shadow sword & spell

MAGIC

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FOREWORD

ONE OF THE BEAUTIES of **SHADOW, SWORD & SPELL** is the flexibility built into the rules. The primary influences upon the game are the writers of humanistic pulp fantasy: from the grounded vision of Howard, to the macabre Smith, and the bleakness of Lovecraft, **SHADOW, SWORD & SPELL** is designed to easily reflect and recreate the vision of these famous pulp authors.

There are those, however, who want more of a "higher fantasy" feeling, if not just more fantasy in general. Like the books *PLAYER* and *GAMEMASTER*, Magic presents you options you can use as you choose to tweak *SHADOW, SWORD & SPELL* into the game you want it to be. Within these pages, you will see the topic of magic explored along with new ways to present it in your game.
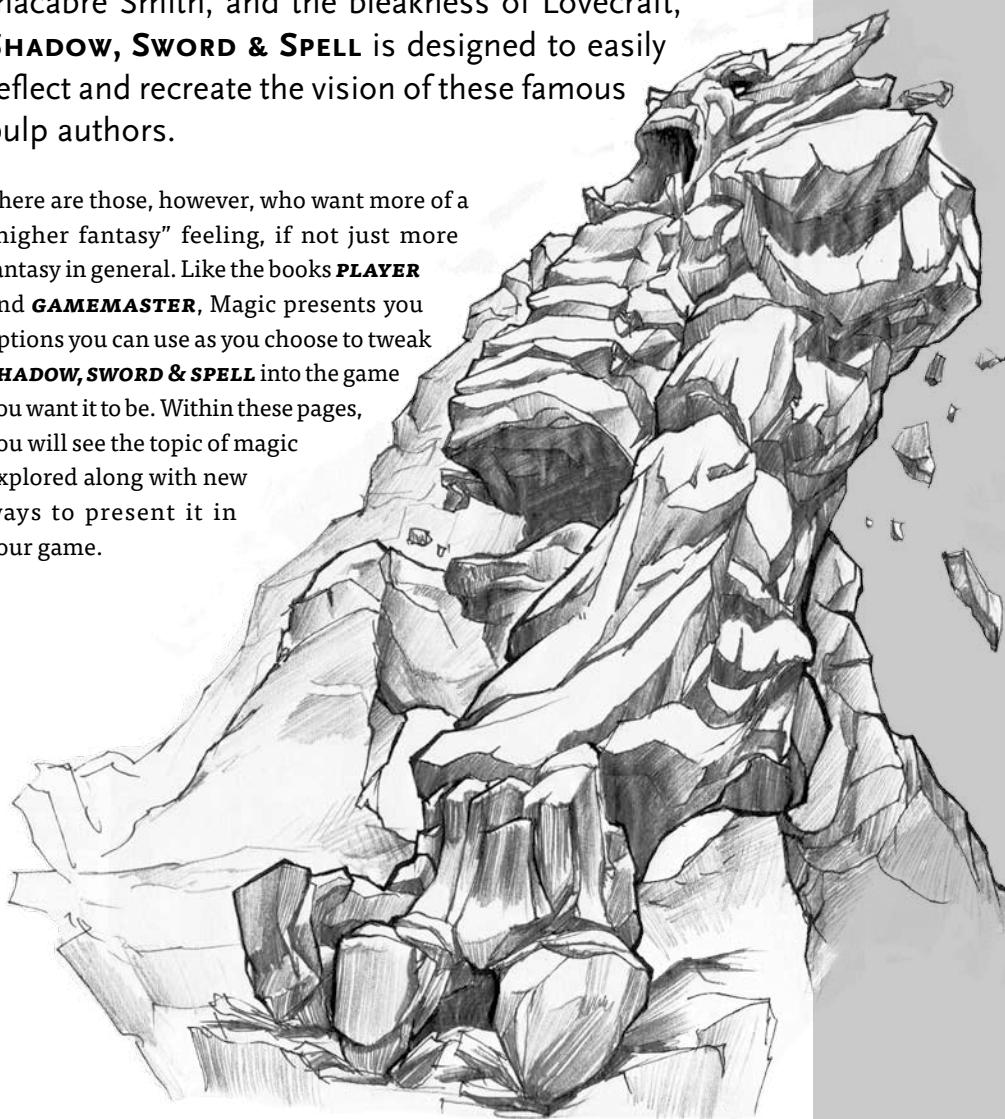
Chapter 1 presents new options for characters. This chapter sets the table for the magical feast that is about to be presented.

Chapter 2 deals with the concept of Ether Pools and Ley Lines. Here are new rules covering how Ether, the fuel of magic, is naturally collected within the environment. By finding these "pools," one is able to harness their power to rule their magic. Some are even able to use these pools to fuel magic powerful enough to harm other domains.

Chapter 3 offers new, more complex magical options different than what is found in Chapter 1. From blood magic to counterspells, multiple options are provided to truly individualize each spellcaster.

Chapter 4 presents new alchemical arts that expand the concept of alchemy. Some of these did not fit the original base setting of *SHADOW, SWORD & SPELL*, yet their very existence is a sweet temptation.

Chapter 5 presents one of the first new styles of magic: Domain Magic. The spells found here are vastly different from the typical Common and Arcane spells. Domain Magic works in conjunction with Ether Pools and by harnessing their power you are able to affect domains.

Chapter 6 brings you the second new style of magic: Rune Magic. By inscribing a rune onto a object, Ether is channeled through them and the power of the rune unleashed.

Chapter 7 and **Chapter 8** work hand-in-hand in presenting new Common and Arcane spells. After all, what would a book about magic be without lots of new spells?

Chapter 9 gives you new rules for creating spells, domain spells, alchemical arts and witchcraft rituals. Using these rules players will be able to quickly and easily create any type of magic they choose.

Finally, **Chapter 10** gives you rules for the creation of random items of magical power. These rules, for all intents and purposes, allow you to create magic items. Different in scope and power than relics, these are objects of power that anyone is able to use regardless of their ability to work magic.

So there you have it: a magical feast ready for your enjoyment. *I really need to end the cooking metaphor.*

Chapter 1: Character Options

Skills

Domain Magic (Wits)

Emphasis: each specific spell

Like other systems of magic, domain magic is a broadly based skill. The skill is taken multiple times in order to learn specific spells. For the rules, as well as to learn more about domain magic, refer to Chapter 5 (starting on page 37). The cost to buy a new Domain Spell is the character's Will × 3 in Skill Points (see page 31 *SHADOW, SWORD & SPELL: BASIC*); the cost to raise the rank of a Domain spell is equal to the Character's Will in Skill Points.

If you are using the Domain Actions options found in *SHADOW, SWORD & SPELL: GAMEMASTER* (see page 49), here is a new action you can add to the other available ones.

Perform Spell

Base Target Number: nil

This is the hiring of a mage, or asking a mage living within the domain to cast a Domain spell. The Base Target Number does not apply for the leader of the domain.

Hypnotism (Will)

Emphasis: none

From the hucksters in traveling circuses to powerful mystics, there are some skilled in the ways of using their voice to charm and beguile a person.

A PEEK BEHIND THE CURTIN

The High Price of a High Will

For some, it might seem strange that the higher your Will, the more expensive it is to purchase Domain Spells. After all shouldn't things be cheaper if your Will is higher? In short, no. The higher your Will is, the easier it is to cast a spell. In addition, the higher your Will is the more powerful the magic you can work. Because of this to keep the power levels balanced I made the decision the cost the cost steeper the stronger your character is. By doing this, it assures that the powerful magic is rare, and a spell casting character does not overshadow the rest of the characters. That being said, what if you want to make magic more plentiful? You can adjust the cost. For example, instead of making the cost of a new Domain Spell Will × 3, you can adjust it to Will × 2, or even Will × 0. Doing this assures that the characters can amass a higher number of spells, but in addition they can amass a great deal of power. In the end *SHADOW, SWORD & SPELL* is your game. You are free to make the acquisition of spells easier or even harder. You know what type of game you want to run. Don't let the design decisions I made interfere with how you choose to do things.

In order to hypnotize a person, a character must devote all their attention on the person they wish to hypnotize for one full Round. During this round, the character must use a swinging bauble, or similar kind of distracting charm, along with a soothing chant to put the targeted individual into the trance. The character must make a Hypnotism test while the target can resist with a successfully Will test. A character placed in a trance is subject to any suggestions or command the character wishes to place. These commands can range from clucking like a chicken to something as complex as thinking they are someone else. Each suggestion or command that character wishes to place, they must make a successfully Hypnotism test. Depending on the type of command the skill test is modified per *TABLE 1.1*.

TABLE 1.1: HYPNOTISM MODIFIERS

SUGGESTION	EXAMPLE	MODIFIER
Minor Suggestion	Clucking like a chicken	+2
Simple Suggestion	Thinking a onion is a apple	+1
Normal Suggestion	Putting someone to sleep	+0
Difficult Suggestion	Having someone become afraid of simple object	−1
Challenging Suggestion	Having someone unable to talk	−2
Impossible Suggestion	Having someone preform task against their will	−6

Inscribe Rune (Reason)

Emphasis: Each specific rune

This skill allows the caster to inscribe magical runes. Like all magic skills, this skill can be taken multiple times in order to learn a new rune or improve one already known. For rules on rune magic see page 47. The cost to buy a knowledge of a new Rune is the character's Will × 2 in Skill Points (see page 31 ***SHADOW, SWORD & SPELL: BASIC***); the cost to raise the rank of knowledge of a rune is equal to the Character's Will in Skill Points.

Language – Runic (Reason)

Emphasis: none

This skill allows a character the ability to read and comprehend rune or pictograph languages. The character is able to read, but not inscribe these runes, as well as write, inscribe, or engrave non-magical runes.

Magical Research (Reason)

Emphasis: none

This skill is necessary for those who wish to research and create new magical arts. These arts range from new common spells, arcane spells, alchemical arts, domain magic, runes, and witchcraft rituals. The more ranks in this skill a character has, the "easier" it is for them to research and create new magic.

New Divination Emphasis

STICHOMANCY

A form of Divination among bibliophiles, your character relies on Stichomancy when they need to be pushed in the right direction. Your character closes their eyes, focus on a "yes or no" question, and opens up any book to a random page, allowing their finger to fall on a particular word or phrase. Although messages like this are often cryptic, some Heroes will pick a religious or occult text to use for this purpose. The more successful you are in this skill, the more on-target your messages will be.

New Backgrounds & Modifiers

With the introduction of the new systems of magic found within this book, as well as the new options presented, a new culture (***basic***, page 28) and modifiers (***basic***, page 29) are available for use.

New Culture: Archaic

Background Bonus: Language—Rune (base rank), Lore—Demons, Monsters, Magic or Cults as emphasis (base rank), Sense (base ranks)

A character with a archaic background is one who was born, or raised in a magical society. Magic has been such a part of their life that they are more comfortable around magic than most. They are more educated and often more skilled with the ways of magic. Examples of the background would be Tolkien's Elves, or Moorcock's Meliborne. If you are setting your games in ***shadow, sword & spell's*** The World, examples where this culture fits would be Atlantis, Mū, and Cal'athar.

New Modifiers

Faith Healer

The gods have blessed you with the ability to heal. A single glance will tell you what ails someone, and your gentle touch can mend a broken bone. Your faith brings relief to those in pain.

Bonuses: First Aid +1, Heal +2

Penalty: Melee –3

Ghost Hunter

You have come into contact with a ghost and survived this changed. This change has manifested itself in your desire to fight these spirits and protect the living from them. Most think you are crazy and this is due to their non-belief in ghosts. They soon change their tune when they are plagued by one, and call upon you for your services.

Bonus: +1 Lore (Ghosts), +2 Resist

Penalty: –2 Diplomacy, –1 Melee

Hermetic Mage

You have learned the ways of magic despite your apparent lack of training. They way this knowledge has come through you was either through intuition, an natural instinct how to work Ether into the effect you want, or even a quirk of your blood-line that makes you more attuned to magic than most.

Bonuses: Magic—Choose 1 Common Spell (your character simply knows how to cast it) +1 and Sense +1

Penalty: Diplomacy –2

Kineticist

Born with the ability to channel the power of the elements, you are the earthly vessel of elemental powers. As this is not a learned skill, but something you are born with, you must learn on your own as to what your ability brings you. When using this modifier you must choose a single elemental force you are in tune with: Earth, Air, Fire, Water, or Ether.

Bonuses: +1 Magic Test and +1 Resist to magic involving the element you are in tune with.

Penalty: –2 Diplomacy, –2 Social

Medium

You are able to contact the spirits from the "other side." These spirits are the dead, the hidden, and the lost. You see things that others do not. You hear things that others cannot. You talk to things that others would run from in terror. You are able to speak to these spirits, and they are able to speak to others through you, if you allow.

Bonus: Magic—Channel at Base Rank

Penalty: Resist –2

Mesmerist

Skilled in the ways of deception and gifted with vast charisma, mesmerists know how to change a person's reactions. They are charmers and beguilers, gifted with a personality that can make any person feel at ease.

Bonuses: Empathy +1, Hypnotism +1, Socialize, Intimidation or Diplomacy +1

Penalty: –2 Melee, –1 Sense

Occultist

The world is filled with mystery: there are unexplained phenomena, ghosts to be hunted, and esoteric knowledge to be gained. You walk among the shadows looking for things that are better left hidden.

Bonuses: Investigation +1, Lore—one emphasis +1, Resist +1

Penalty: Diplomacy –1, Empathy –1, Socialize –1

Student of the Art

As long as you can remember you have always loved to experiment. Your curiosity might have gotten the better of you sometimes, but you cannot ignore the siren call of seeking new knowledge. You will mix different agents, distill new substances, and seek new ways to build upon the accumulated knowledge you have collected. There is nothing that will stop you from unlocking the secrets of the Universe.

Bonuses: Lore—Chemical Theory +1, Observe +1

Penalty: Resist –2

Chapter 2:
Ether Pools & Ley Lines

I n Shadow, Sword & Spell, five elements compose all life: Earth, Air, Fire, Water, and Ether. Ether seeps throughout the world and fuels all magic. Many are unaware of it, not realizing that it is what explains why dragons exists and are able to fly, or is the material that sorcerers, wizards, and alchemists use to power their abilities.

Ether flows through the world invisibly. You cannot touch it, taste it, see it, smell it, or hear it. It simply is. It pulsates in all life. Ether seeps, unseen, collecting in areas that allow those with the skill to do so to tap it in order to create works of great magic.

These areas are called Ether Pools. Once found, they are jealously guarded allowing those who know of them a source of unrivaled power. Ether Pools, since they are found everywhere, are located in domains. Even if you, as the Gamemaster, are not using the domain rules of *shadow, sword & spell*, Ether Pools are a useful source for adventures, as well as offering you and your players unique options.

What They Are

So what are Ether Pools? Are they like pools of water, that you can dip your toe in, or drink from? Maybe. Pools of Ether take many forms. They can be anything from a grove of ancient trees, to a sheltered alpine valley, or even a hidden cove along the shores of a body of water. Ether Pools are usually natural features of the land, an area where Ether naturally gathers and collects for reasons unknown.

Though typically located in unsettled and wild areas, there are examples of Ether Pools located in more settled regions. The more settled the land is, the less powerful a Ether Pool is. The reason for this is simple: civiliza-

TABLE 2.1: ETHER POOLS

TERRAIN	ETHER/MONTH	MAX ETHER
Coastal	3	9
Barren Lands	1	3
Clear	2	6
Desert	3	9
Forest	5	15
Grasslands	4	12
Hills	4	12
Jungle	4	12
Mountains	6	18
River	2	6
Settled	4	12
Swamp	2	6
Tundra	2	6

tion tends to have a lasting effect on the land. Since Ether collects in natural regions, the more the region is disturbed, be it building upon, removing and other acts, the less Ether collects there. Thus, locations of Ether Pools are well-guarded, and any attempts to cultivate or civilize is quickly brought to a halt by those who wish to preserve their power.

Every type of terrain has the ability to pool Ether, but there are limits to the amount of Ether that can collect there. Once the maximum amount is reached, the collection stops until some of the Ether is used. *TABLE 2.1* summarizes this.

Use of Ether Pools

Beside being a geographic feature too which adventures can center around, what are Ether Pools useful for? The answer to this question is rather obvious: making magic easier.

The most important function of an Ether Pool is the casting of Domain Magic (page 37). Domain Magic, since it is a more powerful magic, depends on the magic of the surrounding land. The more powerful the magic a spellcaster wants to work, the more easily exploitable Ether is needed. Thus, the primary use of pools is to fuel these magics with the use of Ley Lines (more on that below).

Another use of Ether Pools is that they enable the working of magic. Any wizard, alchemist, or spellcaster working magic, and does so within the pool, gain a bonus to all tests involving the working or casting of magic. The more powerful a Ether Pool is, the better the bonus. Refer to *TABLE 2.2*; the Ether Pool power is the amount of Ether that the pool has, this amount might be lower due to the power of the pool being tapped.

Note pools are not physical pools, they are areas where Ether collects naturally. Though bodies of water can be a Ether Pool, they can be found in any geographic feature, collecting within that which distinguishes the feature most. As long as the caster is within the pool, this bonus is usable. If they leave the confines of the pool, then the bonus is not usable, even if Ley Lines exist.

What does it mean to be in the pool? Simple, the caster has to be standing within it, or have their forge located within. If the Ether Pool is a body of water, such as a lake or pond, the caster must be standing in the water no more than waist deep, or on a boat if the water is too deep. If the pool is a geographical feature such as a hill, or secluded beach, then the caster must perform their magic there.

Besides making the casting of domain magic possible, and providing a bonus in working magic, the power of a Ether Pool can be tapped in order to cast Common and Arcane spells. For every one point of Ether a pool has, one common spell can be cast without the need to spend Vitality. For every three points of Ether a pool has, one arcane spell can be cast without the need to spend either Vitality or Sanity. Once the spell is cast, the Ether is lost from the pool, and replenishes at its normal rate (see *TABLE 2.1*).

TABLE 2.2: ETHER POOL BONUS

ETHER POOL POWER	BONUS
1–3	+1
4–6	+2
7–9	+3
10–11	+4
12+	+5

Care and Feeding

Ether Pools, unless they are not tapped, continue to collect Ether at the rate listed. Every time the pool is tapped, it loses some power, and if the pool is drained, it can no longer be tapped until more Ether collects. What happens if a pool runs out of Ether? Any Ley Lines connecting to, or originating from, the pool disappear and cannot be reestablished until the pool collects at least one point of Ether. This is why Ether must be carefully used and looked after or the delicate balance is upset.

Another risk Ether Pools face is destruction. Anything that alters the natural surroundings of the pool can destroy the pool, including building permanent structures upon it, chopping down its trees, cultivating the surrounding land, etc. Refer to TABLE 2.3.

TABLE 2.3: ETHER POOL DESTRUCTION

AMOUNT OF DESTRUCTION	PERMANENT ETHER REDUCTION
10%	1
25%	2
45%	4
65%	6
85%	8
100%	10

TABLE 2.3 should be used as a guideline in deciding how much natural destruction affects the Ether Pool. Common sense as to what the pool is, and the ramifications of tampering with it need to be kept in mind. For example, if the Ether Pool is a grove of trees, chopping down a portion of these trees, say by half, the amount of total Ether collected is reduced by 4. If the pool is a stream, damming the stream harms the balance and reduces the amount of available Ether by 2 points. Magic can also harm or destroy the balance of an Ether Pool.

What about building a hut or a forge for the purpose of working magic? Unless the building is more than 1 room or no more than 50 square feet, the balance is fine. Building a hut with a connecting forge is fine as well. Building a larger structure upon it will destroy its balance.

Number of Pools

How many pools can a domain have? Good question. Depending on the type of game you want to run, you can make Ether Pools common or uncommon. For most purposes the following rules are suited for most games. No pool can be located within 10 miles of any settlement with a population of 10 or more people. In addition a domain is able to have at least 1 Ether Pool, but no more than 6 pools. As for the type of pool, for example a grove of trees, a clover-covered hill, or the like, the details are left up to the GM. Common sense should be used, for example, if the domain is a forested region, a Ether Pool located in a tundra is not practical.

Ley Lines

With Ether Pools spread out among a domain, or located in regions outside of a

domain, mages have developed a means to tap the pool's Ether regardless of distance via Ley Lines.

