

Halberd: Magic and Treasure



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Halberd Rulebook 2

CONTENTS

CONTENTS	2	
Spells	4	
Runes	4	
Memory limit	4	
Reading times	4	
Battle and Ritual Magic	4	
Using Power	4	
Starting Spell Book	5	
Planes	5	
Power Levels	6	
CASTING SPELLS	6	
Battle Magic		6
Ritual Magic		7
Failed Spells		7
Resistance to Magic		7
Special Spell Rolls		7
CHARACTER CLASSES AND SPELLS	7	
Summary		8
SPELL LISTS	8	
Creation Spells	10	
Missile Spells	26	
Protection Spells	28	
Thrown Spells	32	
Control Spells	37	
Detection Spells	38	
Dismissal Spells	39	
Special Spells	39	
Alchemical Spells	45	
Potions, Ointments, Dusts and Oils		45
Spellcasting Summary	56	
ITEMS		64
Non-Enchanted Weapons and Armour	64	
Materials		64

Craft	65
Magical Items	65
Potions, Oils, Dusts, Glyphs and Ointments	65
Weapons	65
Armour and Shields	67
Other Magical Items	68
Artefacts	70
TREASURE	71



Such a chest could only contain a great treasure

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SPELLS

Spells are classified according to the character class that can use them, their type (either battle magic or ritual), and their function (missile, thrown, protection, control, creation, detection, dismissal, special, alchemical). They also have a PW needed to use them, a minimum IQ to learn them and a maximum chance of casting them when making magic skill rolls.

There are an infinite number of possible spells but only a few are commonly available. Others must be discovered during the game.

Though certain spells used by different character classes have the same effect, they are still classed as different spells, may have different PW and IQ costs, and cannot be used by the wrong class.

RUNES

Spells are permanently recorded in the form of runes which can be written in books, scrolls, inscribed on walls and so on. A wizard always has a spell book, or books, containing his/her spells. This will be a most valued possession. Written in normal sized handwriting, a spell will usually take up a number of pages (of equivalent to A4 size) equal to twice its IQ. This does not give any indication of the time it takes to use. The runes describe the complex formulas a wizard must memorise to use a spell.

MEMORY LIMIT

A wizard's IQ limits the total number of spells s/he can have memorised at any time. For a spell casting academic, the maximum number of spells is equal to their IQ. Mixed character classes can memorise half their IQ in spells; paladins $\frac{1}{4}$ of IQ and others $\frac{1}{5}$ of IQ if they have learned to cast spells.

READING TIMES

- To identify a spell from a written source takes 1 minute per IQ of the spell.
- To memorise a spell from a wizard's own spell book takes half the IQ of the spell in hours of work. A spell may not be memorised from any other source.
- Transcribing the runes of a spell from another source into a wizard's own spell book will take 4 times the IQ of the spell in hours work.

Wizards tend to be very wary of passing on their spells to others as they represent their professional secrets. Generally a wizard will only pass on spells to apprentices in return for service. Spells may also be available in the libraries of colleges, temples or monasteries, but usually only to members. Such organisations would not approve of their secrets being passed on to non-members.

The difficulty involved in reading spells depends on the IQ of the spell and the operation attempted (*See Skills: Read Runes*).

BATTLE AND RITUAL MAGIC

There are a few crucial differences between these two categories. Battle Magic requires no preparation and occurs immediately. Its effects are usually temporary and require temporary PW. Casting it requires the Battle Magic skill. Ritual magic takes much longer to use, requires preparation, may have permanent effects and may require permanent PW. Casting it requires the Magical Ritual skill.

USING POWER

Temporary PW which has been used or lost is regained at a rate of 1/10 of total PW per hour rounded to the nearest figure. Therefore, a character with 1-14 PW gets 1/hour, and a character with 15-24 PW gets 2/hour. A figure cannot deliberately reduce its temporary PW below 0. A figure that has its PW reduced below 0 is unconscious until PW rises back to 0. When permanent PW is sacrificed or lost, it can only be regained by spending XPs. In a ritual spell requiring more than 1 permanent PW there may be 1 participant per PW to be sacrificed. Unless noted otherwise all participants must be at least Very Skilled in Magical Rituals and not have more than 4 IQ less than the main caster. Each participant must sacrifice at least 1 PW.

STARTING SPELL BOOK

A wizard may begin the game with some spells already recorded in his/her spell book. These represent the spells s/he gained from a master, college etc. If using XP to buy starting spells:

- Each common spell costs a number of XP equal to the IQ required to use it.
- An uncommon spell costs twice the IQ required to use it.
- A rare spell cannot be part of a starting book.

It is possible that some of the spells will require more IQ to use than the wizard currently has.

PLANES

Most of a wizard's magic operates by creating a link between the wizard's world and another plane of reality. Other spells do not require contact with another plane, exploiting the magical energies of the Real Plane. Spells call creatures, elements or energies from their own plane into the normal world. Different types of wizard specialise in contacting different planes. There are probably an infinite number of other planes; the following lists only the most commonly encountered.

Plane	Description
Real	The name used by wizards to describe the plane on which they live. Home of natural living creatures and natural spirit forms.
Spirit	Home of the spirits of the dead and the yet to be born as well as many other less well understood spirit forms. The spirit plane is an area of insubstantial flickering energies and minds.
Nirvana	Home of the Spiritualist God, his servants the Angels and the spirits of his worshippers awaiting rebirth. Spiritualist clerics specialise in contacting this plane.
Abyss	Home of the Materialist God, his servants the Archons and the spirits of his worshippers awaiting rebirth. Materialist clerics specialise in contacting this plane.
Limbo	Dwelling place of demons, their slaves and prisoners. A huge world of twisted rock, metal and fire. Demons are always eager to escape from their world to dominate other planes. Conjurors specialise in contacting limbo.
Elemental Plane	A plane of great energy in which the pure forms of fire, darkness, light, water and earth are in constant battle. The dwelling place of elementals. Sorcerers specialise in contacting the elemental plane.
7 Planes	Each of the planes is the dwelling place of one pantheon of the Old Gods. Priests, Animists, Adepts, Shamans, Manti, God-Talkers and Power Eaters specialise in contact with these planes. The 7 planes are the Eternal, the Sylvan, the Celestial, the Draconic, the Infernal, the Ancient and the Primal Stone.
Parallel Planes	These are a variety of planes similar to the real plane. Spells do not contact them but it is possible to travel to them.

