the average human, as well as what the final scale is. To simplify determining the effect. Designers may apply this Advantage to sentient and nonsentient targets.

Extranormal Attributes: In general, no spell should provide a character with an *Extranormal* attribute, especially when a skill would be work just as well. However, there might be instances (such as the creation of a familiar) when the player and gamemaster both decide that an *Extranormal* attribute is appropriate. The value multiplier for adding an *Extranormal* attribute is 4.

Ignoring Armor: Add 1 to the value multiplier for physical damage that ignores both magical and nonmagical armor. Add 0.5 to the value multiplier for damage that ignores only magical armor (yep —that means that nonmagical armor works better against such spells than magical does!). Likewise, add 0.5 to the value multiplier for damage that ignores only nonmagical armor.

(((SIDEBAR)))

IGNORING ARMOR

Some spells deal damage that ignores magical armor, nonmagical armor, or both.

Magical armor includes any protection that's magical by nature (such as a protective spell or a gamemaster-created artifact) or magically enhanced (such as protection upon which a spell has been placed that enhances its ability to fend off magical attacks, as well as the Natural Armor Special Ability with the Magically Empowered Enhancement).

Nonmagical armor includes all other kinds of protection.

(((sidebar)))

Stun Damage: Because stun damage injures a character less than regular damage, the value multiplier is less. After figuring out the value for the die code of damage, multiply it by 0.75 to get the value of the effect. (Determining the consequences of stun damage can be found in the "Damage" chapter of the genre rulebooks.)

Stealing Points: Spells that take away Character and Fate Points use the *alteration* skill. A Character Point has a value of 6 (per point). Stealing a Fate Point has a value of 9 (per point). A spell cannot take more points than the character has.

NEW USES OF HINDRANCE

Hindrance (and its related Disadvantage Reduced Attribute) are great ways of adding difficulty modifiers to spells. Not only do they force spell designers to be more specific in their wording of the effect, they are also more costly than simply tacking on an ordinary difficulty modifier.

This list provides general descriptions of some Hindrances that affect broad categories of skills (rather than specific skills). When including any of these Hindrances in a spell or character, be more specific as to the cause of the problem (such as "blindness" instead of "impaired sight").

Hindrance: Initiative (R1), -2 to all initiative totals

Hindrance: Impaired Foot or Leg (R3): +1 to the difficulty of any foot/leg-related skill use and -1 to initiative rolls

Hindrance: Impaired Hand or Arm (R6): +1 to the difficulty of any hand/arm-related skill use

Hindrance: Impaired Voice (R7), +3 to difficulties of actions requiring a voice, such *bargain*, *charm*, *con*, *command*, *intimidation*, *languages/speaking*, and *persuasion*

Hindrance: Impaired Sight (R3), +1 to difficulties of all sight-dependent actions

Hindrance: Impaired Hearing (R3), +2 to difficulties of all hearing-dependent actions

(((SIDEBAR)))

STAND-ALONE VS. MODIFIER

Stand-alone skills, attributes, damage, protection, and so on do not affect any similar characteristic that the target or user has. Rather, they nearly always take the place of any like characteristic. Exception: When a normally beneficial spell would make a character worse — such as a spell that provides a Special Ability that the character already has at a higher rank — then the character uses the higher value (in this case, hers). However, if the spell provides something additional not reflected in the brief description of the effect — such as the *search* skill conferred by most *divination* spells — then the character uses the skill and the value listed in the spell.

Modifiers for characteristics always affect the named characteristic. However, not every character has every ability.

For modifiers to Special Abilities, Advantages, Disadvantages, attributes, or particular types of damage or protection, the spell has no effect on targets who don't possess the appropriate feature.

For skill modifiers, add the bonus to the governing attribute when the character doesn't normally have any dice in the skill.

(((sidebar)))

DETERMINING EFFECTS FOR UNKNOWNNS

In some spells, particularly dimension-hopping ones, the creator needs to know the "distance" between the plane of her world and the "target" realm. In some cases, that distance is decided upon by the designers of the world. However, what if you're dreaming up with one of these spells on your own? How can a spell creator come up with a value she needs to beat with her effect for a spell to work?

Usually, the gamemaster decides how easy or hard he wants some task to be. If the gamemaster thinks a spell should be easy, then it gets a low effect; if he thinks it should be hard, then, hey, it's hard.

In general, *divination* and *alteration* spells are fairly easy — you have to beat time values and character totals in most cases. It's the *appotation* and *conjunction* spells that should be hard — bringing something to you or sending it away instantaneously, or creating something out of nothing should be a trick.

In the end, this magic system for the *D6 System* is somewhat arbitrary. There are lots of rules, and lots of options, but only the gamemaster can decide what he's going to use and what he isn't.

PERMANENT EFFECTS

There has got to be a way to make effects permanent! Well, sure, and which method depends on the gamester.

The easy way is to pick a duration value (such as 38 — for “a year and a day” — or 43 — for 10 years) and stick with that. However, there then becomes no reason to have longer duration values, and this could even make certain spells (such as wiping someone out of existence) much easier than they should be.

The more difficult but potentially more satisfying way is to determine how long it takes for the rest of reality to “believe” in the effect. Usually, once a natural process begins to break down the conjured or altered item, the item no longer needs magic to fuel its existence. A duration of one year (38) is generally a good starting point for most things, but it might be shorter for weak objects (such as soft marble) or longer for stronger or more complex objects (such as gold or animals).

In some cases, the gamemaster may allow a combination of the casting time and the duration to equal the permanence value, especially if the effect is costly and the casting time requires a lot of concentration (such as transforming a golem into a living being).

Whichever method gamemasters and players use, after the player and gamemaster should determine a suitable time, the player must also pay a Character Point cost, because she’s investing some of her “sense of self” or “sense of reality” into the permanent thing. The points do not go toward boosting the skill total or anything else about the spell.

The permanence cost depends on what’s being done. A spell that alters or adds an attribute, skill, or character option has a Character Point cost equal to whatever the cost for improving or getting that characteristic would be without the magical help. See the “Improving Characters” chapter in any of the genre rulebooks for cost details.

Although the cost is steep, makes it possible to add abilities that otherwise would be impossible after character creation.

For other spells, a permanence cost equal to the effect’s value works, though the gamemaster may increase or decrease this depending on the amount of effort and time away from adventuring (and thus gaining Character Points) that is involved in casting the spell.

NEW SPECIAL ABILITY: ARCANE KNOWLEDGE

The character has gained some tutelage in one of several esoteric areas of study. This knowledge provides a +2 bonus per rank to all relevant *Magic* skill totals (generally ones having to do with casting of related spells), though only one Arcane Knowledge bonus may be added to the spell, regardless of how many relate to it. At the gamemaster's discretion, the bonus might also be applied to other related skill totals. Characters may not gain this Special Ability through a spell. *Base Special Ability Cost: 1.*

There are 20 Arcane Knowledges described here for use in the *Bloodshadows* universe. Though they encompass virtually any type of spell or knowledge, they may be expanded on by the gamemaster.

Air: This encompasses almost all substances that are gases at room temperature (save water vapor).

Animal: All nonintelligent creatures who live on or in the ground are considered to be *animal*.

Aquatic: This knowledge covers all nonintelligent marine life as well as amphibians.

Avian: This knowledge encompasses all nonintelligent flying creatures, including insects and bats. Creatures capable of flight only because of magical natures are considered to be *enchanted* (see herein), rather than *avian*.

Darkness: The absence of light is *darkness*. As the presence of darkness acts to make the known the unknown, it has long been identified with Chaotic magic.

Death: The essence of non-existence, destruction, decay, and corruption, *death* is not regarded as evil by most mages, simply as another step in nature's path. But all too often, death magic is used to pervert nature, particularly when reanimating the dead.

Dimension: Spells that involve the fabric of one's space in some way — breaching it, sealing it, or traveling through it — are governed by *dimension*. The gamemasters may allow the bonus from this Arcane Knowledge to be added to *Knowledge* and *Perception* skills in an effort to find one's way through or survive in a strange dimension after gating or teleporting.

Dreams: *Dreams* concentrates on images in the mind of a sleeper, whether the caster or another. While essentially illusory, these images can have a physical effect on the "real world," in particular, the body.

Earth: This knowledge includes soil, rock, glass, ceramics, and anything else made from earthen components. Note that metals do not come under this heading, as they have their own Arcane Knowledge.

Enchanted: Beings whose essential natures are magic, such as elementals, fall under the heading of *enchanted*. This knowledge also governs shapeshifters and those zombies and other creatures that are now mobile because of a spell. Note

that it does not apply to most breeds, as in general they mix the blood of two folk species, or one folk and one other.

Entity: This knowledge covers beings who have never truly lived (such as demons and golems), those who have no physical body now and yet remain on this plane of existence (such as ghosts), and those whose existence runs contrary to nature (such as undead).

Fire: Any form of combustion is governed by the *fire* Arcane Knowledge. Note that heat without flame is governed by *inanimate forces*.

Folk: All intelligent beings whose defining relationship is with their own kind and who are a part of the natural world (Marl) are *folk*. See the sidebar for suggestions on determining what is *folk*.

Inanimate Forces: The forces that affect non-*elemental* and non-life conditions, such as magnetism, electricity, kinetics (movement), heat, and cold are governed by *inanimate forces*. Note that this knowledge does not affect fireballs or ice daggers, which are more closely identified with the elements themselves.

Light: Radiant energy that acts upon the eye, making sight possible, is *light*. *Light* also governs other forms of energy, such as ultraviolet and infrared.

Magic: *Magic* relates to natural energy that can produce supernatural effects, when tapped into and used properly. Magic can be manipulated through gestures, incantations, and the like, and is not inherently good or evil. Generally, only spells that do not conform to other Arcane Knowledges should be considered *magic* spells.

Metal: Substances of the earth that are pliable when flame is applied are *metal*. The *metal* Arcane Knowledge also governs metallic elements, such as arsenic or cinnabar.

Plant: Any nonintelligent growing things rooted to the soil — flowers, hedges, trees — fall under this classification. *Plant* also includes vegetation that grows in river or seabeds.

Time: This governs the force that mandates a progression of events, and both random change and radical change are capable using this knowledge. That is why *time* is considered both an Order and a Chaos knowledge.

Water: Virtually every liquid is governed by the *water* knowledge, provided it has water as a component. Ice is also included under this knowledge, but the act of cooling or freezing something comes under the heading of *inanimate forces*.

MAGICAL ITEMS

ENCHANTING ITEMS

The spells enchanted into items sometimes use special versions specifically designed for the item. Use these guidelines to create your own:

For spells that already must be charged into an item (such as putting *pain* into a baton): No modification is necessary.

For spells that have a range and may be cast from a distance when activated (such as putting *lightning bolt* into a cane): Add the Charges modifier to the Spell Total for the number of charges you want to include. (Divide by 2 and round up to get the value to add to the spell difficulty.) For instance, two improved charges adds +10 to the Spell Total or +5 to the spell difficulty.

For spells that originally have a range but now must hit a target to activate (such as putting *incinerate* into a knife): Multiply the spell difficulty by 2 to get the Spell Total. Reduce the Range and Speed to zero, and subtract both of these values from the Spell Total. Add the Charge modifier to the Spell Total for the number of charges you want to include. Include an Other Conditions modifier of -2 for “must make successful attack to release.” Divide the final modified Spell Total by 2 to get the new difficulty.

Example: *Incinerate* has a spell difficulty of 15, a range of 5 meters, and a speed of +4. Its Spell Total is 30. To put it into a weapon, subtract 4 for the range, 4 for the speed, and 2 for the new other conditions. Add 5 for one improved charge. The final modified Spell Total is 25 (30 - 4 - 4 - 2 + 5) for a spell difficulty of 13.

Basic charges cost less (about one point per charge) but disappear after 24 hours. Improved charges cost more (five points per charge), but they have no fade rate. For more information on basic and improved charges, see the “Magic” chapter of this book.

ENCHANT WEAPON

Skill: *Alteration*

Arcane Knowledge: *Metal, magic*

Difficulty: 16

Effect: 5 (+1D damage)

Range: Touch (+0)

Speed: instantaneous (+0)

Duration: 60 years (+47)

Casting Time: 1 hour (-18)

Other Aspects:

Concentration (-6): 1 hour with *willpower/mettle* difficulty of 12

Feedback (-2): -2 to damage resistance total

Focused (+10): On weapon

Incantations (-4): Repeat enchanting phrase for duration of casting (litany; *willpower/mettle* roll with difficulty of 15)

The enchanting of even the weakest of magical weapons can be a daunting task for a mage. Draining mentally, emotionally, physically, and magically, it's no wonder that there's always a hesitancy to create such weapons. Nonetheless, such things are produced, and there are mages willing to sacrifice their lives for the creation of the perfect weapon, particularly when it is designed with a specific goal in mind.

MAGIC WEAPON

Skill: *Alteration*

Arcane Knowledge: *Metal, magic*

Difficulty: 28

Effect: 18 (+3D damage bonus, ignores nonmagical armor)

Range: 25 meters (+7)

Speed: instantaneous (+7)

Duration: 1 day (+25)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): Precious gem (uncommon)

Countenance (-1): Target surrounded by faint blue glow

Focused (+8): On weapon

Gestures (-1): Make swinging motion (simple)

A faint blue glow embodies the weapon being enchanted when this spell is cast. This transforms the normal into the enchanted, making it possible to do damage to those creatures that are invulnerable to normal weapons. Furthermore, the spell ignores nonmagical armor. When successfully cast, the target weapon gains a +3D damage bonus.

POTIONS

CREATING YOUR OWN POTIONS

Alchemical potions can be built using the Magic rules in Chapter 11 of the *D6 Adventure Rulebook*. Specifically, an alchemist is charging the potion with the ability to produce a certain effect. Since most potions are designed to be splattered on an opponent or consumed, they need only be charged for one use. They also need to be warded, because they go off only when removed from their container. For charges that do not lose their potency within a day after making them, use the improved variation of charges described in the “Magic” chapter of this book.

It should go without saying, but just in case there’s any doubt: a potion requires at least two components, one of which must be either a liquid or a solid.

To figure out the component modifier for the spell, add 1 to the Availability Rating. The rarer the ingredients in a potion, the longer it may take to produce, but the easier it will be to charge overall.

Most components are destroyed when the potion is released, so the components get the “destroyed” modifier as well.

The container does not count as a component, because it generally doesn’t matter what the potion is poured into. However, the potion could need a specific type of pot, which would be a component.

The range and speed of a potion’s spell are both zero, because the effect of the spell after it’s released doesn’t travel a distance. A potion in a container is considered to be in a dormant form. If the alchemist wishes to have the effect travel outward from where the potion was activated, she uses the area of effect aspect, generally “sphere.”

For a potion that travels with its target (such as a sticky or ingested one), include the focused aspect.

ALCHEMICAL INGREDIENTS

The specific ingredients needed to produce an alchemical potion can be purchased from apothecaries in small (usually 30-gram) bags and then mixed together, or the potions can be bought ready-made.

Note that all ingredients are not available in the same quantities in all cities — each substance listed in the sidebar has an **Availability Rating** of 1 to 4. A 1 means the substance is extremely common and easy to find; a 2 means it is somewhat less common, and will only be found in mid-sized and larger cities; a 3 means it is relatively rare and will only

be found in large and well-stocked cities; a 4 means it is very rare and will only be found in a few of the larger cities, or it may have to be found in the Wilderness.

Most alchemical potions are mixed in water or some other liquid (which will be listed) to be effective, though there are some alchemical “dusts” designed along the same lines as liquid potions.

The container of choice — a small, thin-glass vial with a little cork or rubber stopper — has a price difficulty of Very Easy (1 ven). It can be thrown for a range of: *Physique-4/Physique-3/Physique-1*. It breaks on impact. Other containers should have lower ranges, possibly with an increase to the combat difficulty to reflect a greater material toughness.

This nonexhaustive list can help players and gamemasters determine the most appropriate component modifier for an item. Naturally, gamemasters should adjust this for their worlds — in a setting where the production of alcohol is banned, the Availability Rating will be much higher than on a world where it’s sold at the corner market.

When two or more items are considered appropriate as components (such as magnets and lodestones), then use the component modifier of the lesser item or, if they have the same rating, then one less than that rating.

Some components are actually broad categories (such as candles and animal bones). The listed rating is appropriate when bones from any type of item in that category can be used. Increase the rating the more specific and rarer the type of item needed is.

Alcohol (2)

Alum (3): An astringent powder, a double sulfate of potassium and aluminum.

Amber (3)

Animal Bones (2)

Antimony (2): A silvery-white, brittle, metallic element, used as a hardening agent.

Arsenic (2): A silvery-white, brittle and extremely poisonous element, usually found in the form of a powder.

Aqua Regia (3): A mixture of nitric and hydrochloric acids, so powerful it can dissolve gold or platinum.

Aquamarine (3): A transparent, pale-blue crystal only slightly related to quartz, this stone is most often used in *water* and *air* spells.

Ash (1)

Bat Claws (1): Like many alchemical ingredients, misnamed. Bat claws can be the talons of a bat, rat, or other rodent and are sold in small jars by apothecaries.

Bell (1)

Belladonna (3): A poisonous plant with reddish, bell-shaped flowers and black berries, also known as nightshade. Can only be found in the wild (at least the useful stuff).

Blood (1)

Brass (2)

Brimstone (1): A pale yellow element that burns bright blue and gives off a horrendous odor. This stink explains why so many alchemists face eviction on a regular basis.

Butterfly Cocoon (3)

Candle (1): An illumination tool made of beeswax, soy, paraffin, or similar flammable material. Generally cylindrical with a wick of cotton in the center.

Chalk (1)

Charcoal (1)

Cinnabar (4): A heavy, bright red mineral, the principal ore of mercury.

Coal (1): A black, combustible mineral formed by the effects of heat and pressure on decayed plant matter. Comes in rock and dust forms for the same price.

Copper (2): A common reddish-brown, malleable metal that shines well and is smelted from other compounds.

Nickel (2): A copperlike ore that contains no copper; also known as copper demon.

Cotton

Diamond (4): Nearly colorless crystallized carbon, it makes a convenient focus for many spells. Flaws, such as cracks or color, can lower the effectiveness of the stone.

Doll (1): A small figure, generally made of cloth and resembling a human or animal. Rarer dolls have more abstract forms or are made of less common material.

Earth (1)

Emerald (3)

Fan (1)

Feathers (1)

Fire (1)

Fish Scales (2)

Glass (1): Clear and colored glass is a cheap alternative to fancier stones. The glass must be without bubbles or other flaws to be useful in spells.

Gold (3): A potion that calls for gold wants **pure** gold, not alloys or something that was lead this morning. That's why gold is relatively rare for the purposes of potions — and efforts to use substitutes often result in explosions.

Granite (2)

Heliotrope (3): Also known as bloodstone because of the flecks of red mixed with the base green color, this special quartz is most often used in *vitomancy* and *necromancy* spells.

Hematite (2): A common form of iron oxide, this opaque crystal ranges in color from black to gray. It has mild magnetic properties.

Hemlock (2): A poisonous weed with small, white flowers.

Henbane, Powdered (2): The ground-up remains of a coarse, foul-smelling plant known to be poisonous.

Incense (2)

Iron (2)

Ivory (4)

Jade (3)

Lead (1): A heavy, soft, malleable bluish-gray metallic element, used as a base in many alchemical potions. It's valued for its ability, when properly treated, to transmute into other elements, such as gold, if only temporarily.

Leather (2): Dried animal skin — the less treatment it's had, the better it works.

Lime (1): A white powder derived by heating limestone.

Linen (2)

Lodestone (2)

Magnet (1)

Magnesium (4): A light, silver-white, malleable metallic element that burns with a hot, white light. Some northern mines have started searching actively for it, so the Availability Rating may drop soon.

Mandrake (2): A poisonous plant of the nightshade family with a short stem and thick root.

Mirror (1): A reflective surface made of glass with a thin layer of silver applied to the back.

Naptha (1): An inflammable, volatile liquid that can be distilled from wood, oil, or coal tar.

Needle, Pin (1): A small, slender, sharp object commonly made of steel.

Obsidian (4): Naturally occurring volcanic glass, this crystal can be quite sharp.

Oil (1)

Onyx (3)

Opal (3)

Parchment (2)

Pearl (3)

Pitchblende (4): A brown to black mineral containing radium, uranium, and so on.

Platinum (4)

Porcupine Quill (2)

Pumice (2)

Potash (3): Potassium salts, found abundantly in dangerous salt marshes.

Quartz (2): Quartzes are silicon dioxide crystals, with clear being the most common. Colored ones are rarer (increase the Availability Rating by one) and include carnelian (red), amethyst (purple), chalcedony (blue- or gray-white), chrysoprase (green), and agate (banded browns).

Rock Oil (1): Often refined into a combustible fuel, alchemists have no problem getting "rock oil" in most cities.

Ruby (3)

Salt (1)

Salt peter (2)

Sapphire (3)

Seawater (1): If you are on a coastal city, you're in luck; if not, add one to the Availability Rating. Water sprinkled with salt won't work as a substitute, though.

Shell (1)

Silver (3): See the notes for "gold," herein.

Sulphur (3)

Tobacco (1)

Tooth (1)

Tree Sap (1)

Vitriol (2): An oily, colorless, corrosive liquid, also known as sulfuric acid.

Water (1)

Wine (1)

Zincen (2): Also known as zinc oxide, this white powder is sometimes used to make glass or paint.

COLORS

Requiring that a spell use items of a specific color improves the components modifier by 1. A spell that simply requires an item to be of a specific color, but the item itself is not specified, uses a value of -1 for this component.

This list gives some suggestions for types of spells that work best with particular colors.

INCENSE

Incense falls under the components aspect and generally has a value of -3, though rare varieties may command a higher price and receive a higher aspect value.

This list offers some ideas for varieties of incense that influence specific kinds of spells.

FLOWERS AND HERBS

Flowers and herbs are types of components that casters can use to create their spells. Generic "flowers and herbs" have a value of -1, while specific varieties have a value of -2 (or more, if great quantities or perfect specimens are needed).

This short list offers some ideas for the types of spells that work well with particular kinds of flowers and herbs.

Rose

Mushroom

Fruit (whole and juices)

Calamus

Licorice

Sage

Bergamot

Bay

Marigold

Catnip

Saffron

Lavender

Tarot Cards -3

Runes -4

Crystal Ball -5

Water in Wooden Bowl -2

Water in Silver Bowl -5

Tea Leaves -2

Dice -2

Star charts -3

Mirror -3

TIMES

Here are some examples of special times for casting spells. The modifier given is the minimum modifier; the gamemaster may increase this if the player can make a case that the period is smaller than the modifier suggests.

It is recommended that, however many time-sensitive events must exist for a spell to be cast, only the one with the highest modifier has any effect on the spell's difficulty number.

Example	Modifier
---------	----------

Day, night	-1
------------	----

Particular phase of the moon	-2
------------------------------	----

Season	-2
--------	----

During a general celestial event	-3
----------------------------------	----

(such as any meteor shower)

Day of the year	-4
-----------------	----

(if the locals use a different calendar than the one the caster designed the spell with, then the date will need to be correctly translated)

During a specific celestial event	-5
-----------------------------------	----

(such as the passing of Haley's Comet)

LOCATIONS

SCRYING DEVICES

Playing Cards -3

LEARNING SPELLS

Starting *Bloodshadows* characters begin with a number of spells equal to the number in front of the “D” in their *Magic* attribute. These spells may rely on any skill.

For each additional full die above the base attribute in each *Magic* skill that they have, they may learn one spell related to that skill.

Example: Chase has 1D+2 in *Magic* and 3D+1 in *conjuration*. Since her skill is 1D+2 above her attribute, she gets one spell for that, which she must put in a *conjuration* spell. She also receives one spell for her full die in *Magic*. She can take any spell she wants for that slot.

They may fill these slots with any spell with a difficulty of 10 or less free, or they may try for more difficult spells. To see if the character learned a more difficult spell, roll the skill needed to cast the spell. (The player may not spend Character or Fate Points on this roll.) If the total meet or beat the difficulty, the character learned it at some point in her past. Otherwise, she didn’t, and she’ll have to figure it out the old-fashioned way — through study.

After character creation, characters learn new spells by either coming up with them on their own, studying them in grimoires, or getting someone else to teach them. There is no limit to the number of spells a character may learn (outside of those dictated by time, energy, and Character Points.)

Regardless of the method used, the amount of time it takes to master a new spell equals a mastery time. To figure this, multiply the difficulty of the spell by 1.5 (round up). Then look up this number as a value on the “Spell Measures” chart on page 87 and read its equivalent measure on the table. Use the “Measure Conversions” table to figure out the value in minutes, days, weeks, months, or years.

Grimoires can decrease the amount of time it takes to learn the spell (for well-written books) or they can increase the difficulty to understand the spell (for books containing inaccurate information). How useful the grimoire is depends on its quality and is up to the gamemaster.

Teachers must have the spell’s casting skill at a level equal to or greater than the character’s skill and the teacher must have already mastered a spell. Each full die above the character’s skill reduces the amount of time it takes to learn the spell by one value level, with a minimum mastery time value equal to one less than the spell’s difficulty.

If the character has both a teacher and a grimoire, the character only receives the bonus for one of the two.

Example: Desken has been doing the detective-mage thing for a while and he decides to add *bloodshadows* to his spell repertoire. He could learn it on his own in about five weeks (the spell has difficulty of 22, giving it a mastery time of 33). Or, he could find a teacher with 3D+1 (a full die greater than his *divination/necromancy* of 2D+1) and be taught it in about 2.5 weeks (which has a value of 31).

At the end of the mastery time, the character rolls the spell’s required casting skill, including any modifiers from alignment or Arcane Knowledge. If she meets or beats the

difficulty and spends one Character Point, she has mastered the spell. Note that this does not mean the spell was cast — it was simply learned.

Once a character has mastered a spell, she never has to spend time relearning it (unless she makes changes to it).

When a character wants to “cast on the fly” and not learn a new spell, she needs only worry about the design time, whether she reads it out of a grimoire or makes it on her own. However, every time she wants to cast that spell, she’ll have to go through the design process again.

ALTERNATE MAGIC SYSTEMS

FREEFORM MAGIC SYSTEM

For some settings, the full *D6 Magic* system is overkill. The freeform variant provides a means of including magic that's easy to learn, fast to execute, and quite arbitrary, as it relies largely on the gamemaster to decide on the difficulty.

With this magic system, the attribute and skills remain the same. When the mage wishes to cast a spell, the player describes the desired result of the spell and what her character is doing to make the spell come about (incantations, gestures, components, etc.), if anything. The gamemaster then takes into account the player's description and selects a difficulty number using the "Generic Standard Difficulties" chart found in each of the genre rulebooks. In general, the less useful the effect and the more obvious the casting is, the less difficult the spell is to perform.

If the character's skill roll meets or beats the difficulty, spell goes off as planned — possibly better than planned if the skill roll is must higher than the difficulty. Failure could result in anything from a fizzled rite to a disastrous and unforeseen consequence.

The gamemaster or player may wish to take notes on spells, including their difficulties, for those rites that the player wants her character to repeat in the future. The difficulty of future attempts of the same spell need not be exactly the same — the gamemaster can alter the number based on circumstances (health of the character, environmental distractions, low or high mystical energy area, etc.). Gamemasters can select suitable modifiers from the "Generic Difficulty Modifiers" chart.

Gamemasters using the freeform system and at a loss for how to determine difficulties should skim through this volume and the *D6 Fantasy* and *D6 Adventure* rulebooks for "sample" spells.

MAGIC WITHOUT MAGIC

In some settings, just about anyone can channel magic and perform spells. Often, it's enough to say that the spell has been charged (and possibly warded) into a scroll, book page, or other object. Real magic users devote their lives to learning the *Magic* attribute and skills, but they often charge spells into things to make them easier and faster to use in the future. It's these items that folks stumble across.

Occasionally, though, someone comes across a sorcerer's notes and somehow manages to trigger a spell or two in the book, despite everyone know that there'd be no reason for them to have been charged. Or, an ordinary joe purchases

a love ritual through the mail, uses it, and gets himself a significant other.

Gamemasters don't need to say that the casual spell caster has some latent *Magic* ability (though it's possible). Rather, they can handle these situations one of two ways:

- It's gameaster's fiat; the spell goes off because it's necessary for the plot to progress.
- The character has such a high belief in the rite working that the gamemaster allows *willpower/mettle* to be used instead of a *Magic* skill to determine the spell's success. There should be a difficulty modifier tacked onto this, to reflect that the person really doesn't have any idea what she's doing. A value of +5 (if casual casters are common) to +10 (if mail-order spells actually working is a rare thing) serves well as a standard, and gamemasters can futher adjust this based on how well the ritual was presented to the neophyte.

DITCHING THE ATTRIBUTE

Some gamemasters may wish to do away with the attribute altogether. They may simply have the *Magic* skills standalone. (In this case, the first die costs the same as getting 1D in an attribute. Subsequent dice are increased as normal.)

Alternatively, they can move the *Magic* skills under other attributes. Here's one suggested rearrangement:

- *alteration* under *Presence (D6 Adventure)*, *Charisma (D6 Fantasy)*, or *Perception (D6 Space)*
- *apportation* under *Acumen/Perception*
- *conjunction* under *Intellect/Knowledge*
- *divination* under *Acumen/Perception*

In this version, *Magic* skills can be used untrained (and default to the governing attribute), but when they do, they always have an untrained difficulty modifier of at least +5. Furthermore, they're twice as expensive as any other skill to improve.

BASIC SPELL CREATION SYSTEM

This simple spell creation system is based on the most popular choices from the full *D6 Magic* system. It's completely compatible with spells from that system, even if it leaves out a lot of aspects. It makes a good stepping stone for those who find the detailness of the full system daunting.

To use this system, follow these steps:

1. **Choose the skill** — *alteration*, *apportation*, *conjunction*, or *divination*. See page XX of this book for details on these skills.

2. Choose the effect from the ones listed here under the skill that you selected. The effect is the main consequence of casting the spell. If you don't see the effect you want, pick one that's close to what you'd like; ask your gamemaster to assign a value for the effect you want; or consider that effect to be beyond your magic-wielding character's abilities at this point.

For *divination* spells that search within an area, you also need to specify what the spell reveals. The user relies on the *search* skill given by the spell against a difficulty determined by the gamemaster. (Use the "Observation Difficulties" chart in the rulebooks as a guide for deciding on the difficulty.)

3. Choose the range. The range is the maximum distance at which the target of the effect can be from the caster of the spell. For *apportation* spells, the range is always one meter (+0). For *divination* spells, this is how far away the target area can be from the caster.

4. Choose the duration. The duration is how long the effect remains in existence. For *divination* spells, the duration must be at least one round.

5. Choose the casting time. This is how long it takes for the magic user to generate the spell each time he casts it.

6. Choose other aspects that you want to include with the spell. You may also decide that you do not want to include any of the "other aspects."

7. Figure out the spell's difficulty. First, total the values for all of your choices. Round fractions up. This is the spell total.

If the spell total is 19 or less and the spell **does not** have one of the italicized options, the spell is a cantrip. Divide the total by 2 and round up. This final number is the spell's difficulty.

If the spell total is 20 or greater or the spell is 19 or less and it **does** have one of the italicized options, divide the total by 2 and round up. If the number is less than 10, it becomes 10. This is the spell's difficulty.

8. Decide on a name for the spell.

All spells:

- u Only affect one target
- u Have no area of effect (except for *divination*)
- u Cannot move
- u Require the ability to see the target (except for *divination*)
- u Require a targeting roll of *throwing* or *apportation* (for ranged effects), *brawling/fighting* (for hand-to-hand), or *melee combat* (for enchanted or conjured weapons); if the range is "self" or the target is willing, no targeting roll is required

SAMPLE SPELLS

Note that these spells are presented slightly differently than the ones designed with the full system; rather, the presentations better reflect this spell creation system's method. Additionally, these spells are extremely generic. Spells that players' characters use should be much more specific (such as specifying one skill to improve) and more colorful.

BLINK-AWAY

Skill: *Apportation*

Effect: The caster can move up to one kilometer away to any place he can see.

Duration: Instantaneous

Range: Self

Casting Time: 1 round

Difficulty: 13

PROJECTILE

Skill: *Conjuration*

Effect: This 6D attack requires *marksmanship/firearms* or *apportation* to hit. It takes a form of the caster's choosing, such as a blast of fire, water, or ice.

Range: 10 meters

Duration: Instantaneous

Casting Time: 1 second

Difficulty: 14

PROTECTIVE SHEATH

Skill: *Conjuration*

Effect: The caster or a target within one meter of the caster is coated in an invisible sheath that absorbs up to 6D of any type of damage.

Duration: 1 minute

Range: Self or 1 meter

Casting Time: 1 second

Difficulty: 14

IMPROVEMENT

Skill: *Alteration*

Effect: This spell improves any one skill by +3D.

Duration: One minute

Range: Self

Casting Time: 1 round

Difficulty: 10

SEARCH

Skill: *Divination*

Effect: The caster can use the spell's 4D in *search* to look for any specific type of item or creature within a 10-meter radius sphere around herself.

Range: Self

Duration: 1 round

Casting Time: 1 round

Difficulty: 16

EFFECT

ALTERATION

Add +1D to a skill, damage, or protection (per +1D added) 4.5

Add +1D to an attribute (per +1D added) 18

APPORTATION

Move you or something 1 meter 2

Move you or something 10 meters 10
 Move you or something 1 kilometer 30

CONJURATION

Get a skill at 1D 3
 (per 1D in the skill)
 Do 1D damage or protect for 1D 3
 (per 1D)
 Conjure something simple, 1 kg or less 1
 Conjure something complex, 1 kg or less 5
 Conjure something simple, 5 kg or less 4
 Conjure something complex, 5 kg or less 8
 Conjure something simple, 100 kg or less 10
 Conjure something complex, 100 kg or less 14
 Conjure something simple, 1,000 kg or less 15
 Conjure something complex, 1,000 kg or less 19

DIVINATION

See one minute in the past or future 9
 See one hour in the past or future 18
 See one day in the past or future 25
 Search a 1 m-radius circle with a *search* of 4D 18
 Search a 1 m-radius sphere with a *search* of 4D 19
 Search a 10 m-radius circle with a *search* of 4D 27
 Search a 10 m-radius sphere with a *search* of 4D 32
 Search a 100 m-radius circle with a *search* of 4D 37
 Search a 100 m-radius sphere with a *search* of 4D 47
 Search a 1 km-radius circle with a *search* of 4D 47
 Search a 1 km-radius sphere with a *search* of 4D 62

RANGE

Self, touch, or 1 meter +0
 5 meters +8
 10 meters +10
 100 meters +20
 1 kilometer +30

DURATION

Instantaneous +0
 1 round +4
 2 rounds +5
 1 minute +9
 1 hour +18

CASTING TIME

1 second -0
 1 round -4
 1 minute -9
 1 hour -18

OTHER ASPECTS

Component -2
 (the spell requires a very common item, such as a candle,
 match, or handful of leaves)
 Gesture -2
 (the spell requires the caster to make motions with both
 hands)

Incantation -2
 (the spell requires the caster to speak a lengthy sentence
 aloud)
 (((sidebar)))

BASIC SPELL SHEET

Spell Name: _____

Skill: _____

Effect: _____

Range: _____ **Value:** _____

Duration _____ **Value:** _____

Casting Time: _____ **Value:** _____

Other Aspects: _____ **Value:** _____

_____ **Value:** _____

_____ **Value:** _____

Spell Total: _____

Difficulty: _____

(((sidebar)))

D6 MAGIC PRIMER

Thank you for your interest in applying for enrollment to the D6 System Magical University. The following information clarifies what you should already know but will serve as a good primer for some concepts you might find confusing. This document does not replace the rulebook, but rather serves as an explanation of some points many freshmen find confusing. We have also included some information and commentary from our Headmaster, the Venerable Deacix Gamemaster. Remember: Whatever Gamemaster says, goes.

Much of the information here is also good to review for those seeking to further themselves in the practicing of miracles by attending the D6 System Universal Seminary, although some points are different. As ever, consult your local deity for more clarification.

CREATING THE SPELL

At its most basic, creating a simple spell only requires six steps:

- 1) Come up with the Effect and get a number
- 2) Come up with the Range and get a number; **double that number**
- 3) Come up with the Duration and get a number
- 4) Add the numbers from Steps 1-3
- 5) Come up with the Casting Time and get a number
- 6) Subtract the Casting Time number from total from step 4.
- 7) Divide the number from Step 6 by two and round up; that number is the spell's difficulty.

There are two broad optional categories:

- Add special abilities and effects that let the spell do things it couldn't normally, at the cost of making the spell harder to cast
- Saddle the spell with restrictions that limit the spell's usefulness or make it difficult to cast in some situations, but allow it to be cast with a lower difficulty number

COME UP WITH THE EFFECT

Whenever possible, the D6 System concerns itself with effects rather than causes. The upshot of this is that, whenever possible, effects should be created using the die code charts. This is especially true with transmutations and conjurations.

Example: Young magician Harold Poitier is creating a spell that targets his enemies with an explosion. Without Gamemaster's approval, he cannot conjure, say, 25 kilograms of nitroglycerin; rather, he needs to determine the die code of the damage he wishes to create and use that as a base number (probably adding an Area Effect, as will be discussed later).

In general, each effect needs to be paid for separately. For example, a spell that teleports someone 60 meters in the air, with the express purpose of causing them damage, would seem to have an effect of 10 (the weight of an average Human). However, since the effect is designed to cause damage, its cost would actually be 120; falling damage deals 1D per 1.5 meters the person falls, so this is actually equivalent to an attack that does 40D in damage.

What would happen if the spell was designed with a spell effect value of 10? Well, it depends. Magic is unpredictable. In all likelihood, the target would teleport 60 meters into the air, only to flutter harmlessly down a round later. Or maybe he'd fall with a thump, causing no damage. It's difficult to say. However, as the great mage Byzant once said, "There's no such thing as a free lunch . . . or a free spell effect."

Now, that's not to say a spell can't have minor effects; rather, these effects will be, largely, neutral, sometimes helping the caster and sometimes harming him. For example, a spell that ignites the caster's finger like a candle might only have an effect to produce light; while it might be useful to start minor fires (perhaps via use of the *survival* skill), it might also accidentally cause fires every so often, and beings attracted to smoke might occasionally detect it.

If a spell ends up having a secondary effect that is used often – perhaps even at the expense of the primary effect – the laws of the universe will probably take notice, and the spell will likely adjust itself to the "new" difficulty number.

One of the biggest "secrets" is the use of the spell effect to add Disadvantages or Special Abilities (as per "Effect and Skill Used," in the Magic chapter). For example, (((BEGIN SIDEBAR)))

WHAT MAGIC SKILL DO I USE?

Short answer: Whatever makes sense. Gamemaster is generally permissive when it comes to alternate effects. For example, adding +2 to three social skills is usually an *alternation* effect. However, giving someone a Skill Bonus: Charismatic accomplishes the same effect, and since this creates something out of nothing it could be considered a *conjuration* effect.

In general, games are better served by not paying too much attention to the nitty-gritty, as long as the effect can be justified in some way. However, if a mage seems to be abusive with this freedom, the gamemaster is perfectly justified in limiting or prohibiting abusive applications. (((END SIDEBAR)))

Sometimes, spell effects need to be tweaked to get reasonable numbers. For example, D6 Bloodshadows and D6 Magic have new rules regarding the effect of *divination* spells, in an effort to make them a little easier to cast.

CASTING A SPELL

Here's a refresher course on how to cast spells with the *D6 Magic* system:

1. Determine the difficulty of the spell.
2. Generate the appropriate spell skill total.
3. Add the applicable Arcane Knowledge bonus to the spell skill total to determine the final skill total (if you're using this Special Ability).
4. If the final skill total is lower than the difficulty of the spell, go to Step 5a; otherwise, go to Step 5b.
 - 5a. The spell fails. If desired, the gamemaster may impose penalties for failing, such as using the "Spell Failures Results" chart. To use the chart, subtract the final skill total from the difficulty of the spell. Roll a number of dice equal to this number to determine the Failure Result (modified by the alignment of the spell, if the gamemaster wishes). The gamemaster compares the result to the "Abbreviated Spell Failure Results" chart and decides on the outcome.
 - 5b. The spell succeeds. Generate a targeting total, if needed. If that succeeds or if there is no targeting total, assign the effects of the spell, as described in the spell's description.

Example: Kathiruth is a small-time con artist and part-time magician. She has a skill value of *alteration* 4D+1, and two ranks in Arcane Knowledge: Water. She wants to cast the spell *acid bath*.

(Step 1.) The spell has a difficulty of 18.

(Step 2.) Kathiruth gets lucky, generating a skill total of 20.

(Step 3.) She adds in her +4 bonus from her Arcane Knowledge (since the *water* Arcane Knowledge is listed as applicable under the spell description), for a skill total of 24.

(Step 4.) The skill total is higher than the difficulty of the spell, so it goes off.

(Step 5b.) Since *acid bath* is a damage spell, Downtown needs to determine whether he hit or not by using *throwing* or *apportation* (either *wizardry* or the same focus as the spell, *elemental*). He may modify the targeting total by the result point bonus. If he did hit, the effect of the spell dictates the damage of the attack.

EXPANDED BENCHMARK LIST

INTRODUCTION

This chapter revisits the benchmark list, combining the examples in *D6 Adventure* and *D6 Fantasy* with a few additional ideas. For more distances between popular global cities, visit www.wcrl.ars.usda.gov/cec/java/lat-long.htm.