Ley Lines allow mages to use Ether, and take what they need in order to work domain magic, or call upon the Ether in the pool to fuel their own magic. In addition, Ley Lines ensure that the mage does not drain the source of Ether when casting spells, and allows them to channel the Ether of the domain when they work magic within the confines of the domain.
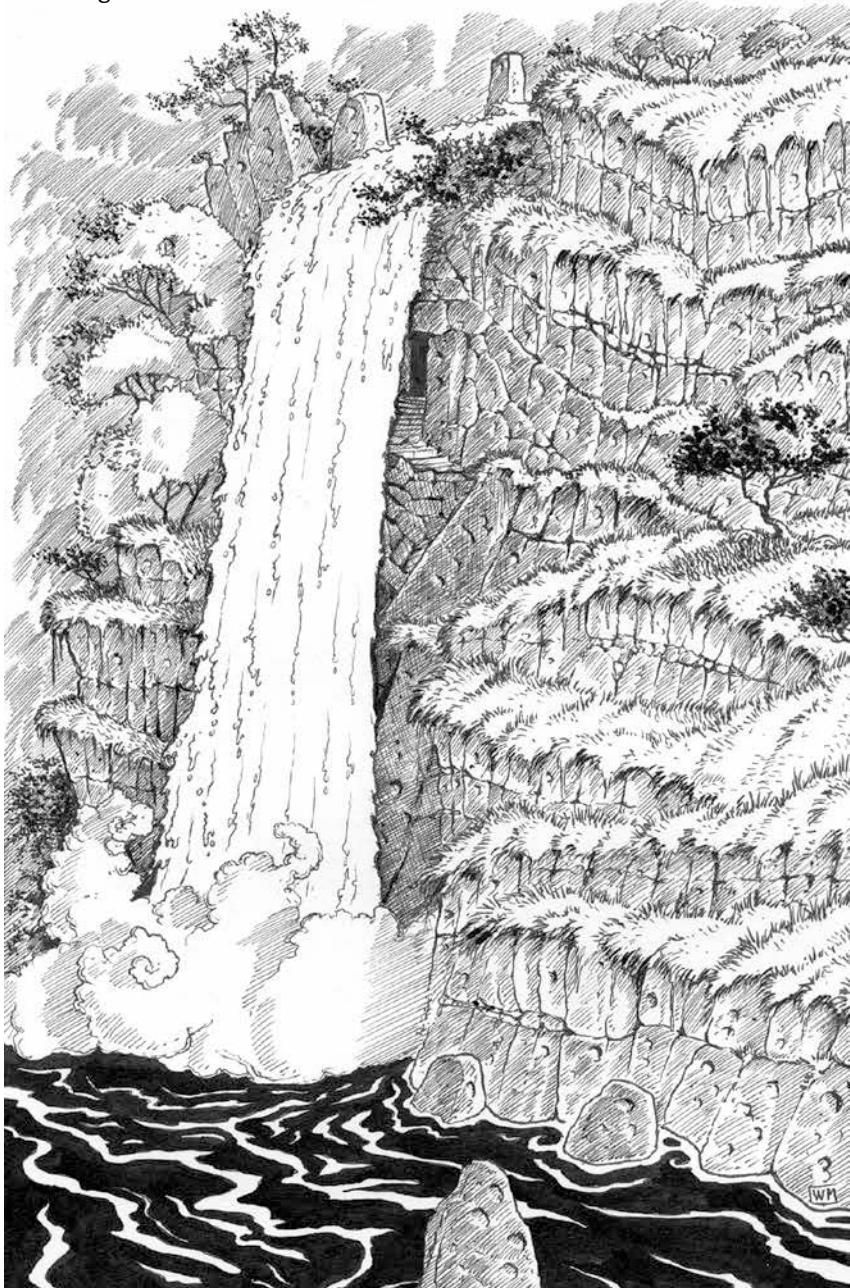
Ley lines have no limit when it comes to distance, and can only be used by the mage who has forged the Ley Line (see below). Ley Lines are personal, and because of this, if another mage attempts to forge a Ley Line with a Ether Pool, no Ley Line is created and any existing one is severed.

Pools only support a finite number of Ley Lines, equal to the number of Ether it generates per month; if more than the number of Ley Lines are attached the pool it is automatically drained and all Ley Lines are destroyed. This is why only Ether Pools found within a domain are used in the creating of Ley Lines.

In addition if there are more than one Ether Pool in a domain, a Ley Line needs to be created that links them, in addition to a Ley Line that is linked to the mage.

Ley Lines are cumulative, thus if a domain spell requires 7 Ether, and there are two pools that generate 4 and 5 Ether, both pools can be tapped for 3 and 4 respectively.

Creating Ley Lines

Once a spellcaster locates a Ether Pool they must spend time becoming attuned to it. This takes a number of days equal to the caster's Will. While they become attuned, they can do nothing else but meditate and stay within the area of the Ether Pool. Any magic worked within the Ether Pool ruins the process and the caster must start over again. Once the number of days are up the caster must bond with the pool by cutting their hand and letting their blood flow in the pool. This costs the mage half of their Vitality, and unless this is met, the bond does not form. The mage must make a Will Test with success having them become attuned to the pool, and a Ley Line formed. Failure requires the mage to start the process over, suffering a −1 to their next Will Test to do so.

With the bond in place the caster has created a Ley Line between the pool and themselves. Because they are in tune with the pool, they are able to use the Ether of the pool, as well as know of anything amiss with their pool. In short the Ether Pool connects to the mage via the Ley Line, and the two become one. No matter where the wizard is, inside the domain or outside it, their Ley Line is connected and they can tap the power of their Ether Pool.

Pools and Ley Lines are valuable to wizards and they work to protect them. Pools and Ley Lines are immune to the other elements. However pools are not immune to corruption or other spellcasters. In addition, a mage who attempts to form a Ley Line with a Ether Pool tied to another, must contest each other with an opposed Will Test; whoever obtains the most degrees of success wins.

Chapter 3:
New Magic Options

Tattoo Magic

MANY BELIEVE THAT TATTOOS are a symbolic representation of a person's history: the more elaborate the tattoo is, the more important their deeds are. In addition tattoos are seen as a status symbol. The art of tattooing is an expensive and time-consuming one. The more intricate the tattoo, the more time and money it takes. Finally tattoos are a good way to show belonging: a tattoo of a cult symbol or a clan's markings is a visual quick reference showing to what or whom you belong.

Some wizards have taken to the practice of tattooing for other reasons: magic. Mages have learned that it is possible to tattoo spells onto their bodies. The benefit of the tattoo is that the magic is always ready. A magic test must still be made to cast the spell, but the mage no longer needs to expend Vitality and or Sanity to cast the spell.

Tattoo magic is permanent – once the tattoo is on the body it can never be removed. In addition, the body only has so much room for tattoos, with the number of tattoos a mage can have equal to their Toughness, e.g., a mage with a Toughness of 9 can have only 9 tattoos. Only Common and Arcane spells are able to be tattooed, and each spell takes up a specific amount of room. Common spells take up two spots, and Arcane spells take four spots. Once the body is filled, no more spells can be tattooed.

For example, your character has a Toughness 8 and because of this they are able to have either 4 common spells or 2 Arcane spells, or a combination of both on their body. A tattooed spell requires no Vitality or Sanity to cast it, as it is permanently on "standby" to be case, although the mage must still make a Magic Test to cast it.

Tattooing a spell requires the spell to be cast during the process of tattooing onto your body. By doing this, you permanently deduct the Vitality and or Sanity needed to cast the spell.

It costs both time and money to tattoo a spell, and must be done by a tattoo

artist. The tattoo takes a number of hours depending on the spell type to be added to the flesh. For a Common spell the amount of time is 12 hours, while it takes 1 day for a Arcane spell to be tattooed.

The ink used must have the mage's blood mixed in, which fills both the Vitality cost and the Sanity cost (in the case of Arcane spells). In addition the mage must have the tattoo needles pierce their flesh and stay there while they cast the spell they wish to have tattooed. Successfully casting the spell, the needles are charged with the mage's magical essence and the appropriate Vitality and/or Sanity are dedicated from the mage. Only the "charged" needles can be used to tattoo the spell; if non-charged needles are not used, the spell is not tattooed.

The Power of Names

Besides acting as a means for identification or labeling items for reference, names have a certain power. By knowing a name, you have a chance to control people, creatures, and sometimes even things. This name is not the common name that everyone knows – if that was the case it would be very easy to control anyone. The name that grants a person this power is known as a True Name.

True Name

Not everything has a True Name. True names are reserved for such things as demons, devils, dragons, powerful undead, powerful NPCS, or even specific items. True names are powerful and those who have them guard them carefully. No one willingly reveals their True Name, and that is because knowing it gives power.

Discovering a True Name can be handled in a number of ways, the most common way is via research. By studying ancient tomes, as well as uncovering lost secrets, the True Name is found. To find a True Name requires a minimum of 1 month of research and during this time the character is able to do nothing else but research the name. The character is allowed to sleep for a maximum time of 8 hours, but all other times they must spend researching. At the end of the month, the character must make a Lore—Magic Test with a base TN of 6. For each additional month spent researching the TN is able to be raised by a +1 to a maximum

of TN 12. A success means the name is discovered, while a failure means the search was fruitless, and either no True Name exists or the knowledge was not available in the books used.

It should be noted that it is up to the Gamemaster to decide beforehand if a True Name even exists. No matter how much research a character does, or how successful they are on the Lore Test, if the GM feels there is no True Name, there is no True Name. To be honest True Names should be rare and saved for such things as demons, devils, important undead, and the like. Not every villager a character encounters should have one.

Using True Names

Upon discovering a True Name, a character is able to use it, and doing so requires a Contest of Wills. The character must be within 50 feet of the bearer of the True Name, and both must make Opposed Will Tests. Success indicates the character wins, while failure means they lose. In the case of a tie, whoever has the highest Degrees of Success wins.

Successfully winning the Contest of Wills means you can command the loser for a number of Rounds equal to the Degrees of Success (the duration is doubled on a Dramatic Success). Falling the contest of will means you lose, and depending on who you were trying to command, and you might have an angry individual on your hands. A Dramatic Failure turns the tables and the character becomes the dominated one, and can be commanded for a number of rounds equal to the winner's Will.

These commands can be anything that does not bring harm to the one being commanded. For example, you could not tell someone to kill themselves, but your could tell them to return from where they came from. Typically commands range from such things as giving the character knowledge or aid. Being under command means that a person is compelled to answer any question asked, perform tasks and the like. In addition to the commands, the process of control becomes easier. Each additional attempt to use the True Name gives you a +1 TN to the Contest of Wills to a maximum of +6.

When the effect of the True Name passes, the controlled is free to act as they choose. However, unless the character took precautions, such as creating a circle, bashing the creature, or telling it to flee and never return, the controlled might want to extract their revenge.

Counterspelling

To counter a spell requires a caster to expend the number of Vitality (and Sanity if need be) to counter. Both the target and caster make opposed Will tests, and whoever has the most Degrees of Success wins. If the winner is the original caster of the spell, the spell affects the intended target. If the winner is the spell, the spell fizzles and dissipates, causing no harm.

For example, a enemy wizard is casting the spell *Plague* (see **EXPERT**, page 91), against the character who is a skilled mage. The character wants to counter the spell and spends 4 Vitality, which is the cost of the spell. Both make an opposed Will test. The enemy mage has Will 9 and rolls a 5, giving him 4 Degrees of Success. The character has Will 11, and rolls a 4, giving him 7 Degrees of Success. The character wins, and successfully counters the spell.

Blood Magic

A convention of fantasy is the concept of a mage putting a portion of themselves into their magic and making the casting easier. How does the mage doing this? By using their own blood.

The spellcaster mingles a part of themselves to any spell they cast, and doing so makes the spell easier to cast. To reflect this the caster must cut themselves while casting a spell, allowing their blood to flow. For every 5 Vitality the caster allows to bleed out, the caster gains a +1 TN (to a maximum of +6) in their casting.

For example your character wants to cast the spell *Darkness* (see page 65) and it costs 4 Vitality to do so. Your character is trying to hide from a group of bandits, and she decides that she really needs to insure the spell is a success. In addition to the 4 Vitality to cast the spell, she cuts her hand and allows for 20 Vitality to bleed away while doing her casting. This bleeding then gives her a +4 TN to the casting.

Chapter 4:
New Alchemical Arts

Basic and **Expert** (as well as **Player**) is filled with spells and alchemical arts perfectly suited for most games. Still, for some, a fantasy game without any new magic is a dull one. Here then, are a selection of new alchemical arts that can be easily added to your games.

Alchemical Bombs

In Cal'athar, the study of gunpowder and alchemical vitriol is considered not just a art, but a science. This art is the providence of Cal'athar's great alchemists. It is here where the arts of chemistry, alchemy and metallurgy are mixed and combined, and the results are (pun intended) explosive. Alchemical Bombs are the creation of both magic and science, and are created to spread terror and destruction during times of war. The secrets of these bombs are closely guarded, but some details have managed to leak out. Currently knowledge of four bombs are known throughout The World: bursting light, chaos, sickness, and entanglement.
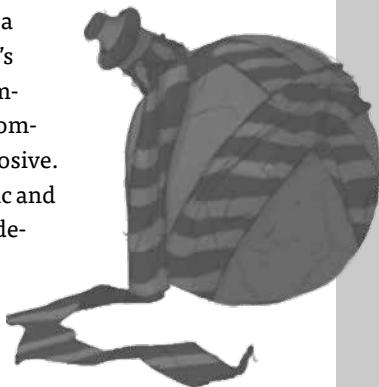
Alchemical Bomb – Bursting Light

By distilling light and combining it with alchemical vitriol, the alchemist is able to make a bomb that once exploded, effectively blinds opponents as well as dispel darkness of any type. To create a Bursting Light bomb, the alchemist needs a diamond of at least 2 carets in weight that has been left out in the sun for a minimum of 1 week. At sunrise the diamond is placed outside, and then must be covered at dusk; if not covered, the

collected sunlight escapes. Once a week of collection has been done, the diamond must be placed in a cauldron of alchemical vitriol, and brought to a boil over a low fire. The alchemist then makes an Alchemy Test, with success having the Bursting Light liquid created and stable, in addition to having enough to make one bomb. A dramatic success has enough material to make two bombs. Failure has the liquid explode, causing all within a 20-foot radius suffering damage equal to the alchemist's Will; a dramatic failure has the liquid explode in a 40-foot radius and causing damage equal to twice the Alchemists Will.

Once the boiling is underway, the liquid must be quickly poured into a metal container capable of holding a half-gallon of liquid. This container must be light proof, as well as made out of lead. To activate the bomb, the person simply throws it (per the throwing rules, see Page 63 of *basic*). Where it lands, the liquid inside ignites and the bomb explodes into a burst of light. Once it exploded the light is bright enough to negate any form of magical darkness, reveal any invisible creatures, as well as blind anyone in a 20-foot radius for a number of hours equal to the Alchemists Will.

Alchemical Bomb – Chaos

How this bomb came into being is not known. Another thing not known is how the bomb got its name. In fact the name of the bomb and its origins has caused much confusion. The reason is that some scholars feel chaos is a specific dimension within the greater cosmos. Others, however, feel chaos is a scientific theory, not fully comprehended. In truth, this bomb has nothing to do with metaphysics, but everything to do with hallucinogenics. To craft this bomb, the alchemist must start with two gallons of water taken from a well located at a asylum. The water is brought to the boil over a fire fueled by charcoal created from a hangman's gallows. Once the liquid is boiling, to this is added at least one pound of hallucinogenic drugs, and the mixture is slowly stirred four hours with the leg bone of an insane person. Once the four hours are up, the alchemist must make a alchemical test, with success having the Chaos bomb created. A dramatic success has the effect of the bomb doubled. A failure means the bomb is not created, while a dramatic failure has the bomb exploding in the face of the alchemist who suffers its effects.

Once the liquid is created there is enough to fill a 1-quart glass sphere. The sphere can be thrown, and on impact explodes, with all within a 20-radius (40-foot if a dramatic success in the creation process) suffering a –4 (–6 for dramatic success) to all tests, and spellcasters unable to cast magic for 1 hour.

Alchemical Bomb – Entanglement

The origin of this bomb is found in a recently uncovered scroll dating back to the time of the Lost Empire. The scroll was uncovered after a tomb was explored, and a cache of lost writing discovered. The knowledge of the scrolls quickly spread, and the first appearance of these works is found in the book The Strands of Shifting Sands, which was published by a small printer in the city of Gravina.

By distilling 15 spiderwebs, the tongues of 6 frogs, the hooves of four horses, and a pint of tar, the mixture is brought to a boil, and allowed to simmer for one day. Every hour the mixture is stirred, and an additional spiderweb is added to it. At the end of the day, and a successful alchemical test, the liquid used for the entanglement bomb is created. A dramatic success doubles the effect of the bomb. A failure has the liquid not created, while a dramatic failure has the liquid explode, causing 20 Damage to all within 5 feet.

The fluid creates enough for one use, and must be placed into a glass container capable of holding a quart of liquid. To activate the bomb, it must be thrown and the glass allowed to break. Once breaking, the liquid quickly spreads, filling a 20-foot radius, and trapping everything within. Those trapped in the liquid suffer as if they have been hugged (see page 191 in **EXPERT** for details).

Alchemical Bomb – Sickness

One of the foulest alchemical creations in existence. The origins of this is traced to Nipur, where the Monks of the Plague created it to support the goals of their god. As is always the case, the knowledge of this foul creation was smuggled out, and soon other alchemists begun studying the art and creating their own versions.

To create a sickness bomb, the body of someone who has died from a disease (see **BASIC** pages 83-87 for descriptions of various types of disease) is added to a vessel, and covered with water taken from a graveyard. The vessel is then plugged with a seal and a copper tube coil. As the contents boil, the steam travels up the coil, condenses, and collected in a glass globe capable of holding 1 quart. The contents are allowed to distill for a total of six hours, and the fire must be maintained so that boil is kept at a constant. If at anytime the boiling stops, the art fails. At the end of the six hours, the character must make a

alchemical test, with success having them create a sickness bomb out of the fluid collected in the glass globe. The fluid is the essence of the disease of which the deceased died of. A dramatic success has them still create the liquid, but its effect is doubled. Failure has no fluid created, while a dramatic failure has the creation explode, showering the alchemist who suffers 10 Damage in addition to immediately contracting the disease being distilled.

To activate the bomb, it must be thrown and the glass allowed to break. Once breaking, the liquid quickly spreads, filling a 20-foot radius, and everyone within must make a Toughness Test, with failure having them contract the disease.

Alchemical Zombie

This secret art has its origins in the Lost Empire's last decades of existence. Pressed from all sides by their enemies, the generals found their troops spread far too wide. An alchemist, who had studied the ways of both life and death, discovered a way to increase the number of soldiers by reusing the dead, thus creating zombies able to be controlled directly by the alchemist.

To create a zombie, the alchemist needs at least one dead body. A alchemist is able to create and control a number of zombies equal to their Will. The body, or bodies, are placed into a large vat, and added to this is enough rainwater (which was collected from a graveyard) to cover them. This is then brought to a slow boil, and every hour one pint of the alchemist's blood (or 5 Vitality) is added to this concoction. Once the mixture is boiling, the fire is extinguished, and the concoction allowed to cool for six hours. During this time the alchemist can do nothing but meditate and pray to their gods. At the end of the six hours, the alchemist makes a alchemical test, with success having the dead rise up and respond to all commands from the alchemist. These zombies are the same zombies found on page 168 of **basic**. A dramatic success with the test, has zombies created who have the creature trait of rejuvenation (see **expert** page 194). Failing to cast the spell creates no zombies, while a dramatic failure has the zombies created but they immediately attack the alchemist.

Blackpowder

The secret of this art is so well-guarded, that knowledge of it has only recently been discovered. Taking the lessons learned with the creation of Alchemical Vitriol (see **basic**, page 109), blackpowder is a more stable form, which is useful in cre-

ating a substance more controllable and useful for guns and pistols. A successfully alchemical test creates enough blackpowder to be used for 10 rounds (20 for a dramatic success). Failing the alchemy test creates no blackpowder, while a dramatic failure causes the blackpowder to explode, delivering 20 points of damage to everything and everyone in a 20-foot radius.

Doppelgänger

This art is one used by alchemists wishing to transcend death, and live on in a new vessel. This art is often seen as a last resort for some, but if they successfully pull it off, the alchemist lives on, even though their body is not one of flesh and blood.

To begin the process the alchemist must find a recently deceased body. To a cauldron, the blood of the alchemist must be added, which must be half of the blood running through their body (all but 1 point of the characters Vitality). This blood must then be brought to a boil, and once boiling, a bloodstone necklace added to the mixture. The entire mixture must then be stirred until all the blood dries up. Once dried, the necklace must immediately be placed around the neck of the cadaver, and the Alchemy Test made. Success has the art succeed, while a dramatic success means the art stays in effect permanently. Failure means the art does not succeed, and a dramatic failure causes the body to explode, delivering 20 points of damage to everything and everyone in a 20-foot radius.

Once the bloodstone is charged it must be dipped in the alchemist's blood once a month in order to remain fresh and attuned. When the alchemist dies, his spirit travels to the attuned stone, and the spirit is renewed bringing the body to life. As long as the bloodstone stays around the neck of the body, the alchemist lives on. Typically this necklace is place on a freshly dead body, so that upon dying the alchemist's spirit lives on within a new body.

Elkins' Powder

According to most, Atlantis's alchemists are said to have unlocked numerous secrets, many of which led to the fall of the first great dynasty. Some of these secrets were disseminated throughout The World, and one place where the secrets were shared was within the Lost Empire. The two cultures shared much in the way of outlook, as well as knowledge and the alliance between the two was very strong. Then, suddenly both were gone, and many of the great works remained a mystery. This art is a recent development by a lone alchemist hailing from the City States

of Döârn by the name of Elkins, who plumbed the depths of Atlantis's apocrypha, making many discoveries. This one is what he is most known for, one that has brought him both great fame and infamy.