There are several forms in which things can be brought from one plane to another:

Images	Brings the impression of a creature or object from one plane to another. It appears in every way to be real and can move and act at the command of its creator, but it has little real substance. It still blocks the view through it if opaque; for example, it is not possible to see through an image of darkness or stone. Anything which is within the image will no longer appear to be there; it is masked by the image. Any attack against an image doing 1 point of damage always destroys it, causing it to vanish immediately. An image cannot attack in any way. Its link to the real world is weak; it relies on the wizard who created it to remain conscious, and it can be DISBELIEVED. A permanent image is not removed by being disbelieved but can be ignored by the figure which disbelieved it.
Illusions	An illusion spell allows a creature or object to project itself into the real world. It appears real, has substance and can fight, be fought and do damage. It is fully commanded by the wizard. However, its link to the real world is still weak; it relies on the wizard who created it to remain conscious, and can be DISBELIEVED. A permanent illusion is not removed by being disbelieved but can be ignored by the figure which disbelieved it and can do no damage to it.
Summoning	The creature or object is brought fully into the real world but the wizard uses his power to maintain the link to the thing's plane and it cannot be DISBELIEVED.

Calling	The creatures or object's entire being is brought into the world, using the wizard's permanent PW to do so. No energy is needed to maintain it in the real world and the wizard can send it back and call it up at will. It can be sent back by using powerful magic or being physically destroyed.
Disbelieving	This a simple magic spell known to all creatures of IQ 7+ and is used to banish images and illusions. To disbelieve something make a Perception skill roll: <ul style="list-style-type: none"> • Average if the wizard who created it had IQ 15 or less; • Difficult if the creator had an IQ of 16-20; • Very Difficult if the creator had an IQ of 21-25. • Extremely Difficult if the creator's IQ was over 25. It costs 1 temporary PW to disbelieve something.

Creatures which use magic: A creature needs a strong link to a plane to be able to use magic in it. An illusion or an image cannot use any magic or engage in spirit combat. A summoned creature can use non-creation magic and is able to engage in spirit combat. A called creature can use any magic except any spell requiring permanent PW. Only a creature with a permanent presence on a plane can use permanent PW. Any equipment a creature brings from its own plane will return when it leaves, and will be unusable by a creature from a different plane.

POWER LEVELS

Power levels are a guide to how powerful, useful or tough a creature is. Levels are given for the creatures in Halberd: Home.

- + Hit Roll x 3
- + Hits
- + Average Damage x 2
- + Average Result of Supernatural Ability Attack x 4
- + 10 for Flight and each Special Defence
- + Average Armour/Minimum x 2
- + 2 x IQ if a spell user
- + 2 x PW if a spell user
- 20 for herbivore/ passive.
- 10 for relying on attack averaging 3 damage or less.
- +5 if fast 10(22) or better
- 5 if slow 5 or worse.

Compare the total with the following table:

Points	Level
0-25	1
26-50	2
51-75	3
76-100	4
101-125	5
126-150	6
151-175	7
176-200	8
201-225	9
226-250	10
Each +25	+1

CASTING SPELLS

Battle Magic

To cast a battle magic spell, a wizard picks the option "cast spell in combat". A Battle Magic skill roll is necessary for the spell to work. The Max (modified by skill) depends on the spell and is part of the spell's description. Any modifiers are described in the spell descriptions section. If the spell succeeds, the wizard immediately reduces his PW (temporarily or permanently, depending on type) by the initial amount required. A wizard must maintain a spell with a maintenance cost at the beginning of the wizard's next action and each turn thereafter; otherwise the effects of the spell will terminate. It takes no time to maintain a spell and a wizard can maintain any number of spells simultaneously if s/he has the power. A wizard can cast more spells whilst maintaining others. A wizard with multiple actions can use them to cast multiple spells. (see *Skills: Battle Magic*).

Ritual Magic

Ritual spells require time and Magical Ritual skill rolls (*see Skills: Magical Ritual*). Generally no more than 6 hours a day can be spent on magical rituals so longer rituals are split over several days. If a wizard spends more than 6 hours per day on a ritual there is a 1 penalty to success per hour.

Failed Spells

If a character attempts a ritual spell and fails, s/he will need at least a week of research before trying again. S/he does not lose any permanent PW. Failing a battle magic spell costs 1 temporary PW unless it was a missile spell, in which case the total PW used is lost.

Resistance to Magic

Some spells which actively affect a target allow the target to make a resistance roll. Both the caster and the target roll 2D and add their current PW. If the target's total equals or exceeds the caster's, the spell takes no effect.

Special Spell Rolls

The levels for special throws are shown under SKILLS.

A CRITICAL result causes a spell to have an increased effect. The caster chooses one effect which has double effect or double the duration or divides the spell cost by 2.

A FUMBLE result on a battle magic spell causes the character to lose all the PW applied and be unable to cast any magic for 1D turns as a result of magical shock. For a ritual, all permanent PW used in the spell is lost, in addition to the effects for failure.

CHARACTER CLASSES AND SPELLS

Different classes of wizard can use different spells. Some are specialists in a type of magic and can use those spells more effectively than others. Each class can use only those types of magic listed.

Class	Spells
Paladin	Can use any spell involving contact with Nirvana (for a Spiritualist Paladin) or the Abyss (for a Materialist Paladin) as a specialist.
Alchemists	Can use any non-illusion spell which involves contacting the real plane as generalists and can use alchemical spells as a specialist.
Conjurer	Can use any spell which involves contacting the real plane or illusions from Limbo as generalists. Casts non-illusion spells involving limbo as specialists.
Illusionists	Can use any spell which involves contacting the real plane as generalists and all spells of illusion as a specialist regardless of which plane they contact.
Magician	Can use any spell as a generalist as long as it does not involve contact with Nirvana or the Abyss. Can use alchemical spells as a generalist.
Sorcerer	Can use any spell which involves contacting the real plane or illusion spells contacting the elemental plane as a generalist. Uses all non-illusion spells involving the elemental plane as a specialist. Can use alchemical spells as a generalist.
Animist	Can use any non-illusion spell which involves contacting the real plane as a generalist and all spells involving contact with the 7 Planes as a specialist. Can use Sylvan spells.
Cleric	Can use any non-illusion spell contacting the real plane as a generalist and any spell involving contact with Nirvana for a Spiritualist cleric or the Abyss for a Materialist cleric as a specialist.
Necromancer	Can use any spell which involves contacting the real plane or illusion spells contacting the spirit plane as a generalist. Uses any non-illusion spell involving the Spirit Plane as a specialist. Can use alchemical spells as a generalist.
Mystic	Mystics can use any non-illusion spell which contacts the real plane as a specialist. They can use any illusion spell contacting the real plane as a generalist. They can use alchemical spells as generalists.
Priest	Can use any non-illusion spell which involves contacting the real plane as a generalist and all non-illusion spells involving contact with the 7 Planes as a specialist. Can use Eternal spells.
Shaman	Can use any non-illusion spell which involves contacting the real plane as a generalist and all non-illusion spells involving contact with the 7 Planes as a specialist. Can use Infernal spells.