Value	Time	Weight	Distance
0	Second	1 kilo	1 meter
1		Large owl	War horse height
2		Large goose	Tallest Human
3		Human baby	Large wagon, Sedan
4	Round	Small armadillo	Great white shark, 3-story bldg.
6	3 rounds	Sea turtle	Small sailing ship, Tyrannosaurus Rex
7	5 rounds	Small tree, Stop sign	Caravel sailing ship
8		Medium dog	Large galleon
9	Minute	Deer	Large longship
		Mailbox	Boeing 747
10	1.5 min.	Large boar	Javelin throw, Football field
11	2.5 min.	Lion	Great Pyramid height, City block
12	3.5 min.	Brown bear	Great Pyramid base, Ocean cruise ship
13	5 min.	Alligator, Street light	Long bow flight, Empire State Building
14	10 min.	War horse	Trebuchet range
15	15 min.	Small rhino, Small car	Kilometer
16	25 min.	Giraffe, Large car	Mile

Value	Time	Weight	Distance
17	40 min.	Medium squid, Van, pickup	
18	Hour	Hippopotamus	
19	1.5 hours	Med. elephant, Small plane	Chariot race
20	2.5 hours	Large orca, Empty delivery truck	
21	4 hours	Small ICBM	
22	5 hours	City bus	Day's march
23	10 hours	Caravel ship, Loaded tractor-trailer	Marathon race
24	15 hours	M1A1 tank	
25	Day	Blue whale	Day's travel for a dispatch rider
26	1.5 days	British naval cutter	Detroit to Cleveland
27	2.5 days	Galleon cargo cap., Boeing 747	Athens to Sparta, L.A. to San Diego
28	3.5 days	Galleon, C5A Galaxy	Detroit to Chicago, Paris to London
29	Week	Colossus of Rhodes, Tramp freighter	Copenhagen to Amsterdam, Atlanta to Memphis
30	1.5 weeks	2-story building, Small destroyer battleship	Length of Great Britain, Rome to London
32	Month	10-meter boulder, 6-story building	Paris to Constantinople, Paris to Moscow

Value	Time	Weight	Distance
34	5 weeks		Constantinople to Bangkok
35			Circumference of Moon
36	5 months	Fully loaded coal train	
38	Year	Medium cathedral	Circumference of Earth
		Loaded small oil tanker	
39		Ocean cruise ship	
		Large cathedral	
41		Aircraft carrier	
43	10 years	Empire State Bldg.	Orbit of Moon
48	Century		
49		Great Pyramid	
53	Millenium		
55			Average distance between Earth and Mars
56			1 AU
76		Deimos	
80		Phobos	
114		Moon	
119		Mars	
124		Earth	
136		Jupiter	
151		Sun (Sol)	

PRECALCULATED SPELLS

FINDING A SPELL

With well over 200 different spells, we've split them into nine schools established in the *D6 Bloodshadows* worldbook. You can use these schools as they appear here in your own campaigns, add more, combine existing schools, or ignore them completely.

If you decide to use schools, you might want to have them as foci of the *Magic* skills. Foci narrow the existing general skills, thus limiting the number of spells a character can cast. To cast a spell in a particular school, the mage needs the correct focus. The cost of obtaining a focused skill is the same for those settings that do not use foci; however, in settings using the magic school option, a caster may never have the general skill. (For more details on schools as *Magic* skill foci, see Chapter 6, "Magic," in the *D6 Bloodshadows* worldbook.)

((sidebar))

SCHOOLS OF MAGIC

Alchemy: spells that imbue objects (rings, weapons, potions, etc.) with other spells; alchemists need to know not only alchemy, but also the school or schools of the spells they wish to place into objects — this school gets its own chapter

Chronomancy: spells that deal with time

Elemental: spells that deal with the four elements: earth, air, fire, and water

Necromancy: spells that deal with the dead

Peregrination: spells that deal with movement and dimensions

Photomancy: spells that deal with light and darkness

Somniomancy: spells that deal with sleep and dreams

Technomancy: spells that deal with metal, weapons, machinery, and the like

Vitomancy: spells that deal with life, including healing, improving the body, and creating new forms of life

Wizardry: spells that deal with spells not covered by other schools, as well as those creatures of a sorcerous nature (such as most demons)

((sidebar))

Within each school, the spells are alphabetized. An alphabetical index of all spells published to date, among other indices, appears at the end of this book.

TARGETING A SPELL

Many spells include reminders about which skill to use when targeting a spell, but for those that don't, here are some guidelines.

Most spells that target another unwilling character require the caster to make an attack roll. Generally, this means a *marksmanship/firearms*, *throwing*, or *apportation* roll (or the governing attribute, at no penalty, if the character doesn't have the needed skill). When the range specifies "touch," the character must make a *brawling/fighting* attempt — no *Magic* skill will work in this instance.

Spells with ranges of 10 meters or more have a Short range limit equal to 25% of the listed range, a Medium range of 50%, and a Long range equal to the list range. (Round all fractions up.) Ranges of 3.5 and 5 meters only use Short range (which equals the listed value). Anything less than 3.5 meters falls within Point Blank range.

In a few cases, an interaction roll, usually with *willpower/mettle*, or resistance roll with *stamina* is more appropriate. Note that target may use the governing attribute if she doesn't have the skill.

Rolling the targeting skill does not count as a separate action for determining the multi-action penalty.

The targeting roll for a spell is a good way of providing an opponent with a defense against an attack. Except for actively dodging combat attacks, the victim doesn't need to spend an action to ward off a magical spell. However, the gamemaster may lower the target's roll if he decides that there's an element of surprise to the spell's casting.

If you wish spells to automatically work, then ignore the targeting information.

USING A SPELL

Mages may rely on the effects of spells with casting times of one round or longer on their turn in the round after the end of the casting time. Thus, an offensive spell with a casting time of one round may be targeted in the round after it was cast. If the mage waits more than a round after triggering the spell, the effect of the spell is lost.

Spells that give characters skills or bonuses to use as they please **do count** as multi-actions when the character employs the skill in the same round as casting the spell.

Spells that provide a skill intended for determining the effect, but over which the user otherwise has no control, must be used in the same round in which the spell goes off. This does not count as a multi-action.

INTERPRETING THE EFFECT

In the *D6 Adventure Rulebook*, and in the spell descriptions herein, there are guidelines for determining the effects of spells. But a little clarification won't hurt.

When an effect's value is used as a damage value, **never** modify it by result points. In most cases, it doesn't matter how well a spell hits a person — just that it does. Instead, the result point bonus of the spell skill roll should add to its range or targeting skill total, unless the result points are used to determine the effectiveness of the spell (such as various levels of success).

Certain effect will have some unusual rules. That's fine for spells listed in this book, but how does someone interpret spells she creates?

Due to the wide range of spells that can be created, the player and the gamemaster will have to use their best judgment. In most cases, they can compare what the spell does to some other, similar game mechanic. For example, a spell that is designed to control a character's mind might be said to intimidate or charm him into submission — so they can use the rules for *intimidation* or *charm*, substituting the effect's value of the spell for the skill die code the character would normally use.

MODIFIERS & SPELL EFFECTIVENESS

Difficulty modifiers can increase (or decrease) the effectiveness of a spell. For example, a character who chooses to throw a spell at a particular part of a target's anatomy (if the spell is capable of being that precise) or perform a called shot can apply these modifiers to the targeting roll.

Likewise, if a character who is being attacked by a damage spell hides behind applicable cover, the effectiveness of the spell might be decreased.

Gamemasters and players can check through the "Example Skill Difficulties" and the "Combat Options" chapters of the rulebooks to select other applicable modifiers, which might affect the targeting or usage skill roll or the roll of any skill provided by the spell.

CHRONOMANCY

(((SIDEBAR)))

CHRONOMANCY CAUTION

Mucking with time is a powerful ability. Most game-masters should restrict its availability in their games, especially to starting characters. Characters should be required to obtain experience in chronomancy magic, whether this is represented only by roleplaying adventures with a master or it requires the acquisition of the *time* Arcane Knowledge Special Ability.

(((sidebar)))

CHRONAL FOG

Skill: *Conjuration*

Arcane Knowledge: *magic, time*

Difficulty: 11

Effect: 15 (Armor Value of 5D, physical only)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+10): Sphere with radius of 2 meters

Components (-8): Three grams of mica flakes (uncommon, destroyed)

Focused (+4): On caster

Gestures (-2): Twirls arms around while dispersing the mica flakes to form a ring around the caster (fairly simple)

Incantations (-3): "Mists of time, clouds of fate, shield me now, for the hour is late!" (sentence, loud)

Upon the dispersal of the spell component, a foglike haze surrounds the magic wielder. The haze is formed by the choral echoes that emanate from the fluctuating temporal fields that the mage summons to deflect physical damage. The barrier is centered upon the caster and provides an Armor Value of 5D against all types of physical (not mental) attacks. The fog effect of the spell offers the same visibility limitations of light fog for both the magic wielder and those who wish to peer through it.

CHRONOBOLT

Skill: *Conjuration*

Arcane Knowledge: *death, time*

Difficulty: 16

Effect: 30 (5D physical damage, ignores all armor)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 second (+0)

Casting Time: 1 second (-0)

Other Aspects:

Components (-4): A small hourglass (uncommon)

Gestures (-2): Hold an hourglass before the intended target and shake the sand inside it (fairly simple)

Incantations (-2): "The future beckons, come and embrace the pain. You now shall suffer, tis victory I gain!" (sentence)

The successful casting of a *chronobolt* allows the temporal manipulator to create an aura that causes a portion of the intended target to move slightly forward in time. (This also means that no armor protects against the bolt.) The choral disturbance does 5D in damage to the victim from a range of up to 10 meters from the caster. She must make a *marksanship/firearms* or *apportation* roll to hit the target. The bolt must be fired in the same round that the spell is cast. After spell effects have been resolved, the target suffers no further ill effects from the temporal disturbance.

The caster cannot choose which portion of the victim is moved further in time. Such things are totally random, and in some cases, may be portions of the target's molecular structure instead of a limb or section of the body.

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DETECT RESONANCE

Skill: *Divination*

Arcane Knowledge: *time*

Difficulty: 11

Effect: 9 (Extra Sense: Chronal Energy (R3), +3D to *search* and *investigation* for choral energy)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 minute (+9)

Casting Time: 1 minute (-9)

Other Aspects:

Area of Effect (+21): *Divination* sphere with radius of 25 meters

Components (-12): An astrolabe with quartz lenses (uncommon); 18 grams of diamond dust (uncommon, destroyed)

Gestures (-4): Toss the diamond dust in the air and views the area with the astrolabe (complex; *investigation* difficulty of 11)

Incantations (-2): "Though the temporal winds run wild and free, through its shadowy wake, I now clearly see!" (sentence)

When successfully cast, the arcane aid can provide a mage with one of the following pieces of information, which the mage chooses at casting.

1. He could discover the existence of things that are out of sync with the time stream in a given area, such as time travelers or extradimensional creatures that exist out the normal range of vision.

2. He could reveal the existence of active chronal enchantments that are bedeviling a tortured soul.

3. He could decide to employ this magic to discover hidden chronal gates and gain entrance to other times. Such ventures have their own risk however, as those who travel through such devices to other times without taking proper precautions could unwittingly release time-lost horrors.

The difficulty to find the chronal energy is 11, with higher results indicating more information. The range and area of effect of the spell indicate the maximum effectiveness of the newly acquired sense.

DEVOLUTION

Skill: *Alteration*

Arcane Knowledge: *animal, folk, time*

Difficulty: 23

Effect: 12 (Reduced Attribute: *Knowledge/Intellect* (R4), -1D to the attribute)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 5 rounds (+7)

Casting Time: 1 round (-4)

Other Aspects:

Components (-6): 60 grams of brain matter, which may come from any recently deceased creature as long as the matter retains at least its cranial fluid (common, destroyed)

Focused (+3): On target

Gestures (-2): Crush brain matter and fling at the target (fairly simple)

Incantations (-2): "Time rolls back to reveal the shame of your lowly ancestors!" (sentence)

Variable Effect (+27): Up to an additional nine ranks of Reduced Attribute: *Knowledge/Intellect* (which means up to an additional -3D to the attribute)

Devolution digs deep into the ancestral memories of the intended victim in order to flood her mind with horrific images of what her primordial ancestors once were. The oft barbaric visions can deliver a devastating blow to the victim's psyche and rattle her resolve.

When casting this spell, the mage crushes the brain matter in his hand and flings the remains at the target. If the target cannot beat the caster's spell skill total with a willpower/mettle roll, the victim loses up to 4D of *Knowledge/Intellect* (minimum adjust attribute value of 1D) for five rounds while her mind reels as it psychically regresses.

DIMINISH

Skill: *Alteration*

Arcane Knowledge: *magic, time*

Difficulty: 10

Effect: 14 (reduces the duration of a chosen spell by 10 minutes)

Range: 15 meters (+6)

Speed: Instantaneous (+6)

Duration: 1 second (+0)

Casting Time: 2.5 seconds (-2)

Other Aspects:

Components (-1): 1-decimeter square cloth (ordinary)

Gestures (-2): Mime wiping away something with the cloth (fairly simple)

Incantations (-1): "Arcane blight, begone!" (phrase)

Other Conditions (-1): Must specify at casting a single spell to target

The successful casting of *diminish* reduces the duration of the targeted spell by up to 10 minutes. When a caster attempts to affect a given spell, compare the skill total used to cast *diminish* to the skill total used to create the offending spell. If the *diminish* spell total is equal or higher than the targeted spell's skill total, the spell duration is reduced. Spells with 10 minutes or less of duration left on them cease to function. Only one *diminish* spell can reduce the duration of any particular spell.

EROSION

Skill: *Alteration*

Arcane Knowledge: *death, time*

Difficulty: 12

Effect: 18 (6D physical damage)

Range: 40 meters (+8)

Speed: Instantaneous (+8)

Duration: 1 second (+0)

Casting Time: 1 minute (-9)

Other Aspects:

Area Effect (+5): Sphere with radius of 1 meter

Components (-2): A gram of sand (ordinary, destroyed)

Gestures (-1): Fling sand at the target area while the incantation is uttered (simple)

Incantations (-2): "Time the healer, time the stealer, once thought by all to forever last, now it is most assuredly past." (sentence)

Other Conditions (-1): Affects nonliving matter only

Erosion allows the chronomancer to rapidly accelerate the breakdown of nonliving matter. Upon the successful casting of this spell, a mage may cause a small sphere's worth of material to crumble to dust as it succumbs to the onslaught of time. Any living matter in the affected area is unharmed by the spell, although any structural effects caused by the

magic may still be dangerous. *Erosion* can be utilized to topple large structures and cause general chaos for the unwary.

The availability of *erosion*'s material component makes the magic popular for mages who find themselves imprisoned. Thus, it is not uncommon for jailers who have experience in confining wizards to bind and sometimes keep their charges blindfolded for the duration of their incarceration.

((illo s1-2))

LOOPHOLE

Skill: *Apportation*

Arcane Knowledge: *magic, time*

Difficulty: 29

Effect: 45 (+6D to one *Magic* skill and affecting one spell, specified at spell casting, that the target wishes to cast quickly)

Range: 3.5 meters (+3)

Speed: Instantaneous (+3)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): A 30 cubic centimeter vial of ink (very common, destroyed)

Feedback (-1): -1 to damage resistance total

Focused (+10): On target

Gestures (-1): Fling the ink at target while uttering the incantation (simple)

Incantations (-1): "Quickly cast quiet creations." (phrase)

Other Conditions (-1): Not usable on spells with incantations, gestures, or concentration requirements

Every once in a while, one just does not have enough time to deal with the current situation and needs a little help from a friend. *Loophole* serves just this purpose as it causes time around the intended target to "blink." This effect hastens the recipient forward in time, which allows the person to shorten the casting time of one spell by 75% (round up, with a maximum reduced casting time of one minute). The spell difficulty increases by +20, but the target's skill increases by 6D to compensate for this. The recipient of this spell can perform no other action outside of the casting of the intended spell.

The ink disappears once the target casts the spell.

LOTUS DREAMS

Skill: *Alteration*

Arcane Knowledge: *dreams, time*

Difficulty: 18

Effect: 21 (Accelerated Healing (R7), +7D bonus to natural healing attempts)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-8): 3 grams of incense made from crushed lotus petals (uncommon, destroyed)

Countenance (-1): Skin turns an unhealthy pale tone for the duration of the spell

Focused (+9): On target

Gestures (-3): Gently closes the eyes of the recipient and traces the lines of the bony plates that compose the skull of the intended recipient as the incantation is uttered (complex; *sleight of hand* roll with difficulty of 11)

Incantations (-2): "Though your mortal form has been rent asunder, embrace life and drink deeply from the draught of endless slumber." (sentence)

Other Alterants (+4): Target cannot be awakened

When this magic is successfully cast upon a willing recipient, the target falls into a deep, coma-like slumber that lasts for a full 24 hours. After the recipient awakens from his life-renewing respite, the spell's effect grants him a +7D modifier to natural healing roll for the day.

During the spell's duration it is impossible for the recipient to waken or be awakened normally. Those with telepathic or similar powers can contact them mentally but the answers given come sluggishly and are typically one or two words.

This is in addition to aging from the normal passage of time. Although uncommon, it is not unheard of for those who emerge from the *lotus dreams* induced sleep to complain of experiencing a vertigo effect during the spell. Some are hesitant to receive the benefits of the spell a second time unless they are near death.

PERCEPTIVE FLUX

Skill: *Alteration*

Arcane Knowledge: *time*

Difficulty: 14

Effect: 15 (Hindrance: Initiative (R5), -10 to all initiative totals)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 round (+4)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-4): A gram of sandstone (very common, destroyed)

Countenance (-1): Skin turns a sickly gray color for the duration of the spell

Gestures (-2): Crush sandstone and drop it to the floor (fairly simple)

Multiple Targets (+15): Up to 5 targets

Perceptive flux is an extremely useful spell for covert operations as it can give strike teams a definite tactical advantage. Although it takes some time to prepare the magic, the spell's lack of verbal aspects can make it well worth casting.

At the end of a successful casting, the opponents think it's a different time than it actually is, causing several seconds of disorientation.

The minimum initiative total an opponent can generate is zero, which means that he goes last in the round.

PUSH

Skill: *Apportation*

Arcane Knowledge: *time*

Difficulty: 10

Effect: 14 (sends a small object up to 10 minutes into the future)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 10 minutes (+14)

Casting Time: 1 round (-4)

Other Aspects:

Gestures (-2): Wave one hand across the object to be pushed and then touch it (fairly simple)

Incantations (-2): "Where did it go?" (sentence)

Even the most subtle of things can sometimes make all the difference in the world. *Push* takes an object of a kilogram or less in weight and transports it up to 10 minutes forward in time. The spell is popular with charlatans, con artists, stage magicians, and pranksters. Once the spell runs its course, the pushed object appears exactly where it was before the spell was cast. It is affected by any environmental changes upon its return.

((illo s1-3)))

SEIZE THE DAY!

Skill: *Conjuration*

Arcane Knowledge: *inanimate forces*

Difficulty: 10

Effect: 9 (Fast Reactions (R1), +1D to initiative roll and one additional free action)

Range: 25 meters (+7)

Speed: Instantaneous (+7)

Duration: 1 round (+4)

Casting Time: 1 second (-0)

Other Aspects:

Components (-4): A pinch of gunpowder (very common, destroyed)

Gestures (-2): Swallow gunpowder while looking at target (fairly simple)

Incantations (-2): "Go!" (phrase, loud)

This spell allows someone of the caster's choosing to gain an extra action and a +1D bonus to initiative for one round. This boon occurs even if the target has already acted in the given round. To cast the spell, the mage swallows the gunpowder, looks at the target, and shouts the incantation.

SEQUESTER

Skill: *Apportation*

Arcane Knowledge: *dimension, time*

Difficulty: 26

Effect: 11 (moves up to 150 kilograms)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 week (+29)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-10): A platinum ankh (very rare, destroyed)

Concentration (-3): 25 seconds with a *willpower/mettle* difficulty of 9

Countenance (-2): Skin takes on a bluish shade for the duration of the spell and the subconscious is haunted by psychic images

Gestures (-3): Make a circling motion above head with one hand, then quickly casts the ankh away after pushing it against her forehead (complex; *acrobatics* roll with a difficulty of 11)

Feedback (-4): -4 to damage resistance total

Focused (+8): On caster

Incantations (-2): "Safe from all harm but as close as a whisper, untouchable now for I am sequestered." (sentence)

Variable Duration (+8): On/off switch

Other Alterants (+29): Moves caster out of space and time

When things look their bleakest, it is good to have an ace up one's sleeve. *Sequester* allows a mage to gain protection by sliding between the present and future. The successful casting of the spell removes her from the flow of time for up to one week and deposits her in an alternate dimension where time stands still. During this period in the alien realm, she does not age, nor can she perform any actions. Her form is undetectable by normal means, although a *detect resonance* reveals her presence.

When the caster turns off the spell or the spell runs its course, the mage is returned to the exact spot she started from when she fled from her current time. The re-emergence into the normal time stream could be quite perilous for the temporal traveler, as she must survive any changes to her current environment.

Some chronomancers fear the time spent in sequester because their subconscious is tormented with horrible psychic images as it attempts to adjust to its current state. In rare cases, those who seek refuge through *sequester* develop emotional quirks and in sometimes never fully regain their sanity.

SOULECHO

Skill: *Conjuration*

Arcane Knowledge: *death, time*

Difficulty: 11

Effect: 9 (Bad Luck (R3))

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 25 minutes (+16)

Casting Time: 10 minutes (-14)

Other Aspects:

Components (-8): 100 grams of bone dust (uncommon, destroyed)

Gestures (-3): After the incantation is uttered, the bone dust is used to mark the area of effect. The caster then

spends the rest of the casting time touching the area of effect and slowly acting as if pulling malevolent energy from the ground. (complex; *acrobatics* roll with a difficulty of 11)

Feedback (-4): -4 to damage resistance total

Focused (+6): On targets

Incantations (-4): "The sins of the past shall surely last.

Sorrow forever surrounds us all. Ne'er let one forget how the die was cast. Come ye forth, oh misery; heed my call!" (litany; *persuasion* roll with difficulty of 15)

Multiple Targets (+24): Up to 8 targets

Although time often heals wounds, it seldom ever forgets the misery it has been forced to endure in ages past. The pain of horrible events left buried by the sands of time seethes and festers as it cries out for vengeance. This volatile, terrible power is the chronomancer's to wield. Such wizards can gather the twisted fragments of tortured chonal resonances and vent the destructive force upon the object of their wrath. Power such as this is not unleashed lightly, though, and usually done quite covertly. Wise temporal magicians choose to tread carefully because many people would prefer to forget the sorrows of the past and leave the undisturbed misery of ages long gone buried by the dust of the passing years. Those who disregard the potential danger of daring to manipulate sorrows of other times run the risk of angering the local populace. Fools of this nature are not often long lived and have found themselves burnt at the stake or worse as they pay the ultimate price for their haughtiness.

The successful casting of a *soulecho* creates a field of eldritch energy that feeds upon the pain of the past and forces it upon the affected area. Those who are unfortunate enough the pass through the temporal blighted area (upt to eight victims) attract the Bad Luck (R3) Disadvantage (for the duration of the spell).

((illo s1-4))

SUPPRESS

Skill: *Alteration*

Arcane Knowledge: *magic, time*

Difficulty: 14

Effect: 18 (-4D to physical damage rolls; only affects attack spells)

Range: 40 meters (+8)

Speed: Instantaneous (+8)

Duration: 1 round (+4)

Casting Time: 1 round (-4)

Other Aspects:

Components (-2): Three dried leaves of any variety (ordinary, destroyed)

Feedback (-2): -2 to damage resistance total

Gestures (-2): Crush the leaves and flick them at the target (fairly simple)

Other Conditions (-1): Must specify one school to be affected by casting

This powerful mystic manipulation allows the chronomancer to deftly manipulate the temporal fields around a

given target, much like a skilled surgeon is able to separate and extract malignant tissue without harming the patient. When *suppress* is successfully cast, the victim is moved slightly out of sync with the normal time stream, which temporarily weakens the ability to cause harm to others with magic.

When this spell is cast, the wizard chooses a specific school of magic to affect. For the duration of the spell, any spells that cause physical damage from the chosen school and cast by the victim have the damage roll reduced by 4D (with a minimum total of zero).

TEMPORAL SHACKLES

Skill: *Conjuration*

Arcane Knowledge: *magic, time*

Difficulty: 12

Effect: 23 (damage resistance total of the shackles)

Range: 15 meters (+6)

Speed: Instantaneous (+6)

Duration: 1 minute (+9)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-8): A 3-centimeter-long piece of quartz (uncommon, destroyed)

Focused (+6): On target

Gestures (-2): Simulate a whirlpool motion with hands while uttering the incantation and then appear to toss the spell toward the target (fairly simple)

Incantations (-2): "A past full of suffering, echoes of futures bleak, though you vainly strain 'gainst my power, your will grows weak!" (sentence)

Unreal Effect (-6): Disbelief difficulty of 13

Those who are not familiar with the intricacies of time can often fall prey to the machinations of those who have mastered it. *Temporal shackles* holds a victim fast with bands of chonal energy that alternate between past and future waves of power. If a mage's *marksmanship/firearms* or *apportation* total is greater than the target's combat difficulty, his quarry is trapped.

The effect's value plus the result point bonus serve as the damage resistance total of the shackles. The target can disbelieve and thus free herself with a *Perception/Acumen* or *investigation* total of 13.

TIME OUT OF MIND

Skill: *Alteration*

Arcane Knowledge: *magic, time*

Difficulty: 15

Effect: 37 (compare to the skill total of the spell countering)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 round (+4)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): 2 candles (very common, destroyed)

Concentration (-4): 1 minute with a *willpower/mettle* difficulty of 10

Feedback (-3): -3 to damage resistance total

Incantations (-3): "Time unyielding, destinies past. Forever onward, the die has been cast. Through fate's dire portal, great powers await. Fear thee not, mere mortal: it is not yet too late!" (complex; *persuasion* roll with difficulty of 15)

Gestures (-3): Once the incantation is complete, stretch arms out over the center of the target, then spread arms out wide while holding the candles and tracing the surface of the afflicted. Finally, quickly reach upward and then make a slashing movement as the arms are quickly dropped. (complex; *acrobatics* roll with difficulty of 11)

Time out of mind allows the mage to reach out mentally and feel the chroral waves that surround the spell's intended beneficiary. Through this temporal gift, the caster can free a bedeviled soul from a malicious spell or enchantment that has been cast upon her. If the mage's efforts are successful, the subject is released from the harmful magic by temporarily having her chroral essence backwards in time to a point where it was free of the baneful magic. Once the spells target is loosed from arcane tribulation and the spell is broken, the essence rises forward in time and returns to the proper place in the time stream.

TIME SINK

Skill: Chronomancy

Arcane Knowledge: *time*

Difficulty: 25

Effect: 15 (1 metric ton of material stopped)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+15): Sphere with a radius of 3 meters

Components (-2): A snail shell (ordinary, destroyed)

Gestures (-1): Spreads arms wide in a circle, mimicking the sphere to be created (simple)

Incantations (-1): "Apart from time!" (phrase)

Other Alterants (+9): Time stopped in area of effect

Sometimes to save the day, one must seize the moment — literally — and bring everything to a sudden halt. *Time sink* was designed just for this purpose. The successful casting this spell temporarily stops the effects of time in a limited area. The spell affects both living and nonliving targets, up to 1,000 kilograms total, including rain, flying projectiles, and collapsing structures. The caster is also subject to the spell's effect if he includes himself in the area of effect.

Additionally, anything entering the area of effect stops — bullets or shrapnel hitting the edge halt as they enter the area, people pause as soon as they're completely inside, and so on.

Once the duration of the spell wears off, the snail shell fractures and crumbles to dust. When this occurs, all temporally suspended objects and effects resume their prior course and motion: Bullets and shrapnel continue toward their intended targets, people finish their actions, and the like.

WITHERING SAND

Skill: *Alteration*

Arcane Knowledge: *death, folk, time*

Difficulty: 12

Effect: 6 (Age: Old (R2), +1 to difficulties of physical actions and +3 to interaction difficulties when attempting to deal with much younger people)

Range: 25 meters (+7)

Speed: Instantaneous (+7)

Duration: 10 minutes (+14)

Casting Time: 1 round (-4)

Other Aspects:

Components (-6): 60 grams of refined white sand (common, destroyed)

Gestures (-2): Toss sand at intended target and then run fingers of the same hand across the mage's scalp from front to back (fairly simple)

Focused (+4): On target

Incantations (-3): "Youth's sweet flower soon fades and grows sour. Life is often lived in vane, for in the end all must wane. Your essence I draw hither. Before your sight, watch it wither!" (complex; *persuasion* roll with difficulty of 11)

Angered chronomancers are often wicked, vindictive creatures, and one crosses them at his own peril. *Withering sand* is but a sample of the serving of pain the temporal titans can dish out to those who draw their ire. The successful casting of this spell temporarily afflicts the target with the Age: Old (R2) Disadvantage. This spell only affects living creatures and bestows a +1 penalty to the difficulty of physical actions and +3 to any attempts to interact with those who would be prejudiced against elderly people. Those who are already affected by the Age: Old (R2) Disadvantage have all related modifiers doubled.

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THE BOOK OF LONG YEARS

The time-tossed, tattered tome that is collectively known as the *Book of Long Years* is thought to have been penned first upon scrolls carved from the backs of willing sacrifices in ancient Egypt by Ahmut Sadon, a diabolically brilliant sorcerer. Little is known of the arcane master save for his orchestrating the month-long ceremony to prepare his victims; both the wizard and the newly scribed works disappeared shortly after the incantations were finished. The mage would never be heard from again. His work, however, took on a life of its own. What eventually became the *Book of Long Years* would not see the light of day for centuries.

As time passed, Sadon's work slipped through the greedy hands of several petty wizards who sought to exploit his writings to increase their power. Most were megalomaniacal fools who squandered the chance they were given. Every so often, though, the sorcerer's scrolls wound up in the hands of someone who was perceptive enough to realize their true potential.

One such mistress of magical might was a Grecian sage by the name of Helana Orlasis. She spent several years of her life chasing rumors before finally bartering for the scrolls near ancient Athens. With her prize in hand, she fled to self-imposed exile so that she could decipher them. Unfortunately, before she could profit from her findings, an assassin's knife cut her life short. The scrolls, along with critical portions Helana's notations, vanished. They were presumed to have been spirited away by her murderer.

It would take the far-flung legions of a caesar to unearth the lost knowledge. Agents loyal to their emperor, brought the efforts of Ahmut and Helana, to Rome where it was bound and locked away from prying eyes for years. On occasion, DiCarthi Medecian, a seemingly minor scribe, would steal away from his appointed tasks and delved into the lost writings. Though it took the budding chronomancer some long sessions to decipher the cryptic verse, the effort was well worth the time. Once he had absorbed the arcane knowledge, DiCarthi began to rise to his full potential and soon wielded impressive might. He translated both the Egyptian and Grecian writings into his native tongue and later added theories based on what he had discovered. DiCarthi named the collective work the *Book of Long Years*. As with Ahmut, Medecian would vanish along with his prize. Rome had fulfilled its usefulness, and destiny called.

As the years passed, the book became much sought after, and several renowned wizards have claimed to possess it. Some added spells of their own design, and the tome's legend grew. Although many of its owners met with untimely deaths, the tome survived.

The *Book of Long Years* resides within battered, plain, russet, leather covers. Its corners and spine are adorned with modest brass fittings, and the tome's sole decoration is a small silver rune that depicts Ahmut's mark. The pages are ichor stained, and their edges are feathered from ages of wear and abuse.

Contents: Within the pages of the *Book of Long Years* lies a wealth of information and the collected works of Sadon, Althala, Medecian, and others who have added to the legacy. It's an attractive prize for those who delve into the chronomantic arts. The original versions of several chronomancy spells lurk therein also, including *ancestral curse (devolution)*, *folk moot (earth muse)*, *mind reel (perceptive flux)*, *subjugate (suppress)* and the *curse of Anubis (withering sand)*.

Protections: The book is not considered to be cursed or otherwise protected.

Language: Most of the spells are written in Latin (even ones added later), but there are also notes in other languages and some of the original spells from Helana and Ahmut.

Portions of the book have been copied into lesser (though nonetheless priced) volumes. Many chronomancers, sages, and collectors would give their eye teeth for them. The ultimate prize, the legendary scrolls of Ahmut, appears to have been forever lost or at the very least hidden as only clever duplicates have surfaced.

Reading Period/Difficulty: Delving into the pages of the *Book of Long Years* is no small endeavor due to the many transcriptions that the text has gone through. It typically takes the average reader six months to fully understand the tome's contents and a successful Very Difficult *languages/reading/writing* roll. One could sift through its contents and to pick out specific spells by making a Heroic *languages/reading/writing* roll and spending two weeks poring through the tome. Once this has been completed, individual spells can be learned at a rate of one spell for every additional month spent in study and another Very Difficulty *languages/reading/writing* roll.

((end sidebar))

NECROMANCY

ANIMATE DEAD

Skill: *Conjuration*

Arcane Knowledge: Enchanted

Difficulty: 14

Effect: 6 (Skill Bonus: Mindless (R1), +3 to *willpower/mettle* totals; Skill Bonus: Painless Wounds (R1), +3 to stamina total; attributes based on result points)

Range: 25 meters (+7)

Speed: Instantaneous (+7)

Duration: 1 hour (+18)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-4): Complete skeleton or body (uncommon)

Focused (+4): On target

Incantations (-1): "Animate!" (phrase)

Any type of corporeal dead creature can be used for this ritual. Whether it has been recently killed or dead for years makes no difference, so long as it is physically intact. Upon completing the spell, the dead creature is animated but not living.

The result points of the spell determine the attributes, Body Points, and Wound levels of the animated dead. The attributes equal in dice the points above the difficulty. Body Points equal the result points plus 10. Wound levels equal the half of the result points (round up). Movement equals the result points in meters.

Generally rather stupid, the caster can attempt to control them through simple commands. Left to their own devices, they attack anything near them.

ANIMATE SUPERIOR UNDEAD

Skill: *Conjuration*

Arcane Knowledge: Enchanted

Difficulty: 25

Effect: 33 (+2D to *Physique/Strength*; +1D to *Acumen/Perception*; +1D to attribute for *brawling/fighting* and *melee combat*; Skill Bonus: Mindless (R1), +3 to *willpower/mettle* totals; Skill Bonus: Painless Wounds (R1), +3 to *stamina* total; attributes and movement based on result points)

Range: 25 meters (+7)

Speed: Instantaneous (+7)

Duration: 1 day (+25)

Casting Time: 1 hour (-18)

Other Aspects:

Components (-5): Recently dead, complete corpse (very rare)

Concentration (-5): 15 minutes with *willpower/mettle* difficulty of 11

Focus (+11): On target

Gestures (-2): Repeatedly raise hands above target, as if encouraging it to get up (fairly simple)

Incantations (-3) "Come to life and fight for me, my undead minion!" (sentence, loud)

The body needed for the ritual must be completely intact, and dead no longer than 24 hours. After an hour of preparation, the corpse takes on a pseudo-life. The result points of the spell determine the attributes, Body Points, and Wound levels of the skeletons. The attributes equal in dice the points above the difficulty. Body Points equal the result points plus 10. Wound levels equal the half of the result points (round up). Movement equals the result points in meters. The *Physique/Strength* attribute also gets +2D to it, the *Acumen/Perception* score goes up by 1D, and *brawling/fighting* and *melee combat* each equal +1D above the related attribute score.

Superior undead have minds of their own. Though they can understand more than rudimentary commands, this also means that they are as likely to turn on their creator should she fail command them properly as they are to continue on their designated course of action.

CALL TOMB FIEND

Skill: *Apportation*

Arcane Knowledge: Entity

Difficulty: 20

Effect: 39 (compare to planar distance)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 round (-4)

Other Aspects:

Components (-3): Dried flesh (common)

Incantations (-3): "Awaken from the immortal shadow!" (sentence, loud)

Other Conditions (-3): In a tomb or near a burial ground
When summoned, the tomb fiend comes to the aid of the mage. The creature is not very sizable, and it does not make an ideal combatant. But, for the purpose of being a servant, it works wonderfully. Although this stubby and stooped creature has talons, they are for climbing, not fighting. Furthermore, comprehending the caster's universe is a difficult task, making commanding the fiend a challenge.

Commands must be given in simple noun-verb sentences. The tomb fiend can't understand anything more complex. (((insert illo s3-1 tomb fiend)))
(((begin sidebar)))

TOMB FIEND

Typical Tomb Fiend: Reflexes 4D, climbing 2D+2, contortion 1D+1, dodge 3D+1, sneaking 2D+2 Coordination 3D, Physique 2D, running 1D+2, Intellect 2D, traps 2D+1 Acumen 4D, hide 2D+2, search 2D+1, survival 2D, tracking 1D+2, Charisma 3D, *mettle* 1D+1 *Move*: 10. *Strength Damage*: 1D. *Fate Points*: 0. *Character Points*: 0. *Body Points*: 10/*Wound levels*: 1. *Natural Ability*: teeth (Strength Damage only).
(((end sidebar)))

CAPTURE LIFE FORCE

Skill: *Alternation*

Arcane Knowledge: Death

Difficulty: 17

Effect: 10 (1 human-sized being held in stasis)

Range: 5 meters (+4)

Speed: Instantaneous (+1 (+4))

Duration: 1 month (+32)

Casting Time: 1 hour (-18)

Other Aspects:

Components (-4): Box mad of bone (rare)

Concentration (-2): Must concentrate for 30 minutes

Focused (+8): Bone box

This spell allows a magic user to capture the soul of a living creature, and lock it away for the spell's duration. During this period, the target's body is not dead; it is in stasis. When cast, the only visible effect is that the target's body becomes relaxed if the spell is successful. At this point, bone box contains the soul of the person. Time does not pass for those affected by this spell. Dreams and thought are not possible, life simple stops and only starts when the spell is ended. The caster can choose to end the spell early if she chooses.

If the target's body is destroyed during the spell's period, the soul cannot be returned to the living world. Instead, at the end of the spell, the soul is lost to the neither world. This spell is not only used to make prisoners of enemies, but often used to prolong the life of a dying friend. If it is cast before death, the body can be carried to someone capable of healing the character. However, the life force must be returned to the body before it can be healed. Other uses for this spell are to prevent aging during travel, or the exhaustion of traveling — allowing someone else to carry the bone box and transporting the body in a casket.

COLD FLESH

Skill: *Alteration*

Arcane Knowledge: Death

Difficulty: 16

Effect: 18 (+4D to *disguise* [*con: disguise* in *D6 Space*] against undead or machines)

Range: Touch (+0)

Speed: Instantaneous (+1 (+0))

Duration: 1 hour (+18)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-1): iron filings (uncommon)

Focused (+7): On target

Gestures (-1): Sprinkle filings on target (simple)

This spell disguises a living being from detection by the non-living by masking the target's body ambient temperature. Undead creatures or heat sensing device cannot sense the target. The effects of this spell last until either the duration expires or the target attacks or threatens any non-living entity or machine that is being deceived. If the player character is trained in disguise, then the modifier from the spell is added to the skill.

CONSUMING SPHERE

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 30

Effect: 30 (6D+2, ignores nonmagical armor)

Range: 15 meters (+6)

Speed: Instantaneous (+6)

Duration: 3 rounds (+6)

Casting Time: 2.5 seconds (-2)

Other Aspects:

Area Effect (+15): 3-meter sphere

Feedback (-2): -2 to damage resistance total

Gestures (-1): Rolling motion with hands (simple)

Incantations (-2): "Consume them!" (sentence)

Variable Movement (+3): Movement of 12.5 meters per round

This spell produces a 3-meter sphere of pulsating dark energy that rolls across the ground, doing damage to all living matter it encounters. The trajectory of the sphere cannot be changed once the spell is cast. However, as it is not instantaneous, there is a possibility potential targets can avoid encountering this deadly *conjuration*, providing it is seen. During daylight hours, a *search* of Easy is required; during night, or in darkness, a *search* of Very Difficult is required. Also, avoidance requires that the character has time to dive clear.

The sphere consumes life energy. This means that nonmagical armor offers no protection against it. None of this energy increases the damage of the sphere, nor is it conveyed to the magic user. Victims who die as a result, quickly wither, leaving only bones and dust behind. Non-living material such as armor weapons and so on are not affected.

CONQUEROR WORM

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 19

Effect: 30

Range: Touch (+0)

Speed: Instantaneous (+1 (+0))

Duration: 3 weeks (+31)

Casting Time: 2 days (-27)

Other Aspects:

Components (-3): Earthworm (common)

Focused (+12): On target

Incantations (-3): Repeated incantations of un-life; an *willpower/mettle* roll with a difficulty 11 must be made during each day of casting (complex)

Other Condition (-2): After the spell is cast, the magic user must find a way to get a victim to swallow the foul creation. Often the worm can be hidden in food or drink — alcohol cannot kill it. If it is not consumed within 24 hours after the spell's casting, the worm dies and is useless. An *Acumen* or *Perception* roll with a 10 difficulty must be performed by the intended victim to detect the presence of the worm.

This spell prepares the component for the spell *Monstrous Creation* By transforming the positive living energy of a simple earthworm, the magic user creates an evil seed that is usually unwittingly consumed by an intended victim. Often, the victim is one of the caster's own henchmen, as once the worm is ingested, it becomes a parasite, waiting for the proper magic to transform it a fell creature that devours its host. By using a henchman, the spell is ready to be activated at will. Certainly there is a cost in acolytes and followers, but those can easily be replaced.

CORPSE FOG *

Skill: *Conjuration*

Arcane Knowledge: Air

Difficulty: 32

Effect: 27 (+D6 to *hide*)

Range: 60 meters (+9)

Speed: Instantaneous (+5)0 (+9)

Duration: 2 minutes (+10)

Casting Time: 2 rounds (-5)

Other Aspects:

Area Effect (+20): 10-meter radius

Components (-4): Earth from a graveyard (rare)

Gestures (-2): Fanning of hands (simple)

Variable Movement (+1): Movement of 5 meters per round

Other Conditions: (-4) While this spell does not require the caster to be standing in a graveyard, it must be a location where the living have fallen and are now beneath the surface. Such areas can be ancient cities, battlefields, potters fields, disaster sites, etc.

When commencing this spell, the caster must toss the earth from a graveyard into the air, followed by the prescribed hand motions. For this spell to work properly, the caster

must be on ground where dead are buried. It is the decaying foulness of the dead that the caster pulls from the earth to obscure the surrounding area, creating a dense fog that hangs in the air.