This art creates a powerful powdery hallucinogen. A successful alchemical test creates enough powder for one usage, while a dramatic success creates enough powder for four uses. Failing the test results in the powder not being created, while a dramatic failure has the powder blow up in the face of the alchemist, who suffers its effects.

In order to use this powder it must be placed in a hollow egg shell and thrown (see **BASIC**, page 63 for throwing rules). Upon breaking, the powder fills a 10-foot radius. Anyone caught in the cloud must make a Toughness Test with failure having them lose 5 sanity (10 for dramatic failure) and suffer a –2 to all Tests (–4 dramatic failure). The effects of the powder last for 12 rounds.

Fluid of Living Death

This vile fluid gives the dead some semblance of life. A successful alchemical test creates enough fluid for one use, while a dramatic success creates enough for two uses. In order to use this fluid the entire creation needs to be drunk. Once consumed the person needs to make a Toughness test with failure having them die immediately (no need for dramatic failure, dead is dead).

Success transforms the body, and they become "dead." In this state their body no longer takes any damage nor does it need to heal. The liquid maintains the body and any wounds suffered are healed. However, if the person loses half of their Vitality, the body begins breaking down and falls apart. Unless more fluid is consumed, the person will die in a number of days equal to their Toughness. Once the fluid is consumed, the person must drink it once per month. Failing to do so causes the body to collapse and die. There is no going back to the world of living once drinking this fluid. In addition, those who drink it cannot live in warm areas, because the altered body cannot handle warm temperature. Unless the person lives in a cold environment, the fluid must be drunk weekly, or the body breaks down.

Fluids of Preservation

Some alchemists have devoted their lives studying the human body. For them, the body is seen as the ultimate creation of a nature, and feel that it is a perfect machine. For these alchemists, life is nothing but a series of chemical reactions. Once you know these chemicals, and if you know how to properly use them, life can be maintained, and death staved off.

The knowledge of Fluids of Preservation comes from the City States of Döârn. The alchemist who created this, was afraid of death, and sought ways to hold its effects at bay. To create the fluid, the alchemist needs to fill a still with water from the first rain of spring, and to this is added crushed jade and amber. This is then brought to a boil and distilled for eight hours. During this time, the alchemist can do nothing but ensure the heat stays constant and nothing is disturbed. At the end of the eight hours the alchemist makes a alchemical test, with success having them create enough fluid to last a month (while a dramatic success creates enough fluid to last for two months). Failure means the fluid is not created, and if administered to a body, automatically decomposes the body when administered. A dramatic failure has the still explored, showering the alchemist in the fluid and causing them 20 damage, as well as withering one body part.

This fluid is able to halt the decomposition of a body and preserve it, as long as the fluid is given to the body once per day the body does not decompose. As long as the fluid is injected into the body, the body does not decompose, and the person looks as if they are asleep. As long as the fluid is given, the body remain in this state showing no sign of age or decomposition.

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Hespier's Dust

Often the first art learned by alchemists embarking on a apothecary path, it is practiced often to bring in income.

A successful alchemical test creates enough dust to be spread on the ground in a 20-foot radius (40-foot for dramatic success). Any creature who is hiding, either through magic, natural ability or skill, is automatically spotted. In short the dust reveals anything that is hidden within its radius. Failure for the alchemical test creates no dust, while a dramatic failure creates a dust that once spread causes 20 damage to anyone within the 20-foot radius.

Oxygenation

The knowledge of this art is recent, and the reason for it is due to the publication of a small folio titled The Depths of Water by the Gravina printer O'ro & Bock. For many, the work is seen as a farce, and numerous critics call it a parody of magical grimoires. However, those who are skilled in the art, have discovered the book is written in a cunning cypher, and translated, secrets of R'lyh are revealed. The writer, provides the process of creating a stone, whose holder can use in order to breathe under water.

To create a stone, the alchemist needs to a gallon of whale blood which is brought to a simmer. Once simmering, a opal (worth no less then 300 Crowns) is placed in the blood, along with two crushed pearls and the *Essence of Fish* via *Distillation* (see **EXPERT**, page 97). The mixture is brought to a boil, covered and then allowed to boil under pressure for eight hours. Once the time is up, the fire must be put out, and the pressure cooker left to rest for a total of one day. During this time, the alchemist can do nothing but meditate. When the day is over, the alchemist then makes a alchemical test, with success meaning that the opal has absorbed all the fluid and when held by a person underwater, they can breathe as if they were walking on land. A dramatic success means that when the opal is held, all within 10 feet of the holder are able to breathe underwater. Failure means that art has failed, while a dramatic failure has dire consequences for the alchemist. As soon as the lid is removed from the pressure cooker, all air is sucked out in a 20-foot radius. All within this radius pass out, and unless removed in a number of Rounds equal to Will, they die.

Reanimation Fluid

Alchemists studying the process of death have many of its learned many secrets. Some of these secrets are shown in the ability to craft *Fluids of Preservation* (see page 33), while others have learned to create a fluid capable of restoring a person back to life.

TABLE 4.1: REANIMATION EFFECTS

HOURS DEAD	%MEMORY LOST	SANITY LOST
6 hours	90%	−1
24 hours	85%	−2
3 days	80%	−3
1 week	75%	−4
2 weeks	70%	−5
1 month	65%	−6
3 months	60%	−7
6 months	55%	−8
1 year	50%	−9
1 year or more	45%	−10

To create reanimation fluid, the alchemist needs the blood of a newborn (human not animal), as well as the blood of a person at least 100 years of age. This is added to a still, along with water from a grave, and ground jade. The mixture is then brought to a boil and allowed to distill, which takes a total of eight hours. During this time, the alchemist can do nothing but meditate and ensure the fire does not go out. If the fire goes out, or the alchemist fails to meditate the process is spoiled and no fluid is created. The collected distillation must be placed in a gold bottle (worth 100 Crowns) and inscribed on the bottle in the blood of the alchemist their name. When the distillation is complete, the alchemical test is made. Success has creates enough fluid to restore 1 person to life. A dramatic success creates enough fluid for one use, but the fluid is more effective and the effect of a long death is lessened by one rank. Failure means the fluid is not created, while dramatic failure creates a fluid that when administered turns the dead person into a Ghoul (see **BASIC**, page 152).

The fluid is most effective if used on a person who has been dead for no more than 24 hours. The longer they have been dead, the harder the reanimation is on a person. The revived suffers both memory and sanity loss. Refer to *TABLE 4.1* for the effects.

A body that has been preserved via *Fluids of Preservation* (see page 33) can be reanimated as if they had been dead for 6 hours, no matter how long they have preserved.

Chapter 5: Domain Magic

DOMAIN MAGIC IS A POWERFUL form of magic drawing upon the very essence of the land's Ether. Those skilled in this form of magic are able to cast spells that are powerful and have the potential to affect large areas of land. Unlike other magic, domain magic is the stuff of legends, and it is the magic worked by those who are so attuned to their land that they can harness it and use it. This magic is so powerful that it affects the land and not a specific individual. These spells require a lot of time and effort, and if cast successfully, they have the potential to bring much good or harm. To use this type of magic, mages need to have access to not only Ether Pools, but Ley Lines (see Chapter 2, starting on page 17 for more information on these topics). Without these, the spells are not possible.

Air of Honesty

Casting time: 1 day

Duration: 1 Season

Ether: 1 per 1 mile radius

This spell is typically cast on a stronghold, settlement, or other areas of a domain. The spell creates a calm and tranquil air, making it difficult to be nothing but honest. As a result if the domain actions of Agitate (see **GAMEMASTER** page 51) and Espionage (see **GAMEMASTER** page 52) are used, the actions do not take place. In addition, if any person attempts to

commit a crime or tell a lie they must make a Will test to do so. While the spell is in effect, the caster gains a +2 to Diplomacy (+4 for dramatic success) and social skills due to the air of honesty covering the domain.

Failure to cast the spell means that the spell does not work. Dramatic failure makes it easier to Agitate and conduct Espionage, and as a result all attempts gain −2 and −4. In addition, those attempting to use Stealth and Intimidation suffer a −2 TN to tests involving those skills.

ARMY OF BONES

Casting Time: 4 hours

Duration: Hours equal to Will

Ether: 1 per every 10 summoned

Though some rulers look down upon the byproduct of this type of magic, they cannot disagree with the effectiveness, especially if troops are needed quickly. This spell is typically cast on the site of a battle, graveyard, or mass grave – wherever there are bones that can be raised to create skeletons. Some mages who are tied to a domain keep a pile of skeletons hidden away and ready to be used in times of war.

Successfully casting this spell creates 10 skeletons (20 skeletons for a dramatic success) per every point of Ether spent. Thus if the mage wants to raise 50 skeletons they need to expend 5 Ether. Failure to cast the spell summons no skeletons. A dramatic failure drains the Ether Pools of all Ether, and also severs all Ley Lines tied to it, and no domain magic can be cast until the Ether collects again and new Ley Lines forged.

If the rules for mass combat are being used (see Chapter 7, *EXPERT*) this spell is perfectly suited for those with dark intent to raise an army of the dead. Here are two examples of how this would be statted out using the rules.

Skeleton Infantry: Medium (50), Quality Fair, Unit Rating 120

Skeleton Cavalry: Light (20), Quality Fair, Unit Rating 120

The skeletons, once summoned, can be used in one of two ways. If the mass combat rules are being used (see *EXPERT*, page 124) these skeletons create a unit of troops. Depending on the skeletons the mage has skeletons can be infantry or cavalry, stats for these units are found below. The second way the skeletons can be used is as guards or as protection for the mage, or anything the mage wishes to have protected.

Bless

Casting time: 6 hours

Duration: see below

Ether: 4

This spell allows the caster to channel the domain's Ether and bless those living there. The caster is able to bless a number of people equal to their Will ×5 (×10 for dramatic success). While blessed the unit's rating (see **EXPERT**, page 126) is raised by one level (twice for a dramatic success) and they gain a +25 Engagement Score. The blessing lasts for one month, or after the unit fights in combat. Failure does not bless the troops, instead it lowers their rating by one level, and the unit suffers a −25 Engagement Score. A dramatic failure reduces the Unit Rating by two levels, and they suffer a −50 to their Engagement Score.

Blight

Casting Time: 24 hours

Duration: Instant

Ether: 8

A devastating spell that creates a blight capable of quickly wiping out the resources of a targeted domain. In order to cast this spell the spellcaster needs a sample of the resource from the targeted domain. Thus, if the spellcaster wants to destroy a domain's wheat crop, then they will need a bushel of wheat from the target; if they want to poison all the wells, then they need a gallon of water from the domain.

This is then placed in a magic circle and the mage must touch the sample while they go through the process of casting the spell. To cast this spell requires a full 24 hours, and all the mage can do is chant the spell, while touching the resource they wish to harm. If at anytime the mage stops, or if the resource is damaged, the spell is ruined and a blight is not cast.

Once the 24 hours is up the mage makes a Domain Magic Test, with success having half of the targeted domain's resource destroyed (a dramatic success destroys all of the resource). Failing to cast the spell means nothing is destroyed, while a dramatic failure instead affects the mage's domain.

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Demagogue

Casting Time: 12 hours

Duration: Days equal caster's Will

Ether: 6

This spell enhances the fear or loyalty of the domain's populace placed in their leader. The range of this spell is a number of miles equal to the caster's Will. In order to cast this spell, 1 cubic foot of soil from the area it will affect is needed. This is spread in a circle, and the mage must stand in the middle of. Successfully casting this spell, the loyalty of the domain is raised up or down by one level (see **EXPERT**, page 63), while a dramatic success raises or lowers the loyalty by two levels. Failure to cast the spell has no effect, while a dramatic failure instead lowers the loyalty for the caster's domain. The affected loyalty will last a number of days equal to the caster's Will.

Destroy

Casting Time: 1 Day

Duration: Instant

Ether: Special (see below)

This spell is a powerful one used to destroy buildings within a domain. Depending on the building type, the Ether cost varies. Casting this spell successfully destroys one building, while a dramatic success destroys the building and any thing within a 50-foot radius of the building. Failing to cast the spell has no effect, while a dramatic failure unleashes the spell on the caster and anyone within a 50-foot radius of the caster suffering 20 damage, and any standing structure is destroyed.

TABLE 5.1: DESTROY ETHER COST

BUILDING	ETHER
Castle	9
Keep	8
Manor House	7
Tower	6
Fort, Stone	6
Fort, Wooden	5
Wooden Building	4
Cottage	3
Hut	2

To cast this spell the mage needs to place their personal sigil somewhere on the targeted building. In addition, they need a piece of the building as well. This piece can be something as simple as a chip of stone from a wall, a shingle from the roof, a sliver of wood from the wall, and the like. This piece of the building is then held while the spell is cast. When the spell is cast, the spell is attracted to the mage's sigil and the piece of the building is destroyed.

Disperse Domain Magic

Casting Time: 1 Hour

Duration: Days equal to caster's Will

Ether: Equal to Ether used to cast opposing spell

This simple spell, once cast, successfully disperses one domain spell cast (all domain spells on a dramatic success). This spell can be cast as a protective measure on a domain, acting as a shield against any incoming domain spell. The area effect is a number of miles equal to twice the caster's domain. Casters can put as much Ether as they want into the spell, in order to create a bank of Ether usable for blocking and domain spells cast against the domain. For example, a spellcaster wants to place 10 Ether in the "bank" so that it can block 10 Ether of domain spells cast.

The spell has a duration of days equal to the caster's will.

Hell's Might

Casting Time: 6 hours

Duration: Rounds equal to caster's Will

Ether: 10

This is a nasty spell, and the use of it is often seen as an act only preformed by the most vile of spellcasters. Casting this spell requires 10 cubic feet of the domain taken from the same location being targeted. Thus if you want to cast the spell against a specific village in the target's domain, then the dirt must come from there.

Once the dirt is obtained, the caster must use it to draw a magical circle. The circle is an intricate one and takes 4 hours to create. Once the circle is created the caster must sit in the center and intone the spell for the next two hours. The chanting cannot stop, nor can the mage be disturbed. If they are, the spell does not work.

Once the chanting is over the caster must make a magic test, with success having the spell cast and effect the area where the dirt came from. The radius of the spell is equal to a number of feet equal to the caster's Will ×10. Erupting from the ground within the radius gouts of flame appear. Anything within this radius is affected by the flames, including all living things and structures. Those trapped within the

flames suffer 25 damage, and for every round they stay in the flames suffer an additional 10 damage. The length of time the flames last is equal to the caster's Will in Rounds (double this on a dramatic success).

Failing to cast the spell means nothing has happened, but a dramatic failure spells doom for the caster. Instead of having the gouts of flame appear from the ground of their target, the flames appear where the caster is located. The effect of the spell happens on this spot, and there is a good chance the caster will die before they can escape the flames.

Magic's Lasting Embrace

Casting Time: 2 hours

Duration: Permanent

Ether: 12

This is a powerful spell, and it is one that ties the Ether of the domain, with the caster, and together make another spell permanent. During the casting of this spell the caster must expend all their Sanity, and all but 1 point of Vitality. Doing so, infuses the caster's life essence into a spell.

This spell can only be cast on the following domain spells: Army of Bones, Bless, Stronghold of the Domain and Wards. Doing so makes the effects of these spells permanent.

This spell must be cast immediately after the eligible spells, and a successfully domain magic test makes the spell permanent (no need for a dramatic success, permanent is just that, permanent). Failing the test means the spell is not cast and the caster still loses all their Sanity and all but 1 Vitality, in addition to the Ether of the domain being spent. A dramatic failure spells doom for the caster in that they die due to putting their own being into the spell. In addition all the Ether in the domain is drained. As a result all Ley Lines that were created and all Ether Pools go inert until they begin collecting Ether again.

Plague of the Land

Casting Time: 16 Hours

Duration: Special see below

Ether: 5

This powerful spell targets the land with a radius equal in miles to the caster's Will. The spell needs 20 cubic foot of soil from the area it will effect. Anything within the area begins to wither and die. All vegetation withers in a number of days equal to the caster Will, and living creatures in this area lose 1 Toughness each day as long as they remain there. Leaving the area, the loss of Toughness stops, and slowly regenerates at a rate of 1 point per month.

The plague effects the land for a number of days equal to half the caster's Will (full Will for dramatic success). Failure to the cast the spell, no plague is summoned, while a dramatic failure causes the plague to affect the land the mage is standing upon.

Quake

Casting Time: 8 hours

Duration: Instant

Ether: 10

In order to cast this spell, the caster needs 10 cubic feet of dirt from the targeted domain. The caster then must meditate with their hands in this dirt while they cast the spell. During this 8 hours the caster can do nothing else, nor can they remove their hands from the dirt. If the casting is disrupted in anyway, the spell is not cast, but the Ether is still expended.

After the 8 hours is up the caster makes a domain magic test, with success having them cast the spell. The magic of the domain is channeled through the caster's hands and passes into the dirt. As a result an earthquake strikes the targeted domain and affects an area in miles equal to the caster's Will. A dramatic success doubles this area. The quake is instant, destroying any building made of wood or of flimsy construction, while buildings of stone suffer some damage. The quake also makes it impossible to harvest resources for one month, and reduces the domain's resolve by 1 rank.

Failing to cast the spell means no quake is summoned, but the Ether is still spent. A dramatic failure, however, affects the caster's domain instead, centered on the caster and an area in miles equal to the caster's Will.

Scry

Casting Time: 1 hour

Duration: Hours equal to caster's Will

Ether: 1

By calling upon the domain's Ether, the wizard is able to look upon another area and see what is going on. The spell needs water native from the area, which the spell transforms into a mirror allowing the caster to see. The water is consumed by the spell. The duration of the scrying is a number of hours equal to the caster's Will. The distant of the scrying is equal to half caster's Will in miles (or miles equal to Will for dramatic success). Failing to cast the spell means the scrying does not occur, and the water is consumed. A dramatic failure causes the water to immediately boil and erupt in the caster's face, causing 15 Damage.

The scrying that is capable of being performed is only visual. The wizard is unable to hear anything through the scrying, nor are they able to communicate through it. They can simply view. Those who are being spied on via a scry spell do not know someone is watching them, although they might get a feeling of being watched, without knowing who or how.

Stronghold of the Domain

Casting Time: 2 days

Duration: see below

Ether: 10

This powerful spell has the caster draw upon the domain's Ether, and from it, craft a stronghold constructed out of nothing but magic. The spell requires the wizard to place the material needed for the construction, and once the spell is cast, the material forms into the desired structure. Once cast, the structure stands, and every month, requires 4 Ether to remain standing. This is done automatically and the amount of Ether in the domain is permanently reduced by 4 as long as the structure stands.

Wards

Casting Time: 1 hour per each ward

Duration: Days equal to half caster's Will

Ether: 1 per every mile

This spell allows a wizard the ability to create a navigationally impenetrable barrier of fog, mist, light, underbrush, or trees, preventing anyone from entering an area. This ward is able to be placed around a structure, parcel of land, or even the entire domain, if enough Ether is available. To cast this spell, the mage must physically walk (or sail if a harbor, bay, lake or other similar body of water is being warded) around the area warded while they cast the spell. Once they finish walking the area to be warded, they must make a magic test, with success having them successfully cast the ward. The length of time a ward remains in place is a number of months equal to half the caster's Will (for a dramatic success it is a number of months equal to Will). Failure to cast the spell means no ward is created, which a dramatic failure ruins the land to be warded, and also makes it unable to hold a ward for a number of months equal to the caster's Will.

Once the ward is created, it stays active, and anyone entering the area the ward is placed, finds themselves walking through the ward, only to find themselves reappear where they entered. To overcome this ward, a successful Resist test must be made with success having them penetrate the ward. A dramatic success makes them immune to the ward while it stands and they are able to come and go through it with no problem. A failure causes them to suffer a –1 for their second attempt, and an every time they fail they accumulate a –1. A dramatic failure has them unable to find their way in the ward while it stands.

The Ether cost of the spell is 1 Ether per mile. This mile can be linear, as in the case of warding the mouth of a harbor, or it can be any shape, as long as the mage can travel the area as they cast the spell. The wizard who set the ward is able to navigate through the ward with no issue, and they are able to guide anyone they escort through the ward.

Wrath of the Domain

Casting Time: 6 hours

Duration: Instant

Ether: 9

This spell is used by a mage when engaged in mass combat. By calling on the Ether Pools found in the domain, the mage can channel it into a destructive force usable against hostile forces. Successfully casting this spell means the caster can destroy a number of units equal to five × Will (double this for dramatic success). For example if the caster has 11 Will, they can destroy 55 Units. Failure to cast the spell means the force is not summoned, while a dramatic failure has instead inflicts the damage on the forces of the mage's own domain.

Chapter 6: Rune Magic

Rune magic is a specialized form of magic dating back to a much earlier time. Runes are magical symbols engraved upon objects, allowing Ether to collect and then used to ignite a spark of magic. Runes are special markings which are so powerful, that they are only able to be crafted in stone or metal.