Adept	Can use any non-illusion spell which involves contacting the real plane as a generalist and all non-illusion spells involving contact with the 7 Planes as a specialist. Can use Draconic spells.
God-Talker	Can use any alchemical spell as a generalist and all non-illusion spells involving contact with the 7 Planes as a specialist. Can use Primal Stone spells.
Mantis	Can use any non-illusion spell which involves contacting the real plane as a generalist and all non-illusion spells involving contact with the 7 Planes as a specialist. Can use Celestial spells.
Power Eater	Can use all Ancient spells up to IQ.
Others	Cannot normally use spells. It is possible for non-magic users to learn to use magic though they will never be as good as those who have specialised in this area. A non-magic user may use spells contacting the Real Plane as a generalist as though his/her IQ was 6 lower than it is e.g. a character with IQ 14 would be treated as having IQ 8. Such a character may memorise spells as though his/her IQ was one fifth of its actual value rounded up. In order to be able to cast any spells the character will require basic training of the type a magic user would have gained in youth in a school or apprenticeship. This will require using 300 XP and working with a spell caster. They may then learn to use one plane of magic as a generalist.

Summary

Class	Non-illusion spells which contact:								
	Real	Spirit	Nirv.	Abys	Limb.	Elem.	7-Pla.	Illus.	Alch.
E. Paladin	No	No	No	Spec	No	No	No	No	No
G. Paladin	No	No	Spec	No	No	No	No	No	No
Alchemist	Gen	No	No	No	No	No	No	No	Spec
Conjurer	Gen	No	No	No	Spec	No	No	Gen*	No
Illusionist	Gen	No	No	No	No	No	No	Spec	No
Magician	Gen	Gen	No	No	Gen	Gen	Gen	Gen	Gen
Sorcerer	Gen	No	No	No	No	Spec	No	Gen*	Gen
Animist	Gen	No	No	No	No	No	Spec	No	No
G. Cleric	Gen	No	Spec	No	No	No	No	No	No
E. Cleric	Gen	No	No	Spec	No	No	No	No	No
Necromancer	Gen	Spec	No	No	No	No	No	Gen*	Gen
Mystic	Spec	No	No	No	No	No	No	Gen*	Gen
Priest	Gen	No	No	No	No	No	Spec	No	No
Shaman	Gen	No	No	No	No	No	Spec	No	No
God-Talker	No	No	No	No	No	No	Spec	No	Gen
Mantis	Gen	No	No	No	No	No	Spec	No	No
Adept	Gen	No	No	No	No	No	Spec	No	No
Power Eater	No	No	No	No	No	No	No	No	No
Others	Gen	No	No	No	No	No	No	No	No

Class	Cele.	Infe.	Prim.	Drac.	Eter.	Syl.	Anc.
Animist	No	No	No	No	No	Sp	No
Priest	No	No	No	No	Sp	No	No
Shaman	No	Sp	No	No	No	No	No
God-Talker	No	No	Sp	No	No	No	No
Mantis	Sp	No	No	No	No	No	No
Adept	No	No	No	Sp	No	No	No
Power Eater	No	No	No	No	No	No	Sp
Others	No	No	No	No	No	No	No

No: This character class cannot use spells of this type.

Gen: This character class uses spells of this type as a generalist. If followed by a * this is only for a plane contacted as a specialist.

Spec: This character class uses spells of this type as a specialist.

SPELL LISTS

The following section lists some spells that may be encountered in the game. It does not include the common agricultural, household or craft based magic used everywhere especially by religious character classes. They can be assumed to have a variety of blessing spells for houses, families, children, fields etc appropriate to their religion.

Spell descriptions are divided into two parts. A statistics bar and a description.

Statistics Bar: this gives basic details about the spell using a series of codes. The structure is as follows:

SPELL NAME: Rarity (Battle or Ritual/Type/Plane Contacted)-Illusion or Non-Illusion. IQ:. PW:. Skill:. Dur:. Tim:.

A key to the abbreviations used is given below.

Spell Name:

Some spells have part of their name in brackets. This indicates that the description includes a number of spells with specific names replacing the word in ().

Rarity:

Spells become one level rarer over 20 IQ. Some multiple spells have a different IQ for each and in this case rarity is indicated before each individual spell.

C Common spell
U Uncommon spell
R Rare spell

Battle or Ritual:

B Battle magic R Ritual magic

Spell Type:

Mi Missile spell T Thrown spell
Pr Protection spell Co Control spell
Cr Creation spell De Detection spell
Di Dismissal spell Al Alchemical spell

Plane Contacted:

Spi Spirit plane Ele Elemental plane
Nir Nirvana 7pl Seven planes
Aby Abyss Rea Real plane
Lim Limbo Cel Celestial
Inf Infernal Dra Draconic
Pri Primal Stone Anc Ancient
Syl Sylvan Ete Eternal

Illusion or Non-illusion

IL Illusion spell

Other:

IQ The IQ necessary to cast a spell. If prefixed:
S: The IQ necessary for a specialist to cast the spell.
G: The IQ necessary for a generalist to cast the spell
If there is no prefix, then the same IQ is required by all users. If a spell has only specialist IQ then no generalist may use it.
If IQ is listed as ML the spell is multi-level and the IQ of each level is listed in a separate table.

PW The power required to use the spell. The number before the “ / “ is the initial casting cost; the second number is the maintenance cost. Not all spells need to be maintained every turn; in this case there will be only 1 number. PW cost followed by a p is permanent PW.
If PW is listed as ML the spell is multi-level and the PW of each level is listed in a separate table.

Skill Difficulty of skill roll required to use the spell.
Sim: Simple
Eas: Easy
Avg: Average
Dif: Difficult
Vdif: Very Difficult
Edif: Extremely Difficult
Adif: Absurdly Difficult
Her: Heroic
If Skill is listed as ML the spell is multi-level and the Skill of each level is listed in a separate table.