DEAD MAN'S GAZE

Cantrip

Skill: *Divination*

Arcane Knowledge: Death

Difficulty: 3

Effect: 4 (5 seconds)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 1 round (+4)

Casting Time: 2 rounds (-5)

Other Aspects:

Components (-2): 2 copper coins (very common)

Gestures (-1): Place coins on eyes of the deceased (simple)

Incantations (-2): "What do I see with your eyes?" (sentence)

If the last moments of a dead man's life are frozen on his retinas, then this spell can reveal them. Once the coins are in place and the spell successfully completed, the caster can try to gain information. First the coins are removed, and then the deceased's eyes gazed upon. The gamemaster determines the result points needed from casting the spell, basing it upon how traumatic the final moments were. For example, if a character was brutally murdered, then it could require up to four points to see the killer's face, but probably nine to 12 to discern background details. The reason for this is due to the fact that the victim likely spent his last moments of existence fixed upon the murder's countenance. The spell reveals nothing other than the last few seconds of life.

DEAD SIGHT *

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 14

Effect: 6 (*search* skill of 2D)

Range: 100 meters (+10)

Speed: Instantaneous (+10)

Duration: 5 minutes (+12)

Casting Time: 2 rounds (-5)

Other Aspects:

Components (-5): 2 eyes of a recently killed creature — of the type the spells is targeted on (very rare)

Concentration (-2): Others can be present when the caster is viewing with this spell, but there is a chance that interacting with the caster will cause a failure; *willpower/mettle* roll at 8 once for each interaction to disrupt is required — use.

Focused (+3): On target

Incantations (-2): "And the dead shall see." (sentence)

The caster gains the sight of the undead target. While the target's movement cannot be controlled without another magic, the eyes of the target become the eyes of the caster,

replacing the all-normal vision until the spell is ended or disrupted. During the spells operation, the caster relies upon the 2D *search* of the undead target, and dark and alien world. Untested casters must take a *mettle* test the first few times this spell is used. Once practiced enough, the morbid nature of the "dead vision" no longer disturbs the viewer. How many times this takes is dependent upon the nature of what is being seen, and left to the gamemaster's discretion. Until the caster has become accustomed to this level of morbidity, a *willpower/mettle* roll should be made after a successful casting of the spell. Failure results in the immediately halting the magic, and a visibly shaken mage for several minutes. The spell can be ended at any time.

DEADSPEAK

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 28

Effect: 48 (4D *languages/speaking*, 4D *intimidation*, 4D *investigation*)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 24 hours (+18)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-8): Dried flesh, writing device, human blood (uncommon)

Focused (+13): On target

Gestures (-2): Write incantation upon the dried flesh (fairly simple)

Incantations (-1): Arcane phrase (phrase)

Other Conditions (-2): Requires a dead body that at least has the skull intact — flesh is not required.

Once the components of this spell have been used, they are useless for future casting of the spell. New materials must be acquired. But casting this spell grants many benefits. The dead have much to say, particularly those who have been recently murdered. As in life, there is an art to interrogating the unliving; sometimes guile must be used, other times force is required. The approach needed is determined by the gamemaster and the situation. The target of the spell gains 4D in the language of the dead, as well as the skill necessary to *investigate* and *intimidate* an pulse-less subject. All difficulty levels, whether they are opposed rolls or predetermined are set by the gamemaster.

DEAD THINGS

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 25

Effect: 23 (5D)

Range: 5 meters (+10)

Speed: Instantaneous (+10)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): various body parts and extremities (very rare)

Feedback (-2): -2 to damage resistance total

Focused (+6): On each extremity

Incantations (-2): "Live! I give you life!" (sentence)

Multi-Target (+3): 1 extremity (cumulative +3 to the Difficulty Number for each additional extremity)

The mage can give life to various severed extremities in a 10 meter radius by sacrificing a part of her life energy. Once cast, any once living extremity in the area of effect comes to life, crawling, wiggling, scampering or rolling toward any living enemy the caster indicates. Typically this spell is used upon hands, legs, fingers, heads, anything that can cause damage. The amount of damage from a claw, bite or scratch is determined by the number of points assigned to it.

To determine how many dead things come to life, the caster assigns up to a total of 5D points to each by rolling. 1 point is required for an extremity to move and attack. Likewise, it can suffer only 1 point of damage before being destroyed. This means if the caster rolls 12, then 2 points can be assigned to all potential targets within the spell's area of effect. In this case, 6 various body parts begin to move and engage in combat. The points can be divided unequally. Regardless of how high the dice rolls, an entire body cannot be animated — only extremities. The dead things can be merely bone or have flesh and muscle, it makes no difference. It is the life energy of the caster that gives them life.

((insert illo s3-2 dead things))

DEATH'S HAND

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 17

Effect: 30 (10D damage)

Range: 5 meters (+4)

Speed: Instantaneous (+5)

Duration: 1 round (+4)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): skeletal hand (rare)

Focused (+6): On Target

Gestures (-1): point skeletal hand at target (simple)

Incantations (-2): "Grasp the heart of my enemy." (sentence)

This spell is of the darkest arts, calling upon the evil powers to consume the vital energy of a target's heart, halting its beating, bringing death. The proper component is needed for the type of a target. To use this spell on a human requires a skeletal human hand; to target a specific monster requires the hand (or claw) of the type of targeted monster.

DRAIN ESSENCE

Skill: *Alteration*

Arcane Knowledge: Enchanted

Difficulty: 12

Effect: 9 (-2D from Physique attribute)

Range: 3 meters (+4)

Speed: Instantaneous (+3 (+4))

Duration: 5 rounds (+6)

Casting Time: 1.5 seconds (-1)

Other Aspects:

Focused (+3): On target

Gestures (-1): Point (simple)

Incantations (-1): "Wither." (phrase)

When the caster utters the incantation, dark arcs of energy flash around the target, reducing *Physique* by -2D. Normal armor doesn't protect against this spell, as the target's essence is pulled from the body through the material. Magical protection does hinder the spell, reducing damage as normal. The victim remains in this state for the duration of this spell, and the caster does not gain the extracted energy. After the spell is disrupted or ends, the target's *Physique* returns to normal.

DUNCAN'S MALICIOUS CONTAGION

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 32

Effect: 45 (10D disease)

Range: Self (+0)

Speed: Instantaneous (+1 (+0))

Duration: 1 year (+38)

Casting Time: 1 month (-32)

Other Aspects:

Components (-3): rotting rodent or other vermin (common)

Focused (+16): On Target

Gestures (-1): Prick thumb with despoiled vermin blood (simple)

Incantations (-2): "By the pricking of my thumb, a malicious contagion this way comes." (sentence)

Other Alternants (+3): While the caster is immune to the contagion she has created, she is a vector. All who come in contact must roll *Physique* at Easy, otherwise they become infected with the illness.

Few know this diabolical spell, as those who have learned of its existence either promptly destroyed, or used it and were discovered and in turn were killed by a rampaging populous sick with a magical plague. The gamemaster should make learning or finding this spell very difficult and the ramifications well known to the caster. It is reasoned that the spell was developed in time of war, a weapon of siege. Others ventured that the spell served the revenge of its namesake. The truth may never be known. Nonetheless, its effects can be devastating.

Once successfully cast, the mage is immune to the contagion. Still, she is free to roam around a populated area, and all who come into physical contact must make a *Physique* roll of Easy. Failure means the person suffers 1D bleeding sores within 24 hours. Each day these sores spread, increasing by another +1D, eventually covering the entire body in suppurating wounds to a maximum of 10D wounds; if a character survives this, then she has survived the sickness. Likewise, any person who comes into contact with this infected person

must make a *Physique/Strength* roll at Easy, otherwise suffer the same fate. Attempts to use *medicine/healing* produce contact. If the infected are not promptly segregated, then all who around them run the risk of contracting the contagion. This magical malady can only be conveyed by living beings, human or animal. After 1 year from the day of the casting, the spell halts, regardless of the number of ill. The disease stops spreading and promptly heals at a normal rate, vanishing almost as quickly as it appeared.

ENTHRALL UNDEAD

Skill: *Alteration*

Arcane Knowledge: Enchanted

Difficulty: 18

Effect: 26 (charm undead skill bonus at +5D+2)

Range: Self (+0)

Speed: Instantaneous (+1 (+0))

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): Raw flesh (rare)

Focused (+8): On target

Gestures (-2): Snap fingers while tossing the component on the ground before the target (fairly simple)

Unreal Effect (-6): Disbelief difficulty of 13

Often it is simpler for a magic user practiced in *Necromancy* to befriend undead, rather than destroy them. This spell permits one or more undead to be enthralled, falling under the control of the caster. During this period, the targets follow all instructions given — they naturally understand the character who cast the spell. Mindless creatures such as skeletons and zombies can be ordered to destroy themselves or each other. But undead with limited cognitive capabilities such as mummies and vampires are allowed a Very Difficult *willpower/mettle* roll. A failure results in unquestioning obedience. A success causes them to ignore the command.

FLESHY ARMOR

Skill: *Alteration*

Arcane Knowledge: Death

Difficulty: 15

Effect: 14 (4D+2 armor)

Range: Self (+0)

Speed: Instantaneous (+1(+0))

Duration: 1 day (+25)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-4): The flesh of a dead creature (very rare)

Concentration (-2): Because of the power of the incantation used, the caster must be alone and uninterrupted for the duration of the casting. No living being, other than the caster, can be within 5 meters.

Incantations (-2): A phrase that animates dead flesh, known only to those who study Death (sentence)

Focused (+7): On self

No armor can be worn for this spell to function properly. As the casting commences, the dead flesh appears to meld together, and crawl across the caster's body, becoming a second layer of skin. As this flesh is dead, it provides protection from physical attacks. When the spell reaches the end of its duration, the dead flesh becomes rank. By the last 30 minutes of the spell, the dead flesh is putrid, suppurating nauseating fluid. This atrocious odor acts as a warning for the wearer, allowing her to know the spell is about to end. It also hinders the protected person's sense of smell (-1D Perception).
(((insert illo s3-3 fleshy armor)))

GHOULISH PARALYSIS

Skill: *Alteration*

Arcane Knowledge: Death

Difficulty: 12

Effect: 12 (Paralyzing Touch (4))

Range: Self (+0)

Speed: Instantaneous (+1 (+0))

Duration: 24 hours (+18)

Casting Time: 1 round (-4)

Other Aspects:

Components (-7): Claws of a ghoul (extremely rare)

Focused (+6): On Target

Incantations (-2): "Ghoul's touch" (sentence)

A successful casting of this spell imbues the mage with the Advantage Paralyzing Touch (4) as described in the "Character Options" chapter. Before the victim of an attack can become paralyzed, the mage must make find an unprotected location that reveals flesh. The gamemaster might require a *Perception* or a *search* roll at an appropriate difficulty to find such a spot if one is readily evident.

(((begin sidebar — may be placed anywhere in necromancy section)))

Tome Title: *Immortal Phenomena*

Description/History: This treatise on *Necromancy* is a lofty 800 handwritten pages, bound in what appears to be human skin (a *Perception* roll of 15 is required to determine this, or a *medicine/healing* roll of 5). There is only one such book in existence, and it is highly coveted by those whom practice the necromantic arts. Likewise, it is despised by many others from various schools of magic deemed to reveal too much of the hidden workings of *Death*. This is apparent from the tattered and burned edges. Many times has this grimoire been pulled from a heap of burning books. The only inscription within the book indicating the author is found in the title.

Contents: Besides containing a list of spells, the book has many expositions and essays upon the black arts. After careful study, the reader can improve her knowledge of *Necromancy* by 1D. The spells included are: *Animate Dead*, *Animate Superior Dead*, *Call Tomb Fiend*, *Corpse Fog*, *Death's Hand*, *Drain Essence*, *Fleshy Armor*, *Unliving Weapon*.

Protections : none

Language: The tome is written in a common language of the gamemaster's choosing. However, it does require the reader be skilled in magic, and a successful *Magic* roll of Difficult to decipher the script, symbols and arcane terminology. Without prolonged study, such a success allows the reader to understand the nature of the text.

Reading Period: 6 months to read and comprehend. Each month a *Magic* roll of Difficult is required. Only after 6 successful months or reader has the contents been fully comprehended. At this time, *Magic* can be increased by +1D or 3 pips can be divided across *alteration* and *conjunction*.
(((end sidebar)))

GHOST PASSAGE

Skill: *Apportation*

Arcane Knowledge: Dimension

Difficulty: 13

Effect: 10 (human size)

Range: Touch (+0)

Speed: Instantaneous (+1 (+0))

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Focused: On target (+5)

Gestures (-1): Touch target upon forehead (simple)

Unreal Effect (-3): Disbelief difficulty of 13

After this spell is invoked, the target becomes ethereal, as does her belongings. This allows her to move without a sound, at normal movement. However, the movement is otherworldly in that she appears to glide. Those who do not know she is under the effect of a spell are likely to mistake her for a ghost or spirit. Such characters need to make a *Charisma/Presence* roll, or a *willpower/mettle* roll with a Difficulty of 13. The unfortunates who mistake the target as an unearthly entity flee until they no longer see the apparent apparition.

Additionally, this spell allows a hero to pass through physical barriers up to 0.5 meters thick. For the duration of the spell, the target is unable to talk or physically interact with the environment, as she no longer possesses a corporeal form. This limitation extends to hearing, as well. Unless the recipient of the spell is contacted through magical, telepathic or supernatural means, the only form of communication allows is through gestures.

HALLOWED GROUND

Skill: *Apportation*

Arcane Knowledge: Entity

Difficulty: 14

Effect: 10

Range: 1 meter (+0)

Speed: Instantaneous (+1 (+0))

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+10): 5-meter radius

Components (-5): Tooth of an undead being (very rare)

Gestures (-2): Turn a complete circle with tooth extended in hand (fairly simple)

This ritual prohibits entry of undead within the Area Effect prescribed. They may amble about, circling the protected ground, but they are unable to pass across the faint white barrier the magic user erects. While all those within the spell's zone of safety can cast spells and fire missiles at any nearby undead without voiding the spells, non-living creatures outside the area are unable to do the same.
(((insert illo s3-4 hallowed ground)))

MONSTROUS CREATION

Skill: *Alteration*

Arcane Knowledge: Entity

Difficulty: 33

Effect: 36

Range: 100 meters (+10)

Speed: Instantaneous (+100 (+10))

Duration: 3 rounds (+15)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): Victim who has consumed a Conqueror Worm (rare)

Focused (+10): On target

Gestures (-1): Point at target (simple)

Incantations (-2): "There is something dangerous in you, that wisdom should fear!" (sentence)

Other Conditions: (-5) This spell requires that the target consume a worm transformed by the spell *Conqueror Worm*. Only if this preparation has been performed, then is it possible for the spell to function properly. (elaborate)

With the gesture and the utterance of the commanding phrase, the Conqueror Worm begins to consume its host at an alarming rate. In 3 rounds, a human size body can be consumed and transformed into a wretched creature that resembles the host only in gross form. As this process kills the host, it is a painful process, usually resulting in the writhing and screaming of the victim. If the character is killed before the transformation is complete, the spell is halted.

If the process is completed, then the abomination that exists is a fleshless, clawed creature (+2D+1 damage) that follows the magic user's every command. Its basic attributes are identical to those of its host, but it can only use its claws to attack — it is mindless. However, its Body Points are replaced with a roll of 6D (or it starts with no wounds). Once the foul monstrosity dies, it cannot be brought back to life without repeated the entire process. As a result, magic users often have a few Conqueror Worms nestled inside companions, just for emergencies.

MORTAL BLAST *

Skill: *Alteration*

Arcane Knowledge: Entity

Difficulty: 13

Effect: 18 (6D)

Range: 10 meters (+5)

Speed: Instantaneous (+1 (+5))

Duration: 1 second (+0)

Casting Time: 2.5 seconds (+2)

Other Aspects:

Components (-4): Crushed pearl and bone dust (rare)

Feedback (-3): -3 to damage resistance total

Focused (+3): On target

Gestures (-1): Point at target (simple)

A sudden burst of white energy streaks from the caster's finger toward the undead target, resulting in a brilliant flash of light. Upon contact the ball of energy radiates outward, extending toward the earth and any other nearby objects, discharging the negative energy that maintains the un-life of the living dead target. All undead, not demons or other types of extra-dimensional creatures, suffer 6D damage from the attack. As casting this spell requires the magic user to use her own life force, she receives a -3 to her damage resistance total.

NECROMANTIC SIGIL

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 13

Effect: 23 (+5D to *alteration* skill)

Range: Touch (+0)

Speed: Instantaneous (+1 (+0))

Duration: 5 minutes (+10)

Casting Time: 1 round (-4)

Other Aspects:

Concentration (-7): 1 round of meditation; *willpower/mettle* roll at 13

Focused (+6): On target

Gestures (-1): Mark necromantic sigil in air before target (simple)

Incantations (-2): "Be protected from the magic of Death." (sentence)

Any target bearing this necromantic sigil is protected against all magic of *necromancy*. Unlike *countermagic* or a Ward, this spell is in operation once successfully cast and has a duration. From that point, any other *Necromancy* spells must have a skill total equal to or greater than the target's roll with the bonus modifier gained from this spell. If the attacking spell total is lower, then it is negated. This defense continues until the duration of the spell is satisfied.

NECROSIS

Skill: *Alteration*

Arcane Knowledge: Death

Difficulty: 14

Effect: 9 (3D)

Range: Touch (+0)

Speed: Instantaneous (+1 (+0))

Duration: 24 hours (+18)

Casting Time: 1 round (-4)

Other Aspects:

Focused (+5): On target

Incantations (-1): "Death" (phrase)

With a simple touch, the caster can cause 3D damage to a target. The target's passive defense is used if the attack is

unsuspected. If it is anticipated, normal combat rules are used.

By becoming a pathway for negative life energy, the magic user is able to send negative life energy into the victim. The touched area first becomes pale, as though drained of blood, then it turns blue, eventually becoming black as though gangrenous. The effect isn't permanent; it heals naturally. Additionally, the caster gains no bonuses from using the spell. It is an offensive magic known by many who study the school of *Necromancy*.

PASSING OF YEARS

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 42

Effect: 114 (Age 3 years)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 1.5 seconds (+1)

Casting Time: 3 rounds (-6)

Other Aspects:

Components (-14): 1 gram of dust from the remains of a living being that has decayed naturally (extremely rare)

Concentration (-3): Requires 2 rounds of concentration; *willpower/mettle* roll of 9.

Gestures (-3): Sifting the dust between fingers (complex)

Incantations (-7) Repeated litany of archaic language learned with the spell; requires artist difficulty 19.

Loudly (sentence)

Other Conditions (-1): Only works on living targets

When casting this wretched spell, the mage is able to drain away the life of a target. The spell requires the caster to obtain the naturally decayed remains of a once living creature. Then, while uttering the incantation, 1 gram of dust is ground between the fingers, letting it fall freely. As this happens, a black sphere is formed before the mage. This process takes 2 rounds. On the third round, the sphere can be grasped by the one who cast the spell, and thrown at the target. A successful *marksmanship/firearms* or *apportation* roll is required. If successful, then 3 years of life is drained from the victim's body. The living energy is not transferred to the mage, it is merely siphoned away, aging the hapless enemy of the caster. With each casting the dust that forms the deadly black sphere is consumed in the process.

PLAGUE WIND

Skill: *Conjuration**

Arcane Knowledge: Air

Difficulty: 38

Effect: 9 (3D in damage from inhaling)

Range: 100 meters (+10)

Speed: Instantaneous (+100 meters (+10))

Duration: 3 rounds (+7)

Casting Time: 2 rounds (-6)

Other Aspects:

Area Effect (+50): 10-meter sphere

Components (-4): Ash from a human corpse (rare)
Gestures (-2): Blow ash from hand (complex)
Incantations (-2): "Let dire winds blow." (sentence)
Variable Movement (+1): Movement of 5 meters per round

A skilled caster can send this poisonous breeze directly toward an enemy. For those who are not otherwise engaged, it is possible to see a gray pall of dust moving in the direction the caster desires. If seen, and far enough away, an attempt to *dodge* the dangerous pall can be made. All who inhale its fetid air suffer 3D damage.

POSSESS THE UNLIVING

Skill: *Conjuration*

Arcane Knowledge: Death, enchanted

Difficulty: 30

Effect: 30 (Possession: Full (R1))

Range: 100 meters (+10)

Speed: Instantaneous (+10)

Duration: 1 day (+25)

Casting Time: 1 hour (-18)

Other Aspects:

Components (-6): Personal possession or a part of the body of target (uncommon); charcoal (very common)

Focused (+11): Mage's mind stays with target

Gestures (-3): Draw circles and sigils of possession (complex; *artist* roll with difficulty of 11)

Incantations (-2): "Enter the husk and become its mind." (sentence)

Other Conditions (-1): Target must be unburied

By casting this spell, the mage can possess an unliving corpse. She retains her mental attributes, but she takes on the physical attributes of that the corpse formerly possessed (possibly reduced, depending on the freshness of the corpse). As there is no mind, she gains no knowledge about the corpse, though she's in complete control of the body.

Of course there is always a risk if a mage animates an corpse. Any who see such a thing naturally mistake it for a zombie and are likely to attack.

PRETERNATURALITY

Skill: *Alteration*

Arcane Knowledge: Enchanted

Difficulty: 20

Effect: 36 (+8D to various non-Extranormal attributes)

Range: Touch (+0)

Speed: Instantaneous (+1(+0))

Duration: 1 minute (+9)

Casting Time: 2 rounds (-5)

Other Aspects:

Components (-4): Fresh blood from a sacrifice (rare)

Focused (+9): On Target

Gestures (-3): Mark each part of the body to be enhanced with blood (complex)

Incantations (-2): "Be anointed with the life's energy of another." (sentence)

By using the fresh blood of a similar sacrifice, the target gains a bonus to each attribute the caster chooses. The caster must rub the blood on the part of the body to gain the attribute increase. No single attribute can be increased by more than +3D.

PUTRESCENCE

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 13

Effect: 12 (4D)

Range: Touch (+0)

Speed: Instantaneous (+1 (+0))

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): venom from a poisonous creature (rare)

Feedback (-1): -1 to damage resistance total

Focused (+6): On target

Incantations (-2): "Imbue with the foulness of Death" (sentence)

In an instant this spell can transform liquids or consumable solids of any sort into poison that causes 4D damage each round for the duration of the spell if the victim is not treated by natural or magical means. The damage commences immediately after ingesting the altered item. A *Difficult stamina* roll is required to naturally overcome the effect. All that needs to be done is for the caster to touch the drink or food for it to be tainted. A *Perception* roll of Very Difficult is required to detect the toxin through smell or taste.

REGENERATION

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 17

Effect: 18 (*medicine/healing* of 6D)

Range: Touch (+0)

Speed: Instantaneous (+1 (+0))

Duration: 1 hour (+18)

Casting Time: 2 rounds (-5)

Other Aspects:

Components (-4): Fresh blood from the specific creature on which the spell is to be cast (uncommon)

Focused (+7): On target

Gestures (-3): Mark sigil on forehead with blood (complex; *artist* roll with difficulty of 11)

A mage can fend off the approaching death of a hero by successfully casting this spell. But with healing comes pain. In order for the spell to work, fresh blood must be drawn from the intended target. This requires a *medicine/healing* roll at Moderate difficulty. This also causes 1D damage if the roll was a success. A failure results in 2D damage. A 1 on the Wild Die can produce catastrophic bleeding if the gamemaster desires — meddling in dark magics has a price.

Once the blood is extracted and the spell is successfully cast, then the target regenerates damage automatically at a with a

6D *medicine/healing* skill level. This requires no action on the characters part. It occurs once every minute for the duration of the spell. And its effects are visible noticeable to those take the time to look for them. Another telltale sign is the bloody sigil that must remain in place on the target's forehead. As it is magical in nature, sweat or splashed water or rain will not remove it. However, it can be rubbed away if the target does so intentionally. Doing this ends the spell.

SANGUINEOUS ATTACK

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 18

Effect: 25 (+3D+1 damage, 3D+1 *intimidation*)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 3 rounds (+6)

Casting Time: 1 round (-4)

Other Aspects:

Components (-2): Drop of blood (ordinary)

Focused (+4): On weapon

Gestures (-2): Flick drop of blood toward living target (fairly simple)

By simply pricking her thumb, the caster can cause any weapon to gain +3D+1 damage. Such items can be swords, knives, bullets, clubs, anything physical that makes physical contact with a living creature. If the spell is cast on an item that successfully causes damage to a target, the effect manifests itself as unusually heavy bleeding. Excessive bleeding can be alarming, often causing panic. Characters suffering a wound from this spell must also suffer a 3D+1 *intimidation* roll.

SENSE DEATH

Skill: *Divination*

Arcane Knowledge: Death

Difficulty: 15

Effect: 14 (3D Perception of Wound Level)

Range: 10 meters (+5)

Speed: Instantaneous (+10 (+5))

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Components (-1): Bloodied cloth (ordinary)

Focused (+4): On target

Gestures (-1): Close eyes (simple)

Other Condition (-1): Must make a *search* roll to see the target; all normal modifiers apply.

Casting this spell attunes the magic use with the life force of the target, providing 3D *Perception* roll to determine a target's Wound Level. There are no other effects imbued, other than determining the amount of life remaining in a character.

SENSE SPIRIT

Skill: *Divination*

Arcane Knowledge: Entity

Difficulty: 24

Effect: 24 (8D *search* when attempting to locate spirits or ghosts)

Range: Self (+0)

Speed: Instantaneous (+0) (+0)

Duration: 1 minute (+9)

Casting Time: 1 minute (-9)

Other Aspects:

Area Effect (+20): 10 meters radius

Focused (+6): On caster

Incantations (-2): Reveal yourself (sentence)

Once this spell is cast, the mage can see all undead spirits and ghosts within a 10-meter radius. Likewise, the attention of any such incorporeal being is drawn to the character who uttered the incantation, as the spell forces the entities to reveal themselves to the caster, and only the caster. The *search* roll is needed as the spirits are being commanded to reveal themselves.

UNLIVING WEAPON

Skill: *Conjuration*

Arcane Knowledge: Enchanted

Difficulty: 12

Effect: 11 (+2D+1)

Range: Touch (+0)

Speed: Instantaneous (+1 (+0))

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Components (-3): Weapon of good quality (common)

Feedback (-1): -1 to damage resistance total

Focused (+5): On weapon

Gestures (-2): Run fingers across weapon (simple)

A weapon upon which this spell is cast is imbued with a negative field of energy. A deep red hue radiates from the weapon so long as the spell endures. All attacks against living beings gain a +2D+1 bonus to the weapon's normal damage. With each successful strike, the aura radiating from the weapon spreads across the opponent's form as life force is drained away. No additional damage is conveyed when combating undead entities.

((illo s3-5)))

WAKE THE DEAD

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 27

Effect: 30 (10D Body Points)

Range: 100 meters (+10)

Speed: Instantaneous (+100 (+10))

Duration: 1 minute (+9)

Casting Time: 2 rounds (-5)

Other Aspects:

Area Effect (+20): 10-meter radius

Components (-4): Skull (uncommon)

Concentration (-10): 1 round of focused thought upon the dead; *willpower/mettle* roll at 16

Gestures (-1): Lifting hand upward (simple)

Incantations (-2): "Awaken and walk!" loudly (sentence)

Other Condition (-3): The spell can only be cast in an area where dead exist beneath the earth, such as a graveyard, battlefield, or some other such place.

By calling upon the arcane knowledge of *Death* and *Necromancy*, the mage is able to wake the dead in a 10-meter radius within 100 meters. Bones form into skeletons, and recently buried corpse become zombies. The total number of dead is determined by the rolling of the 10D *Body Points* dice. Each creature is awarded 1 *Wound Level* or 6 *Body Points*. This means if a total of 24 was roll on the dice, then only 4 undead are called from the earth. The number is rounded down, making the maximum always 6 undead. This spell only brings forth skeletons and zombies, no other type of undead creatures. They are likely to have the attributes of the average living creature for the location, as well as possess any clothing or weapons that might normally be buried with them.

Even though the mage is the one who has summoned the dead from their repose, there is no kinship felt toward her. Rather, all undead called from their graves attack any living creature within the 10-meter radius the spell's effect, including the mage and any associates. Returning from death is unpleasant and instills hatred and jealous of the living. These awakened creatures show no mercy when disposing of those who live.

WITHERING BLAST

Skill: *Conjuration*

Arcane Knowledge: Death

Difficulty: 14

Effect: 18 (3D6 damage)

Range: 10 meters (+5)

Speed: Instantaneous (+10) (+5)

Duration: 3.5 seconds (+3)

Casting Time: 1.5 seconds (-1)

Other Aspects:

Gestures (-1): Makes a thrusting motion with hand (simple)

Incantations (-1): "Devour!" loudly (phrase)

By calling upon negative energy of life, the mage is able to hurl a blast of withering power that consumes the life of a target. During the round the spell is cast, a successful *marksmanship/firearms* or *apportation* roll is required to hit the target. Nonmagical armor offers no protection from this death magic. Any character *Mortally Wounded* by the spell loses ages 1 year from the effect. This stolen year, or any number of years taken by this spell, can only be returned by magical means.

SOMINOMANCY

CLEANSING SLEEP

Skill: *Conjuration*

Arcane Knowledge: Death, folk

Difficulty: 10

Effect: 27 (*medicine/healing* of 9D)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 10 hours (+23)

Casting Time: 25 minutes (-16)

Other Aspects:

Components (-1): Large amount of water (ordinary)

Gestures (-2): Washing with and drinking water (fairly simple)

Other Conditions (-11): Effect may be used once per hour; spell is broken if caster is awakened during the duration

The mage casts this spell, spending 25 minutes washing herself thoroughly with water and drinking plenty of fluids, then she goes to sleep. While she sleeps, her body rids itself of toxins and diseases. This spell courses through her veins and organs, destroying harmful bacteria, viruses, and natural and synthetic toxins, rendering her healthy and fit once again. Each hour, the caster can attempt to eliminate a single poison or illness within her body by making a *medicine/healing* roll as if she had 9D in the skill. The gamemaster determines the difficulty to eliminate a specific poison or disease; 15 to 20 is generally a good range.

The caster may apply her result point bonus to the first *medicine/healing* roll she makes with this spell.

CONCENTRATION LAPSE

Cantrip (Advanced)

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 8

Effect: 5 (difficult to attack target is at -5)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 1 round (+4)

Casting Time: 1 second (0)

Other Aspects:

Gestures (-1): Waves hand in a hypnotic pattern (simple)

The mage waves her hand in a sinuous motion or wiggles her fingers slowly. The target must make a *willpower/mettle* roll with a difficulty of 10. If he fails, his eyelids droop briefly, and he experiences a momentary lapse of concentration, of the sort he might have if he were very tired. This lapse makes him fumble his defenses: He is too slow on the parry or notices the incoming punch half a second too late; the difficulty to hit him is decreased by until the caster's turn in the next round.

The caster may apply her result point bonus to the difficulty of the target's *willpower/mettle* roll to avoid the effect.

DETECT SLUMBER

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 12

Effect: 5 (value to determine state of slumber)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 round (+4)

Casting Time: 1 second (0)

Other Aspects:

Area of Effect: (+15): *Divination* sphere with radius of 10 meters

Other Conditions (-1): Only works on sleeping creatures

The caster's vision takes on an added quality, providing her with additional information about certain creatures within the area of effect. Simply by looking at a creature within the area of effect, she instantly knows whether or not it is asleep. If it is not asleep, the caster has no additional means of discerning if it is resting, about to fall asleep, feigning sleep, dead, or in any other state; this spell simply reveals that the creature is sleeping or that it is not. Generally, the caster can determine the sleeping condition of all the creatures within the area of effect unless they are hidden from view or there are a great many of them (and thus some are concealing others).

DREAM TRAVEL

Skill: *Apportation*

Arcane Knowledge: Dreams

Difficulty: 19

Effect: 11 (moves up to 150 kilograms)

Range: 1 kilometer (+15)

Speed: Instantaneous (+15)

Duration: 40 seconds (+8)

Casting Time: 25 seconds (-7)

Other Aspects:

Concentration (-3): 25 seconds with *willpower/mettle* difficulty of 9

Other Conditions (-2): Pass only between dreamers

The caster uses this spell to transport herself great distances via the dreams of other creatures. She moves from dream to dream in the time it takes to blink, seeing strange landscapes and briefly passing by the hopes and fears of myriad creatures before arriving at her destination.

When she casts this spell, the caster targets a sleeping creature within one kilometer; she must see or otherwise be aware of the sleeper's location (perhaps by *sleep sense*, for instance) and it must be the size of a cat or larger. Over the course of 30 seconds, her physical form fades into translucence and disappears entirely as she enters the sleeping creature's dreams. During these 30 seconds, the caster cannot influence events around her, nor can she move from her position; her mind and body are becoming part of the creature's dreams.

Though she enters the sleeping creature's dreams, the dreamer does not detect her and she cannot deliver messages or otherwise influence his dreams, as she could with *step into sleep*; she is merely along for the ride, using the creature's sleeping consciousness as a vehicle for her unique brand of magic.

Once at the new host, the caster's physical form slowly manifests, fading into translucence and then becoming solid in the latest dreamer's presence. As she was when she first

entered the dreams, she is not physically present in the area until her form solidifies over the course of 30 seconds.

Note that the caster has no knowledge of the surroundings of her destination dreamer, and she could appear in the midst of enemies or in an inhospitable environment — though as people do not usually sleep in these sorts of conditions, the odds are slim. The caster usually ends up in a bedroom somewhere and tiptoes out.

Note that though the process of the caster's physical self incorporating takes time, the dream travel itself is virtually instantaneous.

((illustration s6-1)))

DREAM VISIONS

Skill: *Divination*

Arcane Knowledge: Dreams

Difficulty: 22

Effect: 12 (*search* of 4D)

Range: 2.5 kilometers (+17)

Speed: Instantaneous (+17)

Duration: 10 minutes (+14)

Casting Time: 5 hours (-22)

Other Aspects:

Area of Effect (+12): *Divination* sphere with radius of 5 meters

Components (-4): Photographs or paintings of exotic locales (uncommon)

Concentration (-6): 1 hour with *willpower/mettle* difficulty of 12

This spell allows the caster to view distant places in her dreams, though those places are not exactly as they appear in the real world.

The caster spends one hour in preparation, gazing at the photographs or paintings and envisioning the place she would like to see (which does not have to be the place of the paintings). Then, she goes to sleep. Four hours into her sleep (which are part of the casting time), her dreams take on more meaningful forms. She can observe any one area within 2.5 kilometers as if she were there herself, using a *search* skill of 4D. She can view an area with which she is familiar or she can specify a direction and distance, such as "southwest, 1.22 kilometers," and view the area at that distance. If the specified location is within the ground, a wall, or other obstruction, she sees nothing but darkness. Her point of view can appear close to the ground, viewing it as she would if she were standing there, or it can appear floating in the air, at ground level, and so on.

The caster does not see the areas exactly as normal, for she is within the dreamscape. Areas and people within the dreamscape appear as they do in the real world, but the lighting is indistinct and gray mists hover at the edges of vision. Forms are muted and blurred. Most importantly, the subconscious images that people associate with individuals, places, and things walk the dreamscape. Though these images may have no physical existence in the real world, they are the things people dream about when they visit these areas and creatures in their sleep. For example, a graveyard dreamscape

may be haunted by ghosts and the cries of the dead, because these fears lurk in humanity's subconscious and when people dream of graveyards, these images often appear. A sports star in the dreamscape may have trophies, women, and dollar bills floating around him, as these are the ideas that other people associate with such a celebrity.

The ancillary images in the dreamscape can serve both to enhance and obscure the caster's understanding and are tools for the gamemaster to use.

DREAMS IN HAND

Skill: *Conjuration*

Arcane Knowledge: Dreams

Difficulty: 10

Effect: 0 (creates 1 kilogram of inanimate material)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 40 minutes (+17)

Casting Time: 1 hour (-18)

Other Aspects:

Component (-1): A few grains of sand (ordinary)

Concentration (-6): 1 hour with *willpower/mettle* difficulty of 12

Focused (+3): On sand

Other Alterant (+25): Item can be of any complexity or value, but the greater the complexity or value, the greater the secondary skill roll required

This spell allows the caster to enter her dreams, envision an item, and return to the waking world with that item in her possession.

For one hour, the caster meditates on the spell and the item she wishes to create with her dreams. She can imagine anything she likes, though complicated or artistic objects require skill rolls as determined by the gamemaster. (Failure on the secondary skill roll indicates that some obvious flaw exists in the item; success has no effect beyond the item's satisfactory creation.)

After she awakes from the meditation, the object is in her hand, a physical reality. It remains substantial for 40 minutes; after this time, it grows translucent before it disappears entirely.

The caster can use this spell to create items of great intrinsic worth, like currency, precious metals, or jewelry, but they vanish when the duration expires, which is bound to anger shopkeepers.

The caster can add her result point bonus to the spell's duration value and refigure the measure in seconds.

DREAMTIME

Skill: *Divination*

Arcane Knowledge: Dreams

Difficulty: 43

Effect: 50 (up to 1 year in the past or future — specified at spell casting; *search* of 4D)

Range: 20 kilometers (+19)

Speed: Instantaneous (+19)

Duration: 25 minutes (+16)

Casting Time: 5 hours (-22)

Other Aspects:

Area of Effect (+12): *Divination* sphere with radius of 5 meters

Components (-4): A 4-hour hourglass (uncommon)

Concentration (-6): 1 hour with *willpower/mettle* difficulty of 12

Other Alterant (+2): May select time period viewed

This spell allows the caster to use her dreams to view places as they appeared in the past or will appear in the future.

The caster spends one hour in preparation, meditating and focusing, at the end of which she turns the hourglass and goes to sleep. Four hours later (which are part of the casting time), as the sand in the hourglass trickles out, the caster's dreams take on meaning.

In addition to the ability to view a distant location (up to 20 kilometers away), the caster can also look up to a year into the past or the future. She makes the decision as to the area and the time when she casts the spell. (For example, "The playground at Washington Heights Elementary School, January 2, 3:31 P.M.")

If the caster looks into the past, she sees the area as it appeared back then. The dreamscape images, however, are those that modern-day people feel for the area. For example, if a terrible murder was committed in a certain house last week, and the caster observes the house as it was one month ago, before the murder, the dreamscape still shows her shadowy images of death and fear, for that is what people in the current time associate with the house.

If the caster looks into the future, she sees the area as it is most likely to appear. The future is uncertain and many factors can change it, but she sees the area as it will most probably appear — assuming that no one does anything significant to alter it. Like looking into the past, the dreamscape reveals images that modern-day people associate with the area. For example, the caster may view a coastline as it will appear five months from now and see the remains of a terrorist attack — broken piers, dead bodies, ravaged beaches. Even though five months from now people will associate the coastline with horror and violence, currently they see it as a simple beach, and the dreamscape images are people in swimsuits, beach balls, and the like (and maybe the odd shark, as a nod to the neurotic mothers of the world).

GROGGY

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 22

Effect: 24 (-1D to two mental and two physical attributes)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 minute (+9)

Casting Time: 1.5 seconds (-1)

Other Aspects:

Gestures (-1): The caster yawns widely (simple)

The caster yawns hugely and, as all know, yawning is contagious. The target follows suit. This spell magnifies the

target's feeling of sleepiness, making him momentarily groggy and unable to think straight, as if badly in need of rest. His reflexes are slowed, his hand-eye coordination decreased, and his mind easily distracted. He suffers a -1D penalty on two mental and two physical attributes (such as *Reflexes*, *Knowledge*, *Coordination*, and *Perception* in *D6 Adventure*) for 12 rounds.

INSOMNIA

Skill: *Conjuration*

Arcane Knowledge: Magic

Difficulty: 11

Effect: 9 (Achilles' Heel (R3), insomnia — -1 pip to all mental and physical attributes, increasing by -1 pip for each sleepless night)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 1 week (+29)

Casting Time: 1 day (-25)

Other Aspects:

Charges (+5): 1 improved charge

Components (-8): A miniature sheep doll (common); 6 pins silver pins (common, destroyed)

Focused (+7): On target

Gestures (-2): The caster pushes a pin through the sheep doll's head and pushes an additional pin into the doll after every 24 hours (fairly simple)

Incantations (-1): "Sleep no more." (phrase)

This spell makes it challenging for the target to sleep. His sleeplessness is maddening and dulls his mind and body.

Each night following the end of the casting time, the target must make a *willpower/mettle* roll versus a roll of the caster's *willpower/mettle* or be stricken with insomnia. He is unable to sleep for one full night. In addition to being frustrating, the next morning, the victim is mentally drained and physically fatigued. He suffers -1 pip to all mental and physical attributes. This reduction accumulates for each night the character cannot get sleep (by failing to make the roll). Napping during the day provides no relief.

No attribute can drop below 1D because of this spell.

The caster can add her result point bonus to the difficulty of the *willpower/mettle* checks needed to shake off the spell.

((illo s6-2)))

((Begin Sidebar — place sidebar anywhere in somniomancy section))

LITTLE JACKIE'S BEDTIME STORIES

Description/History: *Little Jackie's Bedtime Stories* is a children's book — on the surface. A fanciful color painting on the front page depicts a boy (Little Jackie, presumably) sleeping in a bed, moonlight spilling across him, as a kindly woman watches him from a nearby stool with a book resting closed on her lap. The narrative explains that Little Jackie is afraid of "ghosts and ghoulies that come in the night," and his mother reads him a selection of bedtime stories that lull him to sleep and argue against the existence of ghosts and

ghoulies. The bulk of the work consists of the stories she tells him. They are written as rhyming poems and accompanied by beautiful illustrations.

Yet the poems and pictures are more than they seem.

If one looks closely at the illustrations in the book, one may find a shadow or pair of glinting eyes where none should be — hiding in the corner, or outside a window, or peeking from a closet. Also, the careful reader is left with a feeling of unease. Though the poems are superficially lighthearted and explain that monsters don't exist, each poem has a line or stanza or hidden meaning that seems to disprove the fact, making the entire book an irony.