At first blush Rune Magic might not seem to be a fit for ***shadow, sword & spell's*** default setting of The World. After all the setting is a bit more advanced, especially in the areas around the Azure Sea. However, there are a lot of cultures that Rune Magic is not only possible, but is possible. For example the areas of Bærgøstën, The Hegemony, Karelia and Noricum are ideal for the use of this magic. In addition there are cultures found within The World which are ancient and remembered by only historians or scholars.

For ***shadow, sword & spell*** rune magic, like most things in the game, is broad. Unlike most games, runes are treated as markings, writing, engraving, sticking, and carving. In short those who are skilled in this type of magic are able to inscribe them on any nonliving material to various effects.

Inscribing Runes

Anything is able to receive a rune, despite its age. However the more permanent the item is, the better the magic of the rune will work. There are five material types that runes are able to be inscribed on: stone, metal, paper, wood, and cloth. Each material reacts to runes differently, in addition not every material is able to take every rune.

Stone

Of all the materials that are able to take runes, stone is the best. The reason for this is due to the permanency of stone. Most runes inscribed on stone revolve around protection and guarding areas. It is not unknown however to have runes engraved on small flat stones and worn on a necklace.

Metal

Metal is another material that runes are perfectly suited for, and the number of runes that exist are designed to work with this material. The most common form metal takes is as weapons, armor, shields and the like.

Paper

The least suited material for runes, paper is often used as a last resort item or as a temporary enhancement for a given task. Paper runes are typical inscribed on slips of vellum or parchment, and then affixed to an object so the magic the rune calls upon is focused. Paper used for inscription means the rune is a temporary thing, and when the power of the rune is invoked, the paper is consumed by the magic once the effect is done.

Wood

Though not often seen as a material for runes, some cultures use wood when stone or metal is hard to come by. Wood is more sturdy than paper, but is still not strong enough to handle the magic that the rune channels. As a result wood is not able to hold many runes.

Cloth

Often overlooked by some, runes embroidered on fabric is an effective medium for certain ones. Cloth takes the role as banners, tunics, cloaks, rugs and the like. The rune is embroidered or woven into the fabric.

Number of Runes

An item is only able to handle a certain number of runes. Depending on the material this number ranges between 1 and 4. Any attempts to add more runes than the material is able to hold, destroys the object and the run smith suffers a backlash of power resulting in them suffering damage equal to their Will × 2.

TABLE 6.1: RUNES MATERIAL CAN HAVE

MATERIAL	MAX # RUNES
Cloth	1
Metal	4
Paper	1
Stone	3
Wood	2

No item is able to have more than four runes carved on it. Any attempts to add more than four, the object breaks and the runesmith suffers a backlash of power resulting in them suffering damage equal to their Will × 2.

Runes are not able to be inscribed on items that are already enchanted, thus relics, items created by a mage are not able to be inscribed. Trying to do so, causes the them item to explode causing 20 Damage in a 10-foot radius, in addition to destroying the item.

TABLE 6.2: INSCRIPTION TIME

MATERIAL	INSCRIBING TIME
Cloth	Will ÷ 3
Metal	Will × 2
Paper	Will ÷ 4
Stone	Will
Wood	Will ÷ 2

Items containing the same rune (for example, a dagger and spear both having the Burn Rune engraved) become inert while within a 30-foot radius of each other. The reason for this is rather simple: the magic that both runes call upon interfere with one another.

Inscribing

Creating a rune and inscribing it on an item takes time. How much time depends on the material the run is being inscribed upon.

Why does it take longer to inscribe a rune, if the mage's Will is higher? Shouldn't it take a shorter amount of time? No. The reason or the longer amount of time, is due to the power of the mage. The stronger their Will, the stronger the rune they carve, and the longer it takes. Those weaker in Will are able to inscribe a rune, but the power the rune calls on is not great.

Once the time has past, and all runes are inscribed, the mage must make an Inscribe Rune test, with success meaning the rune has taken, and is able to be used once per day. A dramatic success allows the rune to be used twice per day. This test must be made for each rune that is inscribed on an item. Failure means the rune is not inscribed properly, e.g., the embroidery sticking does not hold, the ink on the paper smeared, or the wood cracks as the rune is carved; the rune is still engraved and still takes up room on the item. A dramatic failure causes the rune's magic to explode, damaging everything and everyone in a 20-foot radius for damage equal to the mage's Will × 2.

Types of Runes

There are numerous types of runes, but what follows are the most common ones useful for all *SHADOW, SWORD & SPELL* games. Gamemasters are encouraged to use these as inspiration for their own runes. Future *SHADOW, SWORD & SPELL* products will detail more.

Accurate

The first rune all runic inscribers learn and it is probably the most useful. It is said that Chairoum created this rune, and in turn taught it to his followers. It is through this rune that he brings his guidance to any weapon it is placed on. This rune is always engraved on an object which is thrown, shot, or otherwise used as a projectile. Thus, the rune is able to be engraved on the following:

- Throwing dagger
- Spear
- Arrow
- Crossbow bolt
- Catapult stone
- Ballista
- Sling stone
- Bow
- Crossbow

TABLE 6.3: ACCURACY BONUS

WILL BONUS	TN
1–4	+1
5–7	+2
8–10	+3
11–12	+4
Greater than 12	+5

This rune is able to be inscribed on weapons made of metal, and wood. In the case of wood, the rune would need to be inscribed on either the bow, or the arrow's shaft. In the case of stone, the rune is inscribed on each sling stone, catapult stone and the like.
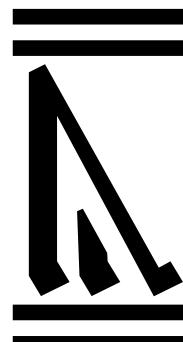
This rune is an automatic rune, by that, the effect is always on. Successfully engraving this rune grants a bonus based on the inscriber's Will (see table). In the case of a dramatic success the bonus shifts to the next highest one, e.g., if your character has a Will 10, and they have a dramatic success, the weapon now has a +4 bonus.

Failing the inscribed rune test means the rune is flawed, and the weapon receives no bonus. A dramatic failure causes the item to instead have a penalty to hit. Using the example above, your character suffers a dramatic failure while making the inscribe rune test and instead of giving the weapon a +3 TN, it gains a −3 TN.

Alert

Though many feel that this is a very simple rune, skilled scribes use this as a means to silently alert them of attacks. It is one way scribes insure that no one is able to extract their revenge due to a poor job. The fact that this rune is able to be inscribed on all materials, means the potential for it is left up to the imagination of the inscriber.
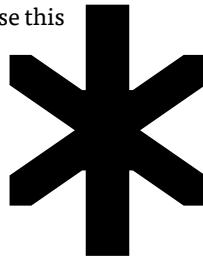
This rune glows whenever a specific animal or creature is within 10 feet × the inscriber's Will (double if the inscriber had a dramatic success). This glow sheds light illuminating a 5-foot radius. The rune is always on, activating if the specific animal or creature comes within the radius. Failing the inscribed rune test means the rune is flawed and does not work. Dramatic failure causes an alert that constantly malfunctions, going off randomly even if the threat is not present. This rune is able to be inscribed multiple times so that it alerts when another creature or animal is within its range.

Bleeding

An ancient rune, one that many scholars feel existed before the time of the Lost Empire. This rune's deadly effect is that it causes wounds to not heal. Successfully engraving this rune on a weapon gives the weapon the ability to leave a lasting effect with their targets. Any wound caused by the weapon this rune is carved on continues to bleed and the opponent loses 1 Vitality per round for a number of rounds equal to the engraver's Will. A dramatic success causes the opponent to lose 2 Vitality per round. Failing to engrave the rune, means the engraving was flawed but still engraved on the item. A dramatic failure is bad for whoever uses the weapon: for every successful hit, the
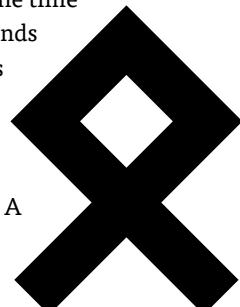
wielder of the weapon begins bleeding and the wielder will lose 1 Vitality per round for a number of rounds equal to the engraver's Will. For each additional rune of this type, the Vitality is increased by 1 point.

Typically this rune is inscribed on metal, wood, and sometimes stone. The reason is that these three materials are most often used for weapons. However some cases of this rune being embroidered on pennants and ribbons, which in turn are attached to weapons. For example certain orders of knights are known to have a pennant with the rune embroidered hanging from their lance which confers the rune's power to their lance. Some swordsman tie a ribbon to the hilt of their sword, and this ribbon has the rune weaved into the ribbon.

BRAVERY

Typically this rune is engraved on a shield, but some tribes have been known to engrave it on a sheet of metal which they carry like a banner. Furthermore the weavers of Cal'athar create banners with this embroidered. The origins of this rune dates back to a much earlier time. A time before great empires rose and fell, and before the current kingdoms of The World were created. It is a primal rune, one whose knowledge is still sought, and powers still invoked.

TABLE 6.4: BRAVERY

WILL	BONUS TN
1–4	±1
5–7	±2
8–10	±3
11–12	±4
Greater than 12	±5

Successfully inscribing this rune grants a bonus to Will when testing against Fear. All within a radius of 30 feet of the rune gain this bonus, and the bonus is based on the Will of the engraver (see table). A dramatic success increases the effect of the rune by an additional +1.

Failing at inscribing this rune means the rune does not work. A dramatic failure in engraving this rune causes the opposite of bravery. All within 30 feet of the rune suffer a penalty to their Will when testing against fear (see table).

Except upon paper and cloth, this rune is able to be inscribed multiple times, and each additional rune increases the radius by 10 feet. For example two runes are engraved on a shield, the radius of the bravery is 40 feet.

Burning

This is a powerful rune that allows the user to channel the element of fire. Typically this rune is carved on hand weapons, but it can also be carved projectile weapons. The rune activates automatically once it strikes something.
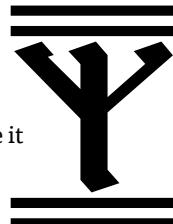
Though extremely rare, there have been cases of this rune inscribed on paper. This paper is then stuck to an opponent during combat. To do this requires a successful unarmed combat test, with success having the paper adhere to the opponent, and failure having it not.

Successfully inscribing this rune on a weapon causes damage equal to the inscriber's Will (double if the inscriber had a dramatic success) due to flames billowing up. In addition anything flammable automatically catches fire. Failing the inscribing test means that the rune does not work. A dramatic failure means that every time the weapon strikes someone, the weapon damages the wielder instead.

The rune is able to be used once per day (twice per day if the engraver had a dramatic success in inscribing this). In addition the rune can be engraved up to three times on an object allowing the weapon to cause flame damage each time the weapon strikes.

Cleave

This rune is a favorite of barbarians, enabling them to attack multiple foes with one swing of their weapon. Activating this rune while attacking, the weapon is able to wound targets equal to the Will of the inscriber (see table below). The additional target takes half damage from the first attack. If the inscriber had a dramatic success when inscribing the rune, the effect of the rune increases by an additional target.

TABLE 6.5: CLEAVE

WILL	# TARGETS
1–4	2
5–7	3
8–10	4
11–12	5

Failing at engraving this rune means the rune does not work. A dramatic failure in engraving this rune has the weapon miss the intended target and instead have it attack another target, friend or foe, within 5 feet of the wielder.

If the rune is engraved on a projectile weapon or a thrown weapon, the weapon passes through one target and strikes another target. There are no known cases of this rune being inscribed on paper, but there are cases of ribbons and cloth being inscribed via embroidery and then tied to the weapon.
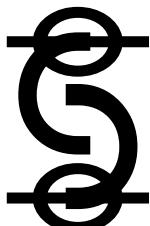
Combustion

Unlike the Burning Rune (see page 53) this rune causes anything it touches to immediately burst into flames. Successfully inscribing the rune has the duration of the burning equal to the inscribers Will (the duration is twice the inscriber's Will for a dramatic success). While burning anything within a 10-foot radius takes 10 Damage. Each additional rune increases the radius by 10 feet. Failing to inscribe the rune means the rune is inert, while a dramatic failure damages the person holding the item. This damage is equal to twice the inscriber's Will.

Paper being inscribed by the rune is unknown, and no sample cases of this exist in history. However that does not mean it is not possible. What is possible, and recent examples exist, is found in the Merchant League and is in use by the Saffron League (see **basic**, page 132 for more details). Whips have been found on certain slavers with leather engraved with the rune, wrapped around the handle. Whether these whips have been used on humans is not known, but rumors abound that they are.

Fury

According to scholars this rune is thought to be the primary one, the rune to which all runes trace their origins. It was this rune that the primitive sorcerers learned to channel Ether through and use it. It is also said that Mog Ruith taught the tribes of Karelia and Noricum this rune in order for their warriors to use it in battle. In time this tool of war found its way to the calligraphers of Nogoton, which they in turn added to the runes inscribed on paper charms. These charms are affixed to the armor of warriors. Typically this rune is engraved on a pendant or ring, but engraving it on a shield or weapon is not unheard of.

Upon activating this rune a character enters into a Berserk Rage: the character's Brawn and Toughness are temporarily raised by 2 points each, and Vitality temporarily increased by 15 Points. In addition, both Will and Wits are temporarily reduced by 2 points. This state of rage lasts for a number of rounds equal to the inscriber's Will (the rounds are doubled if the inscriber had a dramatic success). While in this state, the character is immune to all Fear, and ignores any modifiers

associated with lost Vitality. As soon as the rage state passes, the character's abilities return to normal, and the boosted Vitality disappears.

Failing to inscribe the rune means that it does not channel Ether and is inert. A dramatic failure causes the rune to draw in Ether until it explodes, causing 30 damage in a 30-foot area, destroying anything within the radius.

Holy

This rune has various forms and typically takes the form of the inscribers patron god's holy symbol. Successfully inscribing this rune, it is able to protect someone from evil, and once activated creates a circle of protection 25-foot radius that repeals all undead and infernal creatures. This protective circle lasts a number of rounds equal to the inscribers Will (double the length of time if the engraver had a dramatic success). Failing to engrave the rune means the rune does not take. A dramatic failure has the rune take, but it works in reverse. Instead repelling the undead or infernal creatures, it attracts them for a number of rounds equal to the engravers Will. Once activated all infernal and undead within range gain a +4 TN on all actions focused on the one who activates the rune.
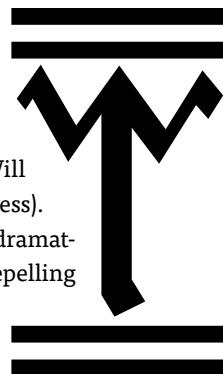
Horror

An ancient rune and many scholars feel that this was the second rune that the ancient people learned. As to what culture first created, there is no agreement. There is evidence that the rune dates back to the time of the Lost Kingdom, while others feel that it was the first priests of Hastur who developed this rune as a ways to channel their god's power. Regardless who created it, the rune is still used actively to this day. Activation of the rune causes all within a 25-foot radius to make a Fear –2 test (Fear –4 if dramatic success). Failing to inscribe this rune has no ill effect, other than taking up a place on the item it is engraved on. A dramatic failure in the inscribing drains the inscriber of all their Sanity. The most common material this rune is inscribed on is cloth, either as a banner, or tabard, this rune is used as a means to terrorize enemy attackers. This rune also appears on shields and helmets.

Luck

First developed in Cal'athar, this rune is the product of a cal-
ligrapher who was an avid gambler. Before his untimely
death he used the rune to amass quite a fortune. Sadly
his luck did not hold out when he tried using the rune
against a skilled practitioner of the magical arts. The
last anyone saw of the calligrapher was his horrified
faces as a billowing darkness engulfed him, leaving behind
only loose coins.

Successfully inscribing this rune allows the bearer to automatical-
ly succeed at one test once a day (twice a day if the inscriber has a
dramatic success while inscribing). Failing to inscribe the rune has
no ill effects other than taking up one spot on the object it is placed
on. A dramatic failure causes the rune to grant bad luck instead:
twice a day, the character automatically fails a test at the Gamemaster's discretion.

This rune has been found on numerous types of items, made from numerous types
of material. Gamblers in Gravina are known to hire rune inscribers to put the rune
on a coin, which becomes their lucky coin while gambling. There is another
example of an army general of the City-States of Döârn who has the rune worked
into his heraldic symbol enameled on his shield.

Parry

Of all the runes that are known to exist, this is the one that can only be
engraved on weapons, and only on weapons of metal, wood, or stone
construction. All attempts to try and inscribe the rune on cloth and
paper have failed. Some speculate that it is due to the nature of
the rune and how it reacts to the two materials. Other theorize
that is due to amount of Ether the runes channel and the fact
that cloth and paper cannot handle it. Whatever the case, all
attempts to try and inscribe this rune on these materials fail.

This rune is a persistent one, by that there is no need to activate it
and the magic it channels is always present. Successfully inscribing
this rune on a melee weapon grants a +1 bonus to defend (+2 for
dramatic success). Failing to inscribe the rune means it does not work
and simply takes up a spot on the weapon. A dramatic failure, however,
inflicts a −2 to all Defend tests. This rune is able to be placed on a weapon multiple
times, and each additional rune raises the defense bonus by an additional +1.
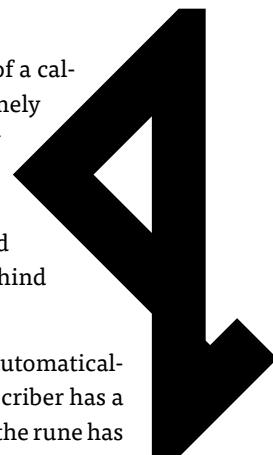
Piercing

Evidence of this rune was first found by explores to the Jungles of Moarn. The native tribes living within the thick jungles would have their arrows, spears, and blowgun darts inscribed with this rune. Knowledge of this then made its way back to not only the City-States of Döârn but also the League of Cantons. From here it was only a matter of time that others throughout The World learned it.

This rune is a simple one and is always active. It can be placed on any piercing weapon like a spear, lance, an arrow or crossbow bolt, or other piercing projectile. Successfully inscribing this rune increases the Damage Value (DV) by 1 (if a dramatic success the Damage Value is raise by two). Failing to inscribe the rune means it does not work and simply takes up a spot on the weapon. A dramatic failure reduces the Damage Value by 1. This rune is able to be engraved multiple times thus having a cumulative DV, e.g., if the rune is carved three times, the weapon's DV is increased by 3.

Reload

Known throughout The World, the crossbowmen hailing from the League of Cantons are feared and respected for their mastery of the crossbow. From Beidha to Atlantis, Canton crossbowmen can be found working as mercenaries. Their success is in great part due to their ability and training, but also their excellently crafted crossbows upon which this rune is found inscribed. Unlike other comparable units, Canton crossbowmen are able to fire quicker than others.
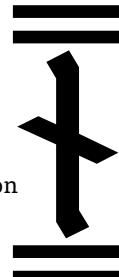
Like most runes that are designed to work with weapons, this rune is always active. Successfully engraving on any projectile or ranged weapon, the rate of fire is adjusted. Refer to the table below to see how the rate of fire is adjusted. Failing to engrave the rune means it does not work and simply takes up a spot on the weapon; a dramatic failure increases the reload per the table below. This rune cannot stack because the magic it channels cancels out any similar runes.

Though it is possible to inscribe this rune on any material, this rune is primary inscribed on bows and crossbows. Recently, however, there are rumors of blackpowder weapons being manufactured in Cathar with this rune engraved upon them.

TABLE 6.6: RELOAD

ENGRAVER'S WILL	ROF BONUS	ROF PENALTY
1–4	1/1	1/2
5–9	2/1	1/3
10–11	3/1	1/4
12	4/1	1/5

Return

This simple rune is always active. Anything it is inscribed upon will always return to its owner's hand. Successfully inscribing this rune on any object has it return to the bearer within a number of rounds based on the inscriber's Will (a dramatic success has the return equal to half the inscribers Will). Failing to inscribe the rune means it does not work and simply takes up a spot. A dramatic failure has the rune draw in too much Ether, causing the item it is placed upon to shatter, destroying it and inflicting damage equal to the inscriber's Will upon the inscriber.

Each additional rune lowers the return time by 1 round. Often this rune is carved on a throwing knife, hand axe, or even arrow, allowing them to return to their user. However the utility of this rune has seen it inscribed on many objects besides weapons. Inscribers have been known to embroider a ribbon with the rune, which is in turn wrapped around a weapon. Doing this means that the weapon is never out of the wielder's hand for long. Some have even inscribed this rune on books enabling them to always be nearby, as well as insure they return if stolen. Recently an inspired thief and con artist employed a rune inscriber to place this rune on 50 gold crowns. Plying his trade in Gravina, the thief uses these "marked" coins to live a very extravagant life, which is easy to do when every purchase automatically returns to your coin purse.

Resistant

This rune makes the object that it is inscribed upon on impervious to one of the following: heat, flames, electricity, sound, fear, elements, poison, and the like. Multiple runes offering a different resistance are able to be engraved, as long as it does not go above the rule of three. The rune grants its protection to whoever holds the object that is engraved on. This rune is often placed on a shield, but the preferred location is on a ring, bracelet, or necklace.