Dur Battle magic spells with a duration, such as images, illusions and non-maintained summonings, last for 12 turns (1 minute), or 60 turns (5 minutes) for an extra 1 PW, every extra PW after that adds 5 minutes duration. This is indicated by an S. Other spells may have a listed duration. Spells with neither are either maintained indicated by a maintenance cost in PW or are permanent (P).

Tim Time to cast. Battle Magic does not have a time as it always takes an action to cast.

Res Allows a resistance roll (PW vs PW).

CREATION SPELLS

A creation spell is one which brings something into the real plane. The created thing appears within 6 squares of the wizard. The wizard must be able to see the squares in which s/he is creating something. If it is a living thing, it can neither move nor attack in the turn it is created. Once created, the range between the creation and the wizard is irrelevant. A wizard can see through the eyes of a creature s/he has created and if the wizard's sight has been affected by a spell, it will also affect the creature. Creation spells require concentration and a penalty of -4 is incurred if trying to cast them whilst in melee.

SUMMON (CREATURE) (B/CR/Animal C (Rea), Demon C (Lim), Elemental C (Ele), Spirit C (Spi), Angel C (Nir), Archon C (Aby), Natural Spirit C (Rea), C Sylvan (Syl), C Eternal (Ete), C Celestial (Cel), C Infernal (Inf)), C Stone Guardian (Pri), C Ancient (Anc), C Dragon (Dra)). IQ: ML. PW: ML. Skill: ML.

Each of these separate spells is used to summon a creature or creatures from the indicated plane. The total levels of the summoned creatures may not exceed the level of the spell. For example, a level 6 summon animal can be used to summon 2 level 3 creatures or one level 6 animal. All of these spells summon a named example of the listed creature type into the real plane. Example summon spells would be Summon Greater Archon, Summon Wolf, Summon Etterling Scout etc.

Level	Specialist		Generalist		Skill
	IQ	PW	IQ	PW	
1	8	1/1	10	2/1	Eas
2	9	1/1	11	2/1	Eas
3	11	2/1	13	3/1	Eas
4	12	2/1	14	3/1	Avg
5	14	3/1	16	4/1	Avg
6	15	3/1	17	4/1	Avg
7	17	4/1	19	5/1	Avg
8	18	4/1	20	5/1	Dif
9	20	5/1	22	6/1	Dif
10	21	5/1	23	6/1	Dif
11	23	5/2	25	6/2	Vdif
12	24	5/2	26	6/2	Vdif
13	26	6/2	28	7/2	Vdif
14	27	6/2	29	7/2	Vdif
15	28	7/2	30	8/2	Vdif
16	29	7/2	31	8/2	Edif
17	30	8/2	32	9/2	Edif
18	31	8/2	33	9/2	Edif
19	32	9/2	34	10/2	Edif
20	33	9/2	35	10/2	Edif

CALL (CREATURE) (R/Cr/Animal C (Rea), Demon C (Lim), Elemental C (Ele), Spirit C (Spi), Angel C (Nir), Archon C (Aby), Natural Spirit C (Rea), C Sylvan (Syl), C Eternal (Ete), C Celestial (Cel), C Infernal (Inf)), C Stone Guardian (Pri), C Ancient (Anc), C Dragon (Dra)). IQ: Summon(Creature)+2. PW: (Level)p. Skill:

Summon(Creature)+1. Tim: 2 hrs/level. Dur: P.

Each of these separate spells allows a character to permanently call a creature of the given type into the real world.

Once called the effects depend on the type of creature. In general, the creature can travel from its plane when called, taking 1 turn to arrive. It can return to its plane instantaneously, with no further PW cost for the wizard. It can only be banished by powerful magic or by being physically destroyed. The creature is not destroyed until it reaches minus its total hits. If wounded, the creature can be healed magically but will not heal naturally unless it returns to its own plane.

ANGEL, ARCHON, SYLVAN, ETERNAL, CELESTIAL, INFERNAL, STONE GUARDIAN, ANCIENT OR DRAGON: These creatures act to help worshippers of their god. They remain their own masters, however, and will not act contrary to their god or gods. Once called it is referred to as the character's guardian. Each character can only have one guardian. When their aid is requested, they will help their caller for 1 day and cannot normally be recalled until the worshipper has performed or paid his/her religion the equivalent of a day's service, prayer or meditation. If they are recalled before the service has been done then there is a cost of 1 permanent PW. PW sacrificed in later rituals is cumulative and allows a more powerful guardian.

DEMON: A character can have any number of demons in his/her service. Each time a called demon is brought from limbo the demon can make a resistance roll against the wizard's full PW. If the wizard rolls higher the demon

must obey his commands; if the demon rolls higher it will generally try to kill the wizard. If the rolls are equal, the contest is hanging in the balance and the rolls are made again next turn, with neither demon nor wizard acting in this one. If the calling wizard is killed while attempting to call a demon, the creature is free to roam the real world and cannot be returned until killed. It will generally try to find away to bridge the gap to limbo and let more demons across. After a demon is called up it cannot be called again for 6 hours. It can stay on the real world for 66 minutes when called. A called demon can be bound to guard a location instead, in which case it will appear whenever something approaches within 50m of its guard post. It must be given a set of orders when called, which it will obey to the letter (e.g. "attack anyone but me who enters this room").

ANIMAL OR ELEMENTAL: These are fully under the control of their caller and remain in the real world for 1 hour when called. They can be called once per day. A wizard can have a number of levels of animals or elementals equal to twice his/her IQ under control at any time. A called elemental or animal can be ordered to guard an area with a set of orders of a complexity dependent on its IQ in which case it will appear if an enemy comes within 50m of its post.

SPIRIT: A Called spirit remains in the Spirit Plane awaiting instructions. Each can manifest on the Real Plane once per day for an hour. A wizard can have a number of levels of spirits equal to twice his/her IQ under control at a time. A called spirit can be ordered to guard an area with a set of orders of a complexity dependent on its IQ in which case it will appear if an enemy comes within 50m of its post.

NATURAL SPIRIT: A bound natural spirit is stored inside an enchanted object or container, which is created when the spell is cast. If the container is destroyed then the creature is freed. The holder of the container may command the bound creature to serve him/her for up to 1 hour each day. Alternatively, a called nature spirit can be bound to an area of up to 100m radius. Within this area it will obey the caster or follow his/her instructions (very literally) if the caster is absent.

IMAGE (CREATURE) (B/Cr/C Animal(Rea), U Demon (Lim), R Elemental (Ele), C Spirit (Spi), Natural Spirit (Rea)) –IL. IQ: ML. PW: ML. Skill: ML. Dur: S.