The stories also hide spells within them. They are secreted in words, pictures, phrases, and deciphering them is no easy task.

The book itself was, according to the date on the cover, printed in 1756 in Belgium. It's covered in leather and its 48 pages are wrinkled and yellow. Still, the glue seems to be holding, and most of the books are in excellent condition. The inside front cover states that the book had a limited print run: only one hundred were ever produced. Each book also includes a collector's number, which tells which number out of the hundred it is. The author is listed as Johan Kaplan, though history records no one by this name who might have written the book.

Contents: Though discovering them is difficult, *Little Jackie's Bedtime Stories* includes the following spells: *dream travel*, *insomnia*, *kiss of the sandman*, *night terrors*, *nightmare*, *sleep eternal*, *sleep sense*, and *step into sleep*.

Protections: The book's primary protection is its code.

Language: Dutch.

Reading Period/Difficulty: Reading the book isn't hard (*a languages/reading/writing* check with a difficulty of 7 accomplishes it), and takes 30 minutes.

Deciphering the hidden spells is harder. Each is spread across multiple pages and included in text and pictures. Each spell requires a *scholar* check with a difficulty of 16. Characters with the *dream*, *magic*, or equivalent Arcane Knowledge gain its bonus on this check. Attempting to decipher a spell (successful or not) takes five hours.

((End Sidebar))

KISS OF THE SANDMAN

Skill: *Conjuration*

Arcane Knowledge: Magic

Difficulty: 21

Effect: 15 (difficulty for target to resist falling asleep)

Range: 2.5 meters (+2)

Speed: Instantaneous (+2)

Duration: 5 minutes (+13)

Casting Time: 3.5 seconds (-3)

Other Aspects:

Area of Effect (+10): Cone with height and base radius of 3 meters

Components (-2): Sand (ordinary, destroyed)

Focused (+5): On targets

Gestures (-1): Grab a handful of sand and blow it at the targets (simple)

This spell drives the targets into a magic sleep. The caster scoops up a handful of sand and blows upon it, whereupon it billows out to create a cone with a tip that begins 2.5 meters from the caster. The cone is three meters long and six meters wide at its end. The first target hit by the spell must make *willpower/mettle* roll with a difficulty of 15 or fall asleep. Those up to one meter behind the first target have difficulty of 14, those between one and two meters have a difficulty of 13, and those between two and three meters have a difficulty of 12. Creatures in combat or some other high-energy situation receive a +4 bonus on their *willpower/mettle* rolls.

Sleeping creatures remain magically asleep and do not awaken normally, though other beings can shake them, slap them, dump water on their heads, and perform other actions in attempts wake them; doing so allows the sleeping creature another chance to awake, again with a *willpower/mettle* roll at the same difficulty that put him to sleep. (The gamemaster may allow bonuses on this roll depending on the vigor with which the characters attempt to awaken the victim.) The awakening attempt may be tried once per round at most; if one type of action fails, those trying to rouse the sleeper must find another way.

After the spell's duration expires, the sleeping creatures enter normal sleep and awaken normally (from loud noises, being physically jostled, and so on).

The caster can add her result point bonus to the difficulty of the *willpower/mettle* rolls to avoid the spell when other people attempt to awaken the victims.

Somniomancers often use this spell as a precursor to other spells, such as *dream travel*, *step into sleep*, or *nightmare*.

NIGHT TERRORS

Skill: *Conjuration*

Arcane Knowledge: Dreams, folk

Difficulty: 30

Effect: 41 (difficulty of 18 to resist falling asleep; 5D physical damage, ignores nonmagical armor)

Range: 60 meters (+9)

Speed: Instantaneous (+9)

Duration: 1 minute/12 rounds (+9)

Casting Time: 1 round (-4)

Other Aspects:

Components (-10): Amber dust (very rare, destroyed)

Multiple Targets (+15): Up to 5 targets

This spell puts up to five targets to sleep and then ravages their minds with lethal nightmares. The targets must each make a *willpower/mettle* roll with a difficulty of 18 or fall asleep. This spell then burrows into the sleepers' subconscious, drawing forth their greatest fears and forming them into horrific nightmares. They toss and thrash violently, obviously

distressed and taking 5D of damage per round until dead or the duration ends. See *kiss of the Sandman* for restrictions on waking magically slumbering creatures.

The caster may add her result point bonus to the difficulty of the *willpower/mettle* rolls to resist falling asleep or to the damage done each round (not both and chosen once for the spell).

NIGHT VISITATION

Skill: *Alteration*

Arcane Knowledge: Dreams

Difficulty: 23

Effect: 12 (*persuasion* of 4D)

Range: 2.5 kilometers (+17)

Speed: Instantaneous (+17)

Duration: 1 minute (+9)

Casting Time: 1 minute (-9)

Other Aspects:

Other Conditions (-1): Touch or name single specific target, who must be asleep

This spell allows the caster to deliver messages to sleeping creatures. The caster names a specific individual and formulates an image or series of images, which can be up to a minute in length, that appears in the named individual's dream. If the individual is not asleep, the spell fails. The images can be anything the caster imagines that's relatively nonfrightening; the caster cannot give the target a nightmare, though she may deliver threats and ultimatums. The caster can use this dream to persuade the target as if she had 4D in the *persuasion* skill.

The caster chooses whether or not the target remembers the dream when he awakes. If the target does not remember the dream, the dream may still influence him subconsciously, at the gamemaster's discretion.

In lieu of naming a specific individual, the caster may make physical contact with the target (in which case, the range is irrelevant).

NIGHTMARE

Skill: *Alteration*

Arcane Knowledge: Dreams

Difficulty: 32

Effect: 60 (10D physical damage, ignores all armor)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 1 round (+4)

Casting Time: 1 second (-0)

Other Aspects:

Other Conditions (-1): Target must be asleep

The caster touches the creature and uses this spell to dredge up his most feared images from his subconscious, using these to create a horrific nightmare. The target thrashes, moans, and sweats. He must make a *willpower/mettle* roll against a roll of the caster's *willpower/mettle*; if he fails, he dies of fear (and cardiac arrest).

If the target is not asleep, this spell fails.

The caster can apply her result point bonus to the difficulty of the *willpower/mettle* roll the target needs to avoid the effect.

((illo s6-3))

NIGHTSHIELD

Skill: *Conjuration*

Arcane Knowledge: Magic

Difficulty: 15

Effect: 30 (compare to spell total of spell attempting to influence caster)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 10 hours (+23)

Casting Time: 1.5 hours (-19)

Other Aspects:

Components (-4): A small shield of beaten silver (rare)

Other Conditions (-1): Awakening disrupts the spell

The mage places a small silver shield on her chest just before she retires for the night, casting a spell that protects her dreams from outside influence (such as the machinations of another somniomancer). She adds her result point bonus to the spell's effect value. If another mage casts a spell that attempts to access her dreams or detecting whether she's sleeping, the second caster's skill roll for that spell must equal or exceed *nightshield's* value (30 plus the caster's result point bonus) to affect her.

Example: Shannon casts *nightshield* before she goes to sleep because she suspects her somniomantic rival, Bruce, is on the prowl. She makes a *conjuration* roll to cast the spell and rolls a total of 19. This roll generates a result point bonus of 2, which she adds to *nightshield's* effect value of 30, for a total of 32. If Bruce shows up and attempts to cast *nightmare* on Shannon, his *alteration* roll must equal or exceed 32 to affect her.

PUT THE "REST" IN "RESTORATION"

Skill: *Conjuration*

Arcane Knowledge: Time, folk

Difficulty: 15

Effect: 27 (*medicine/healing* of 9D)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 10 hours (+23)

Casting Time: 1 minute (-9)

Other Aspects:

Other Conditions (-11): Effect may be used once per hour; spell is broken if caster is awakened during the duration

The mage casts this spell immediately before going to sleep. While she sleeps, her wounds heal at an accelerated

rate. Each hour, she can heal her physical wounds as if she had 9D in the *medicine/healing* skill.

REALLY COMFY PILLOW

Skill: *Conjuration*

Arcane Knowledge: *magic*

Difficulty: 16

Effect: 12 (Accelerated Healing (R1), +1D bonus to natural healing attempts, and Arcane Knowledge: Dreams (R1)), +2 to casting of related *Magic* spells)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 10 hours (+23)

Casting Time: 10 minutes (-14)

Other Aspects:

Charges (+15): 3 improved charges

Components (-3): A really comfortable pillow (uncommon)

Other Conditions (-2): Target must want to fall asleep; spell is broken if target is awakened during duration

The caster touches a pillow, imbuing it with an enchantment that functions up to three times. Whenever a creature rests on the pillow, whether intending to sleep or merely take a short rest, over the course of one minute, the spell puts the creature to sleep. The user sleeps deeply and well, untroubled by nightmares or anxieties, for 10 hours and awakens feeling refreshed and invigorated, providing a +1D bonus to natural healing attempts. This sleep is not magical, as it is with *kiss of the Sandman* or *night terrors*; it's simply a dreamless, refreshing sleep. Loud noises, physical movement, and the like awaken the sleeper normally.

The pillow can also aid in the casting of somniomancy spells that involve the mage being asleep in order to work. Using a *really comfy pillow* grants the caster a +2 bonus on her appropriate *Magic* skill checks when she casts spells that require her to meditate or sleep.

((illo s6-4))

SLEEP ETERNAL

Skill: *Alteration*

Arcane Knowledge: Dreams

Difficulty: 41

Effect: 20 (difficulty to resist falling asleep)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 10 years (+43)

Casting Time: 1 minute (-9)

Other Aspects:

Focused (+12): On target

Variable Duration (+4): Off only

Other Alterant (+1): Puts target in type of sleep the caster chooses

This spell causes the target to enter an endless sleep, effectively killing him — or at least, killing him until the caster chooses to release the curse.

The target, which must already be asleep, falls even deeper into his sleep, so deep that he never awakens. When the caster

casts this spell, the target can make a *willpower/mettle* roll with a difficulty of 20 to resist its effects; if he succeeds, he awakens. If this roll fails, he doesn't wake up for 10 years. However, friends may attempt to bestir him; see *kiss of the Sandman* for details on reviving a magically slumbering character. The sleeper must have his nutrition intravenously injected if he is to survive.

The caster can choose the nature of the target's sleep. She has three options:

- The target's sleep is full of pleasant dreams. He sleeps gently, with a smile upon his lips.
- The target's sleep is dreamless. He appears to be in a coma.
- The target's sleep is uneasy, filled with vague nightmares. He moans and twitches, obviously distressed.

The caster can end this spell at any time. The only other way to awaken the target is to design a spell with the express purpose of doing so.

The caster may add her result point bonus to the difficulty of the target's *willpower/mettle* rolls to resist the spell's effects.

SLEEP OF CHAMPIONS

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 25

Effect: 36 (+1D to all mental and physical attributes)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 15 hours (+24)

Casting Time: 10 hours (-23)

Other Aspects:

Focused (+12): On caster

The caster spends two hours in preparation, then goes to sleep. When she awakens, she feels refreshed. Her mind is keen, her muscles flushed with energy, and her reflexes at their peak. She receives a +1D bonus on all mental and physical attributes for the next 15 hours.

SLEEP SENSE

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 28

Effect: 24 (*search* of 8D to locate sleeping creatures)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 15 hours (+24)

Casting Time: 15 minutes (-15)

Other Aspects:

Area of Effect (+21): *Divination* sphere with radius of 25 meters

Components (-10): Small letter Zs made of gold (very rare, destroyed)

Focused (+9): On caster

Gestures (-1): Toss the Zs into the air (simple)

Incantations (-2): "I see you when you're sleeping." (complete sentence)

Variable Movement (+5): Bending/unseen target

This spell allows the caster to detect sleeping creatures without actively attempting to do so.

Over a 15-minute period, the caster tosses some small gold Zs into the air while repeating the incantation. For the spell's duration, the caster always knows the exact locations of all sleeping creatures within the area of effect that are the size of a cat or larger. Walls and other obstructions do not inhibit this spell, though *sleep sense* does not convey the knowledge of how to access the sleepers, merely their locations.

Most somniomancers cast this spell at the beginning of the day because it helps them find targets for some of their other spells, like *step into sleep*, *nightmare*, and *dream travel*.

SLEEPING PUPPET

Skill: *Alteration*

Arcane Knowledge: Dreams

Difficulty: 15

Effect: 24 (Possession: Limited (R1))

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 minute (-9)

Other Aspects:

Focused (+8): On caster

Other Conditions (-2): Target must be sleeping; target must be sentient

It is possible for the caster to enter into the dimension of dreams and gain control over another sleep character's mind. The target must be capable of cognitive thought and be of similar mind to the caster.

If the spell is successfully cast, then the magic user gets the Possession: Limited (R1) Special Ability and must convince or command the target to obey. The sleeping target cannot use *willpower/mettle*, as she is unaware that her mind is being influenced; rather, she can use *Presence*. If the caster succeeds, then the sleeper obeys, providing the command does not go against the personal morals of the target. Walking, talking and all normal actions can be executed so long as the mage is successful. If a failure occurs, the target awakens from what is thought to be a dream or nightmare — possibly far from where she fell asleep.

STEP INTO SLEEP

Skill: *Alteration*

Arcane Knowledge: Dreams

Difficulty: 15

Effect: 39 (Possession: Limited (R1) and *investigation* of 5D)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 10 minutes (+14)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-4): An item important to the target (uncommon)

Incantations (-1): "Open your dream to me." (phrase)

Other Conditions (-1): Target must be asleep

This spell allows the caster to become part of the target's dream, delivering messages, showing her power, and performing many other actions that lesser spells do not allow.

If the target is not asleep, the spell fails. If he is asleep, the caster enters the target's dream. While in the target's dreams, the caster's body is rigid and vulnerable, similar to a character using the Possession: Limited Special Ability.

While within the dream, the caster can speak, cast spells, use skills, and so on, but she cannot affect her surroundings in any way. The sleeper continues to dream, and his subconscious incorporates the caster into his dreams. The caster cannot directly harm the target, but she can deliver messages, disrupt his dreams, and so on. Similarly, the target's dreams pose no danger to the caster, though they may be frightening.

Additionally, the mage can observe the dreams, which might tell the caster something about the target. Using the "Possession Knowledge" chart and the *investigation* skill granted by the spell, the somniomancer can gain information about the target, although it may be couched in dream terms.

The caster can add her result point bonus to the *investigation* total.

TIMESLIP

Skill: Chronomancy

Arcane Knowledge: Dimension, Entity

Difficulty: 22

Effect: 13 (timeslip up to 400 kilograms, caster's weight plus their alternate self's weight)

Range: 150 meters (+11)

Speed: instantaneous (+1)1

Duration: 1.5 rounds (+1)

Casting Time: 1 second (-0)

Other Aspects:

Components (-8): An ounce of quicksilver (uncommon, destroyed)

Continenence (-1): Caster sweats profusely and foams at the mouth (noticeable)

Gestures (-3): The mage points off into the distance and then pulls the visualized target toward them as she leaps forward. (complex, action difficulty 11)

Incantations (-2): "See ya, wouldn't want to be ya!" (sentence)

In desperate situations, some people are forced into taking drastic actions to save their own skin. By invoking the power of the *timeslip*, the caster changes place with a counterpart from an alternate reality who returns to their proper time when their spell runs its course. When the hijacked future relative returns, the caster may choose to reappear anywhere up to 150 meters from her previous location. The destination spot must be visible to the caster or at the very least known to them (inner sanctum, the home of a close friend etc.) when the *timeslip* is cast. Of course, the

abducted visitor not think very highly of being so rudely abducted and could possibly have the power to revisit their alternate self in order to avenge themselves. The payback could be brutally painful.

TRUE REST

Skill: Alteration

Arcane Knowledge: Magic, folk

Difficulty: 13

Effect: 18 (Accelerated Healing (R2), +2D to natural healing rolls)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 10 hours (+23)

Casting Time: 10 minutes (-14)

Other Aspects:

Other Conditions (-2): Target must be sleeping; awakening target during the duration disrupts the spell

The target, which must be willing and about to go to sleep, enters a particularly restful slumber that enhances his natural healing process. When the target makes natural healing roll, he gets +2D on the roll. If the target needs several days of rest before attempting the natural healing roll, the spell should be cast on the last day of rest, as the effect lasts only 10 hours.

((Begin Sidebar may be placed anywhere in somniomancy section))

SOMNIOMANCY TOME

Description/History: The tome has never had a title; scholars who know of its existence refer to it as *The Elven Book of Dreams*.

Long ago, an unknown elven mage experimented with somniomancy for the first time in her culture. She was fascinated with the meaning behind dreams and the ways magic might alter and divine them, and her curiosity developed into somniomancy. She kept a notebook of her reasoning, thoughts, theories, and, most importantly, spells. When she died, the book came into her apprentice's hands, who added his own musings and the spells he discovered. The *Elven Book of Dreams* passed in this way through a dozen generations of elven somniomancers and has become a vast and valuable receptacle of somniomantic lore. The tome is currently in the possession of the elven wizard Rallius Windslip, but as somniomancy is not his field he does not add to the book's pages. He allows visiting

scholars and mages to peruse the book, but he does not let them borrow it; he is waiting, he says, for the next elven somniomancer who is truly worthy to add to the book's knowledge.

Contents: *The Elven Book of Dreams* includes the following spells: *dream travel*, *dream visions*, *dreams in hand*, *dreamtime*, *night terrors*, *nightmare*, *sleep eternal*, and *true rest*.

In addition, the book contains generations of writing and musing about the nature of dreams and of somniomancy. A character who spends 80 hours (total) reading the book gains one rank in **Arcane Knowledge: Dreams**. When she has the book on hand to use as reference, she gains an additional temporary rank. (The book is a good in-game excuse to improve or gain Arcane Knowledge: Dreams.)

Protections: The book's authors did not place any protections upon it, but Rallius Windslip has. A character who opens the book without his permission is subject to a Bad Luck Curse (see the *D6 Adventure Rulebook*, page 100).

Language: Elvish.

Reading Period/Difficulty: The *Elven Book of Dreams* was written over many elven generations, and during that time the elvish language evolved. Only a true student of the language can manage to puzzle through the book's various dialects; doing so requires a *language: elvish* check with a difficulty of 23. Succeeding on this check and spending 80 hours studying the book provides the reader with the benefits listed above.

Deciphering an individual spell is easier. Doing so takes 30 minutes and a *languages/reading/writing: elvish* check, the difficulty of which depends on the spell. Those added to the book early in its history are written in older dialects and thus are more difficult to decipher. The difficulties are as follows:

- 19: *dream visions*, *dreams in hand*, *sleep eternal*, *true rest*
- 15: *dreamtime*, *nightmare*
- 11: *dream travel*, *night terrors*

((End Sidebar))

WAKING NIGHTMARE

Skill: *Conjuration*

Arcane Knowledge: Dreams

Difficulty: 22

Effect: 24 (Fear (R12), +12 to *intimidation* totals and -12 to combat difficulties against those affected by the fear)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 1 minute (+9)

Casting Time: 2 rounds (-5)

Other Aspects:

Area Effect (+10): Circle with radius of 5 meters

Concentration (-2): 2 rounds with *willpower/mettle* difficulty of 8

Focused (+6): On target (nightmare only)

Unreal Effect (-7): Disbelief difficulty of 13

A knowledgeable mage can send her mind into the plane of dreams and conjure a waking nightmare that can terrify anyone who believes it. If the spell's conditions are satisfied, and it is successfully cast, the mage inspires fear in a solitary target or a group of creatures that occupy the radius of the spell. This fear manifests itself as a walking nightmare to those within the spell's radius. The dread sight always stays within the spell's proximity of those affected by the spell — though, if there's a reason for them to do so, each target may attempt to disbelieve the manifestation (instead of the resistance difficulty listed with the Special Ability).

WALKING DREAM

Skill: *Conjuration*

Arcane Knowledge: Dreams

Difficulty: 12

Effect: 34 (*Psionics: astral projection* of 5D+2)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 5 hours (-22)

Other Aspects:

Concentration (-6): 1 hour with *willpower/mettle* difficulty of 12

This spell allows the caster's dreaming consciousness to leave her body, roaming the world while she sleeps. The caster spends one hour in preparation, meditating and otherwise preparing her mind for its journey, then goes to sleep. Four hours into her sleep (which counts as part of the casting time), her dreaming consciousness leaves her body for one hour, traveling as if the caster has 5D+2 in the *Psionics: astral projection* skill.

((illo s6-5))

VITOMANCY

ANIMAL LOYALTY

Skill: *Alteration*

Arcane Knowledge: Animal

Difficulty: 20

Effect: 18 (+2D to caster's *animal handling* or *persuasion: animals* [D6 Space only]; +2D to target's *willpower/mettle*)

Range: Self or touch (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 2 rounds (-5)

Other Aspects:

Focused (+8): On caster and target

Gestures (-2): Gently stroke the target animal (fairly simple)

Incantations (-1): Make soothing sounds (phrase)

Other Conditions (-2): Limited to animals that are friendly to the caster; target and caster must remain within 10 meters of each other to get bonuses

To inspire unnatural loyalty in a pet, animal companion, or mount, the caster simply strokes the creature and makes reassuring, soothing sounds. For a full day thereafter, the animal will be especially loyal to the caster, which translates into an *animal handling* (or *persuasion: animals* in *D6 Space*) bonus of +2D for the caster toward the target creature. In addition, because the animal is so trusting of the caster, whenever it's within 10 meters of the caster, it gains a *willpower/mettle* bonus of +2D to resist attempts, magical or otherwise, by others to alter its behavior.

ANIMAL SAVIOR

Skill: *Alteration*

Arcane Knowledge: Animal

Difficulty: 16

Effect: 18 (+2D to *lifting/lift* to recover fallen comrades; +2D to *willpower/mettle* to resist attempts to dissuade recovery)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): Something from the type of animal targeted (very common); something from the individual to be protected by the target animal (very common)

Focused (+7): On target

Gestures (-2): Draw a line on the ground (fairly simple)

Other Conditions (-1): Limited to animals

To cast this spell, the mage places on the ground something from that type of animal to be targeted (strands of dog's fur or locks of horse's hair, for example) and something from the individual the animal is intended to watch over. She then draws a line from these items toward the animal, and then toward the individual to be protected.

For a period of one hour, the targeted animal keeps a watchful eye over its ward. Should the ward ever fall (rendered unconscious, incapacitated, paralyzed, dead, or otherwise unmoving), the animal will quickly descend upon the body and pull it to a location out of harm's way. This spell grants the animal a +2D *lifting/lift* bonus for this purpose, allowing even a small dog the ability to pull a human to safety, and a +2D *willpower/mettle* bonus to resist efforts to dissuade intervention.

While there is no range limitation on how far the animal will theoretically pull the character, the location to which the immobilized character is moved is always the nearest "safe" place. This might mean dragging the body out of a room, behind a tree, into a defile, or any other such sheltered locale. In an environment where there is no readily available protection, such as barren and flat desert or plains, the animal pulls the body far enough away to be removed from the melee and out of range of whatever missile weapons the enemy possesses (if any).

ASP ARROW

Skill: *Conjuration*

Arcane Knowledge: Animal

Difficulty: 16

Effect: 18 (4D damage, ignores nonmagical armor)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Component (-4): A live asp or other poisonous snake (uncommon)

Focused (+5): On target

Gestures (-2): Crouch as if coiled like a snake, shape hand into a fist with two fingers extended like asp fangs, then spring and throw the gathered energy at target (fairly simple)

Incantations (-1): Make a snake-like sound (phrase)

To cast this spell, the mage must have a live asp or other poisonous snake on his person. Usually, mages keep them in small earthenware pots or reed baskets. By coiling himself as a snake would, not only is he drawing upon energy to propel the mystical arrow but is also tapping into the essence of the snake itself. Once the mystical energy is released, an arrow appears and flies toward the intended target, to a range of 10 meters. The mage must make a *marksmanship/firearms* or *apportation* roll to hit the target. If the arrow flies true and hits, it immediately transforms into a large asp and delivers a poisonous bite, which causes 4D of damage each round for one minute. The asp arrow must be fired in the round after the mage casts the spell. The mage may add the result point bonus of the spell to either the targeting total or the first damage total.

((illo s8-1))

BASHING FISTS

Skill: *Conjuration*

Arcane Knowledge: Folk

Difficulty: 10

Effect: 12 (Natural Hand-to-Hand Weapon: Fists (R2), +2D damage)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 5 rounds (+7)

Casting Time: 3.5 seconds (-3)

Other Aspects:

Components (-3): Pair of black leather gloves (common)

Gestures (-3): Put on gloves (fairly simple); punch each fist into the other open hand (simple)

Incantations (-2): Let out an ear-splitting roar of rage (phrase, loud)

Other Alterant (+12): Opponent receives increased difficulties with each landed punch

To cast the spell, the mage must first put on a pair of black leather gloves. The mage then lets out a roar as mighty as he can muster and punches each of his fists into an open hand,

all the while feeling himself become overwhelmed with a sense of pent-up rage. This violent urge must be released within the next five rounds or it dissipates, and can only be released in unarmed combat. The spell provides the Natural Hand-to-Hand Weapons: Fists Special Ability, which gives the attacker +2D to his unarmed Strength Damage. In addition to damage inflicted, each blow landed by the mage pushes his foe. This causes the victim to stumble, reducing all *Agility/Reflexes* or related totals by 3 until the mage's turn in the next round.

BEAST WARDEN

Skill: *Alteration*

Arcane Knowledge: Animal

Difficulty: 20

Effect: 18 (+4D to *intimidation*)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 10 minutes (+14)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+15): Sphere with radius of 3 meters

Components (-8) Rowan berries (uncommon, destroyed)

Countenance (-2): Animal appears menacing

Gestures (-2): Point from target to those to be guarded, bear teeth and snarl (fairly simple)

Incantations (-1): "Guard." (phrase)

Unreal Effect (-8): Disbelief difficulty of 13

Other Alterants (+10): Animal will fight to the death to keep captives in area of effect

Other Conditions (-2): May only be used on animals who are friendly to the caster

To cast this spell, the mage must have a small supply berries harvested from a rowan tree. The mage points at the animal he wishes to target, then at a creature or creature he wishes the animal to guard, snarling and bearing his teeth to get the point across. After uttering a simple command word, the spell is cast. The target animal devotedly keeps the specified beings in a confined area measuring three meters in diameter by circling. In the eyes of its captives, the animal's countenance changes completely, become far more frightening and imposing. As a result, the animal gains an *intimidation* skill bonus of +4D.

Most captives are too frightened to attempt escape, save for those who make a *willpower/mettle* roll of 13 to disbelieve the spell's effect. Captives attempting to escape find themselves harrassed immediately upon trying to leave the area of effect. The animal attacks until either it or the prisoner is dead or subdued.

While predators are most often targeted, this spell is by no means limited to them. Herbivores, such as boars, deer, and bulls, can be equally effective.

BLADES OF FLESH

Cantrip

Skill: *Conjuration*

Arcane Knowledge: Folk

Difficulty: 3

Effect: 6 (Natural Hand-to-Hand Weapon: Blades of Flesh (R1), +1D damage)

Range: Self or target within 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 5 rounds (+7)

Casting Time: 1 round (-4)

Other Aspects:

Components (-3): Any bladed weapon (common)

Focused (+2): On target

Gestures (-2): Draw weapon across hand (fairly simple)

This spell gives the target a bonus of +1D to Strength Damage for 25 seconds, or five rounds. With the simple slash of a blade, the spell transforms the target's hands, elbows, and feet into lethal blades of flesh that can slash or pierce as well as bludgeon.

CLUB FEET

Skill: *Conjuration*

Arcane Knowledge: Animal, Folk

Difficulty: 31

Effect: 36 (Hindrance: Club Feet (R12): +4 to the difficulty of any foot-related skill use and -4 to initiative rolls)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 10 minutes (+14)

Casting Time: 1 round (-4)

Other Aspects:

Focused (+10): On target

Gestures (-3): Mime tripping and falling, eyes focused on target (complex; *acrobatics* roll with difficulty of 11)

Incantations (-2): "I'm such a clumsy oaf." (sentence)

While willingly causing himself to trip and fall (*acrobatics* roll of 11 or fail the spell due to ineptitude), and casually excusing himself for his clumsiness, the mage casts this potent spell and curses a target not more than 10 meters away. The curse twists the victim's feet until they are horribly misshapen, rendering his legs so uncoordinated that he can literally trip over himself. This is reflected by a +4 to the difficulties of various foot-related tasks and a -4 to initiative totals. When the spell wears off 10 minutes later, the character is restored immediately to normal.

COBRA STRIKE

Skill: *Conjuration*

Arcane Knowledge: Folk, Animal

Difficulty: 14

Effect: 18 (3D damage, ignores all armor)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 5 rounds (+7)

Casting Time: 1 round (-4)

Other Aspects:

Charges (+11): 2 improved charges released only with successful attack

Components (-6): Cobra skin gloves (very rare); flute (very common)

Focused (+5): On target

Gestures (-3): Play tune on a flute (complex; *artist* roll with difficulty of 11)

This spell requires the caster to wear cobra skin gloves and have a flute. The mage casts the spell by playing a short tune on her flute, the kind that snake-charmers use to lure cobras from their wicker pots. On the next round, as the mage attempts to land an open-handed strike, her hand spreads out like a hood, and the head of a cobra momentarily appears in the palm to strike the target. On a successful attack, the blow inflicts normal unarmed damage and for five rounds (starting with the one in which the blow landed), the victim is poisoned and takes 3D damage per round until duration ends.

((illo s8-2))

COURAGE

Skill: *Alteration*

Arcane Knowledge: Folk

Difficulty: 23

Effect: 30 (+6D+2 to *willpower/mettle*)

Range: Self (+0)

Speed: Instantaneous (+10)

Duration: 2.5 minutes (+11)

Casting Time: 1 round (-4)

Other Aspects:

Area of Effect (+25): Sphere with radius of 5 meters

Components (-4): Braided lion's mane rope (very rare)

Concentration (-1): 3 seconds with *willpower/mettle* difficulty of 7

Feedback (-3): -3 to damage resistance totals

Gestures (-3): Hold the lion's mane rope above the head and shake it while turning in a circle (complex; *acrobatics* roll with difficulty of 11)

Incantations (-3): "Fight by me, my friends, and together we'll taste victory or achieve immortality" (sentence, loud)

Other Conditions (-2): Limited to sentient beings and those who are neutral or trusting of the mage

Casting this spell requires the mage to have a rope braided from lion's mane. He holds the rope aloft as a symbol of courage and shakes it mightily as he turns in a complete circle, demonstrating its importance to all around him.

For a period of more than two minutes thereafter, his mere presence steadies his allies when terror would otherwise fill their hearts and shake their resolve. All allies within a 5-meter radius gain a *willpower/mettle* skill bonus of +6D+2 for resisting fear, intimidation, or even pain and torture.

Under the influence of this spell, only the most weak hearted of characters will break rather than present a stoic face to their enemies. If a character affected by fear is rallied by her companions, she may roll again to shake off the effect. This spell can only be used on sentient beings, and it only affects individuals who are neutral toward or trusting of the mage.

EAGLE-EYE

Skill: *Divination*

Arcane Knowledge: Folk, Avian

Difficulty: 20

Effect: 18 (+4D to *search*)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 minute (+9)

Casting Time: 5 rounds (-7)

Other Aspects:

Area of Effect (+15): *Divination* sphere with radius of 10 meters

Component (-8): Eye of an eagle (uncommon, destroyed)

Concentration (-3): 25 seconds with a *willpower/mettle* difficulty of 9

Focused (+5): On caster

Gestures (-1): Ingest the eagle's eye (simple)

Variable Duration (+8): On/off switch

Other Conditions (-6): -6 to *Agility/Reflexes* and related totals while spell is active

The caster ingests an eye of an eagle, closes his eyes, and concentrates. When he opens his eyes after 25 seconds, the mage perceives a bird's eye view of his surrounding area, as though he was looking down from the vantage point of a soaring eagle. The mage gains awareness of all objects within 10 meters of his person that are large enough to normally be seen with his eye. However, the mage cannot see under or through solid objects.

The area of effect moves with the caster until the spell dissolves after one minute.

Creatures may attempt to hide from the mage, but he gains a *search* bonus of +4D to see them because of his vantage point. This may have the unintended and happy side effect of preventing surprise — assuming the mage notices his attackers before they strike.

The mage may target spells at anything he sees through this spell as if he had line of sight. However, he must still account for cover. For example, a character hiding behind an overturned table still enjoys such cover as it provides, even though he is clearly seen through the mage's bird's eye view; remember, the spell still originates from the mage's physical form.

The unusual perspective can be disorienting for the mage, and during the spell's duration, he suffers -6 to all *Agility/Reflexes* and related totals while spell is active.

ENVY

Skill: *Conjuration*

Arcane Knowledge: Folk

Difficulty: 18

Effect: 9 (Quirk (R3), envy requiring a Very Difficult *willpower/mettle* roll to overcome Disadvantage)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 4 hours (+21)

Casting Time: 2 rounds (-5)

Other Aspects:

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Feedback (-3): -3 to damage resistance totals

Focused (+6): On target

While casting this spell is moderately painful to the mage, it might well be the death of the target. The caster curses a humanoid target that she can see with four hours of extreme envy. Envy is the desire to possess what others have. Those afflicted with envy covet what others have — personality traits, personal good fortune, and material goods. The need to prove themselves, to obtain a perceived glory or possess a valuable item, often places the individuals in potentially dangerous situations — they might rush to disarm a trap, push other characters aside to be the first to fight a foe, or race to secure a treasure headless of potential risks. A character targeted by this spell must make a Very Difficult *willpower/mettle* roll to overcome his envious impulses.

GANG FIGHT

Skill: *Alteration*

Arcane Knowledge: Folk

Difficulty: 27

Effect: 27 (+2D to *brawling/fighting* and *melee combat*; +2D to *intimidation*)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 5 rounds (+7)

Casting Time: 1 round (-4)

Other Aspects:

Focused (+6): On targets

Gestures (-3): Frown menacingly and point with authority at allies (complex; *intimidation* roll with difficulty of 11)

Incantations (-3): “Rip ’em apart, boys” (sentence, loud)

Multiple Targets (+18): Up to 6 targets

Other Conditions (-2): Targets must be allies of the caster and either outnumber the opponents or have them at a decisive disadvantage

When the mage attempts to cast this spell, he must present a commanding and frightful image by succeeding an *intimidation* roll with a difficulty of 11. If she fails this, she simply doesn’t present herself with enough menacing authority and the spell doesn’t work. If successful, however, mage makes up to six allies fight with ruthless vigor, employing all manner of dirty tricks and providing them a bonus to their close combat skills of +2D. It also lends them a menacing air, resulting in an *intimidation* bonus of 2D.

The targets must outnumber their opponents or have a marked disadvantage, because the thuglike tactics the caster wishes her allies to employ depend to a large degree upon intimidation and ganging-up on victims.

GNAWING HUNGER

Skill: *Conjuration*

Arcane Knowledge: Animal, Folk

Difficulty: 35

Effect: 36 (4D damage, ignores all armor; Achilles’ Heel (R4), metabolic difference — must eat a meal every two hours or all mental and physical attributes decrease by 1 pip, with penalty increasing by 1 pip for each hour without food and disappearing with consumption of food)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 day (+25)

Casting Time: 1 round (-4)

Other Aspects:

Components (-2): Any food item that might be eaten by the intended target (ordinary, destroyed)

Countenance (-2): The caster’s skin tightens around the cheeks in a sickly fashion

Focused (+12): On target

Gestures (-3): Double over in direction of the target as if suffering severe abdominal pain (fairly simple)

Incantations (-3): “Hunger gnaws like a ravenous beast!” (sentence, loud)

To cast this spell, the mage must have in an item of food that the target might reasonably be expected to eat (meat for a carnivore, plants for an herbivore). She holds this item in her hand while pointing a finger at the target, and when she doubles over mimicking stomach pains as the food crumbles to dust. While performing these actions, she utters a simple but malicious phrase, after which the target suffers 4D damage from intense stomach pains. The target literally begins starving to death and at an accelerated pace. All mental and physical attributes decrease by 1 pip (with the penalty increasing by 1 pip for each hour without food) due to weakness. These penalties are negated once the target has eaten.

((illo s8-3)))

GRACEFUL STEP

Skill: *Alteration*

Arcane Knowledge: Animal, Folk

Difficulty: 12

Effect: 18 (+1D+1 to *acrobatics*, *dodge*, and *sneak/stealth*)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 5 rounds (+7)

Casting Time: 1 round (-4)

Other Aspects:

Focused (+5): On target

Gestures (-2): Shake one leg, then the next (fairly simple)

This spell makes the target graceful for a period of five rounds, which affects her *acrobatics*, *dodge*, and *sneak/stealth* attempts and increases them by 1D+1.

POLLEN CLOUD

Skill: *Conjuration*

Arcane Knowledge: Plant

Difficulty: 14

Effect: 6 (2D of cover modifier)

Range: 3 meters (+3)

Speed: Instantaneous (+3)

Duration: 5 rounds (+7)

Casting Time: 1.5 seconds (-1)

Other Aspects:

Area of Effect (+15): Sphere with radius of 3 meters

Components (-2): Fresh flower bloom (very common, destroyed)

Feedback (-3): -3 to damage resistance total

Focused (+2): On target

Gestures (-1): Bring bloom to lips and gently blow (simple)

Incantations (-1): "Belladonna's breath." (phrase)

Other Conditions (-1): Spell negated by strong winds

With some minor pain to herself, the mage creates a cloud of pollen. To cast this spell, she must have a fresh flower, which she brings to her lips and then blows in the intended direction. After uttering a simple incantation, a dense cloud of pollen emerges from the bloom and quickly fills a six-meter-wide sphere. The pollen cloud is as thick as fog, providing 2D of cover modifier. Under normal conditions, the cloud dissipates after five rounds. However, in moderately windy conditions it blows away after two rounds, and heavy winds prevent the spell from working entirely.

QUICK RELEASE

Skill: *Conjuration*

Arcane Knowledge: Folk

Difficulty: 10

Effect: 12 (Fast Reactions (R1), +1D to initiative roll and one additional free action in each of 3 rounds, with Ability Loss (R1), only useful with *throwing*; +2D to *throwing*)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 5 minutes (+13)

Casting Time: 3.5 seconds (-3)

Other Aspects:

Components (-6): Spearhead (common, destroyed)

Focused (+5): On caster

Gestures (-1): Squeeze palms together with spearhead between (simple)

The caster places a spearhead in his hands and crushes it between his palms, leaving his hands bloodied and the spearhead mere dust. Until the blood dries (a period of about 10 minutes), the mage becomes extremely fast at releasing thrown weapons. This results in +1D bonus to his initiative roll when wielding thrown weapons. In addition, because he can release weapons with such amazing speed, he can make an additional *throwing* attack in up to three rounds. This spell provides no benefit when using missile weapons or firearms.

REVEAL DISPOSITION

Skill: *Divination*

Arcane Knowledge: Folk

Difficulty: 16

Effect: 24 (*willpower/mettle* of 8D)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 10 minutes (+14)

Casting Time: 2 rounds (-5)

Other Aspects:

Concentration (-2): 10 seconds with *willpower/mettle* difficulty of 8

Feedback (-3): -3 to damage resistance totals

Focused (+7): On target

Gestures (-1): Make a gesture of friendship (simple)

Other Conditions (-3): Target must interact with the target; may only be used on a single sentient being who understand the caster's language

This spell is particularly useful by individuals involved in delicate diplomacy. After meditating in silence for 10 seconds, the mage warmly introduces herself to the individual that she wants to influence. The person must be a sentient being who understands her language. If the target doesn't comprehend her, the spell and her time are wasted. Interpreters aren't sufficient, as the spell relies upon personal interaction and common ground.

When the spell is successfully cast, the mage rolls the *willpower/mettle* from the spell against the opponent's *willpower/mettle*. By beating this difficulty, the caster senses the target's disposition toward her by seeing a glowing aura around it. The aura is visible only to the mage. A white light suggests the target is friendly or trusting; a gray-shaded aura indicates that he is neutral or ambivalent. A shadow falling over the target indicates he is hostile or has superior standing.

Since this spell lasts for 10 minutes, the mage may track how the target's disposition changes over the course of negotiations, allowing her to know the effectiveness of her diplomacy and attempts to change the target's disposition. Because the mage can sense the nature of the target's intentions (positive, ambivalent, or harmful), she enjoys a *willpower/mettle* of 8D when resisting his interaction attempts.

SENSE AILMENT

Skill: *Divination*

Arcane Knowledge: Animal, Folk

Difficulty: 11

Effect: 17 (*medicine/healing* of 5D+2)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 minute (+9)

Casting Time: 2 rounds (+5)

Other Aspects:

Component (-5): An egg (very common, destroyed); bowl of water (ordinary)

Concentration (-2): 10 seconds with *willpower/mettle* difficulty of 8

Gestures (-2): Run egg over patient and then crack it open into the bowl (fairly simple)

This spell allows a mage to tell if a creature suffers from the effects of poison, disease, or illness. Before casting this spell, she enters a trance-like state while she runs an egg repeatedly over the body of the patient. She then cracks it open into a bowl of water. Using the skill provided by the spell, the mage can interpret the egg's appearance to determine presence and type of disease, toxin, or injury.

If the egg yoke floats to the surface, the patient is free of ailments. If the yoke sinks, on the other hand, the creature is ill and the mage may figure out the cause.

The difficulty to detect the presence of an ailment is 7. With five to eight result points, the mage understands the nature of the ailment. With nine to 16 result points, the caster knows the cure. With 17 or more result points, the healer figures out the cause.

This spell does not heal a patient of his ailment, nor does it provide any bonus to healing wounds or injuries.

((insert illo 1-22 detect illness))

STICK TO SNAKE

Skill: *Conjuration*

Arcane Knowledge: Plant, Animal

Difficulty: 23

Effect: 40 (*brawling/fighting* of 5D; *running* of 2D; 5D physical damage; movement equal to result points in meters round with minimum of 1 meter per round)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 5 minutes (+13)

Casting Time: 1 minute (-9)

Other Aspects:

Component (-5): A long, thin dried stick (ordinary); rattle-snake tail rattle (uncommon)

Focused (+10): On stick

Gestures (-1): Shake rattlesnake rattle while holding stick (simple)

Incantations (-2): "Wood to flesh and stick to snake." (sentence).