Activating this rune is automatic, going off as soon as the protection is needed. Thus if the wearer is hit with a lightning bolt, the rune automatically activates. The rune automatically dissipates the condition, causing no harm to the wearer.

The resistance is good once per day. If the engraver had a dramatic success, the resistance works twice per day. Failing to engrave the rune, the rune means it does not work and simply takes up a spot. A dramatic failure in engraving this rune causes the object it was to be engraved on to explode, causing 20 damage to all within 10 feet of the object.

Interestingly enough this rune has been found embroidered or woven on tapestries and rugs dating back to the time of the Lost Empire, and even earlier. The fact that these ancient fabrics have survived the ravages of time testifies to the rune's power.

Shield

The exact development of this rune, is not know, what is know that evidence of its existence has been found in archaeological sites predating the Lost Empire. It is typically inscribed on shields, armor, or helms. Some inscribers have been known to place this rune on weapons such as swords, daggers, or other similar melee weapon. It is also not unheard of it being embroidered into banners, rugs, and even cloaks.

Successfully inscribing this rune enables a shield to appear around the holder. The shield offers a +1 Defend (+2 Defend for dramatic success) which lasts for a number of rounds equal to the inscriber's Will. The shield covers the character with a shimmering second skin. Failing to engrave the rune means it does not work and simply takes up a spot. A dramatic failure has the rune work in reverse: instead of granting a +1 Defend, the rune gives anyone attacking the bearer a +1 bonus to do so. This rune is able to be stacked, with up to three Shield runes being inscribed on the same object.
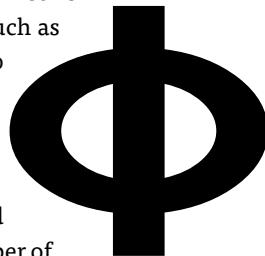
Slashing

Successfully inscribing this rune gives a +2 damage bonus (+5 for a dramatic success) to anything it placed on. If the rune is engraved on a gauntlet, then the bonus to damage is applied to unarmed combat. If it is engraved on a frying pan, then the pan has the damage bonus (as well being able to cook great eggs). Failing to engrave the rune means it does not work and simply takes up a spot, while a dramatic failure causes the weapon to damage the wielder every time it successfully hits an opponent.
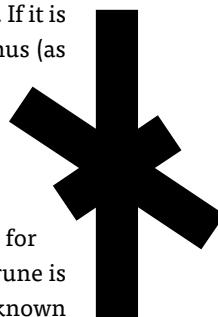
For every other rune engraved, the bonus is increased by +2 for each additional rune of this type placed on the object. This rune is always on, with no need to activate it. Though there is no known case of this rune being inscribed on anything but weapons, there are rumors of it being used in other ways, like ribbons embroidered with it, which are then tied to the hilt of a sword.

Speed

First developed in far-off Atlantis, the rune was designed for military use. Seeking a means to make their heavy infantry and cavalry move quicker, the Mage Princes of that sheltered kingdom went to work. After a year of trial and error this simple rune was discovered and presented by one of the weakest Magi of the kingdom. The first demonstration was such a success, the magi responsible saw his position within the hierarchy elevated. Since that time, knowledge of this rune has made its way throughout The World, and it is found in common usage. It is so popular that it has been found embroidered on banners, tabards, pennants, and even cloaks throughout the World.
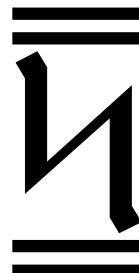
This rune is always on, with no need to activate it. Successfully inscribing this rune grants the bearer a +1 bonus (+2 for dramatic success) to Initiative. Failing to engrave the rune means it does not work and simply takes up a spot. A dramatic failure, however, has the bearer suffer a −2 penalty to their initiative. For each additional rune placed, increases the initiative bonus by +1 to a maximum of +3.

Spell Repellent

This rune is the product of a sect of Sabrael worshipers hailing from the Merchant Leagues' city of Davenport (see Basic, page 126). This sect is comprised of witch hunters, who have taken their vows of protection as a way of life. They are devoted to the fighting all who succumb to the seductions of malice, darkness, and evil. Seeking a means to aid them in their silent war, the rune was developed. Typically this rune is found inscribed on breastplates, shields, and even helmets. However it is not uncommon to see this embroidered on tunics, cloaks, and banners; is some cases, it can be found upon a broach, ring, or even a building's keystone. The favorite place to engrave this rune is typically on armor or on a necklace, followed by swords and shields. There have been cases of this rune being carved on a throwing dagger or arrows, which allows for the effect to be used directly against enemy spell casters. Of all the runes found within The World, this one is the most common, and its method of inscription most sought after.
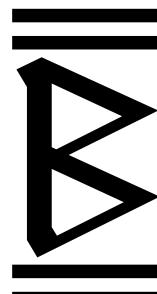
Successfully inscribing this rune creates a field centered on the bearer which negates any magic similar to Dispel (see **EXPERT**, page 76). A dramatic success doubles the effect. Activating this rune counts as an action, and doing so creates a field centered directly on the wearer. Any magic cast against the wearer is dis-

pelled. The effect of the field last for a number of rounds equal to the engraver's Will. Failing to engrave the rune means it does not work and simply takes up a spot. A dramatic failure while engraving makes the object attracted to magic. As a result the bearer suffers a –2 TN while resisting spells, and the object is unable to have any further runes engraved on it, and destroys any other runes places upon the object.

STEADFAST

The first known usage of this rune dates back to 200 years when riding out of The Heg (see **EXPERT**, page 159) came the tribe known simply as Blood of Shadows. It was this tribe that gathered a majority of the various tribes into a horde under the banner and leadership of the last known Khan. For the next 30 years this horde raided all lands boarding The Heg, even getting as far as the region of the League of Merchants known as The Vintage (see **BASIC**, page 125). Part of the reason that tribe was so successful was due to a rune that the Khan's shaman created. It was not until the threat of the Khan was ended (he was murdered by his own daughter) that the knowledge of the rune began to trickle out. Though many do not remember, or know, of the rune's origins, it is still commonly used today.
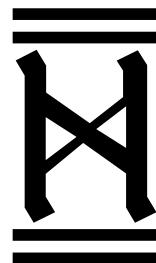
This rune creates a 10-foot radius dome, able to absorb 2 points of damage x the Will (×5 for a dramatic success) of the inscriber. Once the dome absorbs the number of points, it dissipates, e.g., if the inscriber has Will 8, the dome can absorb 40 points of damage. Unless the rune is engraved on a stationary object (such as a piece of furniture, a altar, of the like) the dome moves with the object. Failing to inscribe the rune means it does not work and simply takes up a spot. A dramatic failure while inscribing makes it appear as if the inscription was successful, but the dome does not absorb damage, but simply appears as a shimmering dome of light. This dome of light makes it easier to hit anyone within and as a result they are a +2 TN to get hit.

This rune can be activated once a day. This rune is able to be engraved multiple times, increasing the number of times the dome is able to be activated per day. Typically this rune is inscribed on a shield or even armor. However it is not unheard of to have the rune embroidered into a banner, woven into a rug, or even etched on a ring. A recent innovation with this rune is found in the Cantons with the rune being carved on doors, allowing the door to be protected in times of conflict.

Stone

This rune is an ancient one, and according to scholars was one of the first ones developed. Evidence of this rune's creation has been found in archaeological artifacts smuggled out of distant Ku'Kku. Traces of it has been found in Karelia's stone weapons. This rune is commonly inscribed on signet rings and shields, but there are numerous examples of it being worked into clothing.
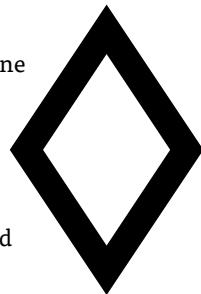
By inscribing this rune on an object makes the bearer of said object tougher. Successfully inscribing the rune protects the bearer as if they had AV 10 armor (AV 15 armor for a dramatic success), which lasts for a number of rounds equal to the inscriber's Will. Failing to inscribe the rune means it does not work and simply takes up a spot. A dramatic failure means the bearer will take an additional 5 points of damage from every successful hit, for a number of rounds equal to the inscriber's Will. This rune does not stack, but an object can have multiple Stone Runes engraved upon it, as long as the material the object is made of can carry it.

Strike

This rune is favored by the warrior monks of Cathar. The sects there practice and train in various martial arts, ranging from unarmed combat to swordcraft. Each sect are expert in one form, and the monks of all sects are feared and respected for their combat prowess, to which this rune contributes greatly. The rune is embroidered on ribbons, belts, cuffs and even gloves. In other regions this rune can be found adorning all types of melee weapons.

TABLE 6.7: STRIKE

INSCRIBER'S WILL	BONUS	PENALTY
1–5	+1	−1
5–7	+2	−2
8–10	+3	−3
11–12	+4	−4
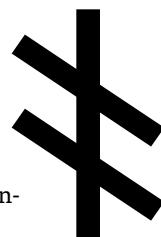
Successfully inscribing this rune on a melee weapon grants a bonus to hit based on the Will of the inscriber (see table below). A dramatic success raises the bonus by an additional level. Failing to engrave the rune means it does not work and simply takes up a spot. A dramatic failure grants a penalty to hits based on the inscriber's Will (see *TABLE 6.5*).

This rune is always on, with no need to activate it. It can be stacked, up to the maximum number of runes a material can bear.

Chapter 7:
New Common Spells

Basic, **Expert**, and even **Player** are filled with spells that are perfect for most games. There are some who might feel, however that a fantasy game without new spells is a boring one. Listed below is a selection of new spells that can be easily added to your games.

Bone Missile

Performed On: Object

Range: 10 feet per caster's Will

Duration: Instant

Vitality: 4

Sanity: 0

This spell is the favored of necromancers and allows them a means of attack when their life is threatened. Successfully casting this spell transforms a bone into a self-propelled projectile, with a range equal to 10 feet per point of Will. The missile automatically hits, causing DV 2(20). A dramatic success doubles the range of the missile to 20 feet per point of Will, and the damage increases to DV 3(30). Failure to cast this spell simply means the missile is not created, while a dramatic failure has the missile created and automatically strike the caster. For each additional rank in this spell, the caster can create another bone missile, up to a maximum of 6. Each additional missile behaves as normal, and automatically hits the same target, or different targets (requiring successful Shoot tests for each additional target). Once the bone missile is used, it is destroyed and cannot be used again.

Boom

Performed On: Self

Range 30 feet + caster's Will

Duration: Instant

Vitality: 5

Sanity: 0

This spell was developed by a magi descended from the Lost Empire. He founded a sect of sorcerer monks who believed in combining the magical and martial arts. The spell's knowledge was kept a secret until a wandering magi of their order perished and a book containing the spell was taken from him. The spell was soon included in a book published in Döârn titled *The Art of Fist, Self & Mind* where the spell became public.

Successfully casting this spell causes an explosion centered on the caster with a 30-foot radius, causing damage equal to their Will (a dramatic success doubles this). Failing to cast the spell has no effect while a dramatic failure causes the spell to affect only the caster.

Cool Toughness

Performed On: Caster, Others

Range: Touch

Duration: Hours equal to caster's Will

Vitality: 2 +1 per other body

Sanity: 0

This spell is an example of a simple enchantment with many uses. Legend holds that it was created by a wizard who spent most of her life searching the

Shimmering Sands for secrets of the Lost Empire. Native to the cooler climates of the City-States of Döârn, she developed a spell that would keep her cool and comfortable while traversing the sun-baked desert vistas of the Shimmering Sands. Another wizard eventually learned the spell, and discovered that it also allowed a person to hide from creatures capable of seeing various shades of heat. Since then, knowledge of this spell has spread and it is now one of the more common ones found in the repertoires of most elder wizards and handed down to their apprentices.

Successfully casting the spell allows the caster to lower the temperature around them, effectively negating the effects of extreme heat and humidity. The person shrouded in this spell feels as if they are cool and refreshed, suffering no ill effects from heat. The duration is a number of hours equal to the caster's Will (or days if the casting was a dramatic success). This spell is also capable of being cast on number of bodies (either human or animal) equal to the caster's Will. Failure to cast this spell simply means the spell does not work, while a dramatic failure means that the spell does the reverse, raising the temperature on the caster and anyone else affected by 10 degrees. Due to this, anyone having this spell cast on them suffers a −1 to all tests, in addition to losing 2 Vitality every hour the spell is in effect.

Another benefit of this spell is those upon whom the spell is successfully cast gain a +2 (+4 for dramatic success in casting) to all Hide and Sneak tests when it relates to Heat Vision; a dramatic failure assess a −4 penalty to these tests.

Darkness

Performed On: Caster, Others, Object

Range: Touch

Duration: Minutes equal to Will ×2

Vitality: 4

Sanity: 0

Created by the wizard Lorptal, or "He Who Walk In Darkness," this spell was his signature creation, who used it in numerous magical duels in which he was the victor. Sadly, how and when Lorptal died, no one knows – it is believed he cast the spell one too many times and the darkness he summoned consumed him. This legend does not, however, deter the many who wish to add this spell to their repertoire   .

Successfully casting this spell creates a globe of darkness centered on the caster for a 20-foot radius, or centered anyone or anything the caster chooses to cast it upon, which lasts for a number of rounds equal to twice the caster's Will. The summoned darkness is so dark that all light within it is completely consumed. Anyone trapped within the darkness is unable to see, though they can hear, suffering a −6 to all tests. A dramatic success increases the radius of the darkness to 40 feet, and the duration is increased to a number of rounds equal to four times the caster's Will. Failure to cast the spell causes the caster to be stricken blind for a number of hours equal to their Will, while a dramatic failure has the caster blinded as above as well as suffering damage equal to twice their Will.

Grave Descent

Performed On: Self, Others

Range: Touch

Duration: Hours equal Will

Vitality: 8

Sanity: 0

Developed by the Döârn mage known only as Gavin the Dark, knowledge of this spell was unknown until recently. Published in the book *In Hastur's Shadow* Gavin describes and documents the recently discovered death cults of the Lost Empire. This spell, according to Gavin, was originally used by various members to commune with the dead. Why any one would want to commune with the dead in this fashion demonstrates the effect necromantic magic has on a sane person.

Successfully casting this spell allows the caster sinks into a grave, tomb, crypt, or anything similar, and enter a near-dead state. As long as they remain in this state they do not require air, food, or water. The duration of this spell is a number of hours equal to the caster's Will. Upon the spell's completion, the caster emerges from the grave, and has all the benefits of resting for 8 hours (see **BASIC**, page 71). A dramatic success in casting the spell heals the caster of all damage. Failure to cast the spell simply means it does not succeed, while a dramatic failure causes the caster to lose half their Vitality. This spell is only able to be cast in graveyards, or places devoted to death and/or burial; it will not succeed anywhere else.

Mask Death's Fragrance

Performed On: Self, Others

Range: 10-foot radius

Duration: 1 hour/caster Will

Vitality: 6

Sanity: 0

Rumored to have been developed buy the Death Priests of Nipur, this spell was discovered only recently in the League of Merchants' Fox Point. In that city a sect dedicated to Nergal was discovered. After eradicating the cult and bring all of its members to justice, a collection of scrolls and forbidden tomes was found within the cult's lair. Despite the best efforts of Fox Point's Watch the cache was stolen by other parties. Recently some of the knowledge found within the works has begun being made public. This spell is just one of many believed to have been contained in the cache.

At first glance the usefulness of this spell is suspect. Truthfully, how many spellcasters need to mask the smell of death upon themselves? More than you would guess. From mummies and vampires to ghoulkin, those who try to live a life different then what is thrust upon them learn this spell, allowing them to walk among the living without giving too much away of their true nature.

Successfully casting this spell allows the caster to mask the stench of death on themselves in a 10-foot radius for a number of hours equal to their Will. While the spell is in effect, the person does not smell of rotted flesh. A dramatic success casting this spell has the effect last for a number of days equal to the caster's Will. Failing to cast this spell simply means it does not work, while a dramatic failure increases the smell of death to intolerable levels, causing all within a 10-foot radius of the caster to make a Toughness Test, with failure having them become ill for d12 rounds.

Melt

Performed on: Objects

Range: Touch

Duration: Instantaneous

Vitality: 6

Sanity: 0

When and where this spell was first developed is unknown. What is known is that the first reports of its use is in 1156 when Noricum Raiders began to launch raids into the League of Cantons. The raiders were accompanied by warrior priests who led each raid and were said to be able to channel their god's fury. This channeling allowed them to melt iron, enabling them to easily overcome the defenses of the attacked. Once the raiders returned to Noricum in 1157, the "power" was actually discovered to be nothing more than a cunning magical spell. This details of this spell was presented in the work *Northern Winds and their Ushering of Death* written by renowned scholar Gra Da'Vaes.

Successfully casting this spell enables the mage to melt a number of pounds of metal or other alloys on touch, equal to the caster's Will (double the pounds for a dramatic success). This spell is able to be used against metal-based life forms and the damage caused is equal to the caster's Will (double damage for a dramatic success). Failing to cast the spell means no melting takes place, while a dramatic failure causes the spell to affect the caster. Anything made of metal on the caster melts causing 5 points of Damage per round for a number of rounds equal to the caster's will.

Obscurement

Performed On: Person

Range: Touch

Duration: Rounds equal to Will

Vitality: 5

Sanity: 0

Certain mages are able to tap into one of the primal elemental planes and summon

that essence into the physical world. This spell harkens back to the time of the Lost Empire, when the Magi studied these elemental planes and learned ways to harness their power. Successfully casting this spell the caster can summon an oily black smoke (from the plane of Fire), a cloud of dust (from the plane of Earth), a foggy mist (from the plane of Water), grayish-white clouds (from the plane of Air) or shimmering light (from the plane of Ether). This obscures one target in a 5-foot radius. The target is able to see through the obscuring element, but anyone trying to harm them or wherever they stand suffers a −4 to all tests. A dramatic success in casting this spell increases the duration by twice the caster's Will. Failing to cast the spell does not summon the desired effect, while a dramatic failure causes the caster to suffer a −4 to all tests for a number of hours equal to their Will.

Plasm Bolt

Performed On: Nil

Range: 40 feet

Duration: Instant

Vitality: 4

Sanity: 0

A recently developed spell, the knowledge of it arrived from Cal'athar after the explorer Paul de Marco returned to Gravina after his epic 15-year journey to explore the lands east of the Azure Sea. His adventures were published in a series of well-received books, and his adventures have led many to try and undertake their own journeys to those mythic lands. It was in Volume 15 of his work *The Turning of the Endless Wheel* in which he writes about the Wise Ones of the Mountains of Jade who were able to summon plasm, believed to be the pure essence or element of or from the plane where the dead dwell. With this plasm, the monks could perform great feats, but one of the first uses they learned was shaping it into a bolt to be used as a weapon.
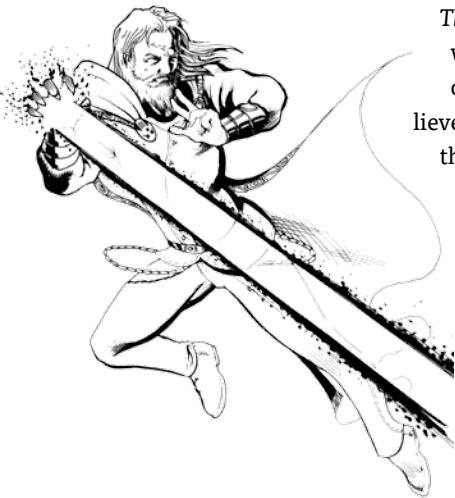
Successfully casting this spell enables the caster to summon a bolt of plasm, which automatically strikes a target within a 100-foot range, and the damage of the bolt is

DV 3(30). A dramatic success increases the range by 200 feet, and doubles the damage caused. Failing to cast this spell simply fails to create a bolt, while a dramatic failure has the bolt strike the caster. Though the bolt is effective against the living, the bolt is even more so against the undead: if used against them, the bolt is able to destroy certain undead automatically (see *TABLE 7.1*).

TABLE 7.1: PLASM EFFECT

UNDEAD	EFFECT
Skeleton	Destroy Number Equal caster Will
Zombie	Destroy Number Equal caster Will
Ghoul	Reduce Vitality by half
Ghost	Automatically dispel
Vampire	Reduce Vitality by half.

For each additional rank in this spell, the caster can create another bolt, up to a maximum of 6. Each additional bolt behaves as normal, and automatically hits the same target, or different targets (requiring successful Shoot tests for each additional target).

Putrescence

Performed On: Object

Range: Touch

Duration: Permanent

Vitality: 6

Sanity: 0

This spell is favored by hedge wizards who wish to cause harm to those they feel need punishment. However where this spell is more common is in Nipur where Nergal's Plague Priests use it to support their god's conquests and his plans to expand his dominion. This spell summons a foul wind able to spoil all food and drink it is touches. Successfully casting this spell, the caster is able to spoil enough food to feed a number of people equal to half the caster's Will. A dramatic success has the caster spoil enough food equal to the caster's full Will. Failing to cast the spell prevents the caster from being able to not only taste food or drink for a number of days equal to half their Will, but unable to eat or drink anything during this time. A dramatic failure causes the caster unable to taste food or drink, unable to eat or drink anything for a number of days equal to half their Will, but they suffer damage equal to their Will.