Each of these separate spells is used to create the image of a named creature (or creatures) of the given type. The wizard can move the image at will. The total levels of creature images cannot exceed the level of the spell. For example, a wizard with a level 6 Image Corporeal Spirit can have one level 6 Corporeal Spirit, or 2 level 3 Corporeal Spirits and so on. A wizard may not have more than one image creature spell active at a time.

Level	Specialist		Generalist		Skill
	IQ	PW	IQ	PW	
1	8	1	9	1	Eas
2	9	1	10	1	Eas
3	10	1	12	2	Eas
4	11	2	14	2	Avg
5	12	2	16	3	Avg
6	13	2	18	3	Avg
7	14	3	20	4	Avg
8	15	3	22	4	Dif
9	16	3	24	5	Dif
10	17	4	26	5	Dif
11	18	4	28	6	Vdif
12	19	4	30	6	Vdif
13	20	5	32	7	Vdif
14	21	5	34	7	Vdif
15	22	5	36	8	Vdif
16	23	6	38	8	Edif
17	24	6	40	9	Edif
18	25	6	42	9	Edif
19	26	7	44	10	Edif
20	27	7	46	10	Edif

ILLUSION (CREATURE) (B/Cr/C Animal(Rea), U Demon (Lim), R Elemental (Ele), C Spirit (Spi), Natural Spirit (Rea)) –IL. IQ: ML. PW: ML. Skill: ML. Dur: S.

Each of these separate spells is used to create an illusion of the named creature or creatures. The total levels of the creature(s) must not exceed the level of the spell. Hence, a level 6 spell can be used to summon 2 level 3 creatures or one level 6. See Summon Creature spell for the types. A wizard may not have more than one illusion creature spell active at a time.

Level	Specialist		Generalist		Skill
	IQ	PW	IQ	PW	
1	10	2	12	1	Eas

2	11	2	14	2	Eas
3	13	2	16	3	Eas
4	14	3	18	3	Avg
5	16	3	20	4	Avg
6	17	3	22	4	Avg
7	19	4	24	5	Avg
8	20	4	26	5	Dif
9	22	4	28	6	Dif
10	23	5	30	6	Dif
11	25	5	32	7	Vdif
12	26	5	34	7	Vdif
13	27	6	36	8	Vdif
14	28	6	38	8	Vdif
15	29	6	40	10	Vdif
16	30	7	42	10	Edif
17	31	7	44	10	Edif
18	32	7	46	10	Edif
19	33	8	48	11	Edif
20	34	8	50	11	Edif

SUMMON DEMONIC HORDE U (B/Cr/Lim). IQ: ML. PW: ML. Skill: ML.

This spell summons a number of demons from limbo. The horde has a number of smaller demons; no one creature may exceed the max level, and the sum of their levels may not exceed the "summons levels" rating. For example, a level 2 spell could summon 5 level 2 demons, or 2 level 2 and 6 level 1 demons etc. This is a specialist only spell.

Summons Levels	Max Level	IQ	PW	Skill
5	1	10	3/2	Avg
8	1	12	4/2	Avg
10	2	14	4/2	Avg
12	2	16	6/2	Avg
15	3	18	6/3	Dif
18	3	20	7/3	Dif
20	4	22	8/3	Dif
24	4	24	9/3	Dif
25	5	26	9/4	Vdif
30	5	28	10/4	Vdif
36	6	30	11/4	Vdif
42	6	32	12/4	Vdif
48	6	34	12/5	Edif
54	6	36	13/5	Edif

COMMAND UNDEAD (B/CR/Spi). IQ: ML. PW: ML. Skill: ML.

This spell animates a reasonably fresh corpse as a zombie or a set of bones as a skeleton. The body or bones must be of the correct size for the skeleton or zombie required. If the spell is cast with no bodies available then a suitable skeleton or skeletons will emerge from the ground but once active it will take a full action for the skeleton to free itself from the earth and stand up. More than one undead can be commanded at once as long as total levels do not exceed the level of the spell.

	Specialist		Generalist		
Level	IQ	PW	IQ	PW	Skill
2	8	1/1	10	2/1	Eas
3	9	1/1	11	2/1	Eas
4	10	1/1	12	2/1	Eas
5	11	2/1	13	3/1	Eas
6	12	2/1	14	3/1	Avg
7	13	2/1	15	3/1	Avg
8	14	3/1	16	4/1	Avg
9	15	3/1	18	4/1	Avg
10	16	3/1	20	4/1	Avg
12	17	4/1	22	5/1	Avg
14	18	4/1	24	5/1	Avg
16	19	4/1	26	5/1	Dif
18	20	5/1	28	6/2	Dif

20	21	5/1	30	6/2	Dif
24	22	5/1			Dif
28	23	6/2			Vdif
32	24	6/2			Vdif
36	25	6/2			Vdif
40	26	7/2			Vdif
48	27	7/2			Edif
56	28	7/2			Edif
64	29	8/2			Edif
72	30	8/2			Edif

IMAGE OBJECT C (B/CR/Ele)-IL D. IQ: ML. PW: ML. Skill: ML. Dur: S.

Image object creates the image of an element or mixture of elements from the elemental plane. This could be a pure element, (fire, water, darkness, earth) or a mixture and can be shaped by the caster so that s/he could create the image of a pit, a corridor, a chair or whatever. Once the image is created it cannot move from its location (though a fire will still flicker convincingly and so on). An image is completely convincing to all senses; for example, the image of a fire will feel warm (even though it cannot burn anything). Images come in different sizes, measured in 1.5m x 1.5m x 3m high blocks which can be arranged in any pattern.

Blocks	Specialist		Generalist		Skill
	IQ	PW	IQ	PW	
1	8	1	10	1	Eas
4	10	1	12	2	Eas
9	12	2	14	3	Avg
16	14	2	16	4	Avg
25	16	3	18	5	Dif
36	18	3	20	6	Dif
49	20	4	22	7	Vdif
64	22	4	24	8	Vdif
81	24	5	26	9	Edif
100	26	5	28	10	Edif
121	28	6	30	11	Adif
144	30	6	32	12	Adif

PERMANENT IMAGE OBJECT U (R/Cr/Ele)-IL. IQ Image Object+2. PW 1p + Image Object. Skill: Image Object+1. Tim: 1 hour. Dur: P.

This spell creates a permanent image. This is still insubstantial but does not disappear if it takes 1 hit. Instead it lasts till dismissed. Figures may walk through it by doing 1 hit to it.

ILLUSION (ELEMENT) C (B/CR/Ele)-IL. IQ: ML. PW: ML. Skill: ML. Dur: S.