This spell turns a dead branch or other long pieces of thin, dried wood (arrow shafts, broomsticks, and so on) into a large and aggressive snake. To cast this spell, the mage must have one hand on the wood while he shakes a rattlesnake tail rattle. After reciting the incantation, he drops the stick and watches as it comes to life as a flesh-and-blood snake.

If provoked, the snake attacks whomever or whatever is near it. When killed or the spell expires, the snake reverts back to its original form.

((illo s8-4))

STICKY FINGERS

Cantrip

Skill: *Alteration*

Arcane Knowledge: Folk

Difficulty: 5

Effect: 9 (+2D to *sleight of hand*)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 5 rounds (+7)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): Ball of wax (very common, destroyed)

Focused (+3): On caster

Gestures (-1): Rub fingers together (simple)

The caster places a small ball of wax in each hand and rubs his fingers tips together, spreading the wax evenly over his fingertips. His fingers then become sticky and more nimble, allowing him to pick pockets, palm objects, and perform similar actions that require deft motor control with unnatural ease. As a result, the character gains a *sleight of hand* bonus of +2D.

The sticky substance secreted by the character's fingers is not strong enough to have any direct application to climbing, grappling, or any other related action that requires the use of strength as opposed to mere deftness of hand.

TAKEN ALIVE

Skill: *Alteration*

Arcane Knowledge: Death, Folk

Difficulty: 15

Effect: 30 (+6D+2 to *bluff/con*)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 4 hours (+21)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-12): Garment made of valuable fabric (uncommon, destroyed); fire, such as match or lit coal (very common, destroyed)

Concentration (-3): 25 seconds with a *willpower/mettle* difficulty of 9

Focused (+10): On target

Gestures (-1): Inhale smoke (simple)

Unreal Effect (-8): Disbelief difficulty of 13

Other Alterants (+2): Also works unconsciously

Other Conditions (-1): May only be used on those that understand the concepts of wealth and ransom

While casting the spell, the mage sets on fire a garment made of valuable fabric, such as a foreign cloth or silk. She

then inhales the smoke while concentrating for almost half a minute.

Once the casting is complete, the mage (or her desired target) exudes an aura that makes her enemies believe she is less valuable dead than she is alive as ransom. When surrendering, the caster gains a *bluff/con* bonus of +6D+2 to convince opponents of her worth and to spare her life by taking her prisoner, rather killing her. She also may bluff opponents into believing her inflated worth even when unconscious or otherwise incapacitated, as the enemy perceives noble standing or cultured bearing even in her motionless form.

Of course, the enemy will expect that a ransom is forthcoming, and after the spell's duration expires the captive mage loses her *bluff/con* skill bonus and is no longer necessarily viewed as a valuable commodity.

This spell only affects those that understand the concepts of wealth and ransom.

TAUNT

Skill: *Alteration*

Arcane Knowledge: Folk

Difficulty: 11

Effect: 18 (+4D to *intimidation*)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Focused (+5): On caster

Gestures (-2): Make a contemptuous gesture at opponent (fairly simple)

Incantations (-3): "Is that the best you got?", followed by piteous laughter (sentence, offensive)

Other Conditions (-2): May only be used attackers who understand the caster's language and can hear the caster

This spell is cast with a smile that conveys contempt for an opponent's abilities, a taunting gesture that urges him to attack the mage, and an insulting incantation that suggests nothing but disdain. For a period of a minute thereafter, the mage improves his *intimidation* skill by +5D when taunting his opponents in combat, goading them into anger and careless action. He adds one-half of the difference between the difficulty and the *intimidation* roll to any one attack or defense attempt (not both) made at Point Blank or Short range. This bonus works only if the opponent is actively attacking the mage; the spell provides no bonus to a mage fighting a creature that is purely defensive and doesn't want to fight. In addition, the spell only works against those who can hear the mage speaking.

VOICE WRACK

Skill: *Conjuration*

Arcane Knowledge: Folk

Difficulty: 19

Effect: 21 (Hindrance: Hoarse (R7), +3 to difficulties of actions requiring a voice, such *bargain*, *charm*, *con*, *command*, *intimidation*, *languages/speaking*, and *persuasion*)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Focused (+6): On target

Gestures (-2): Rub throat as if sore and then point at target (fairly simple)

Incantations (-1): Cough and whisper "steal voice." (phrase)

Other Conditions (-2): Limited to those who can speak; spell has no effect at 1 meter or less from target

The mage rubs his throat as if it's irritated, then points at a target and, coughing, whispers a simple incantation. The spell mutes the subject's words so that his voice projects as a mere whisper. Those within a meter of the target can hear his words as normal, but those beyond that range are hard pressed to make out a sound. Interactions with those further than one meter distant are challenging (+3 to related difficulties), because his voice carries no weight or inflection.

WOLFPACK

Skill: *Alteration*

Arcane Knowledge: Animal

Difficulty: 17

Effect: 9 (+2D to *brawling/fighting*)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 5 rounds (+7)

Casting Time: 1 round (-4)

Other Aspects:

Components (-10): Something from the type of animal with which she wants to communicate (very common); tuff of wolf fur (uncommon, destroyed)

Focused (+3): On targets

Gestures (-2): Toss wolf fur at target creatures while holding the component of the animals to be affected (fairly simple)

Incantations (-2): "Fight like the wolf!" followed by a wolf-like howl (phrase, loudly)

Multiple targets (+24): 8 targets

Other Conditions (-1): Animals affected must outnumber their opponents

To cast the spell, the caster must have something from the type of animal to be affected (feathers from a bird, shed snake skin, hairs from a horse's mane), as well as a tuff of wolf fur. Upon uttering the incantation, the wolf fur is released and is instantly consumed by magical fire.

This spell can be used on any animal or monster, but sentient beings are unaffected. The target creatures must also outnumber their opponents, because the rabid wolf-like tactics induced by this spell depend upon the ability to outflank and overwhelm their enemies. For five rounds, all affected creatures fight with a ferocity and cunning that provides them a *brawling/fighting* bonus of +2D.

(((Begin Sidebar] — goes anywhere in vitomancy section)))

WAYWARD PRACTICES OF THE SAVAGE PEOPLES OF THE NORTHWEST COAST

Description/History: This 200-page book was originally published back in the 1880s, though later handwritten notes surround much of the text. The book itself was a treatise on the rites of various Indian tribes inhabiting the British Columbia and Alaska coasts, written by one Jonathon Whitelock. It's a rather bland treatise. More interesting, for arcane scholars, is the handwritten portions that detail specific rituals and spells.

The handwritten portions were set down by a dabbler in the arcane who went by the name of "Klondike Ike" (actually, Ichobad Cranston), but he never finished his work: It was 1898. The gold stampede was on, and Klondike Ike went to make his fortune. With his wealth, he'd publish his book and reveal his knowledge to the world. But he never returned. The legend is that he perished in an avalanche, buried several meters deep in ice and snow.

Contents: The book contains a myriad of spells, all cloaked under the guise of Indian rituals and prayers. The spells appearing in the *D6 Fantasy* or *D6 Adventure Rulebook* are *communicate with animals* ("Commune with Spirits of Our Forest Brothers"), *meal or feast* ("Nootka Blessing"), and *scrying* ("Asin's Wisdom"). Spells appearing in *D6 Magic* include *animal loyalty* ("Friendship of Our Forest Brothers"), *asparrow* ("Arrow of Sisiutl"), *gnawing hunger* ("Crying Stomach"), *sense ailment* ("Ritual of Chulyen"), and *stick to snake* ("Sisiutl in Wood"). Gamemasters may include any other spells they desire.

Protections: If the book is pried from the cold, lifeless grip of Klondike Ike, the ominous rumblings of an impending avalanche can be heard. Unless escape is immediate and swift, Klondike Ike may have eternal company in his frozen grave.

Languages: The book is written in sloppy English, but much of the handwritten notes use Indian words and references that Klondike Ike was presumably

familiar with but that most readers would find completely alien.

Reading Period/Difficulty: The difficulty to decipher each spell is a Moderate *languages/reading/writing* roll and takes about 12 weeks.

(((End Sidebar)))

PHOTOMANCY

AURA OF VISIBILITY

Skill: *Alteration*

Arcane Knowledge: Light

Difficulty: 10

Effect: 12 (negates up to 4D of darkness modifier)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 5 rounds (+7)

Casting Time: 2.5 seconds (-2)

Other Aspects:

Components (-6): Owl feather (common, destroyed)

Focused (+3): On target

Gestures (-2): Wave feather before his eyes while looking at intended target (fairly simple)

Incantations (-2): "Lift the shroud of darkness that I might see my enemy" (sentence)

With an intended target in sight and not more than 10 meters distant, the magic user waves an owl's feather before his eyes several times and utters an incantation. The feather is then consumed in a brilliant, momentary flash of fire. Now the target creature is bathed in an aura of shimmering white light that only the magic user can see. The aura is so bright that it negates up to -4D of darkness modifier (including the effects of fog, smoke, and mist), allowing the mage to see and attack the creature without penalty in even the most complete darkness.

(((illo s5-1)))

BLUR

Skill: *Alteration*

Arcane Knowledge: Darkness, Folk

Difficulty: 11

Effect: 18 (Blur (R2) Special Ability).

Range: Self or 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Focused (+5): On target

Gestures (-1): Wipe palm over eyes (simple)

Unreal Effect (-5): Disbelief difficulty of 13

With a casual swipe of a hand over his eyes, the mage (or his chosen target) becomes indistinct to the naked eye by bending light over his form. For a period of one minute, the mage adds 2 to his *dodge*, *stealth/sneak*, and *hide* totals, as +2 to all default *search*, *tracking*, *investigation*, and attack difficulties against the mage. As this is an illusory spell,

characters may disbelieve the effects with a *mettle/willpower* roll of 13. Those who succeed are thereafter able to see the mage distinctly.

GLOWING EYES

Skill: *Conjuration*

Arcane Knowledge: Light

Difficulty: 16

Effect: 6 (Infamy (R2), feared by most because of glowing eyes)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 4 hours (+21)

Casting Time: 2 round (-5)

Other Aspects:

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Focused (+5): On target

Feedback (-3): -3 to damage resistance total

With a minimal amount of pain to himself, the caster curses a target with glowing eyes, thereby giving the creature the look of that which is demon possessed or otherwise infernal in nature. This makes it extremely difficult for the afflicted to interact successfully with other beings, as people become ill at ease by his unnatural appearance. The target has no means of knowing that he has been cursed except perhaps by looking in a mirror or other reflective surface.

In some cases, the spell may actually incur a bonus. If the mage wanted to pass himself off as a demon or use it against extremely superstitious folk, for example, it might provide some minor skill total bonuses (determined by the gamemaster).

HOLY LIGHT

Skill: *Conjuration*

Arcane Knowledge: Light

Difficulty: 35

Effect: 45 (Hindrance: Blindness (R15), +5 to difficulties of all sight-dependent actions)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 minute (+9)

Casting Time: 3.5 seconds (-3)

Other Aspects:

Gestures (-2): With head tilted back and eyes closed as if basking in the sun's warmth, extend arms out to the sides (fairly simple)

Incantations (-3): "The sun abhors darkness, and evil cowers from the light that is goodness." (sentence, loud)

Multiple Targets (+15): Up to 5 targets

Other Conditions (-2): Only affects evil or undead beings who can see the caster

When cast, the magic user creates a bright flare of light that seems to emanate from his being. Up to five evil or

undead targets within range and looking at the caster are blinded by this light. All sight-based actions for the affected increase by +5 for one minute.

LIGHT CHEST

Skill: *Conjuration*

Arcane Knowledge: Light, Dimension

Difficulty: 20

Effect: 18 (Armor Value of 6D, physical only)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 week (+29)

Casting Time: 3.5 minutes (-12)

Other Aspects:

Area of Effect (+5): Cuboid with height of 1 meter and sides of 2 meters

Components (-12): Crystal cube (very rare, destroyed); small glass disc (very common)

Concentration (-2): 5 seconds with a *willpower/mettle* difficulty of 8

Focused (+9): On glass disc

Gestures (-2): Hold crystal cube and disk in outstretched hands to catch the light, then place it at feet (fairly simple)

Incantations (-2): "Chest of light, secure what's mine by right." (sentence)

Variable Duration (+8): On/off switch with password set by mage

Other Alterants (+2): Can be carried; resistant to adverse environmental conditions (dust, rain, heat, etc.)

Other Conditions (-1): A source of illumination is present

The magic user casts this spell on a glass disc and a finely crafted cube of crystal, which is destroyed and replaced by a chest of radiant light. The chest had no weight, but its walls and lid are solid and it can be moved.

When the spell is cast, the mage selects a password, and the chest cannot be opened by any creature, including the mage, unless the password is first spoken. Efforts at lockpicking are futile. Any item, or combination of items, measuring less than four cubic meters can be stored within the magical chest.

The chest lasts for one week and then disappears, leaving behind the glass disk and any items that had been stored within.

LIGHT RAM

Skill: *Conjuration*

Arcane Knowledge: Light, Inanimate Forces

Difficulty: 17

Effect: 33 (4D physical damage; Reduced Attribute: Agility/Reflexes (R7), -2D to the attribute)

Range: 15 meters (+6)

Speed: Instantaneous (+6)

Duration: 1 round (+4)

Casting Time: 1.5 seconds (-1)

Other Aspects:

Components (-7): Horn or tusk of a charging animal (common); tuff of wool (very common, destroyed)

Countenance (-1): Mage appears drained and winded

Feedback (-3): -3 to damage resistance totals

Gestures (-2): Tuff of wool is released into the air and the horn violently shaken at the target (fairly simple)

Incantations (-1): "Unleash the might of light." (phrase)

Other Alterant (+1): Effect appears as a powerful, charging animal

To cast this spell, the mage releases a tuff of wool into the air (which is subsequently consumed by flame), shakes a ram's horn at an individual target, and utters a simple incantation. Immediately thereafter, a shimmering mass of glowing light appears, which vaguely discernible as a ram (or, in cultures where more appropriate, a bull, bison, elephant, or other powerful animal known for charging enemies). When this unleashed force strikes a target within 15 meters, it deals 4D damage.

The force of the blow is overwhelming; targets hit by the spell feel as if they have indeed been impacted by a raging ram and are staggered, if not thrown back. As a result, a character struck by the spell is also subject to a 2D penalty to *Agility/Reflexes*-related actions until the target's turn in the next round.

In addition to being used as a weapon, light ram can also be used to batter down doors it strikes. This is particularly handy during dungeon and building explorations.

The mage must succeed with a *marksmanship/firearms* or *apportation* roll to hit the target.

((illo s5-2))

LIGHT SHOW

Skill: *Alteration*

Arcane Knowledge: Light

Difficulty: 14

Effect: 16 (lights with *charm/persuasion* of 5D+1)

Range: 60 meters (+9)

Speed: Instantaneous (+9)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Components (-8): Jar of fireflies or similar glowing insects (uncommon, destroyed)

Gestures (-2): Point finger at target and release fireflies (fairly simple)

Incantations (-1): "Watch and be amazed." (phrase)

To cast this spell, the mage must have a jar of living fireflies or similar insects. He simply says a few words of power, points a finger at the target, and releases the fireflies (which die upon the spell expiring). For a period of one minute, the fireflies become flashing, dancing orbs of glowing light, many times greater in intensity than normal and far more enthralling. Should the target fail an opposed interaction roll against the light's *charm/persuasion* of 5D+1, the target of the spell is compelled to do nothing but watch them.

If the entranced creature is harmed, it recovers its senses and is no longer affected by the spell.

MASS LIGHT SHOW

Skill: *Conjuration*

Arcane Knowledge: Light

Difficulty: 24

Effect: 15 (lights with *charm/persuasion* of 5D)

Range: 100 meters (+10)

Speed: Instantaneous (+10)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area of Effect (+20): 10-meter radius circle

Components (-8): Jar of fireflies or similar glowing insects (uncommon, destroyed)

Gestures (-2): Point finger at target and release fireflies (fairly simple)

Incantations (-2): "Watch and be amazed, one and all" (sentence)

After saying a few words of power and pointing a finger at the center of the intended 10-meter circle area of effect, she releases the fireflies (which die upon the spell expiring). For a period of one minute the fireflies become flashing, dancing orbs of bright, enthralling light. All living creatures within the area of effect must make an opposed interaction roll against the spell's *charm/persuasion* of 5D or be compelled to do nothing but watch them. Harming any entranced creature breaks the spell.

NIGHT VIGILANCE

Skill: *Alteration*

Arcane Knowledge: Darkness

Difficulty: 15

Effect: 18 (+4D to *search*)

Range: Self or target within 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 4 hours (+21)

Casting Time: 1 round (-4)

Other Aspects:

Components (-8): Owl's eye (uncommon, destroyed)
Focused (+7): On target
Gestures (-2): Pass the owl eye over the eyes of the target
Incantations (-1): "See better." (phrase)
Other Conditions (-1): Can only be cast at night

This spell uses an owl's eye to increase the nighttime vigilance and acuity of a single individual. The mage utters a short phrase while passing the component over the eyes of the intended target. When the spell is cast, the owl's eye turns to dust.

The subject of this spell becomes extremely attuned to the night and unusually aware of his surroundings for a period of four-hours. During this time, the character gains a *search* bonus of +5D. However, this spell in no way reduces the need for sleep or the negative effects resulting from lack of rest. The target of the spell must still sleep 4+ hours or suffer the effects of fatigue.

NYCTOPHOBIA

Skill: *Conjuration*

Arcane Knowledge: Darkness, Folk

Difficulty: 19

Effect: 9 (Quirk (R3), nyctophobia with Very Difficult *willpower/mettle* roll to overcome)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 10 minutes (+14)

Casting Time: 2 round (-5)

Other Aspects:

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Focused (+4): On target

Feedback (-3): -3 to damage resistance total

Other Conditions (-1): Limited to sentient beings

Though the caster of this spell endures some pain to herself, she curses a person with a severe case of nyctophobia (fear of the dark or night) for 10 minutes. Characters that are overcome by their fright dissolve into quivering wrecks. They can take no actions until the darkness is eliminated or they're removed from the darkened environment (at which point they may make another attempt to overcome the fright using *willpower/mettle* or the default attribute). The expiration of the spell's duration immediately returns the target to normal.

((illo s5-3)))

SHADOW SURFACE

Skill: *Conjuration*

Arcane Knowledge: Darkness

Difficulty: 27

Effect: 20 (difficulty to view hidden area or dispel darkness shrouding it)

Range: 2.5 meters (+2)

Speed: Instantaneous (+2)

Duration: 1 year (+38)

Casting Time: 1 hour (-18)

Other Aspects:

Area of Effect (+18): Sphere with 3-meter radius and shape decided on at casting

Components (-4): Stick of charcoal (very common, destroyed)

Countenance (-1): Caster develops dark rings under eyes during casting time

Gestures (-2): Outline the area of effect with charcoal (fairly simple)

Other Conditions (-2): Limited to areas continuously in darkness or shadow

Shadow surface allows a mage to create illusionary walls, floors, ceilings, or other surfaces out of darkness. To cast it, the wizard outlines the illusionary surface's dimensions with a charcoal stick.

The surface appears absolutely real when viewed, but physical objects may pass through it effortlessly. The spell is often used to mask doors, pits, or traps within tombs, fortresses, or other areas intended to be secure. Touch or probing searches always reveal the true nature of the surface, though they do not cause the illusion to disappear. The only means by which the illusion might be removed, save for its duration expiring, is by exposure to a light source strong enough to negate it.

SHROUD OF SHADE

Skill: *Conjuration*

Arcane Knowledge: Darkness, light, entity

Difficulty: 10

Effect: 12 (Armor Value of 4D, physical only)

Range: Self or target within 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 2.5 hours (+20)

Casting Time: 1 round (-4)

Other Aspects:

Components (-8): Fragment of a funeral shroud from an occupied grave (uncommon, destroyed).

Gestures (-1): Hold shroud fragment over the target's head (simple)

Focused (+6): On target

Incantations (-2): "Dark force rising, protect thee from the light." (sentence)

Other Conditions (-3): Limited to those creatures physically harmed by exposure to sunlight or bright light; only protects against light

Typically, this spell is used on vampires and demons. By holding a fragment of a burial shroud over herself or another being within a meter range, the caster creates an ethereal shroud that protects the target from the damaging rays of the sun. The shroud appears as a dark and filmy cape and hood that covers the target's entire body. As a result, the target is nearly immune to the effects of normal sunlight for a short time and might walk about unaffected, a valuable boon for vampires.

At the time of casting, the mage can convert the result points from the casting into a bonus to protection or duration. Convert the bonus points put into the effect into dice

and pips of Armor Value (three points per die; one point per pip). Use the “Spell Measures” chart in the *D6 Fantasy* or *D6 Adventure* rulebooks to determine the addition to the duration in seconds.

SIGHT OF DARKNESS

Skill: *Conjuration*

Arcane Knowledge: Light, darkness

Difficulty: 20

Effect: 9 (Infravision or Ultravision (R3), negates up to 6 points of modifiers for dim or dark conditions)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 day (+25)

Casting Time: 1 round (-4)

Other Aspects:

Components (-2): Flint and tinder (common)

Feedback (-3): -3 to damage resistance total

Focused (+6): On target

Incantations (-1): “See.” (phrase)

By the magic user sacrificing some of her life energy, she grants a target with 24 hours of three ranks in Infravision or Ultravision (which the caster chooses before casting the spell). See the description of this Special Abilities in the “Character Options” chapter for more details.

SINISTER PALL

Skill: *Alteration*

Arcane Knowledge: Darkness

Difficulty: 11

Effect: 18 (+4D to *intimidation*)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Gestures (-2): Scowl darkly and clench fists menacingly (simple, offensive)

With a scowl and general menacing countenance, the caster improves her *intimidation* skill for one minute. Her features become shadowed and sinister, like the villain from a horror movie. People are naturally unsettled by the casters appearance and therefore more prone to bending to the force of his will.

((illo s5-4))

SNIPER LIGHT BEAM

Skill: *Alteration*

Arcane Knowledge: Light

Difficulty: 10

Effect: 18 (+4D to one targeting skill)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 minute (+9)

Casting Time: 3.5 seconds (-3)

Other Aspects:

Gestures (-2): Run trigger finger down the length of weapon (fairly simple).

Other Conditions (-2): May only be used with a single direct-fire, self-powered projectile weapon, such as a crossbow or a gun

This spell creates a light beam that extends down the sights of a projectile weapon, effectively serving as a sniper’s laser sight. This improves the mage’s related ranged combat skill when using that weapon for a period of one minute. This bonus cannot be used with weapons that depend strength for their power, such as bows or slings.

STUNT PLANT

Skill: *Alteration*

Arcane Knowledge: Darkness, Plant

Difficulty: 10

Effect: 5 (reduce movement difficulty modifier by up to -5)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 3.5 minutes (+12)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+10): 5-meter-radius circle

Countenance (-1): Caster takes on a gray pallor

Focused (+3): On caster

Gestures (-2): Spread hands in intended direction and lower as if pressing down on something (fairly simple)

Incantations (-3): “Diminish, plants! Shriveled and die!” (sentence, loud)

The caster literally presses back plant life before her, diminishing or even killing them through the deprivation of light. All plants require light to grow. The effect lasts for three and a half minutes. Vegetation (grasses, briars, shrubs, trees) within five meters of the caster shrink a quarter of its normal size each round, becoming less bushy and entangling. This allows for freer movement within the area of effect.

Assuming plants haven’t died completely, they begin to slowly rejuvenate as soon as the spell is complete, growing as per normal for the plant species in question. Trees may take years or even decades to return to their previous state, while grass may require only a few weeks.

SUN SCOURGE

Skill: *Conjuration*

Arcane Knowledge: Light, Fire

Difficulty: 16

Effect: 9 (Achilles’s Heel (R3), 5D damage and +20 to survival and stamina difficulties in desert environments each day the character is in the sun — values are not cumulative)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 1 week (+29)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): Ashes of creature desiccated by the sun (uncommon)

Feedback (-2): -2 to damage resistance totals
Focused (+7): On target
Gestures (-2): Raise arms toward the sun and sprinkle the ashes to the wind (fairly simple)
Incantations (-2): "Like a scythe, O mighty sun; cut down thy enemies." (sentence)
Other Conditions (-2) Can only be cast when the sun is visible

The mage makes an offering of ashes to the sun and calls upon its power, which she channels through her body. Then, with a minimal amount of pain to herself and a simple touch, the caster inflicts pain to an opponent as if he were being burnt by the sun's searing rays. It also makes him unusually susceptible to the harsh effects of the sun. If the victim opposes the touch—as most aware and able-bodied beings would—the mage must make a successful *brawling/fighting* attack.

SUN CAGE

Skill: *Conjuration*

Arcane Knowledge: Light

Difficulty: 31

Effect: 37 (15 for resistance total of bars; negates up to 4D of darkness modifier)

Range: 25 meters (+7)

Speed: Instantaneous (+7)

Duration: 1 hour (+18)

Casting Time: 1 minute (-9)

Other Aspects:

Area of Effect (+15): Sphere with a radius of 3 meters
Gestures (-3): Mime escaping from a cell with eyes squinted as if blinded by glaring light, then point at target (complex; *acrobatics* roll with difficulty of 11)
Unreal Effect (-10): Disbelief difficulty of 13

Light cage traps a target in a prison of magical sunlight. After miming escaping from a cell and indicating the intended target, the mage must make a *marksmanship/firearms* or *apportation* roll that beats the combat difficulty for the target. If she succeeds, the target is trapped in a sphere with a radius of three meters. (Creatures larger than that cannot be confined by this spell.) The cage glows radiantly, bright enough to illuminate within one meter in all directions.

The result point bonus plus 15 serves as the damage resistance totals of the bars. The target can disbelieve and thus free himself by generating a disbelief total of 13.

TURN TO SHADOW

Skill: *Conjuration*

Arcane Knowledge: Darkness

Difficulty: 16

Effect: 33 (Intangibility (R1), +3D to damage resistance total against physical attacks and movement is halved; Invisibility (R3), +3 to *dodge*, *sneak/stealth*, and *hide: self* totals and +3 to *search*, *tracking*, *investigation*, and attack difficulties against target)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 5 rounds (+7)

Casting Time: 3.5 minutes (-12)

Other Aspects:

Components (-2): Dark clothes (very common)

Concentration (-1): 3 seconds with *willpower/mettle* difficulty of 7

Focused (+8): On target

Other Conditions (-1): Must be immersed in darkness or shadow during casting time

To cast this spell, the mage must be wearing dark clothes and devoid of any shiny objects that would catch and reflect light. He must also be immersed in darkness or shadow at the time of casting. The darkness need not be absolute; even a shadowy corner of an inn's common room is enough. When the spell is cast, the mage transforms himself into a living shadow. He has no mass and therefore makes no noise and leaves no track of his passage, moves at half his normal rate, may assume any general shape (though details are not possible), and may flow through tiny openings.

Because he is insubstantial, most physical attacks pass right through the mage. However, he in turn cannot attack in this form, nor can he speak or uses spells that require biological conditions (incantations, for example, or handling of material components).

VEIL OF DARKNESS

Skill: *Conjuration*

Arcane Knowledge: Folk, Darkness

Difficulty: 12

Effect: 12 (+4D darkness modifier)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 5 rounds (+7)

Casting Time: 2.5 seconds (-2)

Other Aspects:

Countenance (-1): The mage looks drained, with dark rings around eyes

Focused (+3): On target

Gestures (-2): Cover eyes with a hand, then a throwing motion at a target (fairly simple)

Incantations (-3): "You see NOTHING!" (sentence, loud)

The mage covers his eyes with a hand, drawing energy from within himself, and then throws a ball of pure darkness at a target. He must make a *marksmanship/firearms* or *apportation* roll to hit the target, and may throw the spell up to 10 meters distant. Hit targets find themselves blinded by a veil of darkness that covers their eyes, imposing a +4D darkness difficulty modifier on all relevant actions performed by this

creature for a period of 25 seconds. The bolt of darkness must be fired in the same round that the mage casts the spell.

VENGEFUL VOID

Skill: *Conjuration*

Arcane Knowledge: Darkness, Water

Difficulty: 24

Effect: 45 (*brawling/fighting* of 4D; *lifting/lift* of 5D; 6D physical damage)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 3 rounds (+6)

Casting Time: 1 round (-4)

Other Aspects:

Gestures (-1): Point at an intensely dark area (simple)

Incantations (-3): "Rise, darkness, and avenge me. I command it." (sentence, loud)

Other Conditions (-3): A void of darkness in an otherwise illuminated environment

To cast this spell, a void of darkness or dense shadow (such as a deep pit, a nonilluminated dungeon room, or a shadowy alley) must be present. The mage then shouts some words of power and points toward the black spot. Through this spell, the mage animates the darkness of the void into a tidal-wave-like mass that strikes down upon opponents with rage. The darkness grabs an opponent within five meters *brawling/fighting* of 4D and inflicts 6D damage. Once captured, the target is dragged back into the depths of the monster on the next round, though the opponent may attempt to escape the void's *lifting/lift* of 5D. Those dragged into the void obviously must contend with whatever dangers might lurk within (falling damage from a pit, for example). Additionally, the darkness inflicts its normal damage on the trapped creature. Creatures trapped within the darkness feel as if they are drowning and being crushed by the pressures of deep water.

((illo s5-5)))

WALL OF RADIANCE

Skill: *Conjuration*

Arcane Knowledge: Light

Difficulty: 15

Effect: 18 (negates up to -4D of darkness modifier; provides +2D cover modifier)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 3.5 minutes (+12)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+6): Circle with radius of 3 meters

Components (-10): A handful of crystal shards (uncommon, destroyed); lit candle (very common)

Gestures (-2): Throw crystals into air and blow the flames of a candle toward them (fairly simple)

The magic user throws a handful of crystal fragments in the direction in which he wishes to create the wall of radiance. Then he blows the flames of a lit candle into the falling shards. A shield-like wall of shimmering white light measuring three meters in diameter appears at a distance of up to 10 meters from the caster.

The wall is immobile and remains in that position for three and a half minutes. The light is so brilliant that it negates up to 4D of darkness modifier within one meter. Its brightness provides a +2D cover modifier against anyone attacking from the other side of the barrier. The wall does not offer any physical barrier to attack or movement.

(((BEGIN SIDEBAR — MAY GO ANYWHERE IN PHOTOMANCY SETCION)))

DO NOT DISTURB

A small, digest-sized book, this tome smells of mold and the pages feel damp and cold. Anyone leafing through the book finds the scent of decay transfers to their fingers for the next 1D hours (resulting in a +1 difficulty modifier to relevant interactions rolls due to the stench). Their fingers also feel numb with cold for the same duration (+1 difficulty modifier for relevant difficulties).

The book belonged to Theresa Silva, a Portuguese nun who was seduced by the devil and subsequently began delving into the dark arts. After she found this tome, she locked herself in her quarters and secluded herself. In her room, she died, still poring over this evil tome. Some say she died of starvation; others avow it was the book itself that killed her. In either event, it was her obsession with the book and the secrets that it contained that was Theresa's undoing.

Contents: This flimsy spell book contains only a few spells, all of which are have infernal names. These include *fear* ("Song of Abigor"), *scrying* ("Vision of Ahriman"), and *sense past* ("Balam's Sign") from the *D6 Fantasy* or *D6 Adventure Rulebooks*, as well as *shroud of*

darkness (“Vestments of the Order of the Fly”), *shroud of shade* (“Shetan’s Shroud”), *sinister pall* (“Darkness Embraced”), and *Turn to Shadow* (“Skin of Flauros, the Black Leopard”).

Protection: Anyone who so much as reads a single page of the book becomes obsessed with learning its secrets. He’ll spend every available moment studying, to the detriment of everything else in his life. At the same time, he becomes extremely protective of it, sure that everyone wants to take it from him or prevent him from unlocking its mysteries. As a result, the reader acquires paranoia and dependency (both rank 3 Quirks — the character does not receive points for these). Little does anyone know that, even in death, Theresa remains jealously protective of the book. Her ghost is tied to it, and she tries to feed the reader’s fears until he destroys himself as she once did.

Reading Period/Difficulty: The spells recited in the text are universally incorrect in minor but crucial details. As a result, the reading period is extremely long for such a small tome (13 weeks) and the *languages/reading/writing* difficulty level is similarly high (15).
((([End Sidebar])))

PEREGRINATION

ALTER GRAVITY

Skill: *Apportation*

Arcane Knowledge: Inanimate Forces

Difficulty: 12

Effect: 12 (moves up to 250 kilograms)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 minute (-9)

Other Aspects:

Focused (+6): On caster

Gestures (-2): Point up and then down (fairly simple)

Incantations (-1): “Alter.” (phrase)

With this spell, a magic user can walk on walls or ceilings by changing the direction of gravity for herself. Each time she wishes to change direction, she merely needs to say, “Alter.”

(((insert illo s4-1 alter gravity)))

BEACON

Skill: *Alteration*

Arcane Knowledge: Enchanted

Difficulty: 13

Effect: 18 (+4D to *willpower/mettle* when bead used as planar homing beacon)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 hour (-18)

Other Aspects:

Components (-2): Glass bead (very common)

Concentration (-6): 1 hour with *willpower/mettle* difficulty of 12

Focused (+8): On glass bead

This spell serves little purpose on its own, but when used in conjunction with the *shift planes* spell (or a similar spell), it gives the caster +4D to her *willpower/mettle* roll when attempting to return from another plane. The same magic user must cast both spells, as the spells are attuned to her senses.

So long as the glass bead remains in the originating dimension, the bonus is granted to the caster. If the glass bead is destroyed or shifted to another plane, then all trace of it is lost.

BECKON CREATURE

Skill: *Apportation*

Arcane Knowledge: Animal, entity, folk

Difficulty: 36

Effect: 24 (compared to roll of target’s *willpower/mettle* or governing attribute)

Range: 10 kilometers (+20)

Speed: Instantaneous (+20)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Components (-1): Fur, feather, or tooth (ordinary)

Gestures (-1): Welcoming gestures (simple)

Incantations (-1): “Arrive.” (phrase)

Variable Movement (+5): Bending/unseen target

Any creature of the gamemaster’s choice, or randomly determined, can be called upon with this spell. The effect’s value plus the spell’s result point bonus is compared to a roll of the target’s *willpower/mettle* (or the governing attribute) to see if the spell successfully latches on. If it does, the beckoned beast arrives instantly — and, if the caster can convince it, to assist her in combat for the duration of the spell.

BIND REALITY

Skill: *Alteration*

Arcane Knowledge: Dimension

Difficulty: 35

Effect: 27 (compare to spell total of dimension-hopping spell)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 2.5 hours (-20)

Other Aspects:

Area Effect (+50): Sphere with radius of 10 meters

Concentration (-6): 1 hour with *willpower/mettle* difficulty of 12

Gestures (-2): Make an encompassing gesture (fairly simple)

Other Alterant (+1): Sphere glows when triggered

Other Conditions: (-5): Difficult *scholar* roll to recall information about the protected dimension

With this spell, a magic user can seal a 10-meter sphere, preventing the opening or portals going to or coming from other planes. Any caster or creature attempting to open a gateway or shift into the affected area of this spell must overcome the value of this spell's effect. Any unsuccessful attempt to get in or out warns the caster with a glow on the sphere. This spell is useful when trying to prevent a prisoner from escaping, or an unwanted entity from entering a given location.

BLUR BARRIERS

Skill: *Conjuration*

Arcane Knowledge: Dimension

Difficulty: 33

Effect: 36 (+1D difficulty modifier to physical and mental attributes)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 5 minutes (+13)

Casting Time: 1 minute (-9)

Other Aspects:

Area Effect (+20): Sphere with radius of 4 meters

Concentration (-3): 1 minute with *willpower/mettle* difficulty of 9

Gestures (-1): Wiggle fingers on one hand (simple)

For a short period of time, the magic user forms a nexus of dimensions. If successful, the caster weakens the barriers, resulting in nothing functioning as it normally does. The natural, physical laws of the occupied dimension become unstable. Everyone within the area of effect is subject to an increase in the difficulties of all physical and mental actions.

CONTACT ENTITY

Skill: *Divination*

Arcane Knowledge: *entity, dimension*

Difficulty: 13

Effect: 61 (4D *languages/speaking* in the language of the target entity; 49 compared to planar distance)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 minute (-9)

Other Aspects:

Concentration (-3): 1 minute with *willpower/mettle* difficulty of 9

Other Conditions (-3): Must be knowledgeable of the entity to be contacted, which requires a *scholar* roll of 11

Provided that the caster has some knowledge of the entity or type of entity she wishes to contact, it's possible to open a channel to that being. If the spell is successful and the distance

to the entity's location has a planar value of 49 or less, the caster gains 4D *languages* in the language of the target. This only lasts for the duration of the spell.

Contacting a creature from another plane does not guarantee that it is willing to communicate. Convincing it is left to the caster.

DECREASE GRAVITY

Skill: *Alteration*

Arcane Knowledge: *inanimate forces*

Difficulty: 34

Effect: 30 (Hindrance: Low Gravity (R5), +5 to *acrobatics, brawling/fighting, and melee combat* difficulties; Skill Bonus: Low Gravity (R5), +5 to *lifting/lift, running, and throwing* totals)

Range: 15 meters (+6)

Speed: Instantaneous (+6)

Duration: 1 minute (+9)

Casting Time: 2 rounds (-5)

Other Aspects:

Area Effect (+25): Sphere with radius of 5 meters

Concentration (-2): 2 rounds of concentration with *willpower/mettle* difficulty of 8

Gestures (-1): Clench fist and point (simple)

Incantations (-1): "Light." (phrase)

At the indicated site, the caster decreases gravity for a 10-meter wide area. This causes certain physical actions to receive modifiers to their difficulties or totals (see the "effect" description for details).

As this is a magical adjustment in gravity, it does not affect victims in exactly the same way as a normal loss of gravity. Furthermore, anyone or anything leaving the area of effect loses any modifiers given by the spell.

DIMENSIONAL GAP

Skill: *Conjuration*

Arcane Knowledge: *dimension*

Difficulty: 41

Effect: 21 (7D physical damage)

Range: 40 meters (+8)

Speed: Instantaneous (+8)

Duration: 1 round (+4)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+50): Hemisphere with radius of 10 meters

Components (-1): Two rocks (ordinary)

Concentration (-3): 1 round with *willpower/mettle* at difficulty 9

Gestures (-2): Slam the components against each other (fairly simple)

When the caster brings the components of the spell together, the targeted location makes a dimensional gap in the earth, creating a large hole in the ground. The shape is spherical, thereby causing vehicle or creatures at the edge to roll down the side into the center. Should the gap be created directly beneath a creature, it drops straight down, suffering 7D damage. Damage to those who are not at ground zero

is reduced accordingly by the area effect rules discussed in the “Magic” chapter of the *D6 Adventure* and *D6 Fantasy* rulebooks.

When the hole disappears, anything that fell into the pit is now in a heap on the mysteriously whole ground.

DIMENSIONAL SURVIVAL

Skill: *Alteration*

Arcane Knowledge: *dimension, folk*

Difficulty: 26

Effect: 18 (Atmospheric Tolerance (R2); Environmental Resistance (R2))

Range: Self or within 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+10): Circle with radius of 5 meters

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Focused (+8): On caster

Other Conditions (-4): Must be knowledgeable of the plane in which the morphed characters are to travel, requiring a *scholar* roll of 15

All who are affected by this spell are transformed physically so they can survive on a hostile dimension. Once the spell is successfully cast, it operates upon all who are within five meters of the mage, giving them half the ranks in the Special Abilities as the caster. Anyone who leaves the circle of influence loses the immunity and cannot regain it simply by getting close the mage again.

ENERGY BARRIER

Skill: *Conjuration*

Arcane Knowledge: *inanimate forces*

Difficulty: 30

Effect: 13 (Armor Value of 4D+1, physical only)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+40): Circle with radius of 20 meters

Concentration (-2): 1 round with *willpower/mettle* difficulty of 6

Gestures (-1): Point at the spot where the barrier is to be formed (simple)

Feedback (-3): -3 to damage resistance total

The mage can alter the forces that bind and form the dimension in which she dwell, shifting them to her will. By simply pointing and concentrating, the mage creates a barrier providing 4D+1 protection from attacks. All beings and objects behind the 20-meter area gain this advantage, combining with existing armor. Of course, the limitation to this spell is that the defense is 2 dimensional. Once cast, barrier cannot be relocated or altered, allowing for opponents

to readily move around the side — providing they known enough to do this.

ETHEREAL

Skill: *Alteration*

Arcane Knowledge: *dimensions*

Difficulty: 18

Effect: 15 (Intangibility (R1), +3D to damage resistance total against physical attacks and movement is halved)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 10 minutes (+14)

Casting Time: 3 rounds (-6)

Other Aspects:

Concentration (-2): 1 round with *willpower/mettle* difficulty of 6

Focused (+5): On target

When cast upon a character, the mage shifts the person between dimensions, making them ethereal. The character is visible, and still exists, but her being is spread among many worlds. For the duration of this spell, she gains the Intangibility (R1) Special Ability.
(((insert illo s4-2 erase person)))

ERASE PERSON

Skill: *Alteration*

Arcane Knowledge: *dimension*

Difficulty: 61

Effect: 88 (10D physical damage, ignore nonmagical armor; up to 100 years in the past)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 100 years (+43)

Casting Time: 1 hour (-18)

Other Aspects:

Concentration (-9): 1 hour with *willpower/mettle* difficulty of 15

Focused (+26): On target

Other Conditions (-8): A roll of a 1 on the Wild Die in the caster being erased, even if the difficulty number was equaled or exceeded; may only be used once per target

This deadly spell not only instantly kills the target, but also obliterates her history from the universe. Upon contact with the target, by means of a successful *brawling/fighting* roll, a shroud of blackness envelops the victim, erasing her from existence. As each person is linked through time and space, the thread that formed her history is followed and destroyed.