Seal of Death

Performed On: Object

Range: Touch

Duration: Permanent

Vitality: 8

Sanity: 0

Knowledge of this spell is found in a set of scrolls dating back to the Lost Kingdom. These scrolls were discovered by a now forgotten witch hunter who used the scrolls in his fight against the servants of the dead. This spell is said to have been passed down to his apprentice, who in turn used it and passed on its tradition. This spell is one that priests associated with death often employ to protect the entombed. Successfully casting this spell on a coffin, crypt or tomb, seals it, preventing it from being opened by normal means; no matter how much non-magical effort is spent, it simply cannot be opened. A dramatic success protects the tomb from being opened by magical means. Failing to cast this spell means the seal is not put in place, while a dramatic failure has the seal cause the casket or the like explode, causing 12 + the Will of the Caster in damage to all in a 10-foot radius.

Sight

Performed On: Self, Others

Range: Touch

Duration: Round equal to Will

Vitality: 6

Sanity: 0

Created over 1,000 years ago, this spell remained undiscovered until recently, when it was found in a obscure book titled *Piercing the Veil of Deceit with the Eye of Truth*, by an unknown author. The book and spell were discovered by the great line of mages known as Greycloaks, and knowledge of the spell was passed down to the students and followers of the line. It is seen as a spell that all followers must master before they move on to more difficult magic.

Successfully casting this spell allows the caster to see all hidden objects and/or

people. It does not matter if the person is using the skill Hide, or any other means to obscure (like with the spells Darkness and Obscurement). This spell is not useful in seeing things that are invisible. The duration of the spell is a number of rounds equal to the caster's Will. A dramatic success increases this duration to a number of hours equal to the caster's Will. Failing to cast the spell prevents the caster from discovering anything hidden or obscure for a number of hours equal to their Will. A dramatic failure blinds the caster for a number of hours equal to their Will.

Transverse Communication

Performed On: Dead

Range: Touch

Duration: See below

Vitality: 14

Sanity: 0

This spell is a safer version of Channeling (see page 78), allowing the caster to communicate with the dead without the spirit of the dead entering their body. In order to cast this spell, the caster must have access to the dead body, and be touching them when they cast it. Successfully casting this spell summons the spirit of the dead to re-enter their body and able to communicate with the caster (see below for details). A dramatic success has the effect of the spell doubled (see below for details). Failing to cast the spell simply means the spell fails, while a dramatic failure turns the body into a zombie (see **BASIC**, page 166), which then attack the caster and anyone else nearby.

TABLE 7.2: CONVERSING WITH THE DEAD

POWER LEVEL	HOURS DEAD	DURATION #	QUESTIONS	MODIFIER TO SUMMON
+1	30 minutes	1 minute	2	+0
+2	1 hour	3 minutes	3	−2
+3	1 day	10 minutes	4	−3
+4	1 week	20 minutes	5	−4
+5	1 month	30 minutes	6	−5
+6 or more	1 years	1 hour	7	−6

Depending on a caster's Power Level in the spell, the spell becomes slowly more powerful, and this power allows them to summon older spirits. Casters skilled in this spell are able to summon older dead, but the risk is great. If the mage has +2 Power Level in this spell, they can safely summon a spirit who is a week or month gone. If they wanted to summon a spirit at least 1 year old, they would suffer a –4 TN to their spell roll.

Vapors

Performed On: Objects

Range: 20' radius

Duration: Rounds equal to caster's Will

Vitality: 5

Sanity: 0

While the origin of this spell is unknown, it came to light when found as a small book published in the city of Gravina, proclaiming it was a lost spell by the great wizard Anaira who was known for her vengeful ways. No matter if the spell was hers or not, the spell has spread throughout the magical community and has become a staple for many.

Successfully casting this spell allows the caster to create a cloud of foul-smelling fumes filling an area in a 20-foot radius. The fumes are so awful that anyone within the cloud suffers a –2 to all Tests for a number of Rounds equal to the caster's Will. These fumes can be resisted by the target with a successful Toughness test. Even if the target leaves this area of the fumes, the stench clings to them that they continue to suffer the effect for the duration of the spell. A dramatic success in casting the spell causes the targets to suffer a –2 to all tests for a number of hours equal to half the caster's will. Failing to cast the spell does not produce the fumes, while a dramatic failure causes the caster to become so ill that they suffer a –2 to all tests for a number of hours equal to half their will.

7

Void Bolt

Performed On: Nil

Range: 30 feet + caster's Will

Duration: Instant

Vitality: 10

Sanity: 0

Those studying the works of Ni'k Ru'Dk have uncovered many lost and forgotten theorists on the nature of the cosmos. Life is a precious thing, and all life exists in pockets that float within the vastness of the Void. He writes in his book *The Cold of Blackness*:

> *The Void. Do not ask me to you tell you of it. You do not want to know what lurks, hidden within the vastness. Cold. Lifeless. The Void exists and is the domain of Death. It shadows unspeakable power. It harbors unbearable visages. It contains Death. Do you want to know of the Void? Close your eyes, hold your breath, and sink to the ocean's bottom. Then, and only then, will you have your answer.*

Though not the most pleasant of reads, Ni'K's works have been studied and dissected for years. Hidden within his works are formulas and spells that teach one how to harness the Void. One such example is the following spell.

Successfully casting this spell enables the mage to create a bolt of blackness, devoid of air and freezing to the touch. The bolt automatically hits a target within range, causing 5 damage. In addition, the target is engulfed in a pocket devoid of air, light, and warmth. This pocket is a piece of the Void and engulfs the target for a number of Rounds equal to the caster's Will (the duration is doubled on a dramatic success). While in the pocket, the target continues to take 2 damage every round, in addition to being unable to move, see, or see anything. Failing to cast the spell fails to create the bolt. A dramatic failure, however, means the caster suffers the bolt's damage and the effects described above as they are engulfed within a pocket of the Void for a number of Rounds equal to their Will.

Void Touch

Performed On: Others

Range: Touch

Duration: Instant

Vitality: 5

Sanity: 0

Those who study the ways of the arcane and the multiverse learn quickly that what surrounds all known planes is the Void. The Void, as described by Ni'k Ru'Dk in his seminal work *The Blackness Between the Stars* describes the Void thusly:

> *The night sky is the Void.*
>
> *The Void is the night sky.*
>
> *In this sea of blackness floats all life.*
>
> *The life is bubbles, pockets if you will, within death.*
>
> *Touch the blackness?*
>
> *No.*
>
> *Its touch is Death.*
>
> *Where Ether is Life, the Void is Death.*
>
> *Where Ether is warmth, the Void is cold.*
>
> *To touch the Void is to touch the face of Death.*

Successfully casting this spell while touching an opponent (requires a successful unarmed combat test) has the mage channel a part of the Void through their hands. Their touch causes 15 Damage (15 Damage + Will for dramatic success). The touch is so cold that anything the mage touches freezes. Liquids turn to ice, plants freeze, and all life freezes in place, encased in thin black ice. The effect of this freezing has the target remain in place, unable to move or communicate, for a number of rounds equal to the caster's Will (double for a dramatic success). Failing to cast the spell has no effect. A dramatic failure causes the caster to suffer 15 Damage as well as freezing in place for a number of rounds equal to their Will.

Voorish Sign

Performed on: Nil

Range: 10' per each point of vitality expended

Duration: Rounds equal half Will

Vitality: 10 + additional

Sanity: 0

This spell is one that has just existed. To the best of anyone's knowledge there is no single point in history one could point to and say this is when it was created. Mentions of it, as well as records of its usage, are found in the annals of not only the Lost Kingdom but the Lost Empire. Some theologians have a theory that this spell was a gift from divine powers as a means to protect mortals from the unseen.

Successfully casting this spell reveals to the caster anything that is invisible within the spell's area effect. The duration of this spell is equal to half the caster's Will (full Will for a dramatic success). For each additional point of Vitality expended during the casting, the range is increased by one foot. For example, a caster wants to expand the area of effect to a total of 20 feet would need to spend a total of 20 Vitality (10 for the initial casting and another 10 for the increased range). Failing to cast simply means the spell does not work. A dramatic failure means the caster is stricken blind for a number of hours equal to their Will.
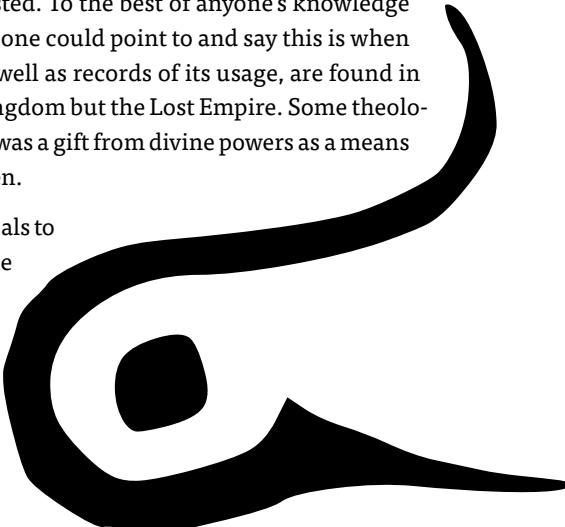
Chapter 8: New Arcane Spells

I**f we're going to** have new Common Spells, then we should also have some new Arcane Spells to match. The following spells have been used in various games of **Shadow, Sword & Spell** through the years, and some even date back to the days before I begun writing **Basic**. Some of these you can consider to be "lost magic."

Bone Wall

Performed On: Nil

Range: Touch

Duration: Rounds equal to 5 × caster's will

Vitality: 8

Sanity: 6

The first known use of this spell was during a border skirmish between Nipur and Beidha. Summoned by the Bone Clerics, the wall was used to hem in their enemy, allowing them no chance for escape. After the battle knowledge of the spell leaked out, and can now be found throughout the World.

Successfully casting this spell summons a wall made entirely of bones. The wall is 10 feet +1 foot per Will in length, 10 feet high, and 1 foot thick. The wall is able to bend, and multiple castings of this spell allow the caster to enclose an area. A dramatic success in casting this spell extends the duration of the wall for a number of days equal to the caster's Will. Failing to cast the spell simply means the wall not appear, while a dramatic failure has the summoned bones strike the caster, causing them 20 damage from the bones raining upon their body.

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Channeling

Performed On: Object

Range: Touch

Duration: see below

Vitality: 10

Sanity: 14

This powerful spell is one that traces its history to the time of the Lost Empire whose Magi were known to work great magic. As the legends go, they used the essence of magic to construct works of great beauty. One powerful magic they could work was the summoning of the dead, and allowing them to enter into their body. It was through this the Magi learned numerous secrets and built upon their great knowledge. This spell is based on one found in a old book in the Great Library of Gravina, and since its discovery, has been spread secretly throughout The World.

Channeling allows the caster to summon the spirit of a specific dead person into their body. While in their body the caster is able to ask the spirit one question. For every question beyond the first, there is a chance the spirit possesses the caster. To fight this, an opposed Will test must take place between the spirit and the caster, if the caster fails the test, the spirit possess the caster for a number of hours equal to the caster's Will. During this time, the caster can do nothing while the spirit is in control. Once the time is up, the caster regains control of their body, and the spirit departs from this plane.

In order to summon a spirit, the caster needs to have something that the spirit owned in life. This must be held while casting the spell, and success has them

TABLE 8.1: CHANNELING OF THE DEAD

POWER LEVEL	LENGTH OF DEATH	DURATION	#QUESTIONS	MODIFIER TO SUMMON
+1	1 week	1 minute	2	+0
+2	1 month	3 minutes	3	−2
+3	1 year	10 minutes	4	−3
+4	10 years	20 minutes	5	−4
+5	100 years	30 minutes	6	−5
+6 or more	1,000 years	1 hour	7	−6

successfully contact the spirit; failure means the spell is not successful. A dramatic success doubles the duration and number of questions that can be asked, while a dramatic failure causes the caster to be immediately possessed by the spirit (***SHADOW, SWORD & SPELL: PLAYER*** page 77).

Depending on a caster's Power Level in the spell, the spell becomes slowly more powerful, and this power allows them to summon older spirits. Casters skilled in this spell are able to summon older dead, but the risk is great. If the mage has +2 Power Level in this spell, they can safely summon a spirit who is a week or month gone. If they wanted to summon a spirit at least 10 years gone, they would suffer a −4 TN to their spell roll.

Elder Sign

Performed On: Others, Objects

Range: 10-feet

Duration: Permanent

Vitality: 35

Sanity: 15

Undoubtedly the Elder Sign is one of the oldest magical creations found throughout The World today. This sign is said to predate even the Lost Empire and the Old Kingdom. Some scholars feel that the Elder Sign goes even further back to a time before current history records. The Sign, they argue, comes from a time when The World looked vastly different from what it is today. Knowledge of the Sign exists, hidden deep within the mind, waiting only to be discovered and its power used.

The first known recording of the Elder Sign was discovered in a set of scrolls found deep within a crypt located in The Shimmering Sands. This set of scrolls, numbering 13, is referred to as *The Codex of Hastur*. This work is filled with knowledge long thought forgotten, and even to this day, many are still trying to unlock its secrets.

8

The first work that attempted to explain the scrolls was published in Gravina in 1436. Titled *The Lost Art of Sand* it was written by Th'om of the Cord. It was Th'om who uncovered the scrolls and closely guarded their secrets once he realized what he had discovered. He wrote a small chapbook of which only 200 copies were printed, all held by a trusted circle of scholars and mages. How the knowledge of the Sign was discovered outside of this circle, no one knows. Some argue the printer printed extra copies and sold them for a hefty sum. Some believe it was Th'om himself who leaked it so that he could drum up interest in his book. There are those, however, who argue that some ancient knowledge seeks to remain free regardless how secret one wishes to keep it. Regardless, the Sign is known, and those who learn it discover the true power it possesses.

The Elder Sign must be carved or inscribed before the spell is cast. Once the Sign is made, the mage must slice their hand and let their blood flow upon it. Successfully casting the spell means that the caster's blood bonds with the Sign, making it permanent. Regardless of what the Sign is placed on — stone, a pendant, a weapon, or a scrap of parchment — it remains permanent. As a result nothing is able to destroy it: it simply exists. Once the Sign is set, it takes on the following properties:

- All within 10 feet (20 feet for a dramatic success) gain a +4 to all tests to resist magic and psionics (if they are used; refer to **SHADOW, SWORD & SPELL: PLAYER** for the rules on psionics). This bonus applies to both friend or foe.
- Any otherworldly or infernal creatures are kept at bay within 10 feet (20 feet for dramatic success). They are repelled by an unseen barrier, and as much as they try, they are unable to pass through it.

Creatures with Taint greater than 40 are not repelled but do suffer a −6 TN to all tests.

Failure to craft the Sign simply means it is not created, although the caster still loses the Vitality and Sanity spent. A dramatic failure while attempting this spell causes the caster to lose all their Sanity and enter into a catatonic state for a number of days equal to their Will. In addition the caster has their Will permanently reduced by 1 point upon recovering from this state.

Fog of Death

Performed On: Object

Range: 100 feet

Duration: Caster's Will × 10 rounds

Vitality: 14

Sanity: 10

A powerful spell, one the wizards of Döârn guarded jealously due to its effectiveness in combat and sieges. How they learned of this spell, no one quite knows, though rumors exist that it was Dagon who taught it to his most devoted of servants, instructing them to use it to spread harm to all.

Successfully casting this spell allows the caster to create a globe of fog that is 10 feet plus 2 feet per caster's Will in radius. This fog lasts for a number of rounds equal to the caster's Will × 10. Everything within the globe is slowly destroyed as if by a corrosive acid. The caster is able to target the globe within a range of 100 feet, and anything within the fog slowly begins to be destroyed; how quickly things are destroyed depends on what it is (see *TABLE 8.2* for details). A dramatic success doubles the duration of the spell. Failing to cast this spell simply means the fog is not summoned, while a dramatic failure summons it upon the mage as the focal point of the globe.

TABLE 8.2: SPEED OF DEATH

TYPE OBJECT	SPEED OF DESTRUCTION	DAMAGE
Grass, flowers	Immediate	Death
Crops, small trees	4 rounds	Death or Collapse
Young trees, flimsily buildings	8 rounds	Death or Collapse
Older Trees, wooden structures	16 rounds	Death or Collapse
Small brick stone buildings	24 rounds	Crumble
Medium brick stone buildings	30 rounds	Collapse
Large brick stone buildings	40 rounds	Collapse
Animals and people	–	8 damage/round

Mind Transference

Performed On: Self, Others

Range: Special

Duration: Days Equal Will ÷ 4

Vitality: 10

Sanity: 6

First created by the spell caster Eve of the Many Veils, the spell was documented in the book *The Magic of Thoughts, and the Stealing of Them*, first published in 1236 in the city of Ven located in the City-States of Döârn. Since its appearance numerous practitioners of magic have tried to recreate the spell based on the book's account. All were failures until the wizard Nek of Brook successfully transferred his mind to a test subject, and continued doing so until he died. With his death, his papers were made public, and knowledge of this spell has slowly became more wide spread.

This spell allows a caster to transfer their mind with another person. In order to succeed with this spell, the caster needs something of the person they wish to transfer minds with. This can be an article of clothing, a lock of hair, or even a vial of the person's blood. With this, the caster must silently meditate while holding the item. Successfully casting the spell allows the caster's mind to travel the astral realm and replaces the target's mind with their own. The target is able to resist this attempt, and to do so requires a opposed Will test. A dramatic success automatically allows the caster to transfer their mind into the target. Upon successfully transferring minds the caster inhabits the target's body and, for all intents and purposes, looks and sounds like the target. In addition the target gains access to the abilities of the individual as well. The target's consciousness is pushed down, and they are unable to do anything
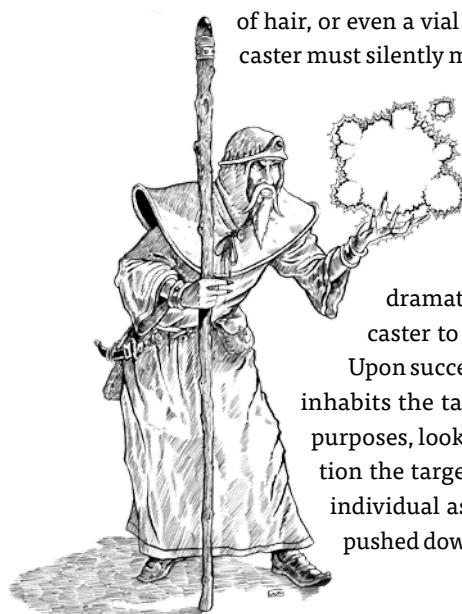
but watch, helplessly trapped within their mind. Each time a caster transfers their mind with the same target they gain a +1 to their spell test.

Failing to cast this spell prevents the transfer from happening, while a dramatic failure throws the caster's mind out into the astral plane, where they become lost for a number of days equal to half their Will. When their mind returns to their body, they lose all Sanity due to the experience.

Plasm Wall

Performed On: Nil

Range: Touch

Duration: Rounds equal to 5 × caster's will

Vitality: 15

Sanity: 12

The second spell that Paul de Marco wrote about can be found in volume 8 of his work titled *The Journey East*. In this volume he writes about a tribe living in The Shimmering Sands. The tribe was known as the Ghost Eaters and were said to be a plague upon all living things. Worshipers of the dead, the tribe practiced numerous dark arts, showing great skill in working magic associated with death. How de Marco learned this spell, let alone write about it, is unknown. Interestingly this spell only is found in the first edition of the work, and not in any further printings (there have been 13 volumes and four editions printed to date).

Successfully casting this spell enables the caster to summon a wall of plasm, which measures 10 feet +1 foot per Will in length, 10 feet high, and 1 foot thick. The wall cannot bend and can only be set in a straight line. Though at first glance this does not seem to be a useful spell, its the true power lies in the fact that it is made of plasm. While standing, all undead are repelled from it and cannot approach within 10 feet of it without taking damage equal to the caster's Will. As long as the wall stands, no undead will come within range of it. A dramatic success in casting the spell allows the wall to stand for a number of days equal to the caster's Will. Failing to cast the spell does not summon the wall, while a dramatic failure summons the wall but traps the mage within it for the spell's duration. While in the wall, the caster is unable to move, cast spells, or perform any tests. In addition, they lose all Sanity due to their experience trapped within a wall made of plasm.

Spatial Travel

Performed On: Self

Range: Special

Duration: Special

Vitality: 12

Sanity: 12

In the Kingdom of Mū the highest rung of society are the wizards. It is the wizards who rule and everyone beneath them are considered to be slaves, servants, or sufferers. Numerous are the magical works the Mages of Mū command. They are said to view the world differently, and one way this is seen is with the architecture of Mū. It does not conform to known geometrical rules. Buildings are created at strange angles, and to witness this geography is said to drive a person insane. With the perception of space the Mages of Mū have, the spells they have created are difficult to understand. However, once they are understood, great is the power one is able to use.