Illusion object creates the illusion of an element from the elemental plane. This is a pure element, (fire, water, darkness, earth) or a mixture (light, dark). Once the illusion is created it cannot move from its location (though a fire will still flicker convincingly and so on). An illusion acts identically to the summon element spell below except that it can be disbelieved. The size of the illusion measured in 1.5m x 1.5m x 3m high blocks which can be arranged in any pattern but must be touching the ground. The illusion cannot fall over onto a figure.

Blocks	Specialist		Generalist		Skill
	IQ	PW	IQ	PW	
1	10	1	12	2	Eas
4	12	2	14	3	Eas
9	14	3	16	4	Avg
16	16	4	18	5	Avg
25	18	5	20	6	Dif
36	20	6	22	7	Dif
49	22	7	24	8	Vdif
64	24	8	26	9	Vdif
81	26	9	28	10	Edif
100	28	10	30	11	Edif
121	30	11	32	12	Adif
144	32	12	34	13	Adif

PERMANENT ILLUSION (ELEMENT) C (R/Cr/Ele)-IL. IQ: Illusion (Element)+2. PW: 1p + Illusion (Element). Skill: Illusion Element+1. Dur: S. Time: 2 hrs.

This spell produces the same effect as illusion element but with a permanent effect.

ILLUSION OBJECT C (B/Cr/Ele)-IL. IQ: ML. PW: ML. Skill: ML. Dur: S.

Illusion object creates the illusion of a mixture of elements from the elemental plane. It can be shaped by the caster so that s/he could create the image of a pit, a corridor, a chair or whatever. Once the illusion is created it cannot move from its location (though a fire will still flicker convincingly and so on). An illusion is completely convincing and possesses substance and all normal effects but can be disbelieved. Illusions come in different sizes, measured in 1.5m x 1.5m x 3m high blocks which can be arranged in any pattern.

Specialist			
Blocks	IQ	PW	Skill
1	16	3	Avg
4	18	4	Avg
9	20	5	Dif
16	22	6	Dif
25	24	7	Vdif
36	26	8	Vdif
49	28	9	Edif
64	30	10	Edif

PERMANENT ILLUSION OBJECT C (R/Cr/Ele) IQ: Illusion Object+2. PW: 2p+Illusion Object. Skill: Illusion Object+1. Dur: P. Tim: 4 hrs.

This spell produces the same effect as illusion object but with a permanent effect.

SUMMON (ELEMENT) C (B/Cr/Ele + as Specialist Anc (Earth, Air, Fire, Water and Dark) as Generalist Pri (Fire and Earth), Dra (Fire, Earth, Air and Darkness), Inf (Fire and Darkness), Cel (All)) IQ: ML. PW: ML. Skill: ML. Dur: S.

Each of these separate spells summons a named non-living element or mixture of elements: earth, fire, water, air, darkness, cold or light. The element is in 1.5 x 1.5 x 3m blocks and must be resting on the ground. Certain elements can be cancelled by putting one on top of the other, neutralising both: Darkness and Light, Cold and Fire. Summoning Water or Earth cancels fire, but not vice-versa.

Earth: Creates a wall in the squares. It takes 100 damage from physical attacks of appropriate type (hands, clubs, picks but not swords) and has 10/6 armour. A figure inside it is trapped until the wall is broken. It can not be tipped over.

Fire: Creates a wall of fire in the squares. Creatures with IQ less than 8 will not move through fire unless they have the heat resistance advantage. Any figure moving through 1 level of fire damage (1 n5 ignores shields) per square (all as one attack). A figure finishing its move in a fire square takes an additional L3 fire damage. It is very likely that flammable objects will catch fire in fire squares.

Water: Unless summoned in an enclosed space, the water will immediately collapse and spread over the surrounding area. The total volume of water summoned can be used to determine the depth to which an enclosed area is filled. A column of water collapsing will create a wave effect all around it. Anyone standing next to a collapsing water square must roll 4D under ST or be knocked down, taking 1D null 2 damage; those 2 squares away must roll 3D under ST or take the damage; 3 squares away 2D under ST and so on. A figure knocked down at 3 squares or less from the column is washed 2 squares away from it; a figure knocked down 4 squares away is washed 1 square.

Air: Summoning air in a non-enclosed area will create a sudden gust of wind. Anyone in or adjacent to an air square must roll a dif Balance or fall. It can be used to fill an airless space with air. If air is summoned in a small, enclosed, and fairly airtight area such as a room, then air pressure will rise drastically. If the area of a chamber is equal to the area of the summon air then any fairly weak doors (wooden) will be burst outward, along with any windows. The sudden increase in pressure followed by explosive decompression will have unfortunate consequences for anyone in the chamber. All take 1D+2 damage per square of their size, with no protection from armour. If the air is between half and the whole area of the chamber the effects will also be halved. Anyone within 1 square of air escaping the room (e.g. by a window) will be knocked down unless they roll a Dif Balance.

Darkness: Fills the squares with darkness, which means that creatures who lack the ability to see in darkness are affected by it and cannot see through it. In daylight or equivalent, adjacent squares count as twilight. In twilight, adjacent squares also count as being dark. Covers 2x the usual area of a summon element.

Cold: Fills the squares with intense cold. This will be visible, as the moisture will condense out of the air, falling to the ground as ice. A breeze will also blow toward the squares at a high level and away from them at a low level. Any figure moving through 1 level of cold damage (1-2, ignores armour, counts clothing) per square (all as one attack). A figure finishing its move in a cold square takes an additional L3 fire damage.

Light: Fills the squares with light equivalent to bright sunlight. Creatures without day vision cannot see through it, and are penalised as if they were in daylight when within the area. In darkness, the adjacent squares count as twilight; in twilight, adjacent squares also count as daylight. Covers 2x (rounded up) the usual area of a summon element.

Blocks	Specialist		Generalist		Skill
	IQ	PW	IQ	PW	
1	8	2	12	3	Eas
4	10	3	14	4	Eas
9	12	4	16	5	Avg
16	14	5	18	6	Avg
25	16	6	20	7	Avg
36	18	7	22	8	Dif
49	20	8	24	9	Dif
64	22	9	26	10	Dif
81	24	10	28	11	Vdif
100	26	12	30	12	Vdif
121	28	12	32	13	Edif
144	30	13	34	14	Edif

CALL (ELEMENT) U (B/Cr/Ele + as Specialist Anc (Earth, Air, Fire, Water and Dark) as Generalist Pri (Fire and Earth), Dra (Fire, Earth, Air and Darkness), Inf (Fire and Darkness), Cel (All)). IQ: Summon (Element)+2. PW: 3p + Summon (Element). Skill: Summon Element+1. Dur: P. Time: 4 hrs.