This means that all memories, all written words, all history is removed. It is as if the character had never existed. This spell is not a charged spell. Only one opportunity to *erase a person* is granted per casting of the spell, and that opportunity occurs in the round after the spell's completion.

As with powerful spells, there is the potential for disaster. If the caster rolls a one on the Wild Die, it is the caster who suffers the effect of the spell. Simply knowing this causes many mages to shy away from attempting such powerful magic.

FAR WALK

Skill: *Conjuration*

Arcane Knowledge: *dimension*

Difficulty: 17

Effect: 26 (astral projection of 4D+1)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Feedback (-1): -1 to damage resistance total

Focused (+8): On caster

By sending her consciousness through the folds of inter-dimensional space, the caster can visit other locations by leaving her body behind. This spell grants the caster 4D+1 in the *Psionics: astral projection* skill (detailed in the "Psionics" chapter of the *D6 Adventure Rulebook*).

FOLDED SPACE

Skill: *Conjuration*

Arcane Knowledge: *dimension*

Difficulty: 18

Effect: 15 (1,000 kilograms)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 1 week (+29)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-2): Small chest or bag (very common)

Concentration (-3): Every 24 hours, spend 1 round in concentration with *willpower/mettle* difficulty of 8 to maintain the spell

Focused (+8): On container

A chest or bag with this spell cast upon it can hold up to 1,000 kilograms of mass. The weight of the container is not increased, as the objects drop into a fold within inter-dimensional space. However, it is not possible to sustain living creatures within this area for more than a few minutes. Nonetheless, it provides plenty of space for carrying items.

Note that any thing that is larger than the opening of the container cannot be placed inside. This means an automobile could not be shoved into a paper lunch bag, but 1,000 kilograms of marbles or appropriately sized items do fit.

GREATER TELEKINESIS

Skill: *Apportation*

Arcane Knowledge: *inanimate forces*

Difficulty: 27

Effect: 36 (*telekinesis* of 6D)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 minute (-9)

Other Aspects:

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Focused (+10): On target

Successfully casting this spell imbues the target with the *Psionics* skill *telekinesis* at 6D. The target is can move objects with the power of her mind. All the rules for the skill use apply as dictated in the *D6 Adventure Rulebook* chapter on "Psionics." The distance moved and weight of an object moved is indicated on the "Telekinesis" table. The "Psionics Range" table governs the range of the *telekinesis* skill.

INCREASE GRAVITY

Skill: *Alteration*

Arcane Knowledge: *inanimate forces*

Difficulty: 34

Effect: 30 (Hindrance: High Gravity (R10), +5 to *acrobatics, brawling/fighting, lifting/lift, melee combat, running, and throwing* difficulties)

Range: 15 meters (+6)

Speed: Instantaneous (+6)

Duration: 1 minute (+9)

Casting Time: 2 rounds (-5)

Other Aspects:

Area Effect (+25): Sphere with radius of 5 meters

Concentration (-2): 2 rounds of concentration with *willpower/mettle* difficulty of 8

Gestures (-1): Clench fist and point (simple)

Incantations (-1): "Heavy." (phrase)

The caster increases gravity for a 10-meter wide area. Because of this, certain physical actions get difficulty modifiers (see the "effect" description for details).

As this is a magical adjustment in gravity, it does not affect victims in exactly the same way as a normal loss of gravity. Furthermore, anyone or anything leaving the area of effect loses any modifiers given by the spell.

LESSER TELEKINESIS

Skill: *Apportation*

Arcane Knowledge: *inanimate forces*

Difficulty: 14

Effect: 18 (*telekinesis* of 3D)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 25 minutes (+16)

Casting Time: 1 round (-4)

Other Aspects:

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Focused (+6): On target

The target can move objects with the power her mind with the successful casting of this spell. The “Psionics” chapter in the *D6 Adventure Rulebook* describes the game mechanics of this spell. The distance moved and weight of an object moved is indicated on the “Telekinesis” table. The “Psionics Range” table governs the range of the telekinesis skill.

LOCATE PERSON

Skill: *Divination*

Arcane Knowledge: *dimension, folk*

Difficulty: 14

Effect: 6 (*search* of 2D)

Range: 10 kilometers (+20)

Speed: Instantaneous (+20)

Duration: 1 minute (+4)

Casting Time: 1 hour (-18)

Other Aspects:

Components (-5): Personal belonging from target (very rare)

Concentration (-2): 3 rounds with *willpower/mettle* difficulty of 8

Gestures (-2): Form goggles with hands over eyes (fairly simple)

Variable Movement (+5): Bending/unseen target

If all the conditions are satisfied, then it is possible for the caster to locate a given person within a 10-kilometer range. Compare the result points of the spell’s *search* versus the target’s *Agility/Reflexes* or *sneak/stealth* to the following table to find how much the mage knows.

Minimal (0 or less): general direction is determined

Solid (1–4): direction and an idea of distance are known

Good (5–8): direction, rough distance, and general features of the location are discerned

Superior (9 or more): direction, exact distance, and the exact location are garnered

REND REALITY

Skill: *Conjuration*

Arcane Knowledge: *dimension*

Difficulty: 29

Effect: 30 (10D physical damage)

Range: 25 meters (+7)

Speed: Instantaneous (+7)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+15): Sphere with radius of 3 meters

Components (-2): 2 small magnets (very common)

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Gestures (-2): Tearing motion with hands while holding magnets (fairly simple)

After casting this powerful spell, the fabric of reality is torn asunder, leaving a gapping tear that is jet black. This is the space between spaces, an utter void. All who are within the area effect of this spell must make an opposed *Physique/Strength* or *lifting/lift* roll against the spell skill total (no other targeting roll is needed). Failure results in being pulled inside. Those who lose all of their Body Points or Wounds from the damage caused by the rift are lost forever; it is impossible to pull an object or a person from this temporarily disrupted section of the universe. Anyone surviving the devastation is found after the spell wears off, battered, on the ground where the tear once was.

((((insert illo s4-3 rend reality)))

SECRET PASSAGE

Skill: *Apportation*

Arcane Knowledge: *dimension*

Difficulty: 10

Effect: 16 (move up to 150 kilograms per round 10 meters away)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Gestures (-1): Outline circle in the air (simple)

Casting *secret passage* opens an interdimensional gateway with an opening within one meter of the caster and an exit 10 meters away. The exit portal connects as though a straight line were drawn from one point to another. This allows passage through 10 meters of any material, including air, water, rock, and so on. All who enter vanish from sight and instantly appear at the exit point.

SEND WHISPER

Skill: *Conjuration*

Arcane Knowledge: *dimension*

Difficulty: 12

Effect: 0

Range: 1 kilometer (+15)

Speed: Instantaneous (+15)

Duration: 2 rounds (+5)

Casting Time: 2 rounds (-5)

Other Aspects:

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Gestures (-1): Make a cone with hands around mouth (simple)

Incantations (-2): Whisper target’s name along with the desired message (complex; *languages/speaking* roll with difficulty of 11)

Other Conditions (-2): Must have known the target for at least 1 week; must speak target’s language

Only the target can hear the caster’s words if the spell is successful. The communication is one-way, coming from the caster. But because the message is traveling through the barrier between planes, voices often become distorted,

making sending a message much more difficult than normal conversation. For this reason, the magic user must make a *languages/speaking* attempt in a language the caster speaks and the target understands. The distortion created by sending a dimensional message creates a difficulty of 11. If the skill roll succeeds, the message is automatically heard. If a one is rolled on the Wild Die, but the difficulty number is equaled or passed, then others within one-meter of the target can hear the message as well.

The message is limited to what the caster can say in 10 seconds.

((begin sidebar — may be placed anywhere in peregrination section)))

TRANSGRESSING BOUNDARIES

While no one is particularly sure where this book originated, it has been duplicated many times over. Some of the copies have translation mistakes, while others are completely erroneous. Being reproduced so many times makes it unlikely that a player's character can encounter an original.

As the tome has survived over countless centuries, and seen existence on countless planes, it is not surprising that once electronic editions came into being, the title became well known, but the integrity decreased. Nonetheless, discerning a fake requires a *forgery* roll of 13. If a hero possesses a forged edition but believes it to be authentic, then it is likely that some of the spells have been intentionally corrupted. The number of the corrupted spells is left to the gamemaster to determine. The possibility of owning a "fake" copy is not a secret to those who have heard of the volume. Most are willing to take the risk.

The gamemaster must decide upon the physical form the text takes, based upon her game setting. It certainly can range from handwritten to a digital edition.

Contents: Most every version of *Transgressing Boundaries* has detailed information about the arcane knowledge *dimensions*. If it is allowed, a player's character can improve or gain knowledge in this area, provided the proper reading period is dedicated to the volume. (The player must also spend the requisite Character Points for obtaining a Special Ability.)

Also contained in the text are the following spells: *secret passage*, *locate person*, *vanish*, *shift plane*, *beacon* and possibly others.

Protections: Some electronic editions contain a virus that imparts a Hindrance on the user's computer skills (Hindrance (R4), +3 to all computer-using actions).

Language: Because the text has been translated myriad times, by numerous species spanning multiple planes, it is likely that the tome is available in nearly any language.

Reading Period: The reader needs eight months to fully study the material. While partial study provides

general information about the topic, a complete and thorough reading is necessary to gain the Arcane Knowledge Special Ability. Additionally, until the full study period has passed, all attempts to cast a spell from the text fail. For every two months of study, an Easy *investigation* is required. Succeeding at the roll indicates that the past two months were meaningful. Failure means that the person must reread portions and is delayed by two months.

After a total of eight successful months have been acquired, the reader fully comprehends the text.

((end sidebar))

SHIFT PLANE

Skill: *Apportation*

Arcane Knowledge: *dimension*

Difficulty: 31

Effect: 63 (600 kilograms of matter moved to another dimension with a planar distance value of 49 or less)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 round (+4)

Casting Time: 1 hour (-18)

Other Aspects:

Area Effect (+25): Sphere with radius of 5 meters

Concentration (-5): 10 minutes with *willpower/mettle* difficulty of 11

Gestures (-1): Touch the ground upon the completion of the spell (simple)

Incantations (-1): "Shift." (phrase)

Other Conditions (-6): Must be knowledgeable of the target dimension, which requires a *scholar* roll of 20

Upt to 600 kilograms of targets within the spell's radius are transported to a given dimension. As this spell uses an area effect, the caster may not choose the targets going with him.

SYNCHRONICITY

Skill: *Apportation*

Arcane Knowledge: *dimension*

Difficulty: 13

Effect: 4 (5 kilograms)

Range: 100 meters (+10)

Speed: Instantaneous (+10)

Duration: 5 rounds (+6)

Casting Time: 1 round (-4)

Other Aspects:

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Focused (+2): On target

Gestures (-1): Grasp at air (simple)

Incantations (-2): Whisper, "I touch something from afar."
(sentence)

Variable Movement (+5): Bending/unseen target

Other Conditions (-2): Must make a *scholar* roll at 11, indicating she has sufficient understanding of dimensions

Many occultists and scholars of magic believe that there is no such thing as coincidence. Instead, seemingly random events are attributed to interference from other dimensions, or an object coming out of a dimension and then re-entering the same dimension at another location. That is to say, if the top of a horseshoe were to be pushed through a sheet of paper to the point that only the open ends were visible, those unfamiliar with the shape of the horseshoe would see two, separate items poking through the paper. But to those who understand the shape of a horseshoe, it is known that both visible parts are connected by an unseen bend. This is how *synchronicity* works. It allows the caster to perform an action, but that action is linked through a multi-dimensional conduit that causes a similar action to occur at a distance.

After completing the spell, the magic user's physical actions are invisibly replicated at a spot of her choosing up to 100 meters away. Once the location is designated, it cannot be altered. For instance, the mage may decide that when she waves her hands, the glassware in a shop 50 meters away would suddenly clatter to the floor, though it would not break as this spell causes no damage.

The exact results are left to the gamemaster and the circumstances, but the caster should be allowed to be as creative as possible. (However, this spell cannot cause injury — though perhaps a little pain, such as a tug on the ear — and can only affect up to five kilograms of matter.) Because of this unique ability, this spell is often used to distract others for a brief moment.

UNSEEN BULLET

Skill: *Apportation*

Arcane Knowledge: *dimension*

Difficulty: 15

Effect: 0 (1 kilogram projectile)

Range: 150 meters (+11)

Speed: Instantaneous (+11)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Components (-1): physical projectile of any sort, be it rock, arrow, bullet, etc. (ordinary)

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Focused (+1): On projectile

Gestures (-1): Grasp projectile in hand (simple)

Variable Movement (+5): Bending with +4D (+12) to targeting skill total

Without the ability to see or sense the target, such as through other magic, this spell is not very useful. If a victim can be located, then the projectile can be thrown or fired with a +4D (+12) to the targeting skill total. The object hits

the target on a successful skill roll as though appearing from no where. There is no possibility to dodge or take cover, as projectile travels through a wormhole, unhindered by all physical barriers. This means it is possible to shoot through one or more windows without breaking the glass.

VANISH

Skill: *Apportation*

Arcane Knowledge: *dimension*

Difficulty: 15

Effect: 21 (Invisibility (R3), +3 to *dodge, sneak/stealth*, and *hide: self* totals and +3 to *search, tracking, investigation*, and attack difficulties against target; Iron Will (R3), +3D to *willpower/mettle* rolls and +6 to default interaction attempts and mental attacks against character; Natural Armor: In Other Dimension (R3), +3D to damage resistance roll against physical and energy attacks)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 2 rounds (-5)

Other Aspects:

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Other Conditions (-2): Anything that affects other dimensional creatures affects the target

Any living or nonliving item up to 150 kilograms can be folded into a small, temporary dimension created by the caster. By all appearances, the object or person simply vanishes from sight. Time passes normally for the duration of the spell; the target can do whatever she wishes, as long as she does not move from the spot where she vanished. There is always enough air to breath for at least one hour. The atmosphere must be present at the location where the spell is cast; it cannot be created by the magic user.

VOID SHIELD

Skill: *Conjuration*

Arcane Knowledge: *dimension*

Difficulty: 29

Effect: 23 (5D physical damage, ignores nonmagical armor)

Range: 25 meters (+7)

Speed: Instantaneous (+7)

Duration: 5 rounds (+7)

Casting Time: 1 round (-4)

Other Aspects:

Change Target (+25): up to 5 times (once per round or when attacked)

Gestures (-2): draw circle in the air (simple)

Other Conditions (-5): *Willpower/mettle* roll of 14 is required each time the spell is moved; target must be alive

Casting *void shield* creates a one-meter radius circle of negative energy that causes 5D damage to up to five targets that come in contact with it. Its name is misleading in that it doesn't improve Armor Value; rather, it is a weapon. While

the spell is active, the “shield” thrums, as the caster directs it from target to target. It is only capable of causing damage to those who possess positive energy, who are alive. It can pass through a character, causing damage, moving to the next to continue with another attack.

Striking at the *void shield* is the as being attack. The attacking weapon and the attacker suffer 5D of damage, split between them (but only one of the change targets is used up). Nonmagical armor does not protect against the damage caused by this spell.

((insert illo s4-4 void shield))

VORTEX

Skill: *Conjuration*

Arcane Knowledge: *dimensions*

Difficulty: 34

Effect: 29 (6D+1 physical damage, ignores nonmagical armor)

Range: 40 meters (+8)

Speed: Instantaneous (+8)

Duration: 3 rounds (+6)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+25): Sphere with radius of 5 meters

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Feedback (-3): -3 to damage resistance total

Variable Movement (+1): Movement of 5 meters per round

By knowledge of the planes and will, a mage can focus her mental energy upon a location visible to her and open a swirling vortex. This is an interdimensional juncture that creates havoc in nearly any plane it is created. The opening of the shimmering vortex is announced by a deep rumbling sound not unlike thunder. By the time the spell is completed, all within several meters can hear and feel the roar and quake of this unnatural creation. Any object that comes into contact with it suffers 6D+1 damage, with no damage being absorbed by nonmagical armor. Additionally, the caster can move the vortex five meter per round.

Should two vortices come into contact, they cancel each other, immediately ending the spell.

TECHNOMANCY

ACTIVATE AUTOMATON

Skill: *Conjuration*

Arcane Knowledge: *inanimate forces, enchanted, metal*

Difficulty: 15/17

Effect: 27 (*Agility/Reflexes* and *Physique/Strength* of 3D each; movement equal to result points in meters round with minimum of 1 meter per round)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 hour (-18)

Other Aspects:

Components (-6/-3): Robot/automaton without power source (extremely rare/common)

Focused (+10): On target

Gestures (-6): Program instructions into robot (challenging, *devices/tech/robot interface/repair* difficulty of 23)

Incantations (-2): “Activate!” loudly (phrase)

The game setting determines the components modifier.

In fantasy or pre-computer eras, robots are likely to be extremely rare, while post-computer or science fiction settings often have an abundance of robots. In any case, this spell does not give life to a machine. Rather, it imbues 3D to both *Agility/Reflexes* and *Physique/Strength*. This means that the mechanical device is capable of ambulation (at a rate of and physical acts such as lifting or attacking. However, to control the device requires programming with the *devices/tech/robot interface/repair* skill. Instructions cannot be called out, as the automaton or robot has not been given the ability to understand speech. Automatons make useful guards and servants, and are occasionally handy in combat.

ALTER TRAJECTORY

Skill: *Alteration*

Arcane Knowledge: Inanimate forces, metal

Difficulty: 21

Effect: 12 (Hindrance: Altered Firearm (R4), +12 to *marksanship/firearms* difficulties)

Range: 100 meters (+10)

Speed: Instantaneous (+10)

Duration: 10 minutes (+14)

Casting Time: 2 rounds (-5)

Other Aspects:

Components (-3): Small, misshapen lead ball (common)

Focused (+5): On weapon

Gestures (-1): Make spiral motion with hand (simple)

Other Conditions (-1): The target must be a ranged weapon that is manufactured of metal or has a metal component as part of its firing mechanism

With the twist of a hand, the magic user can cause a ranged weapon to alter the interior shape of its barrel, bore, rifling and so on. Although the imperfection created is minor, requiring a Moderate *search* to detect, it is sufficient to create a +12 difficulty modifier to *marksanship/firearms*.

ARMOR

Skill: *Conjuration*

Arcane Knowledge: Metal

Difficulty: 12

Effect: 6 (Armor Value of 2D, physical only)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 2.5 seconds (-2)

Other Aspects:

Components (-2): Any type of coin-sized metal: bronze, iron, and so on (very common)

Focused (+4): On coin

Incantations (-1): "Make armor!" (phrase)

This spell allows the caster to produce the equivalent of a breastplate and grieves from a coin-sized fragment of metal. This not only works wonderfully when passing through metal detectors, but just as well when entering a monarch's sanctuary. Regardless of the type of metal used, the armor is similar to bronze armor in quality and protection. Once it is conjured on a target, it cannot be removed unless the spell duration ends or the magic user halts it. The armor is seamless, and fits any form perfectly.

ATTRACT METAL

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 18

Effect: 18 (Hindrance: Metal Attracts (R), -6 to damage resistance total)

Range: 10 meters (+7)

Speed: Instantaneous (+7)

Duration: 1 minute (+9)

Casting Time: 2 rounds (-5)

Other Aspects:

Components (-1): Small magnet or loadstone (ordinary)

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Coutenance (-1): Target surrounded by faint red glow

Focused (+5): On target

Gestures (-1): Wave hand, welcoming something (simple)

Other Conditions (-1): Hindrance only applies to attacks made by metal weapons or spells using metal

If the mage successfully casts this spell, then the victim attracts metal weapons, increasing their damage by pulling them toward the character. The spell is not capable of automatically causing damage; rather, it decreases the protection offered against any melee or magical or projectile weapons used against the target. For the duration of the spell, the figure is surrounded by a faint red glow. The effect of this spell is not limited to ferrous metals.

AWAKEN MACHINE

Skill: *Conjuration*

Arcane Knowledge: Inanimate Forces

Difficulty: 18

Effect: 18 (one combat skill of 3D; +2D physical damage)

Range: 40 meters (+8)

Speed: Instantaneous (+8)

Duration: 1 day (+25)

Casting Time: 1 hour (-18)

Other Aspects:

Components (-5): A mechanical device that has a weapon (very rare)

Concentration (-2): 1 hour with *willpower/mettle* difficulty of 12

Incantations (-1): "Tick! (phrase)

Other Alterants (+3): Will attack anything that moves within 3 meters of it

The spell only activates any weapon mounted upon the machine, conveying 3D in one combat skill (chosen at casting with +2D to its weapon's damage. The weapon used determines the amount of damage.

Even though the device may have legs, tracks or another form of locomotion, the spell does not cause it to move.

The contraption is incapable of thought. But, through magic and mechanical gimmickry, once awakened, it fights with the skill of a moderately trained warrior. Often such devices are placed in corridors for protection, or hidden beneath false floors as a trap.

((insert illo s7-1 awaken machine)))

BLUNT

Skill: *Alteration*

Arcane Knowledge: Metal

Difficulty: 12

Effect: 9 (-2D physical damage modifier)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1.5 minutes (+10)

Casting Time: 1 round (-4)

Other Aspects:

Components (-1): Stone (ordinary)

Focused (+3): On weapon

Gestures (-2): Wave stone as though hammering the edge of a weapon (simple)

Incantations (-2): "Blunt!" (phrase, loud)

CONSTRUCT SMALL AUTOMATON

Skill: *Divination*

Arcane Knowledge: *Inanimate Forces*

Difficulty: 36

Effect: 52 (8D in *device* skill, 6D in *craft* skill, and 10 materials)

Range: Touch (+0)

Speed: instantaneous (+0)

Duration: 1 year (+38)

Casting Time: 1 week (-29)

Other Aspects:

Components (-7): A variety of materials are needed, ranging from the mundane to a flawless gem or some other such rare item to energize the automaton (uncommon to rare)

Focused (+18): On target

Incantations (-1): "Understand." whispered (phrase)

The game setting determines the components needed. The automaton is usually a mechanical contraption of limited capability. Typically such machines do not possess the faculty of cognitive thought. Instead, they are controlled by spells such as *Activate Automaton*, which allow for limited function. However, the first step is constructing the device. A successful casting of this spell allows for the construction of a human sized creation. The gamemaster should have the player's characters follow the rules for the skill *device*, and possibly make some of the require components very difficult to acquire — having a world populated by automatons can be interesting and dangerous.

The first step is developing the blue prints This is done by achieving using the table for Complexity of Device in “Example Skill Difficulties” chapter. The gamemaster must decide upon the technological level of the culture. In most cases, an automaton is as prototype (+10) and is from a much higher culture (+10), resulting in a minimum +20 modifier. With research, this modifier might be altered. Each roll takes one month. The base difficulty for drawing up the blueprints is Very Difficult. However, the gamemaster should count previous failures as bonus modifiers, as the hero learns from her mistakes.

After the blueprints have been created, the construction commences. Now the *crafting* skill is used to construct the automaton. Again, the related table from the “Example Skill Difficulties” chapter should be used. The number of components that have been gathered, their quality and the clarity of the blueprints determine the modifiers used for constructing an automaton. The base difficulty is Very Difficult. Each attempt to construct the device takes 2 months. The gamemaster should consider previous failures as bonus modifiers for future attempts.

At the end of the spell’s duration, the skills are lost, but the knowledge is not. If the attempt to build an automaton was not successful, then the gamemaster should apply bonuses for the next attempt for gained experience.

CONSTRUCT TREMENDOUS AUTOMATON

Skill: *Divination*

Arcane Knowledge: *Inanimate Forces*

Difficulty: 40

Effect: 64 (8D in *device* skill, 6D in *craft* skill, and 22 materials)

Range: Touch (+0)

Speed: instantaneous (+0)

Duration: 2 year (+39)

Casting Time: 1 week (-29)

Other Aspects:

Components (-7): A variety of materials are needed, ranging from the mundane to a flawless gem or some other such rare item to energize the automaton (uncommon to rare)

Focused (+20): On target

Incantations (-1): “Understand.” whispered (phrase)

Other Conditions (-6): Large quantities and cumbersome materials, tools and devices are needed, as well as funding; additionally, a large location is needed to construct monstrous creation

This spell work identically to *Construct Small Automaton* See that spell for specifics. Note the differences are in size, casting difficulty and duration. Blueprint design and construction times are doubled. Otherwise, all other aspects apply.

Other Conditions: (-1) Must be a metal, edged, nonmagical weapon

This spell dulls a weapons edge. When successfully cast, the weapon has a -2D damage modifier, with a minimum

adjusted damage value for the weapon of +1D. Any blade that is blunted to +1D becomes something akin to a metal stick. Magic weapons are not affected by this spell.

CONTROL MACHINE

Skill: *Alteration*

Arcane Knowledge: Inanimate forces, metal

Difficulty: 18

Effect: 18 (Skill Bonus (R6), +18 to *devices/tech/robot* (or *computer*) *interface/repair* totals)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 4 rounds (-6)

Other Aspects:

Components (-1): Wire or similar piece of metal (ordinary)

Focused (+7): On target

Other Conditions (-1): The target must be able to touch the device or connect to it electronically

If the caster uses this spell in a setting without the electronic networks, then the machine must be within reach of the target. A successful casting provides the target with a +18 to her *devices/tech/robot* (or *computer*) *interface/repair* totals. The setting and the devices that the caster intends the target to affect dictate the skill that gets the bonus.

CORROSIVE CLOUD

Skill: *Conjuration*

Arcane Knowledge: Metal

Difficulty: 20

Effect: 15 (5D physical damage to metal, while living creatures lose one action if fail resistance roll)

Range: 100 meters (+10)

Speed: Instantaneous (+10)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+5): Sphere with radius of 1 meter

Components (-2): Small vial of acidic liquid, such as juice from a lemon or lime (very common)

Gestures (-1): Point in direction of cloud location (simple)

Incantations (-2): Repeated phrase for duration of spell (sentence)

Casting this spell creates as green haze. All metal within it suffers 5D of corrosive damage unless magically protected. The cloud is so dense as to require any living creatures inside to make a Moderate *Physique/Strength* or *stamina* roll. Failure results in choking (and the targets lose their next action). Each round the cloud remains over a metal target, it suffers an additional 5D of damage until it is destroyed

For the duration of the spell, the caster must continue the litany that invokes the mystical cloud.

DISCERN ALLOY

Skill: *Divination*

Arcane Knowledge: Metal

Difficulty: 12

Effect: 24 (Skill Bonus (R8), +24 to *investigation* totals for purposes of determining metal)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 round (+4)

Casting Time: 1 round (-4)

Other Aspects:

Gestures (-1): Move hands across the object (simple)

Even if the caster has no knowledge of various metals and alloys, this spell allows her to perceive what was used to make a given object. This is useful when encountering strange alien objects or when attempting to see how strong a weapon, door, or similar item is. Upon successfully casting *discern alloy*, the magic user gains a +24 bonus to her *investigation* totals in order to figure out the type of metal used. The difficulty is determined by the gamemaster.

((insert illo s7-2 EMP)))

EMP

Skill: *Conjuration*

Arcane Knowledge: Inanimate Forces

Difficulty: 35

Effect: 30 (10D physical damage)

Range: 100 meters (+10)

Speed: Instantaneous (+10)

Duration: 1 round (+4)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+25): Sphere with 5 meter radius

Components (-1): Small magnet or loadstone (ordinary)

Incantations (-2): "Pulse!" (phrase, loud)

Other conditions (-2): Only affects electrical devices

Any electronic equipment in the area effect of this spell suffers 10D damage from an electro-magnetic pulse. As this effect is caused by altering the inanimate forces of nature, instead of exploding a bomb, there is no damage done to most living beings or to devices that do not have electronics.

FORGE PERFECT WEAPON

Skill: *Alteration*

Arcane Knowledge: Metal

Difficulty: 16

Effect: 30 (Skill Bonus (R10), +30 *crafting/repair/personal equipment repair* totals)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 hour (-18)

Other Aspects:

Components (-7): Raw material for weapon (common); forging tools and forge (uncommon)

Concentration (-6): Form image of complete weapon in mind for 1 hour with *willpower/mettle* difficulty of 12

Focused (+11): On target

Gestures (-1): Touch raw material with small hammer (simple)

Incantations (-1): "Flawless." (phrase)

Other Conditions (-1): Must possess some experience in the affected skill

To gain the bonus from a successful casting of this spell, the target must have some training in *crafting/repair/personal equipment repair*; otherwise, the magical knowledge is lost.

In order for a perfect weapon to be properly crafted, not only are the raw materials, forge, and ancillary equipment needed, but a *crafting/repair/personal equipment repair* roll with a difficulty of Heroic is required to forge the item. The gamemaster may use the result points from the forging skill roll to give bonuses to the superior pieces of equipment.

HONE EDGE

Skill: *Alteration*

Arcane Knowledge: Metal

Difficulty: 15

Effect: 12 (+2D+2 physical damage modifier)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 hour (+18)

Casting Time: 3 rounds (-6)

Other Aspects:

Components (-3): Whetstone (common)

Countenance (-1): Weapon gains faint blue shine

Focused (+6): On weapon

Gestures (-2): Move whetstone as though sharpening a weapon (fairly simple)

Incantations (-3): "I whet your blunt purpose!" (sentence, loud)

Other Conditions (-1): Only works on a nonmagical, metal, edged weapon

This spell places a magically keen edge upon a weapon, increasing its damage by +2D+2. Any weapon with this spell cast upon it gains a faint blue shine to its surface, as the magic reshapes the metal to the molecular level, honing the blade's edge to that of a single atom. For the duration of this spell, there is no material that cannot be cut or damaged by the magical edge, even though normal or magical protection might hinder damage.

LOCATE METAL

Skill: *Divination*

Arcane Knowledge: Metal

Difficulty: 18

Effect: 12 (*search* of 4D to detect a single type of metal)

Range: 40 meters (+8)

Speed: Instantaneous (+8)

Duration: 1 minute (+9)

Casting Time: 1 minute (-9)

Other Aspects:

Area Effect (+9): *Divination* sphere with radius of 3.5 meters

Component (-1): Forked stick (ordinary)

Concentration (-4): 1 minute with *willpower/mettle* of 10

Incantations (-1): Name of the metal (phrase)

Variable Movement (+5): Bending/unseen target

Once the metal is named, the spell is complete. Immediately, the mage can roll *search* at 4D to locate the prescribed metal inside an item, the earth, or a living being. Sometimes this spell is used to locate trace amounts of a particular metal, such as mercury or uranium. If there is anything of interest in the indicated area, a luminous yellow glow surrounds the location of the metal for up to one minute. The brilliance is determined by the quantity or density of the metal in searched for. The higher the *search* total is above the difficulty, the more information the caster gleans from her attempt, including location, depth, quantity, etc. The gamemaster decides on the difficulty, which depends on how well hidden the material is and how much is there.

MACHINE TERROR

Skill: *Conjuration*

Arcane Knowledge: Enchanted

Difficulty: 28

Effect: 25 (*intimidation* of 8D+1)

Range: 100 meters (+10)

Speed: Instantaneous (+10)

Duration: 10 minutes (+14)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-1): Metal shards (ordinary)

Focused (+7): On machine

Gestures (-1): Point at target (simple)

Regardless of the type of contraption, the spell make a machine capable of stimulating terror in anyone within sight of the device. Anyone who fails an opposed interaction roll against the machine's *intimidation* loses her next action. The machine terrorizes once per round for the duration of the spell. This is a way of making a trap, automaton, robot, and so on appear far more frightening than it may actually be. (((insert illo s7-3 magic platter)))

MAGIC PLATTER

Skill: *Apportation*

Arcane Knowledge: Inanimate Forces

Difficulty: 15

Effect: 10 (moves up to 100 kilograms)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 week (+29)

Casting Time: 1 minute (-18)

Other Aspects:

Area Effect (+2): Circle with radius of 1 meter

Components (-1): Small piece of metal or coin (ordinary)

Focused (+7): On metal

Gestures (-1): Point (simple)

Incantations (-1): "Carry." (phrase)

Variable Movement (+3): Movement of 12.5 meters per round

The caster transforms a coin into a floating platter capable of carrying 100 kilograms of weight. To direct it, all that needs to be done is to point. If the magic user indicates herself, then the tray follows her. Otherwise, she must guide it. Providing a character is 100 kilograms or less, it is possible for her to ride or be carried by the platter.

MAGNETISM

Skill: *Conjuration*

Arcane Knowledge: Inanimate Forces

Difficulty: 28

Effect: 20 (difficulty to resist the pull)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 5 rounds (+7)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+25): Sphere with radius of 5 meters

Components (-1): Small magnet or loadstone (ordinary)

Focused (+5): On magnet

Gestures (-3): Throw loadstone (complex; *throwing* roll with difficulty of 11)

Incantations (-1): "Pull!" (phrase, loud)

Other Alterants (+8): Metal objects move toward magnet at rate of 1 meter per round; mechanical devices within spell's influence stop working for duration of spell

Once cast, this spell is not very discerning: All ferrous objects within its radius are pulled toward the loadstone. The magic user throws the stone in a direction that works best against any enemy, making sure to stay clear herself. Anyone wearing metal must make a *Physique/Strength* or *lifting/lift* against the effect's difficulty. Failure means the affected object is yanked free and pulled toward the loadstone at a speed of one meter per round. If ferrous armor is being worn, then the character wearing the armor moves as well. (Non-character objects automatically move toward the stone.)

Another effect this spell has is to cause all mechanical devices with metals influenced by magnetism to stop functioning, as well as being pulled toward the loadstone.

(((begin sidebar — may be placed anywhere in technomancy section)))

DE MAGNETE

Written by Silas Copi, a philosopher of natural and unnatural laws, *De Magnete* spans 400 pages. It is a collection of folklore and histories as much as an original work. Much of its contents are likely to have existed throughout human history in many forms. Copi himself discusses one source, *Earthly Bodies*, that served as the basis of his fundamental research.

De Magnete was published in the 1600s, and Copi gives no date for his primary sources. Copi's edition of *De Magnete* is often mistaken with a similar work by an English author named William Gilbert. Some historians have speculated that there might be a connection between the two works, and that Gilbert published a second version of his text covertly to avoid royal censors and papal punishment.

Contents: In addition to numerous other spells hidden throughout the document, the basic spells include: *alter trajectory*, *awaken machine*, *blunt*, *malfunction*, *metal storm*, and *molting metal*.

Protections: None.

Language: The tome is written in a common language of the gamemasters's choosing. However, it does require the reader be skilled in the *Extranormal* art of *Magic*. With prolonged study, such a success allows the reader to understand the nature of the text.

Reading Period: It takes two months to read and comprehend the book. Each month, a successful Difficult skill roll in any of the *Magic* skills is required to decipher the script, symbols, and arcane terminology. After studying the tome, it is possible to start learning the spells at a rate of one per day.

((end sidebar))

MAKE STATUE

Skill: *Alteration*

Arcane Knowledge: Metal

Difficulty: 27

Effect: 54 (12D physical damage, ignores nonmagical armor)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 1 second (+0)

Casting Time: 1 round (-4)

Other Aspects:

Components (-4): Iron statue (uncommon)

Gestures (-1): Point at target with statue (simple)

Incantations (-2): "Statue!" (phrase, loud)

Other Alterant (+3): Target turns into a statue if she dies

A mage who successfully casts this spell and makes the necessary targeting roll causes 12D damage that nonmagical armor offers no protection against. The spell alters the composition of the target, attempting to refigure her into an iron statue. If the damage is sufficient to cause death, then she becomes a statue. This is permanent damage. The character cannot be resurrected, as there is no living material to bring back to life. Instead, she has become an ornament for someone's garden or great hall.

MALFUNCTION

Skill: *Conjuration*

Arcane Knowledge: Inanimate Forces

Difficulty: 14

Effect: 18 (6D damage against machines)

Range: 60 meters (+9)

Speed: Instantaneous (+9)

Duration: 1 second (+0)

Casting Time: 2.5 seconds (-2)

Other Aspects:

Components (-2): Small iron ball (common)

Gestures (-2): Throw component in direction of target (fairly simple)

Incantations (-2): "Stop!" loudly (phrase)

Other Conditions (-1): Only harms mechanical devices

Sometimes it is best to fight metal with metal. When cast, this spell sends a searing bolt of energy at the target, doing 6D damage. This spell has only works against machines, as it uses the same forces of physics (and sometimes magic) that produced the construct to destroy it. No harm comes to a living, undead, or any other creature that is not mechanical in nature. Certainly robots are affected by this spell, as are cyborgs. However, only the mechanical parts of a cyborg are damaged; the living flesh is unharmed.

MALLEABLE

Skill: *Alteration*

Arcane Knowledge: Metal

Difficulty: 17

Effect: 25 (Compare to item's Toughness or damage resistance)

Range: 60 meters (+9)

Speed: Instantaneous (+9)

Duration: 1 round (+4)

Casting Time: 2 rounds (-5)

Other Aspects:

Components (-2): Malleable clay (very common)

Concentration (-2): 2 rounds with *willpower/mettle* difficulty of 8

Gestures (-2): Shape the clay (fairly simple)

Incantations (-1): "Alter." (phrase)

Other Conditions (-1) The target must be nonmagical, metal, and no more than 5 kilograms

Any targeted metal object that has a mass of five kilograms or less can be permanently altered in shape. For instance, the caster could transform a shield into a ball, thereby negating its protection. Or, the length of a metal rod could be extended to twice its length, although doing this makes it very thin. Just as easily could the barrel of a gun be twisted closed. Basically, whatever shape the magic user makes with the clay component is paralleled with the target. (The player specifies the target and the shape, and the gamemaster compares the effect's value plus the casting's result point bonus to the object's *Toughness* or damage resistance to determine whether the object takes the new shape.) Magically imbued metal or magically protected metal cannot be altered.

MAN OF BRONZE

Skill: *Conjuration*

Arcane Knowledge: Folk, metal

Difficulty: 19

Effect: 27 (Natural Armor: Bronze Skin (R2), +2D Armor Value; +2D to *charm/persuasion*)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-4): Powdered bronze (uncommon, destroyed)

Focused (+9): On target

Gestures (-1): Sprinkle powdered bronze over target (simple)

Other Conditions (-2): Deteriorates when exposed to moisture

Though bronze can be a fairly precious commodity, the value of this spell is well worth the expense. After simply sprinkling a handful of powdered bronze over a sentient target, the mage coats that individual's skin in a thin layer of bronze that doesn't hamper movement. It's a strong as the actual metal, offering an Armor Value of 2D against all types of physical (not mental) attacks. In addition, because of its rich, attractive coloration, the bronzed skin provides a *charm/persuasion* skill bonus of +2D. The spell lasts for one hour, except in moist environments where a greenish patina quickly forms and causes the spell to deteriorate rapidly. In humid or damp environments (jungles or dungeons, for example), the spell deteriorates at a rate of five minutes for every one minute of exposure. In water, the rate is 10 minutes per minute of exposure.

METAL CLAWS

Skill: *Conjuration*

Arcane Knowledge: Metal

Difficulty: 12/18 (one claw/two claws)

Effect: 12 (Natural Hand-to-Hand Weapon: Claws (R2), +2D damage)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Components (-2): Two of any type of coin-sized metal: bronze, iron, and so on (very common)

Focused (+6): On target

Incantations (-2): "Grow claws!" (phrase, loud)

Other Conditions (-1): Target must hold coins in each hand

Once cast, three metal blades extend from each hand of the target. As these weapons are natural extensions of the character, she uses brawling to fight with them. Each confers +2D damage to an attack. Normal armor protection applies.

Although they are not cumbersome, the claws do tend to stand out in a crowd.

METAL FLESH

Skill: *Conjuration*

Arcane Knowledge: Metal

Difficulty: 16

Effect: 24 (Armor Value of 8D, physical only)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 25 minutes (+16)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-2): Iron slug (very common)

Countenance (-2): Target appears metallic

Focused (+8): On target

Incantations (-2): "I give you flesh of metal." (sentence)

Other Conditions (-1): Cannot be combined with any other armor

This highly coveted spell transforms fleshy skin into a nearly impenetrable metal husk. It protects against normal and magical attacks. As the transmuted skin is as malleable as human flesh, at least to the target, there are no penalties from this spell. However, it is not easily disguised as any character who has had *metal flesh* cast upon her is shiny and rings if tapped with any solid object.

It cannot be combined with any other armor, and the target cannot wear any form of metal armor when the spell is cast.

METAL STORM

Skill: *Alteration*

Arcane Knowledge: Inanimate forces

Difficulty: 29

Effect: 20 (6D+2 physical damage)

Range: 60 meters (+9)

Speed: Instantaneous (+9)

Duration: 1 round (+4)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+25): Sphere with radius of 5 meters

Components (-3): A bag of tiny iron or lead pellets (common)

Gestures (-2): Pour pellets into hand and toss into the air (fairly simple)

A rain of metal pellets bombards everyone in the designated five-meter radius. The storm of metal is overwhelming, causing 6D+2 damage to all within the downpour. Normal and magical armor offer protection, but the sheer volume of projectiles, and their velocity, is likely to cause severe injury. (((insert illo s7-4 metal storm)))

MOLTEN METAL

Skill: *Alteration*

Arcane Knowledge: Metal, inanimate forces

Difficulty: 11

Effect: 9 (Achilles' Heel (R3), takes 1D in damage each round in contact with metal, increasing by 1D each round)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 5 rounds (+7)

Casting Time: 1 round (-4)

Other Aspects:

Components (-3): Polished mirror (common)

Focused (+3): On target

Gestures (-1): Point mirror at target (simple)

This spell is slow to reach its full potential, but it is likely to cause a combatant to stop fighting long enough to remove her armor or drop a metal weapon. Each round the spell is active, the target receives 1D damage, which increases by 1D.