Successfully casting this spell enables the caster to simply walk into a corner and travel to another room anywhere in the world that they are familiar with; a dramatic success allows the caster to take a number of people with them equal to their Will. Failing to cast this spell causes the caster to simply walk into the corner and slam into the wall, bruising their ego. A dramatic failure causes the caster to suffer damage equal to their Will.

The range of the spell is unlimited, as long as the caster has been in the room before they wish to travel to. Successfully casting the spell allows them to simply walk into the corner of the room they are currently in, and step out from the corner of the room they wish to travel to.

Some mages like to create a lasting bond with a room, or rooms, so that they can more easily travel to it when need arises. To do this, the caster must inscribe their personal rune on the wall of the room with their blood, forming a bond with that room. To form the bond, the caster must cut their hand, and expend half of their Vitality in forging the bond. Every time the caster wants to return to their bonded room, they gain a +2 TN to their spell roll. There is a limit to the number of rooms a mage can be bond with, equal to their Will.

Chapter 9: Magical Research

THERE COMES A TIME in every spellcaster's life that they choose to put their years of magical practice to work and create something of their own. This creation takes the form of creating a new spell, developing a new craft, designing a new ritual, or inscribing a new rune. This chapter is designed to provide some structure for spell creation as well as practical guidelines for the process.

For some games the level of detail found in this chapter might be too much. Which is okay. You can use these rules as a means to guide you, not control how new magic is created or introduced into your game.

The Basics

In order to create new magical arts a character needs two things: one, at least one rank in a magical art; and two, at least one rank in the magical research skill. If the character has neither, or only one, then they are unable to create a new magical art.

In addition to the ability to create, the character is going to need time, money, Vitality (and maybe Sanity), and Experience Points. Build what you want, pay the prices, and if everything works out, you have a new magical art. Easy? It can be, as long as you follow the following steps.

Step One: Determine What Is Being Researched

Before anything else is done, you need to ask yourself: what do I want to create?

Remember the character must be skilled in the area they wish to dabble. So if you want to create a new alchemical art, then you must know at least one alchemical art. The same holds true for a witchcraft ritual, a new rune, and a new spell (either Common, Arcane, or Domain).

Step Two: Determine Base Cost

It costs a piece of yourself as well as money to create magic. In addition the process calls upon the sum of your experience as a practitioner of the magical arts. Some arts are easy to create and the cost is low. Some, however, might cost you more than your health and wealth, but it might cost you your very Sanity. The following table helps set the base cost for the creation process.

TABLE 9.1: BASE COST

TYPE	BASE VITALITY	BASE SANITY	BASE ETHER	BASE MONEY
Alchemical Art	5	—	—	2 GC
Arcane Spell	6	4	—	100 SC
Common Spell	3	—	—	75 SC
Domain Spell	8	6	2	4 GC
Rune	8	1	—	100 SC

As you can see from the table, creating new magic costs you in many ways. All spells take a piece of your health, due to the nature of creation, hence the Vitality. In addition some magic costs you your Sanity due to the type of work you most perform. Monetary costs should be self-evident: you are going to need to buy

certain items in order to create your work. Base Magic Points are the sum total of your magical experience, which are derived from your Experience Points.

Just like your would to buy a new skill or improve a current skill, you use your Experience Points to pay for your magical creation. Unlike Skill Points (see *BASIC*, page 120–21) every 1 Experience Point can convert to 2 Magic Points. If that seems like a lot, it really isn't – as you will see, the final cost is determined by what you create.

Step Three: The 12 Characteristics Of Magic

There are 12 characteristics all magic takes. These characteristics are found in all *shadow, sword & spell* magic and by choosing which characteristic the cost of research grows. The 12 characteristics are: blast, death, detect, enchant, enhance, heal, illusion, move, protect, summon, transform, and wall.

Blast

This type of magic causes damage to either a single target or multiple targets. In addition magic using blast are able to affect areas as well. All blast magic uses one of the natural elements (Air, Earth, Ether, Fire, and Water), the unnatural element of plasm (unnatural because it does not belong in the material world), as well as take one of three forms (solid, liquid and gas).

Death

This type of magic draws upon a source few have a name for. This force can be negative energy, dark matter, the Void, or even life. This type of magic can do very specific things like cause death, communicate with the dead, or even animate them.

Detect

This magic allows you to discover and determine things. These "things" detected can be either a person, power, or thing. A person can be a human, or specific creature or animal. Power ranges from magic to thoughts to emotions. A thing is broad and ranges from water, fire, poison, and the like.

Enchant

This is the magic of charms, control as well as dominate someone or something, e.g., humans, animals, monsters, the dead, or even otherworldly and infernal beings.

Enhance

By drawing upon Ether, a item is able to be stronger, or one of the five senses enhanced to function better. This enhancement is able to be cosmetic, mental, or physical.

Heal

This is the magic that regenerates, revives, as well as resurrect. This type of magic is also able to cure specific diseases or even Disorders.

Illusion

This is the magic that tricks one or all of the five senses.

Move

Do you want to be able to fly? What about swim no matter how much you carry? How about being able to leap, or climb walls? This is what this characteristic of magic allows you to do.

Protect

Spells of this type protect a person or place from harm. Spells are able to be placed on items or on a person. These spells protect from other magic, specific weapons, elements, or other environmental effects such as rain, cold, heat, or terrain.

Summon

This is magic which allows someone to summon a specific animal, person, creature, or entity. These spells can summon elementals, the dead, demons and devils. In short, spells of this type really can summon any specific living, or unliving, beings.

Transform

These are spells capable of transforming a person or object into a different form, or even a different object. Examples range from changing a person's appearance, transforming them into another creature, changing stone to bread, and the like.

Wall

Walls are barriers, either physical, magical, or elemental that serve to protect, as well as harm. Walls are able to move, such as a fog or wave. They are able to be locked into a physical location to block or protect. Walls cover magical constructs like a hut or tower as well.

Step 3: Choose Effect

Once you know the characteristics of the magic you need to figure out the effect. To put it another way: what happens when the magic is used? Spells are able to have multiple effects. For example, say you want to create a spell which not only uses darkness to blind someone, but causes damage as well. You can do this, but the cost increases due to both of the effect. Take the cost of each effect and get their sum for the final cost of the effect.

Step 4: Determine Target

Magic is able to effect a person, a place, or an object. The more targets you want the spell to affect, or the larger the area is, the more the spell will cost.

Step 5: Determine Range

This is the easiest step. You simply need to figure out how far the magic is able to reach. Range covers such things as touch as well as physical distance. The longer the range, the higher the cost is.

STEP 6: DURATION

How long does the magic last? The duration is measured in rounds, hours, days, months, or even years. Duration is also able to be instantaneous: the magic comes, does its thing, and then dissipates. Duration is also able to be modified based on the caster themselves.

STEP 7: PAY THE PRICE

Finally you need to determine the Vitality, Sanity and in the case of domain magic, Ether in order to cast the spell. You do this by taking the final cost of the spell, and using the table below. This gives you the base value for the spell, and this number is added to the cost of associated with the characteristic of magic.

For example you are creating a new common blast spell. A common spell has a base Vitality cost of 3, and a Blast spell has a Vitality Cost of 4, thus the final Vitality cost to cast the spell is 7.

TABLE 9.2: COST PER CHARACTERISTIC

CHARACTERISITC	VITALITY	SANITY	ETHER
Blast	4	2	2
Death	5	5	5
Detect	1	1	1
Enchant	3	3	3
Enhance	2	3	3
Heal	3	4	1
Move	4	2	1
Protect	2	2	2
Summon	5	4	3
Transform	6	5	4
Wall	2	2	2

STEP 8: DETERMINE FINAL COST

To find the final cost in Magic Points for a spell, you use the following formula:

(Base Cost + Effect + Target + Range + Duration) ÷ Character's Will = Total Cost

To find the Effect, Target, Range and Duration refer to the tables below. Note, make sure you refer to the tables corresponding to the characteristic the magic has, i.e., if you are creating a spell with the Death characteristic, use those tables.

BLAST SPELLS

TABLE 9.3: EFFECT, BLAST

DAMAGE	COST
2	+2
4	+3
6	+4
8	+5
10	+6
12	+7
DAMAGE VALUE COST	
1(6)	+3
2(12)	+6
3(18)	+9
4(24)	+11
5(30)	+13
6(36)	+15
ADDITIONAL EFFECT	
Blinding	+1
Combusting	+12
Dousing	+15
Pushing	+2

TABLE 9.4: TARGET, EFFECT

TARGET BY NUMBERS	NO. TARGET COST
1	+1
1 + Will/4	+2
1 + Will/2	+3
1 + Will	+4
TARGET BY AREA	
5' sphere	+2
10' sphere	+5
15' sphere	+10
20' sphere	+11
25' sphere	+12
30' sphere	+13
35' sphere	+14
40' sphere	+15
45' sphere	+16
50' sphere	+17
55' sphere	+18
60' sphere	+19

Here's an example. Your character has Will 7, and wants to create a blast spell that uses water as a bludgeon. You decide the Damage will be a fixed number and pick Damage 12 (7 points), in addition the spell will douse (15 points) anything within a area of 30 feet (13 points). The range of the spell would be 40 feet (8 points) and the duration is instant (no cost). It will cost you a total of 6 Magic Points (43 ÷ 7) magic points to create the spell.

TABLE 9.5: RANGE, BLAST

RANGE	COST
Touch	+2
10'	+4
20'	+6
40'	+8
60'	+10
80'	+12
100'	+14
120'	+16
140'	+20
160'	+30
180'	+40
200'	+60
10' + Will	+7
10' x Will	+14

TABLE 9.6: DURATION, BLAST

TIME	COST
Instant	—
1 Round	+1
Round + Will/4	+1.5
Round + Will/2	+2
Round + Will	+3
Round + Vitality	+5

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Death Spells

TABLE 9.7: EFFECT, DEATH

DAMAGE	COST		OTHER EFFECTS	
Target Immobile	+6		Animate Skeletons equal to casters Will/2	+8
Target Drained ¼ Vitality	+6		Animate Skeletons equal to casters Will	+12
Target Drained ½ Vitality	+12		Animate Zombies equal to casters Will/2	+10
Target Drained ¾ Vitality	+24		Animate Zombies equal to casters Will	15
Target Drained all Vitality	+36		Summon Undead equal to casters Will/4	15
Target Killed	+36		Summon Undead equal to casters Will/2	20
Target Drained Caster's Will/4	+4		Summon Undead equal to casters Will	25
Target drained Caster's Will/2	+8		Destroy Skeletons equal to casters Will/2	8
Target Drained Caster's Will	+16		Destroy Skeletons equal to casters Will	12
Target Drained of Toughness equal to Caster's Will/4	+14		Destroy Zombies equal to casters Will/2	10
Target Drained of Toughness equal to Caster's Will/2	+28		Destroy Zombies equal to casters Will	15
Target Drained of Toughness equal to Caster's Will	+56		Destroy Undead equal to caster Will/4	15
DAMAGE			Destroy Undead equal to caster Will/2	20
2	+2		Destroy Undead equal to caster Will	25
4	+3			
6	+4			
8	+5			
10	+6			
12	+7			
DAMAGE VALUE COST				
1(6)	+3			
2(12)	+6			
3(18)	+9			
4(24)	+12			
5(30)	+15			
6(36)	+18			

TABLE 9.8: TARGET, DEATH

TARGET BY #	# TARGET COST
1	+1
1 + Will/4	+2
1 + Will/2	+3
1 + Will	+4
TARGET BY AREA	
5' sphere	+1
10' sphere	+3
15' sphere	+5
20' sphere	+7
25' sphere	+9
30' sphere	+11
35' sphere	+13
40' sphere	+15
45' sphere	+17
50' sphere	+19
55' sphere	+21
60' sphere	+23

TABLE 9.10: RANGE, DEATH

RANGE	COST
Touch	+1
Touch	+1
10'	+2
30'	+3
60'	+4
120'	+5
Will/4 +5'	+2
Will/2 +10'	+4
Will +20'	+6
Will +5'	+3
Will +10'	+6
10'× Will	+12

TABLE 9.9: DURATION, DEATH

TIME	COST
Instant	—
Concentration	+1
1 Round	+1
5 Rounds	+1.5
10 Rounds	+2
Round + Will/4	+2.5
Round + Will/2	+3
Round + Will	+9
Round + Vitality	+14
Permanent	+25

Detection

TABLE 9.11: EFFECT, DETECTION

EFFECT	COST
Detect emotion	+2
Detect magic	+5
Detect danger	+5
Detect invisible	+10
Detect domain magic	+15
Detect alchemical craft	+15
Detect rune	+12
Detect Infernal	+20
Detect Otherworldly	+20
Detect Undead	+15
Detect curse	+8
Detect lie	+4
Detect Specific Animal	+10

TABLE 9.12: TARGET, DETECTION

EFFECT	COST
Specific effect in range	+3
Specific effect in a area	+3

TABLE 9.13: RANGE, DETECTION

EFFECT	COST
Self	+1
Touch	+2
10'	+3
30'	+4
60'	+5
120'	+6
1 mile	+30
5 miles	+40
20 miles	+60
100 miles	+80
Will/4 +5'	+2
Will/2 +10'	+4
Will +20'	+6
Will +5'	+3
Will +10'	+6

TABLE 9.14: DURATION, DETECTION

TIME	COST
Instant	—
Concentration	+1
1 Round	+1
5 Rounds	+1.5
10 Rounds	+2
Round + Will/4	+2.5
Round + Will/2	+3
Round + Will	+9
Round + Vitality	+14

Enchantment

TABLE 9.15: EFFECT ENHANCEMENT

EFFECT	COST
Confusion	+10
Sleep	+12
Mesmerized	+24
Charmed	+24
Feebleminded	+24
Held	+36
Frightened	+40
Obedient	+60

TABLE 9.16: TARGET, ENCHANTMENT

NO.	TARGET COST
TARGET BY NUMBERS	
1	+1
1 + Will/4	+2
1 + Will/2	+3
1 + Will	+4
TARGET BY AREA	
5' sphere	+2
10' sphere	+5
15' sphere	+8
20' sphere	+11
25' sphere	+14
30' sphere	+17
35' sphere	+20
40' sphere	+23
45' sphere	+26
50' sphere	+29
55' sphere	+32
60' sphere	+35
TARGET SPECIFIC	
Target Undead	+25
Target Otherworldly	+25
Target Infernal	+25
Target Natural	+25
Target Plants	+25
Target Animals	+25

TABLE 9.17: RANGE, ENCHANTMENT

RANGE	COST
Instant	—
Concentration	+1
1 Round	+1
5 Rounds	+1.5
10 Rounds	+2
Round + Will/4	+2.5
Round + Will/2	+3
Round + Will	+9
Round + Vitality	+14
Permanent	+25

TABLE 9.18: DURATION, ENHANCE-MENT

TIME	COST
Instant	—
Concentration	+1
1 Round	+1
5 Rounds	+1.5
10 Rounds	+2
Round + Will/4	+2.5
Round + Will/2	+3
Round + Will	+9
Round + Vitality	+14
Permanent	+25

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Enhance

TABLE 9.20: EFFECT, ENHANCE

EFFECT	COST
+1 Skill Bonus	+1
+2 Skill Bonus	+2
+3 Skill Bonus	+3
+4 Skill Bonus	+4
Increase 1 of the 5 Senses by ¼	+5
Increase 1 of the 5 Senses by ½	+10
Increase 1 of the 5 Senses by ¾	+15
Increase 1 of the 5 Senses by 2	+20
Increase Movement by ¼	+2
Increase Movement by ½	+4
Double Movement	+6
Increase Initiative +1	+2
Increase Initiative +2	+3
Increase Initiative +3	+4
Increase Initiative +4	+5
Increase Initiative +5	+6
Increase Initiative +6	+8
Increase Attribute +1	+1
Increase Attribute +2	+2
Increase Attribute +3	+3
Increase Attribute +4	+5
Boost Vitality by 5	+2
Boost Vitality by 10	+4
Boost Vitality by 15	+6
Boost Vitality by 20	+10
Boost Sanity by 2	+3
Boost Sanity by 6	+6
Boost Sanity by 12	+9
Boost Sanity by 24	+12

TABLE 9.20: EFFECT, ENHANCE (CONT.)

DAMAGE	COST
2	+2
4	+3
6	+4
8	+5
10	+6
12	+7

DAMAGE VALUE	COST
1(6)	+.5
2(12)	+1
3(18)	+2
4(24)	+3
5(30)	+4
6(36)	+5

TABLE 9.21: TARGET, ENHANCE

TARGET BY NUMBERS	
1	+1
1 + Will/4	+2
1 + Will/2	+3
1 + Will	+4
5' sphere	+2
10' sphere	+5
15' sphere	+8
20' sphere	+11
25' sphere	+14
30' sphere	+17
35' sphere	+20
40' sphere	+23
45' sphere	+26
50' sphere	+29
55' sphere	+32
60' sphere	+35

TABLE 9.22: RANGE, ENHANCE

RANGE	COST
Self	+.5
Touch	+1
10'	+2
30'	+3
60'	+4
120'	+5
Will/4 +5'	+2
Will/2 +10'	+4
Will +20'	+6
Will +5'	+3
Will +10'	+6
Will +10'	×6

TABLE 9.23: DURATION, ENHANCE

TIME	COST
Instant	—
Concentration	+1
1 Round	+1
5 Rounds	+1.5
10 Rounds	+2
Round + Will/4	+2.5
Round + Will/2	+3
Round + Will	+9
Round + Vitality	+14
Permanent	+25

Healing

TABLE 9.24: EFFECT, HEAL

HEAL	COST
6 Damage	+10
12 Damage	+15
Damage = Will/2	+20
Damage = Will	+30
Damage = Will x2	+40
Damage = Will x3	+50
2 Sanity	+15
4 Sanity	+25
Sanity = Will/2	+35
Sanity = Will	+45
Sanity = Will x2	+55

SPECIFIC TYPE OF DAMAGE HEALED	
Blindness	+30
Disease	+30
Disorder	+30
Poison	+40
Reincarnate	+40
Restore Limb	+50
Regenerate	+60
Resurrect	+60

TABLE 9.25: TARGET, HEAL

TARGET BY NUMBERS	
1	+1
1 + Will/4	+2
1 + Will/2	+3
1 + Will	+4

TABLE 9.26: RANGE

RANGE	COST
Self	+.5
Touch	+1
10'	+2
30'	+3
60'	+4
120'	+5
Will/4 +5'	+2
Will/2 +10'	+4
Will +20'	+6
Will +5'	+3
Will +10'	+6

Illusion

TABLE 9.27: EFFECT, ILLUSION

EFFECT	COST
Create illusion affecting 1 sense	+3
Create illusion affecting 2 sense	+9
Create illusion affecting 3 sense	+12
Create illusion affecting 4 sense	+15
Create illusion affecting 5 sense	+18
MODIFIERS	
Illusion is static	+1
Illusion is movable	+1.5
Illusion controlled by caster	+2

TABLE 9.28: TARGET, ILLUSION

TARGET BY NUMBERS	
1	+1
1 + Will/4	+2
1 + Will/2	+3
1 + Will	+4
TARGET BY AREA	
5' sphere	+2
10' sphere	+5
15' sphere	+8
20' sphere	+11
25' sphere	+14
30' sphere	+17
35' sphere	+20
40' sphere	+23
45' sphere	+26
50' sphere	+29
55' sphere	+32
60' sphere	+35

TABLE 9.29: RANGE, ILLUSION

RANGE	COST
Self	+.5
Touch	+1
10'	+2
30'	+3
60'	+4
120'	+5
Will/4 +5'	+2
Will/2 +10'	+4
Will +20'	+6
Will +5'	+3
Will +10'	+6

TABLE 9.30: DURATION, ILLUSION

TIME	COST
Instant	—
Concentration	+1
1 Round	+1
5 Rounds	+1.5
10 Rounds	+2
Round + Will/4	+2.5
Round + Will/2	+3
Round + Will	+9
Round + Vitality	+14
Expires if illusion is attacked	+2
Expires if illusion is touched	+2
Expires if illusion is talked to	+2
Expires if target casts a spell	+2
Expires if target attacks	+2
Expires if target moves	+2
Does not go off until triggered	+3

Move

TABLE 9.31: EFFECT, MOVE

MOVEMENT	COST
Walking rate doubled	+5
Running rate doubled	+10
Ability to walk on water	+10
Ability to walk on air	+20
Ability to walk up vertical surfaces	+12
Ability to fly	+35
Ability to fly and carry 1 person	+45
Ability to fly and carry up to 4 persons	+55
Ability to levitate	+20
Ability to leap	+15
Ability to swim double rate	+15
Ability to swim regardless of weight carried	+30
Ability to move freely in water	+50
Teleport any direction feet equal caster's Will	+50
Teleport any direction 10 feet + caster's Will	+55
Teleport any direction 10 feet x caster's Will	+65
Teleport any direction within 1 mile	+80
Teleport any direction within 10 miles	+90
Teleport any direction within 100 miles	+100
Teleport any place the caster knows	+200