This spell will call any of the elements described in summon element permanently into the real world.

SUMMON BONE WALL U (B or R/Cr/Spi) IQ: ML. PW: ML. Skill: ML. Dur: S.

creates a wall of interlocked bone or thorn appearing from the ground. A bone wall will take 50 hits to destroy per block and has 8/4 armour. It is made up of block 1.5m x 1.5m x 3m high.

	Specialist		
	IQ	PW	Skill
1	8	1	Eas
4	10	2	Eas
9	12	3	Eas
16	14	4	Avg
25	16	5	Avg
36	18	6	Avg
49	20	7	Dif
64	22	8	Dif
81	24	9	Vdif
100	26	10	Vdif
121	28	11	Edif
144	30	12	Edif

CALL BONE WALL U (B or R/Cr/Spi) IQ: Summon Bone Wall +2. PW: 1p +Summon Bone Wall. Skill: Summon Bone Wall+1. Dur: P. Tim: 2 hrs.

Creates a bone wall with permanent effect. A permanent wall recovers damage, even if destroyed, at a rate of 1 hit/turn.

SUMMON THORN WALL C (B or R/Cr/Syl) IQ: ML. PW: ML. Skill: ML. Dur: S.

Creates a wall of interlocked thorn appearing from the ground. A thorn wall has 70 hits and 10/6 armour but takes double damage from fire. A thorn wall can be pushed through moving 1 square per turn and making a dif Climbing roll ST. It inflicts 1+2 null 2 to a figure pushing through. It is made up of block 1.5m x 1.5m x 3m high.

	Specialist		
	IQ	PW	Skill
1	8	1	Eas
4	10	2	Eas
9	12	3	Eas
16	14	4	Avg
25	16	5	Avg
36	18	6	Avg
49	20	7	Dif
64	22	8	Dif
81	24	9	Vdif
100	26	10	Vdif

121	28	11	Edif
144	30	12	Edif

CALL THORN WALL C (B or R/Cr/Syl) IQ: Summon Thorn Wall +2. PW: 1p +Summon Thorn Wall. Skill: Summon Thorn Wall+1. Dur: P.

Creates a thorn wall with permanent effect. A permanent wall recovers damage, even if destroyed, at a rate of 1 hit/turn.

PENTANGLE C (R/Cr/Rea) IQ: Level+8. PW: ML/1 per 10 mins. Skill: ML. Tim: 10 mins.

A pentangle is drawn on the floor 3 squares in diameter plus 1 square for each extra 2 PW.

Level	PW	Skill
1-2	1	Eas
3-4	2	Avg
5-6	3	Dif
7-8	4	Vdif
9-10	5	Edif
11-12	6	Adif
13-14	7	Her

The skill roll is made secretly by the referee; the character will not know if the pentangle has been properly drawn. A creature which is from another plane, whether it has been called or summoned, is an illusion, image or spirit, cannot cross the lines of a pentangle (if it is outside, it cannot enter; if inside, it cannot leave), *unless* it is a higher level than the pentangle.

CIRCLE OF PROTECTION C (R/Cr/Rea) IQ: Level+8. PW: ML/1 per 10 mins. Skill: ML. Tim: 10 mins.

A circle of protection is drawn on the floor 3 squares in diameter plus 1 square for each extra 2 PW.

Level	PW	Skill
1-2	1	Eas
3-4	2	Avg
5-6	3	Dif
7-8	4	Vdif
9-10	5	Edif
11-12	6	Adif
13-14	7	Her

The skill roll is made secretly by the referee; the character will not know if the circle has been properly drawn. Any magic of any sort cast across the boundaries of the circle must overcome a resistance equal to a PW of the 2xlevel of the circle+10.

WARDING CIRCLE C (R/Cr/Rea) IQ: 8. PW: 1/1 per hr. Skill: Eas. Tim: 10 mins.

A warding circle is drawn on the floor 10 squares in diameter plus 5 square for each extra PW. The wizard who created can, as long as s/he is inside the circle, automatically detect anything which crosses the boundary and be alerted even if s/he is asleep.

MAGE LIGHT C (B/Cr/Ele, Anc or Cel) IQ: 8. PW: 1/1 per hr. Skill: Eas.

The wizard creates a small ball of light which can be attached to any object and will move with that object. It lights up a 1.5 square radius as bright as torchlight/twilight.

CALL MAGE LIGHT C (R/Cr/Ele, Anc or Cel) IQ: 8. PW: 1p. Skill: Eas. Dur: p. Tim: 15 mins.

The wizard creates permanent mage light.

MAGE DARK C (B/Cr/Ele, Anc or Inf) IQ: 8. PW: 1/1 per hr. Skill: Eas.

As mage light, but creates an area of darkness.

CALL MAGE DARK C (B/Cr/Ele, Anc or Inf) IQ: 8. PW: 1p. Skill: Eas. Dur: p. Tim: 15 mins.

The wizard creates permanent mage dark.

CREATE STAFF C (R/Cr/Rea) IQ: ML. PW: ML. Skill: ML. Dur: p. Tim: 4 hours.

The wizard creates a staff from a normal piece of wood. The staff counts as a quarterstaff +1 max +1 damage and counts as enchanted. It does 1D/ turn through armour to anyone but the wizard who picks it up, and acts as a MAGIC STAFF PW.

Level	IQ	PW	Skill	PW Stored
1	8	1	Avg	3

2	12	2	Dif	6
3	16	3	Vdif	9
4	20	4	Edif	12

A character with a lower level staff who learns the higher level spell may sacrifice the extra PW needed to improve it. Once the PW in a staff has been used up a wizard may refill it using his/her own PW. It does not regain PW on its own. No wizard can ever use more than one Magic Staff at once.

SUMMON PONY C (B/Cr/Inf) IQ: 8. PW: 2. Skill: Avg. Dur: S.
Summons a trained war pony with tack.

HEALING C (B/Cr/Nir, Aby or 7PI) IQ: s8. PW: 1/per. Skill: Eas. Dur: P.
Each PW heals 1 damage on the target, whom the caster must be touching. This can be used to reduce wounds.