PORTCULLIS

Skill: *Conjuration*

Arcane Knowledge: Enchanted

Difficulty: 28

Effect: 45 (damage resistance total of portcullis; 5D physical damage)

Range: 3.5 meters (+3)

Speed: 1 meter per second/+2 to dodge total (+2)

Duration: 10 minute (+14)

Casting Time: 2 rounds (-5)

Other Aspects:

Area Effect (+2): Final maximum height of 3 meters and width of 1 meter

Components (-3): Metal rod (common)

Gestures (-1): Swing hand in a downward motion (simple)

Other Conditions (-1): Can only be cast in an open portal

The mage stands within a meter of an opening and projects the spell upward. After the spell is cast, over the course of a round, an iron portcullis comes into existence. Its eventually spans up to three meters high and a meter wide.

Because the magical barrier is slow moving, it is possible to be captured beneath it as it slides to the ground. Any unfortunate character in this situation suffers 5D damage from the portcullis each round that she is trapped beneath its unrelenting grip. Unless the character is killed, this prevents the portal from being completely blocked.

Once closed, the gate has a damage resistance total of 30.

RADIATION SHIELD

Skill: *Conjuration*

Arcane Knowledge: Inanimate forces

Difficulty: 41

Effect: 36 (Attack Resistance: Radiation (R6), +6D to damage resistance roll against related attacks)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+25): Sphere with radius of 5 meters

Components (-2): Small fragment of lead (very common)

Focused (+9): On target

Gestures (-1): Clasp component in a fist (simple)

This spell protects against the effects of radiation and electro-magnetic radiation, such as from an EMP spell or

similar device. The protection is granted to all within the five-meter sphere of influence, with corresponding protection reduced by 1D for each meter out from the central target. Characters gain a up to +6D to their resistance rolls against related damage.

RAIN OF RUST

Skill: *Conjuration*

Arcane Knowledge: Metal

Difficulty: 29

Effect: 15 (5D damage to ferrous metal)

Range: 100 meters (+10)

Speed: Instantaneous (+10)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+25): Sphere with radius of 5 meters

Components (-2): Small, rusting iron spike (very common)

Gestures (-1): Point in direction of rain (simple)

Incantations (-3): Repeated phrase for duration of spell (complex; *willpower/mettle* roll with difficulty of 11)

Other Conditions (-1): Affects ferrous metal only

The mage produces a 25-meter radius downpour of red rain that rusts all ferrous metal. When cast, the mage simply indicates the location of the deluge by pointing, and the area is drenched with oxidizing water, causing 5D damage to all ferrous metal in the affected area. It is possible to protect items by wrapping them in cloth, skins, or plastic or locking them in waterproof cases. Likewise, vehicles within the area suffer immediate damage, starting from the outside and working to the interior.

REPEL METAL

Skill: *Alteration*

Arcane Knowledge: Inanimate Forces

Difficulty: 13

Effect: 10 (Armor Value of 3D+1, physical only)

Range: 10 meters (+7)

Speed: Instantaneous (+7)

Duration: 1 hour (+9)

Casting Time: 2 rounds (-5)

Other Aspects:

Components (-1): Small magnet or loadstone (ordinary)

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Countenance (-1): Target surrounded by faint blue glow

Focused (+3): On target

Gestures (-1): Wave hand as though to push aside something (simple)

Other Conditions (-1): Only works against damage caused by metal

All attacks made by weapons of metal are affected by this spell. The mage casts it upon a target, providing a 3D+1 Armor Value against any attack that uses metal to damage. For example, this spell offers protection against the spell *metal storm*, as the projectiles are metallic. For the dura-

tion of the spell, the protected character is surrounded by a faint blue glow. The effects of this spell are not limited to ferrous metals.
(((illo s7-5)))

UNDERSTAND INNER WORKINGS

Skill: *Divination*

Arcane Knowledge: Inanimate forces

Difficulty: 22

Effect: 17 (5D+2 in appropriate skill, such as tech, devices, etc.)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 round (-4)

Other Aspects:

Focused (+8): On target

Gestures (-1): Touch machine and target (simple)

Incantations (-2): "Comprehend the secrets of this machine." (sentence)

Understanding of complex, alien, or arcane technologies can be gained by casting this spell. (The gamemaster determines the difficulty of understanding the machine, with the result points from the skill conferred by the spell used to determine what information the character gains.) Unfortunately, this knowledge lasts only as long as the spell endures. Once the magic has elapsed, all comprehension of the technology vanishes as well.

UNDERSTAND VEHICLE

Skill: *Divination*

Arcane Knowledge: Inanimate forces

Difficulty: 19

Effect: 12 (4D in appropriate skill for operating a specified vehicle)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 round (-4)

Other Aspects:

Focused (+7): On target

Gestures (-1): Touch machine and target (simple)

Incantations (-2): "Comprehend the secrets of this vehicle." (sentence)

A mage can grant the knowledge to pilot a vehicle at a 4D ability with this spell. No protections or great insights are provided, just the minimal knowledge necessary to operate the vehicle. Should it malfunction or fail, the target does not have the knowledge to repair the mechanical device, unless that knowledge existed otherwise. This spell does not enhance an existing skill; it confers a new skill.

WIZARDRY

ALTER SHAPE

Skill: *Conjuration*

Arcane Knowledge: Enchanted

Difficulty: 47

Effect: 60 (Shapeshifting (R1), form of caster's choosing, with Restricted (R2), ability uncontrolled by target; plus up to 19 points — not ranks — of related Special Abilities, with additional ranks in a Special Ability equalling the point cost of the first rank)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 minute (-9)

Other Aspects:

Charged (+5): 1 improved charge, memorized by caster

Components (-2): Clay and stone (very common)

Focused (+17): On target

Gestures (-2): Shape clay into rough version of desired form (fairly simple)

This spell changes the physical form of the target. For all intentions, the character becomes the creature. However, he maintains his disposition to friends and enemies, and has a vague sense of identity. Additionally, while he might not be able to directly communicate, he can understand basic instructions, and respond with sounds, gestures, or movements.

(((insert illo s9-1 befriend animal)))

BEFRIEND ANIMAL

Skill: *Divination*

Arcane Knowledge: Enchanted

Difficulty: 18

Effect: 18 (*animal handling* of 6D; use *persuasion: animals* in *D6 Space*)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Components (-1): Shiny trinket (ordinary)

Focused (+7): On target

Gestures (-1): Swing or move trinket back and forth (simple)

Incantations (-1): Soothing sounds (phrase)

Sometimes a canny mage can turn a bad situation into a good one. In this case, by using the 6D in *animal handling* (*persuasion: animals* in *D6 Space*) granted by the spell, the character could befriend creatures, hostile or otherwise. The spell's target makes an opposed difficulty roll against a creature's *willpower/mettle* (or the governing attribute) plus 5. If successful, an unfriendly creature can be converted into an ally — one that fights for the caster. Any attack against the creature by the caster or one of her allies immediately ends the spell.

BLUR

Skill: *Conjuration*

Arcane Knowledge: Magic

Difficulty: 13

Effect: 9 (Blur (R1), +1 to *dodge, sneak/stealth*, and *hide: self* totals, plus +1 to default *search, tracking, investigation*, and attack difficulties against character)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 10 minutes (+14)

Casting Time: 1 round (-4)

Other Aspects:

Components (-2): Strip of cloth (ordinary); bit of glass (ordinary)

Feedback (-3): -3 to damage resistance total

Focused (+4): On target

Gestures (-2): Polish glass with cloth (fairly simple)

Incantations (-1): "Blur." (phrase)

By sacrificing some of her life energy, the mage grants a target 10 minutes of the bonus given by the Blur Special Ability at rank 1. See the description of this Special Ability in the "Character Options" chapter for additional details.

CHANGE MATERIAL

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 11

Effect: 4 (5 kilograms)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 hour (-18)

Other Aspects:

Feedback (-1): -1 to damage resistance total

Focused (+5): On target

Incantations (-2): "You will become..." followed by new material's name (sentence)

Other Alterants (+9): Transmute to new form

Other Conditions (-1): Simple, inanimate material only

This spell allows the caster to transform one simple, non-living substance into another simple, nonliving substance. Lead into gold is a popular transformation. The drawback is that the change is not permanent, but for the duration, the item possesses the attributes and qualities of the transformed material. How well the item mimics its new state depends on the material's complexity; the gamemaster uses the result points of the spell's skill roll to determine how successful the transformation was. When the spell ends, it reverts to the original state.

Up to five kilograms of material can be altered by this spell. It will pass most — if not all — tests appropriate for its new state. However, if a spell that detects magic is performed, the new material reveals that unnatural forces are acting upon it.

Changed matter can be used as spell components providing they are used within the spell's duration. Nonetheless, there is an increased risk of spell failure. When using transformed material, a Critical Failure always indicates that something went wrong with the spell.

DEADEYE

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 14

Effect: 27 (Skill Bonus (R9), +27 to marksmanship/firearms totals)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 2 rounds (+5)

Casting Time: 1 round (-4)

Other Aspects:

Incantations (-1): "Aim." (phrase)

If a caster successfully casts this spell, she can temporarily increase a target's *marksmanship/firearms* skill by +27. While this has no direct effect on damage, it provides for highly accurate ranged weapon attacks, and it can be combined with other modifiers. The spell is ideally used for snipers or assassination attempts but can serve on any occasion when the need for a precise shot is required.

DEAFEN

Skill: *Conjuration*

Arcane Knowledge: Magic

Difficulty: 36

Effect: 27 (Hindrance: Deafness (R9), +6 to difficulties of all hearing-dependent actions)

Range: 40 meters (+8)

Speed: Instantaneous (+8)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+20): Sphere with radius of 4 meters

Components (-3): Small chime or bell (common)

Focused (+7): On targets

Gestures (-1): Ring chime or bell (simple)

When the caster rings a small bell, a loud noise can be heard, deafening all in the designated area of effect. This is likely to hinder all actions, as the inability to hear is not only startling but unsettling. All hearing-based actions are performed with a +6 difficulty modifier. Nothing can be heard while affected by the spell.

(((insert illo s9-2 deafen)))

DETECT PRESENCE

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 26

Effect: 18 (*search* of 6D to locate living beings)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 1 hour (+18)

Casting Time: 2 round (-5)

Other Aspects:

Focused (+7): On caster

Incantations (-1): "See all." (phrase)

Variable Movement (+5): Bending/unseen target

Other Alterant (+1): Reveal cyborgs

This spell can locate someone who is hiding. The spell confers 6D *search* dedicated to finding living entities only. The difficulty is determined by either the target's (or targets') *hide* total or the gamemaster. A success causes the located subject to glow in a faint blue light, only visible to the caster. The mage can look in a different direction once per round.

Besides hunting down people secreted away in a dark room, it is also possible to determine the difference between a human and a cyborg. In situations where cyborgs appear human, they glow, revealing their nonliving nature.

DISTRACT

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 22

Effect: 18 (*persuasion* of 6D)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 1 day (+25)

Casting Time: 1 round (-4)

Other Aspects:

Components (-1): Shiny trinket (ordinary)

Focused (+8): On target

Gestures (-1): Display the trinket while saying incantation (simple)

Incantations (-2): Simple instruction (sentence)

Unreal Effect (-5): Disbelief difficulty of 13

This spell allows a magic user to distract a target, making that character believe there are other more pressing matters to attend to. By the display of a mesmerizing bauble and a simple suggestion, the caster could cause an attacker to suddenly halt and depart, or to make an enemy go on a journey for the duration of the spell. The distracted character follows any single command, within reason. Possibilities include "go home," "climb a tree," "run to the nearest town," and so on.

A successful roll of the skill given by the spell against the target's *willpower/mettle* (or the governing attribute) indicates that the suggestion took hold.

FANCY RIDING

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 16

Effect: 9 (Skill Bonus: Animal Insight (R3), +9 to riding totals)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 round (-4)

Other Aspects:

Components (-2): Hair or fur of a beast of burden (ordinary, destroyed)

Focused (+6): On target

Incantations (-2): "Convey!" (phrase, loud)

A target with this spell cast upon her receives a +9 bonus to her *riding* totals. For the duration of the spell, the target

has an understanding of beasts of burdens and their natures, knowing how to handle them and keep them under control in nearly any condition.

FATE

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 16

Effect: 9 (Luck: Great (R1), confers 1 additional Fate Point only)

Range: 25 meters (+15)

Speed: Instantaneous (+15)

Duration: 1 round (+4)

Casting Time: 1 round (-4)

Other Aspects:

Component (-2): Common die (very common)

Concentration (-1): 1 round with *willpower/mettle* difficulty of 8

Incantations (-1): "Hero." (phrase)

With this spell, the mage persuades the Fates to smile upon the hero (by granting the player one Fate Point that may be used on any one action in the round following the casting of the spell).

Those who attempt to abuse this spell should note that Fate suffers no challenges lightly, and playing such games can result in the demise of a character.

FIND TRAP

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 23

Effect: 18 (*search* of 6D for finding traps)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 2 rounds (-5)

Other Aspects:

Area Effect (+9): *Divination* sphere with radius of 3.5 meters

Focused (+7): On target

Incantations (-2): "Where'd I put that trap?" (sentence)

The magic of this spell is focused upon devilish devices. When the caster intones the incantation, the spell is activated, providing the target with 6D in *search* that is limited in focus to traps of any sort within 3.5 meters of the user. If the skill roll is a success, then the spell user sees the located trap glow green. The finder can point out the trap to others, but it is not similarly revealed to them. For example, if the trap is invisible, then it remains invisible after detected. Furthermore, seeing a trap does not convey the ability to disarm it.

((insert illo s9-3 find trap))

((begin sidebar — place anywhere in wizardry section))

THE BOOK OF MALACHI

This unusual book appears to possess a heavy leather cover, with thick pages of what might be sheepskin. Seemingly scrawled by the pen of a monk are the precise

lines of and unknown language, as well as illuminative page. An *Easy Knowledge/Intellect* or a *scholar* roll reveals this is an uncommon book for a monk or a monastery to produce, as it has a devilish flavor to it.

In fact, the book was created in the tenth century in a French monastery, but not through normal means. One of the members of the order had been found practicing magic, but only after a demon has possessed his physical body. The order acted quickly, performing a binding ritual that locked both the unfortunate monk's soul, and the demon's energy in the prepared vessel — *The Book of Malachi*

Contents: The secrets of this book can be released simply by the use of the *understand gibberish* spell (or a similar spell). Casting this spell to read the book releases a demon (of the gamemaster's creation).

Protections: The book requires a special spell to read.

Language: To all who look at the book, its weird geometries of sketches and illuminations and bizarre letters appear to be structured and form a language. However, no amount of skill can decipher this book as it is not in any particular language.

Reading Period: Once *understand gibberish* has been cast, and the user looks upon the first page of the book, the rest is done: The book manifests a demonic form, and it "reads" itself. Within one minute, a fearsome entity stands before the empty pages of the tome.

((end sidebar))

FIND WAY

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 18

Effect: 14 (+3D to *navigation*)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 1 round (-4)

Other Aspects:

Components (-3): Compass or astrolabe (common)

Focused (+7): On target

Incantations (-3): "Find me a way to go!" (sentence, loud)

The recipient of this spell garners a +3D bonus to her *navigation* skill. This bonus works under all circumstances, including at sea, in a city, or in a maze.

INSIGHT TO WEAKNESS

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 22

Effect: 36 (Skill Bonus: Weakness Detection (R12), +36 to *melee combat* totals)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 2 rounds (+5)

Casting Time: 1 round (-4)

Other Aspects:

Focused (+8): On target

Incantations (-1): "See." (phrase)

This spell grants the target +36 to *melee combat* totals for two rounds. The magical incantation makes clear an opponent's weakness and allows them to be taken advantage of. No additional damage is directly conferred by this spell, although a clever character might use it to strike at a head or heart and perform a killing blow on an unwary opponent.

ILLITERATE

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 21

Effect: 3 (Illiterate (R1) Disadvantage)

Range: 1 kilometer (+15)

Speed: Instantaneous (+15)

Duration: 1 month (+32)

Casting Time: 1 hour (-18)

Other Aspects:

Components (-7): pen or quill (common); sheet of parchment (uncommon)

Gestures (-3): Write incantation and then repeat the writing in reverse, repeating until the parchment is covered (complex; *languages/reading/writing* roll with difficulty of 11)

Focused (+7): On target

Incantations (-2): "I will not remember how to read." (sentence)

Unreal Effect (-1): Disbelief difficulty of 13

This devious spell causes the target to forget how to read. While to some this is not distressing, to mages and scholars it is a nightmare. As the ability to read has not actually been erased, but has only been implanted in the subconscious of the target, it is possible to disbelieve by making a *willpower/mettle* roll (or the governing attribute) at a difficulty of 13. Nonetheless, the situation is distressing, and the gamemaster might consider modifiers if the target had recently bumped her head or suffered a trauma that might cause her to believe that she had actually lost the ability to read.

INSIGHT INTO THE FUTURE

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 18

Effect: 18 (up to 1 hour in the future)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 2 round (-5)

Other Aspects:

Focused (+7): On target

Incantations (-2): "Reveal the future so that I may slip truly into it." (sentence)

After casting this spell, the target gains insight into the future through flashes of images, sounds, and smells. A

character can possibly bring these insights into focus by asking a question (such as, “Who’s on the other side of the door I’m about to open?”) and making an *investigation* rolls. (She may do this no more than once per round.) The game-master decides on the difficulty, which should never be less than Moderation, even for a simple yes-or-no question or one centering on the near future. The higher the *investigation* roll is above the difficulty, the clearer the insight becomes.

INVESTIGATE

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 30

Effect: 24 (Skill Bonus: Investigation (R8), +24 to *investigation* totals)

Range: 5 meters (+4)

Speed: Instantaneous (+4)

Duration: 1 week (+29)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-2): Magnifying glass (very common)

Focused (+10): On target

Incantations (-1): “Learn.” (phrase)

When research is needed, this spell helps find information. When cast upon a target, he gains a bonus of +24 to *investigation* totals.

While this spell doesn’t assist in comprehension, it reveals the best clues to follow up. It is also likely that a Heroic success provides great insight into the matter being delved into.

INVOKE EMOTION

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 19

Effect: 15 (*persuasion* of 5D)

Range: 40 meters (+8)

Speed: Instantaneous (+8)

Duration: 10 minute (+14)

Casting Time: 2 rounds (-5)

Other Aspects:

Components (-1): Pin (ordinary)

Focused (+5): On target

Gestures (-1): Use pin to point at target (simple)

Incantations (-1): State simply the desired emotion (phrase)

Unreal Effect (-4): Disbelief difficulty of 13

With a successful casting, the target must make an opposed interaction roll against the spell’s *persuasion* of 5D. Failure means that she has succumbed to the emotion suggested in the incantation. Some single word examples are angry, happy, laughing, sad, crying, pouting, cold, shy, frightened, amazed, inspired, smitten, and so on. If it occurs, the moody target can attempt to disbelieve by using *willpower/mettle* (or the governing attribute) at a difficulty number of 13. When the spell ends or is disbelieved, the effect discontinues.

((insert illo s9-4 invoke emotion))

LEAP

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 16

Effect: 15 (Skill Bonus: Frog Legs (R5), +15 to *jumping/climb/jump* totals)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Components (-2): Frog legs (very common)

Countenance (-1): Target’s legs take on a froggish appearance

Focused (+6): On target

Incantations (-1): “Bound.” (phrase)

This spell grants a temporary bonus of +15 to a character’s *jumping/climb/jump* totals skill. For the duration of the spell, the legs of the target take on the muscled appearance of those of a frog’s legs. Although the bone structure remains the same, a Moderate *investigation* roll discerns that there is something usual about the muscles of the targeted person’s legs.

MISTAKEN IDENTITY

Skill: *Alteration*

Arcane Knowledge: Magic, folk

Difficulty: 28

Effect: 24 (Shapechanging (R1), one specific person; Skill Bonus: In Disguise (R5), +15 to *bluff/con* totals related to disguise)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 week (+29)

Casting Time: 25 minutes (-16)

Other Aspects:

Focused (+10): On target

Incantations (-1): Repeat name of new identity (phrase)

Other Conditions (-1): Target must know person

To properly use this spell requires that the target remain in place for 30 minutes and that she knows the identity she is going to assume. If the spell is a success, there is not only a physical transformation — there is also a mental transformation.

Once magically convinced, the target takes on the mannerisms, attitudes, and physical actions of the desired persona. Any necessary memories are manufactured, which might end up being a trigger to those who know the real person. Nonetheless, until the spell wears off, as far as the target knows, she is that person, so lie detectors and other means of detecting fibs are fruitless.

PERFECT TOUCH

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 22

Effect: 36 (Skill Bonus: Perfect Touch (R12), +36 to *sleight of hand* totals)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 2 rounds (+5)

Casting Time: 1 round (-4)

Other Aspects:

Focused (+8): On target

Incantations (-1): "When." (phrase)

A successful casting of this spell allows the target to perform the *sleight of hand* skill with heroic ability, granting a temporary bonus of +36 to such totals. This not really an increase in ability so much as it is a unique understanding of how to increase finger deftness or when to pick a pocket.

POSSESS THE LIVING MIND

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 24

Effect: 21 (Possession: Partial (R1), with Restricted (R1), may only read target's mind)

Range: 100 meters (+10)

Speed: Instantaneous (+10)

Duration: 1 day (+25)

Casting Time: 1 hour (-18)

Other Aspects:

Components (-5): Personal possession of target (uncommon); chalk (very common)

Focused (+9): Mage's mind stays with target

Gestures (-3): Draw circles and sigils of possession with chalk (complex; *artist* roll with difficulty of 11)

Incantations (-2): "Open your mind to my thoughts." (sentence)

The canny mage can use this spell to ride along with another being for a day. The caster perceives the world through the target's senses and can possibly read the victim's thoughts. (The result points from casting this spell are used on the "Possession Knowledge" chart to determine how much information the mage gathers.)

When attempting to possess another, the mage must make a check of *willpower/mettle* (or the governing attribute) against the standard interaction difficulty. Exceeding the difficulty means that the target is unaware of the hitchhiker. Meeting the difficulty indicates that the target knows someone else is sharing her mind, though she doesn't know who it is. Failure means that victim managed to kick out the caster before he could get a foothold.

In no case does the caster have any influence on the person's actions. Additionally, the caster is only dimly aware of what is going on around his body.

SLIP

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 28

Effect: 18 (Hindrance: Slick Surface (R6), +6 to *acrobatics*, *dodge*, and *running* difficulties)

Range: 40 meters (+8)

Speed: Instantaneous (+8)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+20): Circle with radius of 10 meters

Components (-2): Drop of oil (ordinary, destroyed)

Gestures (-1): Rub oil between fingers (simple)

Incantations (-1): "Slip." (phrase)

Upon casting this spell, a oily surface covers the designated area. Everyone within the affected area suffers a +6 difficulty modifier to most physical actions that involve leg and feet movement.

((illo s9-5)))

SPEAK LANGUAGE

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 12

Effect: 18 (*languages/speaking* of 6D, for speaking only)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 minute (+9)

Casting Time: 2 rounds (-5)

Other Aspects:

Components (-2): Fashioned leather tongue (common)

Focused (+5): On target

Gestures (-1): Point (simple)

The recipient of this spell can speak in an unknown tongue with a limited *languages/speaking* skill of 6D. Unless a spell that permits understanding languages is also cast on the same target, it is not possible to understand a reply in the language. The gamemaster determines the difficulty for the target to express ideas, based upon how common or alien the language is.

SPHERE OF PROTECTION

Skill: *Conjuration*

Arcane Knowledge: Magic

Difficulty: 19

Effect: 24 (compare to skill total of spell countering)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+15): Sphere with radius of 3 meters

Components (-4): Diamond (very rare)

Gestures (-1): Drop diamond on ground (simple)

Incantations (-1): "Stop magic." (phrase)

When the mage casts this spell and drops the diamond up to a meter from her, a magically disruptive sphere forms around it. All who are within the sphere are protected against spells. The spell doesn't prohibit ranged attacks or fighting of any sort within the sphere. However, the skill totals of all spells directed at occupants in the area of effect are compared to the effect's value plus the result point bonus of the spell. If

the defending spell's total is higher than the intruding spell's skill total, then the opposing spell is completely repulsed.

As the spell is not actually focused on the diamond or anyone else, friend or foe may enter or leave the area without disrupting the spell.

STRETCH

Skill: *Alteration*

Arcane Knowledge: Magic

Difficulty: 14

Effect: 3 (Elasticity (R1), +1 to *contortion*, *dodge*, and *sleight of hand* totals, and +1 to disguise totals that target performs on himself — for *D6 Space*, use *acrobatics: contortion* and *con: disguise* instead of the related listed skills)

Range: 10 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Components (-1): Something elastic (ordinary)

Focused (+4): On target

Gestures (-1): Stretch the component (simple)

Incantations (-1): "Stretch." (phrase)

This spell grants the target the ability to slip through tight spots and wiggle out of harms way, using the Elasticity Special Ability at rank 1. See the appropriate section in the "Character Options" chapter for additional details.

STUN

Skill: *Conjuration*

Arcane Knowledge: Magic

Difficulty: 21

Effect: 15 (4D physical damage, stun only, ignores nonmagical armor)

Range: 25 meters (+15)

Speed: Instantaneous (+15)

Duration: 1 second (+0)

Casting Time: 3.5 seconds (-3)

Other Aspects:

Incantations (-1): "Stun." (phrase)

With the utterance of a simple word, a mage can stun an opponent. The successful casting of this spell causes 4D stun damage to the intended target. All that is required is that mental focus be placed upon the intended victim (with a successful Moderate *willpower/mettle* roll). The spell effects cannot be protected against by nonmagical armor. However, the damage is treated as stun damage as indicated in the "Damage" chapter of the rulebook.

TELEPATHY

Skill: *Alteration*

Arcane Knowledge: Folk, magic

Difficulty: 16

Effect: 24 (*telepathy* of 4D)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Concentration (-2): 1 round with *willpower/mettle* difficulty of 8

Focused (+8): On caster

This spell grants the target 4D in the *telepathy* skill. It functions identically to the *Psionics* skill as described in the *D6 Adventure Rulebook* chapter on "Psionics." Because the skill links minds, it is possible for one person to read the thoughts of another character and determine if a lie is being told or detect fear. When using this skill, refer to the "Empathy and Telepathy" table and the "Lie Detecting" table.

UNDERSTAND GIBBERISH

Skill: *Divination*

Arcane Knowledge: Magic

Difficulty: 19

Effect: 12 (4D *languages* — *speaking* or *reading/writing* in *D6 Fantasy*)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 day (+25)

Casting Time: 2 rounds (-5)

Other Aspects:

Components (-1): Wax (ordinary)

Focused (+7): On target

Gestures (-1): Point (simple)

Through the aid of magic, it is possible for a targeted character to understand any language or code. Providing the spell is successful, the selected character gains 4D *languages* (*speaking* or *reading/writing* in *D6 Fantasy*) in the specific language being heard or read at the moment of casting. This includes a normally unknown or undecipherable language, although the task is much more difficult. *Understand gibberish* also works with codes.

The gamemaster determines the difficulty, based upon how common or unusual it is.

VOICES

Skill: *Conjuration*

Arcane Knowledge: Magic

Difficulty: 18

Effect: 24 (Skill Bonus: Throw Voice (R8), +24 to *bluff/con* totals)

Range: 60 meters (+9)

Speed: Instantaneous (+9)

Duration: 1 minute (+9)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+10): Sphere with radius of 2 meters

Components (-3): Leather cord (common)

Gestures (-2): Pull on cord (fairly simple)

Incantations (-1): Whisper distracting words (phrase)

Unreal Effect (-6): Disbelief difficulty of 13

By uttering a few words, a guard or group of guards can be led astray. If successfully cast, this spell gives the magic

user a +24 bonus to the *bluff/con* total needed for this spell. The results can affect anyone in a specified two-meter radius up to 60 meters away.

An opposed interaction roll is made against the target or targets. Anyone failing this roll heads toward the direction the caster made the voices appear to come from. For the duration of the spell, the incantation words are repeated over and over.

ELEMENTAL

((begin sidebar)))

Many of the spells in this section are template spells — they're the ones with "template" after the name. A template spell provides an easy shorthand way to write up several different but very similar spells. Elemental spells benefit in particular from templates, because many spells can be used with any of the four elements — air, earth, fire and water. Each template spell must be learned and cast as a separate spell, but other than the type of element used for the spell, all four spells are identical.

((end sidebar)))

ACIDIC ATTACK

Skill: *Alteration*

Arcane Knowledge: Water

Difficulty: 20

Effect: 23 (5D physical damage, ignores nonmagical armor)

Range: 25 meters (+7)

Speed: Instantaneous (+7)

Duration: 5 rounds (+7)

Casting Time: 1 round (-4)

Other Aspects:

Component (-4): Small vial of acid (uncommon)

Focused (+6): On target

Gestures (-1): Shaking the vial at the target (simple)

Incantations (-1): "Burn!" (phrase)

When a mage casts *acidic attack*, the spell lasts for 5 rounds. Each round, damage continues, but is reduced by 1D. This represents the acid's potency gradually decreasing. Nonmagical armor does not offer a defense against this spell, as the mystical corrosive promptly burns through metal, leather, clothing, and so on.

As the attack is magical, there is no way to extinguish the acid except to dispel it.

BURROW

Skill: *Apportation*

Arcane Knowledge: Earth

Difficulty: 18

Effect: 18 (moves up to 150 kilograms)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 2.5 seconds (-2)

Other Aspects:

Components (-3): A mole skull (common)

Focused (+7): On caster

Gestures (-2): Digging motions with hands (fairly simple)

Incantations (-1): "Dig." (phrase)

Variable Movement (+1): Movement of 5 meters per round

The *burrow* spell allows the caster to move through all types of soil at a rapid pace. When the spell is completed, the caster sinks into the earth in a fountain of dirt and sand. As he travels through the earth, the soil in front of him is pushed behind, collapsing the tunnel he creates. The mage using the spell will have a rudimentary idea of which way he is going, but he may need to poke his head back above the surface from time to time to make sure he is not going off track.

The spell does not allow the caster to move through stone or any material harder than clay. He usually travels one meter under the surface, but if he encounters stone that he cannot penetrate, he may go up or down in the strata to avoid it.

There is a small pocket of air that travels with the user, allowing him to breathe as he wriggles through the soil. Several trips to the surface during the duration are necessary to refresh this air pocket.

((illo s2-1)))

CONE OF WIND

Skill: *Conjuration*

Arcane Knowledge: Air

Difficulty: 11

Effect: 18 (*brawling/fighting* of 6D)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 second (0)

Casting Time: 2.5 seconds (-2)

Other Aspects:

Area (+10): Cone 8 meters long and 4 meters at its wide end

Gestures (-1): Both hands make a pushing motion in the direction of the wind (simple)

Incantations (-3): "Mighty wind, drive my enemies before me!" (sentence, loud)

This spell is a favorite of mages who want to knock down opponents without doing any permanent injury. When the spell is cast a cone of powerful wind blasts from the caster's hands out to a distance of eight meters. The cone is about 30 centimeters wide at the casters hands and spreads out to four meters in diameter at its far end.

The caster rolls the *brawling/fighting* score that the spell generates once; this total is used as a knockdown attempt against the combat difficulty for each target within one meter of the caster. (Those over one meter away get a +1 bonus to

their defense totals per full meter distant.) Anyone who fails to withstand the blast fall to the ground and must spend an action in the next round getting up.

This attack affects opponents with a *Physique/Strength* die code of no more than the spell's skill total divided by 3 (ignore any remainder).

This spell does not require a separate targeting roll.

CONTROL ELEMENTAL (TEMPLATE)

Skill: *Conjuration*

Arcane Knowledge: Entity, any one element: air, earth, fire, or water

Difficulty: 18

Effect: 18 (*command: elemental* of 6D)

Range: 2.5 meters (+3)

Speed: Instantaneous (+3)

Duration: 1 hour (+18)

Casting Time: 1 round (-4)

Other Aspects:

Components (-5): Small figurine of elemental type, made of precious metals and jewels (very rare)

Focused (+7): On caster

Gestures (-2): Make a circle with both arms (fairly simple)

Incantations (-2): "(Type of elemental), bow to my will!" (sentence, loud)

This spell bends the mind and will of an elemental, forcing it to do the caster's bidding. An elemental under the effects of this spell becomes a slave to the caster, doing anything he compels it to.

When the spell is cast, the caster generates a *command: elemental* skill total and compares it to the *willpower/mettle* total generated by the elemental. If the caster's total is higher, the elemental is his to command for the duration of the spell. The caster will be aware that this spell is about to end just before the duration expires, giving him time to recast the spell if he wishes.

If the elemental makes a higher total than the caster of the spell, the elemental may have a bad reaction to the caster, or it may flee the area, depending on its type, relative power, and temperament. Fire and water elemental will be more likely to attack, being more mercurial and hostile, while air and earth elementals will be more prone to flight.

CONTROL LOCAL WEATHER

Skill: *Alteration*

Arcane Knowledge: Air, inanimate forces, water

Difficulty: 19

Effect: 0 (changes based on result points)

Range: Self (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 1 hour (-18)

Other Aspects:

Area Effect (+55): Sphere with radius of 11 meters

Components (-6): A rainmaker, a statuette or tube made of wood and designed to sound like rain when shaken (common, destroyed)

Concentration (-5): 10 minutes with *willpower/mettle* difficulty of 11

Gestures (-2): Broad sweeping hand motions toward the sky (fairly simple)

Incantations (-4): "Powers of nature, make the weather my slave." (litany; *willpower/mettle* difficulty of 15)

This spell gives the caster the ability to control the weather to a limited extent. To cast the spell, the mage concentrates for 10 minutes on what type of weather he wants, and then chants the incantation continuously for the remainder of an hour.

The spell manipulates the temperature, pressure, and humidity within 11 meters of the caster. How successful he is in making the change depends on the result points of the spell, as detailed below. When the duration expires, the weather gradually returns to its prespell conditions.

The gamemaster decides on the local weather conditions using the charts herein. Each level of change from the current conditions requires one result point. Thus, if the day is fair with warm temperatures and a light breeze, to make it cold and foggy with a strong wind requires four result points. (A skill total equalling the difficulty may make one level of change in aspect of the weather.)

The caster can also change the radius of the effect at a cost of three result points for each additional meter.

As this is a magical change, the weather may not behave as it would under normal circumstances.

It must always be remembered that changing the weather in one place may also change it in some way somewhere else. This can prompt revenge attacks from other mages or angry residents, so users of this spell must exercise the utmost care.

((((sidebar)))

CONTROL LOCAL WEATHER EFFECTS

Round all fractions up. Modifiers are cumulative.

PERCIPITATION LEVELS

- None (fair weather)
- Fog (all sight-based actions have a difficulty modifier equal to the result points, with a minimum of +1)
- Rain (or snow*)
- Freezing rain* (all physical actions have a difficulty modifier equal to one-quarter of the result points, with a minimum of +1)
- Sleet* (all physical actions have a difficulty modifier equal to one-half of the result points, with a minimum of +1)
- Small hail** (damage per round equals one-quarter of the result points, with a minimum of 1 point)
- Large hail** (damage per round equals one-half of the result points, with a minimum of 1 point)

* Temperature must also be freezing. **Hail can be in combination with rain/snow or no precipitation, at the caster's choice.

TEMPERATURE LEVELS

- Freezing (damage per round equals the result points, with a minimum of 1 point)

The caster can cause any combination of these changes, as long as the total point cost does not exceed 2 times the result points of the spell casting.

- Expand the area affected by 1 meter: 5 points
- Change the temperature: Look up the desired change in degrees Celsius under the Measures column of the "Spell Measures" table; the equivalent value is the number of points this changes costs
- Change the pressure by 0.01 bars: 1 point
- Change humidity by

With a minimal success, the caster may only raise or lower the temperature within 2 degrees Celsius. A slight breeze could be created, and perhaps some wispy, clouds. Average success allows the caster to raise or lower the temperature by 5 degrees, conjure or dispel a moderate amount of cloud cover, and a stiff breeze of less than 10 kph could also be created or canceled. Good success on the casting roll will allow the mage to cause or cancel light rain or snow, change the temperature by up to 10 degrees, and change the wind speed by up to 20 kph. Truly powerful weather conditions can be created or stopped with a superior success. The temperature can be raised or lowered by 20 degrees, and wind speed can be modified by up to 40 kph. A thunderstorm or snowstorm can be conjured or canceled. Spectacular success allows the temperature to be raised or lowered by 30 degrees, wind changes of up to 80 kph, and the ability to create or cancel powerful storms of rain or snow.

- Cold
- Warm
- Hot (all physical actions have a difficulty modifier equal to one-quarter of the result points, with a minimum of +1)
- Very hot (damage per round equals one-half of the result points, with a minimum of 1 point)

WIND LEVELS

- None
- Light breeze
- Moderate winds
- Strong winds (all physical actions have a difficulty modifier equal to one-quarter of the result points, with a minimum of +1)
- Gale (all physical actions have a difficulty modifier equal to one-half of the result points, with a minimum of +1)
- Storm (all physical actions have a difficulty modifier equal to the result points, with a minimum of +1)

- Hurricane/tornado (all physical actions have a difficulty modifier equal to 1.25 times the result points, with a minimum of +1; the gamemaster may also decide that small items are whipped about, causing injury)
(((sidebar)))

CREATE ELEMENT (TEMPLATE)

Skill: *Conjuration*

Arcane Knowledge: any one element: air, earth, fire, or water

Difficulty: 11

Effect: 10 (100 liters or 0.1 cubic meters)

Range: 3.5 meters (+3)

Speed: Instantaneous (+3)

Duration: 10 minutes (+14)

Casting Time: 1 round (-4)

Other Aspects:

Gestures (-2): Cup hands, whisper into them, then mime throwing toward target spot (fairly simple)

Incantations (-3): "Elemental Powers, create (name of element)!" (sentence, loud)

This is one of the first spells learned by many elemental mages. By casting the spell, the mage conjures a small amount of the element in its raw form. Water appears as a puddle if there is no container to hold it; fire burns away merrily without fuel; air disperses into the space around it; and earth appears in a pile on the ground. None of these conjured elements can be used as a weapon by creating them on or inside a person; the effect of the spell makes the element only in a clear area unoccupied by another person or object.

As this is magically crafted material, it doesn't have all the physical characteristics as natural elements. For example, created water does not stay around long enough to be fully digested by the body, but it can be used for cleansing. The fire only can be used to shed illumination. Air might aid in respiration. Earth could be used to design a small enclosure. The specific game benefits of these are based on the result points and determined by the gamemaster.

CREATE ELEMENTAL (TEMPLATE)

Skill: *Conjuration*

Arcane Knowledge: any one element: air, earth, fire, or water

Difficulty: 34

Effect: 68 (15 attribute dice, arranged as the caster likes; Body Points/Wounds and movement based on result points)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 hour (+18)

Casting Time: 10 minutes (-14)

Other Aspects:

Components (-10): 1 carat gemstone, see below for type (very rare, destroyed)

Concentration (-5): 10 minutes with *willpower/mettle* difficulty of 11

Focused (+17): On created elemental

Gestures (-2): Circular hand motions with gemstone component (fairly simple)

Incantations (-4): Long speech explaining exact details of the type of elemental desired (litany; *persuasion* roll with difficulty of 15)

In many elemental mage circles, the ability to cast this spell successfully is what differentiates the true masters of the art from the pretenders. Performing the spell successfully creates a powerful servant composed of the elemental type specified by the spell. The caster dictates the attributes of the final form that the elemental takes as part of the spell. Some samples are given below of the different type of elementals that can be created.

The type of gemstone needed for the spell varies with what type of elemental the caster is creating: Air needs a diamond, earth requires an emerald, fire specifies a ruby, and water uses a blue sapphire.

The elemental created is not necessarily under the control of the caster. A smart mage will be prepared to cast the *control elemental* spell immediately. Alternately, some casters who have an intimate knowledge of elementals may try to use gifts or promises of future favors to bribe the elemental into serving them.

The 15 attribute dice may be allocated as the caster sees fit, and with the gamemaster's permission, she may use some of the dice to buy Special Abilities to reflect the natural abilities of the elemental. The elemental will have a number of Body Points equal to 10 plus the points by which the spell beat the difficulty; Wound levels equal to the points above the difficulty, divided by two, rounded up, minimum of one Wound level. Movement equals the result points in meters per round, with a minimum of one meter per round.

SAMPLE ELEMENTALS

Here are some sample elementals that could be created with this spell. Special Abilities are given for point cost reference. The attribute names are from *D6 Adventure*; gamemasters and players using other genres should convert the names.

Air Elemental: Reflexes 2D, Coordination 2D, Physique 2D, Knowledge 1D, Perception 1D, Charisma 1D. *Move:* 1+. *Strength Damage:* 1D. *Body Points:* 10+/*Wound levels:* 1+. *Natural Abilities:* Flight (R1, 6 points), flying rate equals 2 times Move.

Earth Elemental: Reflexes 2D, Coordination 1D, Physique 6D, Knowledge 1D, Perception 1D, Charisma 1D. *Move:* 1+. *Strength Damage:* 3D. *Body Points:* 10+/*Wound levels:* 1+. *Natural Abilities:* Natural Armor (R1, 3 points) +1D to damage resistance totals.

Fire Elemental: Reflexes 4D, Coordination 3D, Physique 3D, Knowledge 1D, Perception 1D, Charisma 1D. *Move:* 1+. *Strength Damage:* 2D. *Body Points:* 10+/*Wound levels:* 1+. *Natural Abilities:* Natural Ranged Weapon: Flame (R1, 3 points), 3D damage.

Water Elemental: Reflexes 3D, Coordination 3D, Physique 4D, Knowledge 1D, Perception 1D, Charisma 1D. *Move:* 1+. *Strength Damage:* 2D. *Body Points:* 10+/*Wound levels:* 1+. *Natural Abilities:* Natural Armor (R1, 3 points) +1D to damage resistance totals.