TABLE 9.32: TARGET, MOVE

TARGET BY NUMBERS	COST
1	+1
1 + Will/4	+2
1 + Will/2	+3
1 + Will	+4

TABLE 9.33: TIME, DURATION

TIME	COST
Instant	—
Concentration	+1
1 Round	+1
5 Rounds	+1.5
10 Rounds	+2
Round + Will/4	+2.5
Round + Will/2	+3
Round + Will	+9
Round + Vitality	+14
Permanent	+25

TABLE 9.34: RANGE, TIME

RANGE	COST
Self	+.5
Touch	+1
10'	+2
30'	+3
60'	+4
120'	+5
Will/4 +5'	+2
Will/2 +10'	+4
Will +20'	+6
Will +5'	+3
Will +10'	+6

Protect

TABLE 9.35: EFFECT, PROTECT

TYPE OF PROTECTION	COST
AV 5	+5
AV10	+10
AV15	+15
AV20	+20
+1 TN to Resist	+5
+2 TN to Resist	+10
+3 TN to Resist	+20
+4 TN to Resist	+30
Invulnerable to specific spell	+25
Invulnerable to 1 spell effect (for example, charm, paralyze, etc.)	+55
Resistant to one specific normal managed weapon (longbow, sling, etc.)	+10
Resistant to one specific melee weapon (dagger, club, etc.)	+10
Resistant to specific damage type (acid, flame, suffocation, etc.)	+15
Immune to one specific normal managed weapon (longbow, sling, etc.)	+20
Immune to one specific melee weapon (dagger, club, etc.)	+20
Immune to specific damage type (acid, flame, suffocation, etc.)	+40

TABLE 9.36: TARGET, PROTECT

TARGET BY NUMBERS	COST
1	+1
1 + Will/4	+2
1 + Will/2	+3
1 + Will	+4

TABLE 9.37: DURATION, PROTECT

RANGE	COST
Self	+.5
Touch	+1
10'	+2

TABLE 9.38: RANGE, PROTECT

RANGE	COST
Self	+.5
Touch	+1
10'	+2
30'	+3
60'	+4
120'	+5
Will/4 +5'	+2
Will/2 +10'	+4
Will +20'	+6
Will +5'	+3
Will +10'	+6

Summon

TABLE 9.39: EFFECT, SUMMON

SUMMONED	COST
Summon 1 creature	+1
Summon 4 creatures	+3
Summon 8 creatures	+4
Summon 12 creature	+7
Summon creatures equaling casters Will/4	+3
Summon creatures equaling casters Will/2	+5
Summon creatures equaling casters Will	+7
Only summon specific type of creature (bat, rats, wolf, etc.)	+2
Only summon specific type of monster (goblin, giant, etc.)	+4
Summoned creature(s) passively aggressive	+3
Summoned creature(s) actively aggressive	+2
Summoned creature(s) hostile	+1

TABLE 9.40: TARGET, SUMMON

SUMMONED	COST
Only summoned creature(s) within range	+5
Summoned from thin air	+10

TABLE 9.41: TIME, DURATION

TIME	COST
Instant	—
Concentration	+1
1 Round	+1
5 Rounds	+1.5
10 Rounds	+2
Round + Will/4	+2.5
Round + Will/2	+3
Round + Will	+9
Round + Vitality	+14
Permanent	+25

TABLE 9.42: RANGE, PROTECT

RANGE	COST
Self	+.5
Touch	+1
10'	+2
30'	+3
60'	+4
120'	+5
Will/4 +5'	+2
Will/2 +10'	+4
Will +20'	+6
Will +5'	+3
Will +10'	+6

Transform

TABLE 9.43: EFFECT, TRANSFORM

EFFECT	COST
TOTAL TRANSFORMATION	
Transform to a statue	+15
Transform into a Natural Creature	+35
Transform into a Infernal Creature	+35
Transform into a Undead Creature	+35
Transform into a Otherworldly Creature	+35
Gain new form's physical characteristics	+10
Gain new form's physical attacks	+10
Gain new form's creature traits	+20
PARTIAL TRANSFORMATION	
Current form gains ability to breath water	+10
Current form gains Night Vision	+10
Current form gains skill-like ability	+15
Current form gains ability to blend	+20
Current form gains ability to leap	+20
Current form gains ability to climb like a sider	+20
Current form gains ability to move without making a sound	+20
Current form gains ability to see as if a eagle	+20
Current form gains ability to grow or shrink	+25†
Current form gains ability to become a gas	+30
Current form gains ability to become insubstantial	+49

† + 5 for each size level

TABLE 9.44: TARGET, TRANSFORM

NUMBER	COST
1 living creature	+2
2 living creatures	+3
3 living creatures	+4
4 living creatures	+5
5 living creatures	+6

TABLE 9.45: RANGE, TRANSFORM

RANGE	COST
Self	+.5
Touch	+1
10'	+2
30'	+3
60'	+4
120'	+5
Will/4 +5'	+2
Will/2 +10'	+4
Will +20'	+6
Will +5'	+3
Will +10'	+6

TABLE 9.46: DURATION, TRANSFORM

TIME	COST
Instant	—
Concentration	+1
1 Round	+1
5 Rounds	+1.5
10 Rounds	+2
Round + Will/4	+2.5
Round + Will/2	+3
Round + Will	+9
Round + Vitality	+14

WALL

TABLE 9.47: EFFECT, WALL

MATERIAL	COST
Wall is made of a specific element (Earth, Air, Fire, Water, Ether)	+2[†]
BEHAVIOR	
Impenetrable to magic	+10
Impenetrable to Natural Creatures	+10
Impenetrable to Otherworldly Creatures	+15
Impenetrable to Infernal Creatures	+30
Impenetrable to Undead Creatures	+20
Impenetrable to 1 Sense	+1
Impenetrable to 2 Senses	+4
Impenetrable to 3 Senses	+8
Impenetrable to 4 Senses	+10
Impenetrable to all Sense	+12
Wall is transparent	+2
Wall is translucent	+10
Wall is Opaque	+20
Wall offers AV 5 protection	+5
Wall offers AV 10 protection	+10
Wall offers AV 15 protection	+15

MATERIAL	COST
Wall offers AV 20 protection [‡]	+20
Wall offers AV 25 protection [‡]	+25
Wall absorbs Damage = Will/2 [‡]	+15
Wall absorbs Damage = Will [‡]	+25
Wall absorbs Damage = Will x2 [‡]	+45
Wall absorbs Damage = Will x4 [‡]	+85
Wall absorbs Damage = Will x6 [‡]	+100
SHAPE	
Wall may be shaped by reducing area	+1
Thickness may be reduced to increase area	+2
Wall may form a bond with surrounding material	+4
Wall must form a bond with surrounding material	+3
Wall must be a vertical plane	+7
Wall must be a horizontal plane	+7
Wall must be a sphere	+10
Wall must touch ground	+10

† Only one element can be choosen

‡ Duration for wall is considered special. Until the wall aborbs one point more than what it is able to absorb, the wall stands.

**TABLE 9.48:
TARGET, WALL**

AREA	COST
Area 100 sq. ft	+2
Area 500 sq. ft.	+5
Area 750 sq. ft.	+10
Area 1000 sq. ft.	+15
Area 1,200 sq. ft.	+20
Area 1,500 sq. ft.	+25
THICKNESS	
1"	+.5
1'	+1
10'	+2
20'	+4

**TABLE 9.49:
RANGE, WALL**

RANGE	COST
Self	+.5
Touch	+1
10'	+2
30'	+3
60'	+4
120'	+5
Will/4 +5'	+2
Will/2 +10'	+4
Will +20'	+6
Will +5'	+3
Will +10'	+6

**TABLE 9.50:
DURATION, WALL**

TIME	COST
Instant	—
Concentration	+1
1 Round	+1
5 Rounds	+1.5
10 Rounds	+2
Round + Will/4	+2.5
Round + Will/2	+3
Round + Will	+9
Round + Vitality	+14

Chapter 10: Creating Objects of Magical Power

OBJECTS OF MAGICAL POWER are in essence magic items. These are not like relics, which are unique items. What separates these items from relics (see **EXPERT**, chapter 5 for more details) is the simple fact that they are random. They have no history (unless you choose to give them one) nor are they objects to be feared. These objects date back to earlier times, typically products of alchemical arts and spellcraft, or simply came into being through some outside agency. Grab some dice, and follow each step.

The Creation Process

Step 1: Determine Type

Magical objects take many forms. They can be as simple as a pair of gloves, or something as intricate as a elaborately crafted brooch. Rolling a d12 and consulting the following table gives you the basic item.

Each of these items can be narrowed down further by rolling a d12 and referring to the corresponding tables below. For example, using *TABLE 10.1* the result is clothing. You then roll on *TABLE 10.4* to find what object of clothing the object takes.

TABLE 10.1: ITEM TYPE

D12	TYPE
1–2	Weapon
3–4	Armor
5–6	Clothing
7–8	Jewel/Gem
9–10	Jewelry
11–12	Mundane Item

TABLE 10.2 WEAPON TYPE

D12	TYPE
1–2	Ranged
3–4	Hand Edge
5–6	Hand Blunt
7–8	Hand Edge
9–10	Hand Blunt
11–12	Thrown

TABLE 10.3 ARMOR TYPE

D12	TYPE
1–2	Helmet
3–4	Shield
5–6	Breastplate
7–8	Greaves
9–10	Bracers
11–12	Full Suit

TABLE 10.4 CLOTHING TYPE

D12	TYPE
1–2	Pants
3–4	Gloves
5–6	Tunic
7–8	Cloak/Cape
9–10	Headwear
11–12	Footwear

TABLE 10.5 JEWELRY TYPE

D12	TYPE
1–2	Necklace
3–4	Ring
5–6	Bracelet
7–8	Headwear
9–10	Broach
11–12	Amulet

TABLE 10.6: GEM/JEWEL TYPE

TYPE
Agate
Agate Geode
Amber
Amethyst (Purple)
Amethyst (Yellow)
Apatite
Aquamarine
Beryl
Bloodstone
Heliotrope
Carnelian
Chalcedony
Chrysoprase
Coral
Diamond, Black
Diamond, Blue
Diamond, Brown
Diamond, Champagne
Diamond, Green
Diamond, Grey
Diamond, Orange
Diamond, Pink
Diamond, Purple
Diamond, Yellow
Emerald
Feldspar
Garnet
Golden Beryl
Hematite
Ivory
Jade

TABLE 10.6: GEM/JEWEL TYPE

TYPE
Jasper
Lapis Lazuli
Malachite
Moonstone
Mother of Pearl
Obsidian
Onyx
Opal
Opal, Black
Opal, Fire
Pearl, Black
Pearl, Brown
Pearl, Golden
Pearl, Lavender
Pearl, Pink
Peridot
Quartz, Rose
Quartz, Smoky
Ruby
Sapphire
Topaz
Topaz, Blue
Topaz, Grey
Topaz, Orange
Topaz, White
Topaz, Yellow
Tourmaline
Turquoise (various colors)
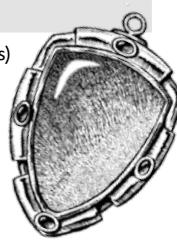
STEP 2: NUMBER OF POWERS

The next step is to determine the number of powers the object has.

TABLE 10.7: POWERS POSSESSED

D12	#POWERS
1–6	1
7–10	2
11	3
12	4

STEP 3: POWER TYPE

Once you know the number of powers the items has, you need to determine the type of powers it has.

TABLE 10.8: TYPE OF POWERS

D12	#POWERS
1–4	Skill Bonus
5–7	Extra Damage
8–10	Mundane Effect
11	Minor Effect
12	Major Effect

Step 4: Assign Powers

The final step is to assign the powers that you got from Step 3.

Skill Bonus

The item gives the user a +1 TN bonus to a specific skill. As long as the item is held, or worn, this bonus applies. This skill bonus can be taken multiple times at the cost of 1 power. For example, you are creating a ring that grants a +1 TN to Stealth. When rolling to see how many powers the item has, you roll 11 and get 3 Powers. You decide that you want this ring to have a higher bonus, so you deduct another power, and increase the Stealth to +2 TN.

Extra Damage

Extra damage takes many forms for each power you determined in Step 2, you can choose one of the following damage options.

- 8 Damage
- 10 Damage
- 12 Damage
- 14 Damage
- DV 3(18)
- DV 4(24)
- DV 5(30)
- DV 6(36)
- Double damage to a specific creature
- Fire/Cold/Electric Damage
- +2 Damage
- +4 Damage
- +6 Damage
- +8 Damage
- Burn Damage
- 2 point damage for 4 rounds with successful hit
- 4 point damage for 6 rounds with successful hit
- 6 point damage for 8 rounds with successful hit
- 8 point damage for 10 rounds with successful hit
- 10 point damage for 12 rounds with successful hit
- 12 point damage for 14 rounds with successful hit

Mundane Effect

Mundane effects are just that mundane. Some examples of a mundane effect are:

- Ability to sleep in your armor
- Ability to keep you dry
- Ability to keep you warm
- Ability to keep you cool
- Ability to ensure no dirt clings too you
- Ability to give off a soft glow that shed light in a 5-foot radius
- Ability to mend itself
- Ability to keep food or drink warm
- Ability to keep food or drink cool
- Ability to keep vermin at bay
- Ability to cast light in a 10-foot radius

There are many more types of mundane effects, and Gamemasters are encouraged to come up with more to fit their needs.
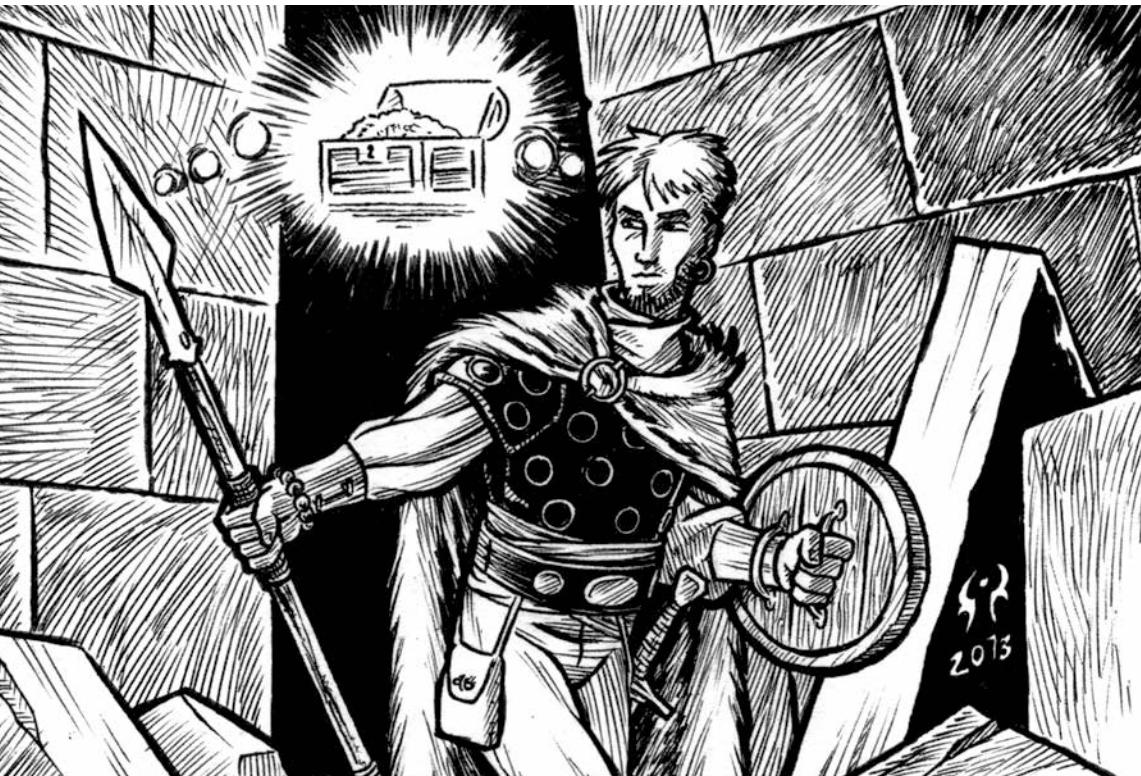
Minor Effect

Minor effects are those that last for no more than 12 rounds, or perform a instantaneous effect a number of times before they lose the ability to do so. Items with minor effects have charges. Charges are the number of times an item's innate abilities are usable. Each time a power is used, 1 charge is expended. Once the object is out of charges the abilities are no longer usable.

Can charges be regained?

No.

Why?

Objects of magical power are subtle things and do not command the power that Relics do. These objects are finite and once the power contained in the item is gone, it is gone. To determine the number of charges a object has is easy. Roll 3d12, add the dice together, and that gives you the total number of charges. For example, you roll 3d12 and the results are 1, 8, 12, which give you a total of 21 charges.

The choices for Minor Effects are many, and the following list is in no way exhaustive. If you want to add your own, use the list as a guide for your creations.

- Ability to breath water
- Night Vision
- Gain skill-like ability
- Gain ability to blend
- Gain ability to leap
- Gain ability to climb like a sider
- Gain ability to move without making a sound
- Gain ability to see as if a eagle
- Gain ability to grow or shrink one size level (can be taken multiple times)
- Gain ability to become a gas
- Gain ability to become insubstantial
- Create a 10' sphere impenetrable to magic
- Create a 10' sphere impenetrable to Natural Creatures
- Create a 10' sphere impenetrable to Otherworldly Creatures
- Create a 10' sphere impenetrable to Infernal Creatures
- Create a 10' sphere impenetrable to Undead Creatures
- Create a 10' sphere impenetrable to 1 Sense
- Create a 10' sphere impenetrable to 2 Senses
- Create a 10' sphere impenetrable to 3 Senses
- Create a 10' sphere impenetrable to 4 Senses

- Create a 10' sphere impenetrable to all Sense
- Create a 10' sphere that offers AV 5 protection
- Create a 10' sphere that offers AV 10 protection
- Create a 10' sphere that offers AV 15 protection
- Create a 10' sphere that absorbs 10 points of damage
- Create a 10' sphere that absorbs 15 points of damage
- Create a 10' sphere that absorbs 20 points of damage
- Walking rate doubled
- Running rate doubled
- Ability to walk on water
- Ability to walk on air
- Ability to walk up vertical surfaces
- Ability to fly (d12 x10 for number of feet able to fly per round)
- Ability to fly and carry 1 person (d12 ×5 for number of feet able to fly per round)
- Ability to fly and carry up to 4 persons (d12 x2 for number of feet able to fly per round)
- Ability to levitate (d12 x6 for number of feet able to levitate per round)
- Ability to leap (d12 x6 for number of feet able to fly per round)
- Ability to swim double rate
- Ability to swim regardless of weight carried
- Ability to move freely in water

Major Effect

Unlike minor effects, major effects are those with a lasting impact. By lasting impact, it means that as long as the item is held, worn, or otherwise in the possession of the user, the effect is on. There are no charges to worry about.

In most cases the list of minor effects listed above, are perfectly suited to be major effects. The following effects are also available to choose from.

- Invulnerable to specific spell or other magical art
- Invulnerable to 1 spell effect (for example, charm, paralyze, etc.)
- Resistant to one specific normal ranged weapon (longbow, sling, etc.)
- Resistant to one specific melee weapon (dagger, club, etc.)
- Resistant to specific damage type (acid, flame, suffocation, etc.)
- Immune to one specific normal managed weapon (longbow, sling, etc.)

- Immune to one specific melee weapon (dagger, club, etc.)
- Immune to specific damage type (acid, flame, suffocation, etc.)
- As long as worn grants AV 5
- As long as worn grants AV 10
- As long as worn grants AV 15
- As long as worn grants AV 20
- Grants a +2 AV modifier (for armor only)
- Grants a +4 AV modifier (for armor only)
- Grants a +6 AV modifier (for armor only)
- Grants a +8 AV modifier (for armor only)
- Grants a +10 AV modifier (for armor only)
- Grants a +12 AV modifier (for armor only)
- Grants +1 Defend bonus
- Grants +2 Defend bonus
- Grants +3 Defend bonus
- Grants +4 Defend bonus
- Grants a +1 to specific skill test
- Grants a +2 to specific skill test
- Grants a +3 to specific skill test
- Grants a +4 to specific skill test
- Allows you to see anything invisible
- Grants +1 to Resist tests
- Grants +2 to Resist tests
- Grants +3 to Resist tests
- Grants +4 to Resist tests
- Grants +1 Damage (weapons only)
- Grants +2 Damage (weapons only)
- Grants +3 Damage (weapons only)
- Grants +4 Damage (weapons only)
- Grants +5 Damage (weapons only)
- Grants +6 Damage (weapons only)
- Returns to hand once thrown
- Grants +5 Damage to a specific creature (wolves, skeletons, elemental, etc.)
- Does not need to breathe
- Ability to move freely
- Understand all languages
- Ability to speak to animals
- Ability to command specific animals (cat, dog, lion, shark, eagle, etc.)

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- Rules for creating your own spells

- Rules for the creation of random items of magical power

Pick what you want, ignore what you don't like, or use it all. **Shadow, Sword & Spell: Magic** is designed to enhance your magical game.

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