DESICCATE

Skill: *Alteration*

Arcane Knowledge: Water

Difficulty: 16

Effect: 18 (3D physical damage, ignores all armor)

Range: 5 meters (+5)

Speed: Instantaneous (+5)

Duration: 1 minute (+9)

Casting Time: 2.5 seconds (-2)

Other Aspects:

Component (-4): Small strip of dried rawhide (very common, destroyed)

Focused (+5): Target of the spell

Gestures (-1): Point at target (simple)

Incantations (-2): "Drought shall be your death!" (sentence)

Other Conditions (-1): Ineffective against those without fluid in their bodies

This is a particularly nasty spell, used by sorcerers with little regard for mercy. The spell is targeted with a *marksman-ship/firearms* or *apportation* roll. If the attack is successful, the target takes 3D of damage each round for the next 12 rounds. This damage is caused by the rapid desiccation, or removal of fluid, from all of the target's soft tissues. This is an extremely painful and unpleasant process to say the least, and if the spell does enough damage to kill the target, all that is left is a dried, mummy-like husk.

Armor is ineffective against this damage, since the damage comes from inside the target's body. Any creature that does not have fluid inside of it, like a golem or other creature made of stone, is unaffected.

DROWN

Skill: *Conjuration*

Arcane Knowledge: Water

Difficulty: 21

Effect: 36 (6D physical damage, ignores all armor)

Range: 2.5 meters (+2)

Speed: Instantaneous (+2)

Duration: 2 rounds (+5)

Casting Time: 3.5 seconds (-3)

Other Aspects:

Components (-2): A mouthful of water (ordinary, destroyed)

Focused (+5): On target

Gestures (-2): Spit mouthful of water at target (fairly simple)

Incantations (-2): "A sailor's death shall take you!" (sentence)

To cast this spell, the mage fills his mouth with water, spits it at the target, and speaks the incantation. The spell is aimed with a *throwing* (not *apportation*) roll. If it hits successfully, the target's lungs fill with water and she begins to drown, taking 6D of damage for the next two rounds. Armor does not help absorb this damage, but the target can make a *stamina* roll with a difficulty equal to the caster's spell skill total to expel the water from his lungs after the first round. If successful, he takes no damage from the second round of the spell effect.

EARTH MUSE

Skill: *Divination*

Arcane Knowledge: *earth, time*

Difficulty: 19

Effect: 34 (2.5 months in the past)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 5 minutes (+13)

Casting Time: 40 minutes (-17)

Other Aspects:

Area Effect (+21): Divination sphere with radius of 25 meters

Components (-5): A miniature sundial (uncommon); dirt or stone (ordinary)

Concentration (-2): 1 round with a *willpower/mettle* difficulty of 8

Gestures (-2): As the incantation is spoken, place hands on the stone or ground in the center of the area of effect; slowly, draw in the arms and place the palms on closed eyes. After pausing for several seconds, throw hands out wide. (fairly simple)

Incantations (-4): Utter the following after meditation: "Oh mighty spirits who have seen all, heed my plea and answer my call. The time grows nigh to share your thoughts; come to me now and show what time has wrought!" (litany; *persuasion* roll with difficulty of 15)

Although there are many who may choose to think otherwise, there are beings that dwell just beyond the realm of human perception. These spiritual elemental forces of nature often live far longer than the mere mortals who sometimes rudely intrude upon their realm. Theirs is the gift of knowledge, for these enigmatic souls have experienced much during their existence. The power of the *earth muse* spell allows the mage to communicate with elemental forces that dwell within the ground, untamed stone or stone structures. Such creatures are able to speak of things that have occurred in the spell's area of effect. Persistent characters who repeatedly question the earthen sages about items or events that are out of their range of caring (events that are more than 2.5 months old) or beyond the area of effect cause the spell to abruptly end. The caster has worn out her welcome with the beings that she's trying to gather information from. If this should happen, no spirits will answer the caster's call for 24 hours should she attempts to recast *earth muse* in the same area. A Critical Failure along with a failed skill roll

when attempting to cast *earth muse* temporarily blights the intended area of effect and no *earth muse* spells will function there for 24 hours.

EARTHQUAKE

Skill: *Alteration*

Arcane Knowledge: Earth

Difficulty: 32

Effect: 15 (5D physical damage)

Range: 1 kilometer (+15)

Speed: 10 meters per second (+5)

Duration: 1 minute (+9)

Casting Time: 1 hour (-18)

Other Aspects:

Area Effect (+30): Circle with radius of 15 meters

Components (-10): A diamond of at least 1 carat (very rare, destroyed)

Concentration (-5): 10 minutes with *willpower/mettle* difficulty of 11

Gestures (-3): A series of foot and hand gestures (complex; *acrobatics* roll with difficulty of 11)

Incantations (-4): Complex litany of elemental names and formulas (litany; *languages/speaking* roll with difficulty of 15)

Other Alterants (+30): +10D additional damage done to stationary targets

Other Conditions (-1): Cannot affect anything flying

Casting this spell causes the ground within the area of effect to be shaken by violent tremors. Anything or anyone touching the ground will take 5D of damage for each full round they spend inside the area of the quake. Stationary targets — such as trees and buildings — take an additional 10D of damage per round. Any movement through the area of the quake decreases by a number of meters per round equal to the result points (minimum adjustment of zero), as the shaking throws about objects and heaves the ground.

Because the area of the spell is so large, no targeting roll is necessary. The caster may simply center the quake on any point within the range.

After the spell is cast, it takes the quake some time to begin. Use the "Spell Measures" chart in the rulebook to find the value of the range from the caster to the center of the quake, subtract the speed value of 5, and look up this number on the chart. Convert the related measure to minutes or seconds to see how long it takes the quake to begin.

((((illo s2-3)))

ELEMENTAL BODY (TEMPLATE)

Skill: *Conjuration*

Arcane Knowledge: any one element: air, earth, fire, or water

Difficulty: 15

Effect: 15 (+2D physical damage; Armor Value of 2D)

Range: Touch (+0)

Speed: Instantaneous (+0)

Duration: 1 minute (+9)

Casting Time: 1.5 seconds (-1)

Other Aspects:

Focused (+4): On target

Gestures (-1): Touch subject (simple)

Incantations (-2): "(Name of element), protect me and harm my foe!" (sentence)

Other Alterant (+6): Effect doubled against one opposite element (specified at time of casting)

When cast, this spell covers the body of the target (and anything she wears or holds) in a sheath of the element. This sheath provides armor and adds damage to any attacks made with appendages or hand-held weapons. The armor and damage effects are doubled if they are used against the opposite element. For example, a mage sheathed in fire would do double damage against water-based creatures, and his armor from the spell would protect him double from water-based attacks.

((illo s2-2)))

ELEMENTAL BURST (TEMPLATE)

Skill: *Conjuration*

Arcane Knowledge: any one element: air, earth, fire, or water

Difficulty: 17

Effect: 12 (4D physical damage)

Range: 40 meters (+8)

Speed: Instantaneous (+8)

Duration: 1 second (0)

Casting Time: 1 round (-4)

Other Aspects:

Area Effect (+15): Sphere with radius of 3 meters

Components (-1): A tiny amount of the element used in the burst (ordinary)

Gestures (-2): Move both hands inward, and then throw them out like an explosion (fairly simple)

Incantations (-2): "(Name of element), destroy my enemies with your power!" (sentence)

A favorite of many combat mages, this spell conjures a powerful burst of the element, damaging all the targets within its area. The spell does not discern between friend and foe, so the caster must use care in aiming the blast.

The form of the shot depends on the element used: Air is a concussive inward blast; earth, a hail of rocks; fire, a huge burst of flame; and water, a powerful drowning wave.

The caster generates a *throwing or apportation* total against the combat difficulty of the main target. The total receives a +3, because the spell covers a large area, making it easier to hit the target. Those more than a meter away from the center with defense totals greater than the targeting roll (without the bonus) dodge out of the way. For everyone else, reduce the damage done by 1 for each meter away from the center.

ELEMENTAL EDGE (TEMPLATE)

Skill: *Conjuration*

Arcane Knowledge: any one element: air, earth, fire, or water

Difficulty: 12

Effect: 14 (+3D physical damage)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 1 minute (+9)

Casting Time: 3.5 seconds (-3)

Other Aspects:

Focused (+4): On a weapon

This simple spell covers the dangerous part of a weapon with a sheath of energy that causes extra damage. The type of energy varies depending on the elemental type of the spell: Air covers the weapon in electricity, earth is acid, the fire sheath is flames, and water is brutally cold ice. For the duration of the spell, the weapon inflicts an additional 3D of damage every time it successfully strikes a target.

ELEMENTAL SCRYING

Skill: *Divination*

Arcane Knowledge: Time, earth, air, fire, water

Difficulty: 13

Effect: 32 (up to 1 month into the future)

Range: 1 meter (+0)

Speed: Instantaneous (+0)

Duration: 5 minutes (+13)

Casting Time: 1 minute (-9)

Other Aspects:

Components (-7): A small piece of the target of the spell, such as nail clippings, a few hairs, or a drop of blood (common); small amount of each of the four elements (very common, destroyed)

Gestures (-2): Wave hands over components (fairly simple)

Incantations (-2): "Elements of the universe, show me this person's future." (sentence)

According to some philosophies, the entire universe is composed of the four elements. By drawing upon the connection of these elements to all things, the caster can pull back the veil of time and peer into the future. Because the future is not set, the visions that the caster sees of the future may or may not come true, and *divination* is far from an exact science. The act of seeing what will happen in the target's future can often change the future as well, so anything seen with this spell should be taken with a grain of salt in the best of circumstances.

To cast the spell, the mage spends one minute murmuring the incantation over the elements and the bit of the target. At the end of that time, the caster receives a burst of insight, highlighting about five minutes' worth of events for the next month of the target's life. The result points of the casting roll determine how much information the caster can get about the target's future.

Zero points reveals small details and perhaps a few flashes of important facts. One to four points allows the most important or dangerous event to be revealed, without a great amount of detail. Five to eight points gives more information about the key event, and a much closer timeframe, along with minor details. Nine to 12 points allows even more details and vague

information about the remainder of the day surrounding the key as well. More than 12 points reveals up to five minutes of the most important event like a movie, plus gives a decent recounting of the remainder of the month, even if that would make duration longer than five minutes.

Example: Morgan the mage wants to see into her companion Bator's future. She successfully casts the spell. If she achieved a *minimal* success, she would know that Bator will be in grave danger during the next month. On a *solid* success, she would know that the fighter was going to be ambushed some time in the afternoon of the following day. *Good* success would tell Morgan that Bator was going to be ambushed by a large group; sometime in the early afternoon. *Superior* success would tell the mage that the rest of Bator's month will be uneventful, and that the ambush was going to be from a group of 15 goblins at 2:00 P.M. Finally, if the mage manages to achieve *Spectacular* success, she will see the ambush as if it were happening in front of her, with a good amount of exacting detail.

Note that in the example above the mage was never told exactly where the ambush would happen, or how to avoid it. Even if Bator stays right where he is for a month, the ambush could still happen, but the details would change slightly from the vision seen by the scrying mage. The gamemaster should never let a good roll on a *divination* spell disrupt the game.

FLAME JET

Skill: *Conjuration*

Arcane Knowledge: Fire

Difficulty: 17

Effect: 12 (4D physical damage)

Range: 3 meters (+3)

Speed: Instantaneous (+3)

Duration: 1 minute (+9)

Casting Time: 2.5 seconds (-2)

Other Aspects:

Components (-2): A small open flame (ordinary, destroyed)

Gestures (-1): Point finger (simple)

Focused (+4): On caster's finger

Incantations (-1): "Burn!" (phrase)

Variable Duration (+8): On/off switch

This spell causes a roaring line of fire to erupt from the caster's fingertip. The jet is only a few centimeters across, but it extends out to about three meters from the caster. The caster can freely turn the effect on and off during the one minute duration, to avoid accidentally burning things he does not want to. *Marksmanship/firearms* or *apportation* is used to aim the jet if it is being used as an attack. The caster can make one attack with it per round.

LIGHTNING BOLT

Skill: *Conjuration*

Arcane Knowledge: Inanimate Forces

Difficulty: 15

Effect: 18 (6D physical damage)

Range: 100 meters (+10)

Speed: Instantaneous (+10)

Duration: 1 second (0)

Casting Time: 2.5 seconds (-2)

Other Aspects:

Components (-4): A small steel or iron rod (very common); a piece of wool (very common)

Gestures (-2): Rub the wool on the steel rod, and then mimic flinging a bolt (fairly simple)

Incantation (-3): "Power of lightning, smite my foe!" (sentence, loud)

Other Alterant (+3): Gain a bonus against targets wearing metal

Other Conditions (-1): Targeting difficulty increased when used near large amounts of metal

This spell generates a powerful stroke of lightning. The caster must aim the bolt using *throwing* or *apportation*. If the target of spell is wearing large amounts of metal, (a suit of chain or plate armor, for example), she is much easier to hit, giving a modifier of +3 to the targeting total. If a large piece of metal is within a meter of the caster or the target, a modifier of +3 should be added to the difficulty to hit the target, because the metal will tend to pull the lightning away from its intended path.

((illo s2-4))

MIASMA

Skill: *Conjuration*

Arcane Knowledge: Air, darkness

Difficulty: 54

Effect: 66 (5D inhaling damage, ignores all armor; Hindrance: Blindness (R12), +4 to difficulties of all sight-dependent actions)

Range: 40 meters (+8)

Speed: Instantaneous (+8)

Duration: 3 rounds (+6)

Casting Time: 2 rounds (-5)

Other Aspects:

Area Effect (+15): Sphere with radius of 3 meters

Focused (+14): On targets

Components (-3): Rotten egg (common)

Gestures (-1): Point (simple)

A thick, black pall appears at the targeted location. Each round that a character is within the dense cloud, she suffers 5D damage. The miasma also obscures sight, so all attacks are done blind. All damage comes from inhaling.

((insert illo s-15 miasma))

SHAPE ELEMENT (TEMPLATE)

Skill: *Apportation*

Arcane Knowledge: any one element: air, earth, fire, or water

Difficulty: 11

Effect: 10 (100 liters or 0.1 cubic meters or 3D+1 damage to an elemental)

Range: 2.5 meters (+2)

Speed: Instantaneous (+2)

MAGICAL ARTIFACTS

((((SIDEBAR)))

ABOUT MAGICAL ARTIFACTS

The artifacts described in this chapter are but a few that can appear in your worlds. They have not been designed with any sort of formula. Rather, the author presents a description of the items, along with a few appropriate game mechanics. The game mechanics are based on Special Abilities as much as possible, with the occasional mechanic specially designed to describe the artifact's unique abilities.

Gamemasters can use these items — as well as those discussed in the *D6 Adventure* and *D6 Fantasy* rulebooks — as they are presented, modify them as needed, or create their own after being inspired by existing ones.

Players who want to make magical artifacts should be required to follow the existing magic system. The arduousness of the task may be just the thing to keep all but the most determined from haphazardly presenting items that could have severe game-imbalancing consequences.

((((sidebar)))

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THE COST OF ARTIFACTS

Some items in this chapter list a price difficulty. Because of the variance in monetary units between the three *D6 System* genre books (not to mention on various worlds), no equivalent coin, credit, or dollar value has been designated. Gamemasters should use the "Price Difficulties" chart found at the beginning of the "Equipment" chapter to select a suitable value. Don't fret about getting the number exact: If the characters were to ask 100 different people about its value, they'd likely get 100 different answers. Not everyone recognizes the value of these priceless and near-priceless relics, and some may deliberately under- or overvalue the artifacts in order to get what they want.

((((sidebar)))

TOME OF MANY DOORWAYS

This oversized, medieval manuscript is bound in an ornate but antiquated leather cover embossed with gold. The first half contains a treatise on travel to different locations, times, and even dimensions. The second half offers brilliantly illustrated glimpses of other destinations, with detailed incantations inscribed around the frame for each illumination.

The book was compiled, recorded, and illuminated by the legendary sorcerer Aphastenes. Anyone making a Moderate *investigation* roll gathers enough information about the

author to recall that he later went mad and disappeared entirely, possibly as a result of his magical experimentation with interplanar gateways.

Only characters with some training in the magical arts (those with dice in any *Magic* skill) can read and even hope to comprehend the concepts discussed in the essay about summoning transport passageways. Those who carefully read the treatise gain a +5 bonus to any *investigation* rolls to deduce information about particular destinations illustrated in the second half.

A few illuminations stand out amidst the myriad pictures decorating the pages in the tome's latter portion:

- A town with buildings constructed using unnatural angles and glasslike, reflective substances.
- A vast cathedral interior with columns, arcades, and archways stretching off to the horizon.
- A desolate battlefield strewn with bodies and wreckage, with a blackened sky looming above.
- The room the heroes occupy at the moment they read the tome, complete with representations of themselves.
- A village square where a crowd has gathered to witness an imminent execution.

((((sidebar)))

TOME OF MANY DOORWAYS: GAMEMASTER'S TIP

The tome depicts at least 100 different illustrations, some of which change entirely or alter over time. Gamemasters can include destinations from their current campaign or locations to which they hope to entice the heroes.

((((sidebar)))

LOCATION

Although one might discover the tome as part of some treasure trove, it most likely inhabits the dusty corner of a vast library, long forgotten or mistaken as yet another ancient volume. A museum could exhibit it as some medieval oddity and an example of fine calligraphy produced in an age before printing presses. Private collectors might keep the manuscript in their personal library or display it among other antique trophies. Owners with the magical ability and understanding to use it ensure the volume has adequate protection from thieves, rival collectors, or those seeking to use its powers to further their own ends.

Ancient references might direct characters seeking the tome to its current whereabouts. Aphastenes appears in legends involving time travel, sorcerers, and travels to fantastic "islands." Legends and relevant signs might point to the place where Aphastenes hid the book between journeys, for it was far too immense and unwieldy to carry with him on his earthly adventures. If already uncovered, news of the tome's acquisition by the current owner also might give a clue to its location.

POWERS

Upon reading the first half of the tome, a person with dice in *apportation* gains the general knowledge to attempt to open a portal to another place, time, or dimension using the illuminated illustrations and incantations in the second half. To do so, the user opens the book to the appropriate illustrated page and reads aloud the spell inscribed along its border. The incantations do not work without the book open to the proper portal page, nor can one who has used the book before recall an incantation and attempt to invoke a portal without the book present.

The user must chant the incantation properly and make a Difficult *apportation* roll to open the doorway. Modify the difficulty depending on the intended destination:

Destination	Modifier
On the same planet	0
Another planet	+5
Another dimension	+10
A different time	+15

(cumulative with other modifiers)

Unless she can identify the destination by elements depicted in an illustration, the caster might not know precisely whether a location is on the same planet, in the same time, or inhabiting the same dimension.

Those who succeed in this roll cause the illustration to momentarily sizzle with electricity before it arcs off the page and spins into a three-meter-diameter circle. The air within this shimmers and refocuses until it shows the intended destination, which usually matches the depiction in the tome. Crackling blue lightning highlights the portal's thorny edges, but travelers can pass through without any ill effects. The passage remains open for five minutes, after which it collapses on itself and consumes anyone trapped between locations (inflicting 15D damage).

Summoning such a portal does not come without its price. When a portal collapses, the caster suffers so much internal and mental fatigue that she essentially becomes Wounded or drops to 50% of her total Body Points. The caster can recover from such damage through normal means (through rest or *medicine/healing* rolls).

HAZARDS

Using the tome involves several risks. Simply because a caster can open a portal does not necessarily mean she and her comrades can survive on the other side. Those entering dimensions or locations with hostile environments should realize their peril quickly and return through the gate before it dissipates. Creatures or people from the other side can also pass through to the present time and location, where they often wreak havoc.

Failing the roll to properly open a given portal may have several results. The passage may simply not appear at all. The portal could wind up in the corresponding destination, but not at the proper time period. The gate might lead to a parallel destination in a hostile dimension where the characters' knowledge and assumptions no longer apply.

Occasionally, illustrated pages have worn or even torn edges that eliminate part of the incantation necessary to open that particular portal. Qualified spellcasters can try improvising the chant based on the syntax found framing other illuminations; their attempts to open the portal suffer a +10 modifier to the difficulty.

The tome can prove harmful to anyone without the ability to read the book's cramped calligraphy or anyone without dice in a *Magic* skill. Such people spending any time reading or even glancing at the pictures must make a Difficult *willpower/mettle* roll to resist staring mindlessly at the captivating words and images for indefinite periods of time. Mesmerized readers remain so until physically shaken from their trance.

TARNHELM

The Tarnhelm looks like a bronze, conical helmet with stylized metallic wings arching up from its ornately decorated rim. It radiates a regal, imposing presence, as if some great warrior or king once wore it and imbued the helm with his majestic aura. Its brim seems constructed to best fit a middle-aged human, though it weighs somewhat less than one would expect for a bronze helm.

The helmet's magical power enables the wearer to transform herself into the shape of any creature, mundane or fantastic, assuming the beast's powers until returning to her original form (or another animal form), upon wearing the helm again.

Few know the helm's true origins, though many have speculated and theorized. Myths claim an ancient race of dwarves forged the Tarnhelm as part of vast treasure trove. They supposedly used it for their own ends, transforming their agents into animals useful in their wars against others, both small spies like sparrows and mice and immense beasts of battle like trolls and dragons. Such cautionary myths always maintain the dwarves lost the helm to those who grew jealous of its powers, particularly those who hoard riches like great rulers, sorcerers, dragons, and giants.

Scholars believe the Tarnhelm gave rise to numerous legends about shapeshifting wizards or others who could transform into various animals; some tales mention a helm or other accoutrement required for the transformation, while others attribute such powers directly to the shapeshifting hero.

Most myths about the Tarnhelm include warnings against possessing it and using it for personal gain or underhanded deeds. Many believe it caused various blood feuds, violent misunderstandings, and even wars. Those who learned of its powers became engulfed by a jealous desire to possess it for themselves at any cost.

One cannot put a price on such a powerful magical artifact; those unaware of its true nature who believe it some archaeological treasure might deem it very expensive (Heroic *Funds* difficulty), while those who understand its powers and can bear to part with the Tarnhelm might command a costly price (Legendary *Funds* difficulty).

LOCATIONS

Although the Tarnhelm's exact location remains secret, many searching for it hope to find it as part of a larger treasure hoard, usually guarded by a jealous and powerful owner. It often seems like one of the more mundane armor trinkets hidden among troves of gold coins, exquisite jewelry, and finely wrought weapons; the owner might not even realize its true power, believing the Tarnhelm just one more shiny bauble in a pile of riches.

Those greedy enough to amass a treasure hoard in which the Tarnhelm seems a lesser trinket still keep careful watch over their possessions, presenting a challenge for anyone actively seeking to abscond with the helmet. Dragons have their deep caverns, giants their well-locked castles, kings their guarded treasure vaults, and wizards their enchanted towers. Given its dwarf-forged nature, the helmet might reside in a cave deep beneath the earth, in a currently occupied dwarven stronghold or a cavern long abandoned by that species.

In more modern times, the Tarnhelm might also exist as a lone artifact, probably as part of a private or public collection of Celtic or Teutonic armor. Owners who understand the Tarnhelm's potential keep it locked up and well guarded. Once they've toyed with its powers, they protect it at all costs lest someone steal it before they can transform back into their original shape.

No matter where it rests — as a trinket in a treasure hoard or a lone object in a collection — any owner who realizes its power guards it jealously with whatever available resources.

POWERS

As long as a subject wears the helm, she possesses amazing shapeshifting abilities. She can alter her form to that of any creature, mundane or fantastic, whether or not she's previously seen one. The helm essentially grants the wearer unlimited ranks of the Shapechanging Special Ability, with the character retaining her Body Points, Wounds, and *Intellect/Knowledge*, and shifting other attributes to suit her newly assumed form (for more details see the Shapechanging entry in the "Character Options" chapter of the genre rulebooks).

When assuming the same form on subsequent occasions, the subject always looks like the same individual of that species, adopting the same coloration, facial features, and other aspects of an individual. For instance, she always changes into the same dragon each time she adopts a draconian form. She cannot assume the exact appearance of a particular individual.

Once the subject removes the helm, she retains that form until she somehow puts it back on her head (or crawls beneath or into it) and gains access to the artifact's shapeshifting powers. Other spells or artifacts that allow one to transform into other living creatures also work on the subject, though this involves some degree of danger.

Tarnhelm Powers: Unlimited levels of the Shapechanging Special Ability, with Magically Empowered (R2) and Burn-out (R1), can be lost or stolen.

HAZARDS

Jealousy reigns as the primary hazard in using the Tarnhelm. Obtaining it again to transform to a new creature or back to one's normal shape often presents a challenge, especially if someone has taken the unattended helmet for themselves. This functions as the Special Ability Limitation Burn-out (R1), in that the Tarnhelm can be lost or stolen, depriving a transformed subject of the means to return to their original form.

Unless the subject retains a relatively humanoid form, she cannot wear the helm; creatures without digits to hold or carry items or those too small or weak to carry the helm cannot take it with them. If the subject takes a smaller form, and the helm sits upright on a flat surface, she can't necessarily get underneath to "wear" the helmet and effect a new transformation. Depending on where one left the Tarnhelm at the time of transformation — or where someone else has taken it — the transformed subject might have a formidable challenge reaching it to change back into their original form.

The Tarnhelm's inherent jealousy even affects other magic. Should anyone attempt to change the form of one transformed by the helmet's powers, and they roll a Critical Failure on the Wild Die, the subject does not change into the new form, but becomes permanently stuck in the earlier form.

WINGS OF THE HOLY AVENGER

The Wings of the Holy Avenger consist of a breastplate and shoulder pauldrons with feathery eagle wings joined to the suit's backplate by ovoid metal pods. Decorative motifs incorporating stylized images of feathers, angular knots, and curled flames adorn the armor. When dormant, the wings remain compactly folded against the backplate. Though they might collect dust, the wings do not deteriorate with time, and they resist most forms of damage. Those wearing this artifact look like images seen in some medieval churches and monasteries depicting winged warriors soaring into battle against infidel hordes or demonic foes.

The armor and wings came from an angelic being struck down during a turbulent battle in primordial times. Her agony and the power of the unholy blast that felled her fused her wings to the armor. Left on the raging battlefield between Heaven and Earth, the armor sat forgotten until discovered by priests who later came to bury the dead with proper ceremony and respect. Few know what happened after the armor's discovery in ancient times. At isolated points throughout history, legends recall a winged warrior leading troops in a desperate fight, though such a figure disappears shortly after the battle, along with the aerial armor.

Some scholars suggest a Legendary price for this special armor.

LOCATIONS

Given its religious origins, the Wings of the Holy Avenger most likely reside in the vaults of an ancient church, temple, or monastic retreat. Protective monks might have secreted it in a nearby cave or crypt to keep it from those who might misuse its power. If it was pilfered by thieves or looted by invading armies, it might reside in some treasure hoard, though few of a military mind who gaze upon the armor can resist using it. Those guardians who know of its existence do not speak of it, preferring to leave the powerful artifact dormant until a worthy hero requires it to restore order and stability to the world.

The otherworldly melding of metal and feather creates a striking but disturbing appearance that stands out when displayed openly with similar accoutrements. Collectors who possess it gain no pride by showing it off, and simply open themselves to thieves seeking the armor for their own purposes. Few owners openly wear the Wings of the Holy Avenger; doing so would attract the attention of those seeking to steal or destroy it. They reserve its use for the most dire battles where defeat remains an absolutely unacceptable outcome.

At least one suit of armor exists, though others may lie hidden, collected from other angels struck down in battle. Religious officials deny they possess such an artifact, and they imply the magical nature of any similar devices casts an unholy and heretical aura over those who use them.

A single warrior wearing the wings can inspire her followers in battle; a small squad of soldiers equipped with such armor could pose a formidable threat. Myths indicate that this artifact may be related to other legendary items, including the Avenging Blade and the Shield of Faith.

POWERS

The Wings of the Holy Avenger embody manifold powers. The breastplate and pauldrons function as plate armor, providing the wearer with a +3D Armor Value to his torso. The artifact's enchanted nature negates any encumbrance penalties. Its magical auras also give the wearer a +6 bonus to damage resistance totals against any type of damage, even to portions of the body the armor does not cover.

The wings function through a sympathetic link with the wearer's mind, effected through the backplate's ovoid metal interfaces between the armor and wings. They enable flight (as the Special Ability of the same name) for a human-sized creature wearing the armor. Although the wings seem to ignore the outward effects of damage, they still cease to function properly as the wearer accumulates damage penalties that affect his *flying* skill.

Magic imbuing the entire suit gives the wearer a Skill Bonus for battlefield presence skills: +3 to all *command*, *flying*, and *intimidation* rolls. The wearer acts as if trained in these skills even if he has not allocated any additional pips in them.

Wings of the Holy Avenger Powers: Natural Armor: Armor (R3), +3D to damage resistance rolls, with Restricted (R2), limited to torso; Hardiness (R6), wearer adds 6 to dam-

age resistance totals against any type of damage; Flight (R3), wearer can fly using the *flying* skill at a rate equal to her base Move times 6; Skill Bonus: Battlefield Presence (R3), +3 to *command*, *flying*, and *intimidation* total; all Special Abilities have Magically Empowered (R2); Minor Stigma (R1), wearer must properly buckle harness before use; Restricted: Enemy (R1), those who know of this artifact actively seek to destroy the owner; and Burn-out (R1), can be lost or stolen.

HAZARDS

Wearing the Wings of the Holy Avenger does not come without complications. The subject must properly harness herself into the armor to ensure smooth operation. She makes a Moderate *know-how* roll to lace up the various straps, harness buckles, pads, and braces. Failure reduces the Natural Armor protection to +2D and eliminates the Skill Bonus. Once properly buckled, the armor adapts to the wearer's body type to fit comfortably and allow unrestricted movement.

Despite the armor's inherent bonus to *flying*, those without flight experience often find the wings difficult to operate the first time. Since they're not mechanical and key off emotional impulses triggering flight, the wings require some initial testing. A Moderate *know-how* roll allows the wearer to understand how the wings function; failure imposes a +10 modifier on all *flying* difficulties until the character takes the time to flex the wings, make another *know-how* roll, and becoming familiar with their operation.

Anyone who sees the subject wearing and using the armor realizes its power and identifies the person as the most formidable opponent in a fight; adversaries immediately focus their attacks on the wearer to take her out of the battle. This gives the wearer the Disadvantage of Enemy (R1), even if seen later without the Wings of the Holy Avenger.

BOX OF IMPS

The square panels of this wooden box have inset hinges that allow each side to open individually, though only one at a time. Circles of ornate runes decorate each facing, providing instructions for those who can decipher them. When someone opens the box and intones the correct command (as indicated by the symbols on the particular side of the box being opened), a horde of devilish imps emerges to execute the order.

Legends claim that an ancient wizard created the box, imbuing it with the essence of a permanent *apportation* spell that summons demonic servants from another plane. No doubt a series of misadventures parted the box from its creator and sent it on a long journey through many owners, some who knew and exploited its true power, and some who did not and unleashed a unmanageable horde of imps upon themselves.

LOCATIONS

This artifact most likely resides with a potent magician who can appreciate its power, guard it against misuse, and employ the imps on various errands. Such personages keep it

locked away in tower closets, subterranean vaults, or treasure rooms until ready to open it.

The uninitiated who tamper with the Box of Imps inevitably find themselves plagued by bored, pesky, and ill-behaved imps. Without knowing the proper magical commands to order them to perform tasks or return them to the box, those opening panels simply invite a spate of impish mischief upon themselves. Such owners attract the attention of others more attuned to such magical artifacts — powerful mages who can deal with the imps, control the horde, and exploit their services.

The box may sit neglected as part of a larger treasure hoard, or might reside in some dusty corner of a library, study, or magical laboratory, forgotten or misidentified by the current owner as a simple, inconspicuous box.

POWERS

Upon opening the box and speaking the proper command (and identifying the subject of that command), 4D imps scamper out of the box. After a brief moment reconnoitering their situation and receiving additional information from their controller about the object of their mission, they fly off to accomplish their task.

Each of the box's hinged sides has a different set of command symbols carved into its surface. Deciphering the glyphs requires a Difficult *languages/reading/writing* roll. Successfully intoning the runes requires a Moderate *apportation* roll. Opening a panel requires no effort. Releasing one side and uttering the proper command summons the imps and sends them on one of six missions (depending on the side opened and the order spoken):

Attack: The horde immediately charges off after a specified target to engage it in combat until dead or they receive the order to return to the box.

Confuse: The imps disperse to find a subject and confuse him by altering signs, disguising paths, scattering clues, jamming doors, and otherwise misleading him.

Pester: Similar to the *confuse* command, *pester* sends the imps to harass an individual by more aggressively annoying him. They break important items, scatter or hide others, pick at clothing, spill drinks, and otherwise make a general nuisance of themselves (the principle activity at which they excel).

Search: The imps spread out in search of a particular item, person, or place the controller identifies upon summoning them. After finding it, they return and provide directions for the user to find it himself.

Retrieve: Like the *search* command, *retrieve* sends the imps on a mission to find a particular item they can collectively gather up and return to the controller. They cannot move large objects, and they have difficulty restraining live creatures for very long.

Return: Unlike the others, this panel does not summon any imps. Instead, they immediately cease their activities

and return to the box, clamoring into it through the *return* opening.

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BOX IMPS

Box imps stand large enough that only one can exit the box at a time. The small creatures have leathery skin, batlike wings, cloven feet, clawed hands, scraggly limbs, hunched postures, barbed tails, sneaky faces, and little horns peeking out from mops of black hair. They do not possess any accoutrements such as tiny pitchforks, clothes, belts, or tunics. They exist solely to serve the one who opens the box and properly intones their command. They speak their own, incomprehensible language of chittering squeaks, though they can impart simple information through gestures (usually pointing) or acting out events they have witnessed. They seem to display a rudimentary intelligence, though they may hide their true, devilish intellect. When summoned without a clear command, they tend to wander off exploring, breaking things, and otherwise getting into trouble.

The following game characteristics use *D6 Space* names. Gamemasters using other genres will need to convert the names and the skill locations.

Box Imp: Agility 4D, brawling 5D, dodge 5D, flying/0-G 5D, Mechanical 1D, Strength 1D, Knowledge 2D, Perception 2D, search 4D: tracking +1, sneak 5D, Technical 1D. *Move:* 4/24 (walking/flying). *Strength Damage:* 1D. *Body Points:* 13/Wound levels: 3. *Disadvantages:* Hindrance: Shorter Stride (R3), -6 to base Move, which affects all other Moves; Infamy (R2), everyone knows imps can only cause trouble. *Advantages:* Size: Small (R2), scale value 6. *Special Abilities:* Extra Body Part: Barbed Tail (R1); Flight (R3), leathery bat wings provide flight capabilities; Natural Hand-to-Hand Weapon: Claws (R1), damage +1D.

((end sidebar))

HAZARDS

Without properly deciphering and intoning the correct runes for the panel opened, users risk releasing a horde of imps with no clear orders. Until the owner can lure them back into the box (by correctly using the *return* command and opening that side) or otherwise disperse or destroy them, the imps plague him as if the user himself were the target of the *pester* order. This makes the box extremely hazardous to those unable to decipher the command runes or successfully make a Moderate *apportation* roll to use this artifact.

The imps also carry the stigma of having a notorious reputation. Anyone spotting the devilish little creatures immediately knows they're up to no good, and suspects those seen summoning them from the box as having malevolent intentions.

PERIWIG'S COMPASS

This antiquated navigation instrument sits in a box about 15 centimeters on a side and about five centimeters deep. Nautically themed carvings decorate the sides and hinged lid, with an odd rhyme inscribed on the top: "Spinning compass I thee tame, point to the place that I now name." Inside, a round brass fitting marks the compass points like any other instrument, though arcane runes denote the points usually reserved for the four cardinal points. Incremental arrows mark the degrees in between, and nautical-looking ornamentation fills the corners. Within this circle, an intricately decorated needle spins suspended on a pointed cone. The needle lazily wanders around the compass degrees, never once settling on a firm direction until the owner intones the command rhyme carved on the lid and names a person, place, or thing to which the compass must point.

Periwig, a legendary mage-explorer, crafted the compass and magically imbued the instrument with his collective geographical knowledge and navigational reasoning. Doing so meant spending hours pouring over charts, speaking to the compass like a colleague, and taking it along on innumerable voyages like a traveling companion meant to experience everything firsthand. Some believe during this time the instrument acquired some degree of personality, albeit an indifferent and sometimes indolent one. The compass served Periwig well during many expeditions into uncharted regions, though it became temperamental and eventually led him into dangerous waters from which he never returned.

The compass is rumored to have a suggested auction price of Heroic.

LOCATIONS

Nobody knows for certain what happened to Periwig's compass after the mage-explorer disappeared. Those who believe he left it behind on that last voyage search the ruins of his seaside castle, a warren of tunnels, walls, towers, and wrecked structures that once housed his chart room, study, library, and observatory. Although many adventurers have picked over these remains to no avail, others continually seek the compass there in the hopes it lies forgotten in some secret chamber previous looters have overlooked.

The instrument may lie buried as part of a hidden trove on a deserted island, or sit within the wreckage of Periwig's ill-fated ship dashed upon distant and strange shores. If discovered, the compass surely passed through many hands and could remain in the possession of nearly anyone associated with nautical travel or exploration. It may sit atop a pirate treasure chest or lie forgotten at the bottom of a sailor's sea chest. A navigator or scholar who grew bored or impatient with the instrument's moody nature might have tossed it onto a dusty shelf or beneath a pile of papers.

Given its magical nature, a sorcerer who possesses the compass would realize its value and keep it well guarded in a high tower or sealed vault. Those who hear of its powers seek to gain it by any means, believing the compass will lead them directly to legendary treasures, lost cities, tombs

of grand heroes, other magical artifacts, and even paradise. Since the instrument can point to individuals, even those who constantly travel, bounty hunters particularly hope to acquire the compass for their own purposes.

POWERS

To properly intone the command rhyme requires the speaker to make a Moderate *command* roll and name a specific person, place, or item. The needle immediately points on a two-dimensional plane (following a planet's curve) directly toward the stated object. It does not pay any mind to obstacles or the easiest routes; the compass simply points the straightest path to the subject. (If unsuccessful, the compass needle continues its languid meanderings.) Those using it gain a +8D bonus to all *navigation* and *tracking* rolls related to reaching the object over and around various geographic and artificial obstructions. The compass has an unlimited range, so users might not reach the stated objective before time runs out (see "Hazards" below).

Periwig's Compass Powers: Sense of Direction (R8), +8D to *navigation* and *tracking* rolls, with Restricted (R2), rolls must be related to finding a single named target; with Magically Empowered (R2); Minor Stigma (R1), wearer must properly recite rhyme; Restricted: Time Limit (R3), only points to the stated target for 4D hours; and Burn-out (R1), can be lost or stolen.

HAZARDS

Although the compass doesn't necessarily have a mind of its own, it displays unpredictable behavior like any other delicate instrument. Nobody's sure if Periwig designed it with such idiosyncrasies or if the compass acquired them through years of use and abuse.

Since the instrument points directly to the stated target, it does not take into account obstacles — some extremely hazardous — through, over, or around which one must travel to reach the intended objective. Inevitably, the compass has a mischievous knack of indicating a straight path leading through the most dangerous or troublesome terrain.

The compass points to the specified person, place, or item for only 4D hours, during which time the owner may not have sufficient time to reach it over numerous obstacles. When this period expires, the needle spends one hour gradually veering off course before returning to its indolent meanderings around the compass points. Noting the original bearing on a map using a regular compass doesn't always work — Periwig's instrument does not indicate distance to the subject — and proves problematic for objects that move.

Unfortunately one cannot simply repeat the rhyme and restate the intended target. The compass only takes one request per day, regardless of how long it accurately functions. It also recognizes a stated object only once, though creative users might try describing the same subject in different ways. The compass gets bored with long descriptions, so proper names work best, with more elaborate explanations muddling its sense of direction. This may lead to some confusion; a new

command roll gauges how successfully the user expresses the same objective using other words — and thus how accurately the compass points to the exact same subject.

These shortcomings aren't always immediately apparent to users, who often get angry or impatient when the compass doesn't seem to work properly. Considering the instrument's ancient wooden case and delicate brass workings, one wonders how it lasted so long without some frustrated owner smashing the compass to bits.

((begin sidebar))

TOMES, MAGICAL AND OTHERWISE

Tome Title: It doesn't have to be words; it can be a symbol or a language unknown to player characters.

Description/History: This provides a brief description of the physical book: size, pages, material used in its manufacture. It also include information such as if the book was printed or handwritten. Was the author a sorcerer? An insane scholar? Or did the volume just appear from nowhere? Optionally, the number of copies in existence might be included, indicating if the book is rare or common. Perhaps the text was so foul that it was burned, leaving only a few copies in existence, making it a rare find indeed.

Alternately, the book might be a duplicate of the original. If so, how has it changed from the original? Perhaps some of the spells or content have been corrupted.

Contents: Spell list. Provide a brief description of the spells included in the tome. As a suggestion, the gamemaster might provide alternate spell names. By not revealing the actual spell names to player, it requires the player's character to *investigate* and decipher the spells during game play.

Tomes can include more than spells, making books valuable to a wide range of characters. Histories, arcane knowledge, specialty knowledge can be included in a book. Increasing skills, learning spells or providing bonuses to skills while using the book in conjunction with a skill are options.

Skill increases should be kept minimal, and improving skills from a book requires uninterrupted time. The most powerful of tomes contains both spells and knowledge.

Protections (optional): Locks, traps or curses protect some arcane and mundane volumes. List the protections, if any.

Language: Languages should vary with tomes, depending upon their history. Whether it be Elvish or Latin, a book of arcane lore or history should utilize language, making the reading of it all the more difficult, while providing gamemaster with an adventure hook on occasion.

Reading Period/Difficulty (optional): The Reading Period of a book varies from days to weeks to months to years, depending upon the size and level of knowledge being imparted. This value is usually absolute, such as 16 weeks. But it can vary, based upon the reader's *languages* skill or *Knowledge*. The use of result points is an option for reading time. Heroes who exceed the difficulty level of a tome might have the required Reading Period reduced by an appropriate number of days, weeks, months or years as decided by the gamemaster. Similarly, a gamemaster might allow for partial learning. This means a pouring over volume for 3 of the required 6 weeks provides them with a partial insight into the contents — perhaps learning some skills or spells but not all. This is gamemaster's choice.

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