CURSE C (R/Cr/Aby or 7PI) IQ: 8. PW: 1p. Skill: Avg. Dur: P. Tim: 2 hrs.
In a ritual requiring a piece of the target (a hair for example) the wizard curses the target. The need not be anywhere near the caster. If the target fails a resistance roll, the caster can choose whether it loses 6 ST or DX, 12 CH or 4 MA. This effect is permanent, until the curse is broken or the caster killed.

LESSER HEALING U (B/Cr/Rea) IQ: s10 g11. PW: 2. Skill: Avg. Dur: P.
Heals 1 point of damage.

BLESSING C (R/Cr/Nir or 7PI) IQ: s10. PW: 5. Skill: Avg. Dur: 1 week. Tim: 5 mins.
The caster blesses the target (who must be a worshipper of the same religion and must be touched). The target then has +2 PW to resist spells, cannot be cursed and puts creatures from other planes at -1 to hit him/her for the next week.

BREAK CURSE C (R/Cr/Nir, Aby or 7PI). IQ: s10. PW: 1p. Skill: Dif. Dur: P. Tim: 1 hr.
The caster breaks a curse on the target, who must be touched.

REPAIR UNDEAD C (B/Cr/Spi or Aby) IQ: s10. PW: 1 per. Skill: Avg. Dur: P.
The caster can repair 2 damage to an undead creature for every PW used. The caster must touch the target.

PHALANX C (B/Cr/Ete) IQ: 11. PW: 1 per. Skill: Avg. Dur: S.
Summons a hedge of spears, resting on the ground filling 4 squares per PW to a height of 2.5 metres. Each square has 6/6 armour and takes 80 hits to destroy but takes double damage from fire. Anyone trying to push through the spears must roll a Dif Climbing per square and takes 3D+2 null 2 damage per square.

KOENETH'S SHELTER R (R/Cr/Rea) IQ: s11 g13. PW: 3 + 1 per. Skill: Dif. Dur: 12 hrs. Tim: 5 mins.
Creates a shelter of invisible force 4 squares in diameter and 3 squares high. Each extra PW adds 2 squares to the diameter. The shelter will protect the occupants against all normal weather conditions, retain an equable temperature and will not allow the passage of creatures of less than 4 ST.

WOOD WEAPON C (R/Cr/Syl) IQ: 12. PW: 4. Skill: Avg. Dur: P. Tim: 5 mins.
In a 5 minute average ritual the caster transforms a piece of wood at least .5m long and 10cm thick into a Wood Weapon. The caster (only) can use this weapon as though it was one of his/her weapon types and at skill EX. It has the same statistics as a Thrusting Sword of the caster's choice. It has an ENC of 1. A wizard can never have more than one Wood Weapon and each lasts until another is made.

FOG U (B/Cr/Rea or Syl) IQ: s12. PW: 2 +1per. Skill: Avg. Dur: S.
Fills 16 1.5m x 1.5m x 3m high blocks (+16 blocks for every additional PW) with dense fog. Visibility in the fog is limited to 1 square.

BLESS WEAPON C (R/Cr/Nir, Ete or Cel). IQ: s12. PW: 5. Skill: Avg. Dur: 1 week. Tim: 5 mins.
The caster blesses a weapon which must be touched. For the next week the weapon will affect creatures which are only affected by enchanted weapons.

CREATE LESSER UNDEAD C (R/Cr/Spi or Aby) IQ: s13 g16. PW: 1p. Skill: Dif. Dur: P. Tim: 2 hrs.
This spell requires a suitable dead body. The corpse is permanently animated to become a skeleton or zombie of Level 4 or lower in the service of its creator. The undead will follow all commands literally within the limits of its intelligence.

CURE POISON C (B/Cr/Nir or 7PI). IQ: s13 g15. PW: 3. Skill: Avg. Dur: P.
The caster touches the target and, if s/he can roll 2D+PW over the ST of the poison, it is cured.

STONE, PLANT OR SKULL GUARD U (B/Cr/Syl, Inf, Pri, Spi, Aby) IQ: s13. PW: 1 per. Skill: Dif. Dur: 30 mins per.

Allows the wizard to enchant a plant, rock or skull to serve as a guard. The guard is immobile. As long as the wizard is within 1 km s/he will be able to sense if something of reasonable size is moving near his/her guard, and will be able to see from the viewpoint of the guard if s/he spends 2 turns concentrating.

CALL STONE, PLANT OR SKULL GUARD U (R/Cr/Syl, Inf, Pri, Spi, Aby) IQ: s13. PW: 1p. Skill: Dif. Dur: P. Tim: 1 hr.

Allows the wizard to enchant a plant, rock or skull to serve as a guard. The guard can be moved. As long as the wizard is within 1 km s/he will be able to sense if something of reasonable size is moving near his/her guard, and will be able to see from the viewpoint of the guard if s/he spends 2 turns concentrating.

AMARA'S AUTOMATIC ALARM U (R/Cr/Rea). IQ: s13 g14. PW: 3. Skill: Dif. Dur: P until activated. Tim: 10 mins.

Creates an invisible alarm. Anyone either touching an alarmed object or passing within 4 sq (choose on casting) which is of a specified size or larger which does not speak a password may set off the alarm. The alarm spell senses using Mage Sight with an IQ of 13 and has Expert perception. The alarm can be audible or a mental warning for the caster. It does not specify what set off the alarm. Once an alarm has gone off the spell is cancelled.

GALE C (B/Cr/Syl, Ete, Cel or Rea) IQ: s13 g14. PW: 3+1 per/1. Skill: Dif.

A gale begins to blow away from the caster. It extends 3 squares to either side of the caster and to a range of 15 squares. Each extra PW spent on the initial casting cost adds 5 squares to the range and 1 square to either side. All targets in the area of effect must make an Avg Balance roll or fall each turn. Each square that a target tries to move within the area requires an Avg Balance roll. As soon as a roll is failed no further moves are possible until the target's next action. The same save must be made for a target to get up. Doesn't work on targets over 15 (+5 per) ST.

CACHEWN'S BOUNTY U (R/Cr/Syl, Ete) IQ: 13. PW: 5. Skill: Dif. Dur: P. Tim: 15 mins.

A large cauldron of food is required for the ritual. The spell doubles the amount of food as long as it will still fit in the cauldron.

CREATE FOOD U (R/Cr/Syl, Ete, Cel or Nir) IQ: s14 g15. PW: 5. Skill: Dif. Dur: P. Tim: 30 mins.

The caster creates 1 day's food for 1 person.

ADVANCED HEALING C (B/Cr/Nir, Cel or Ete) IQ: s14. PW: 1per. Skill: Avg. Dur: P.

Each PW heals 2 damage on the target, whom the caster must be touching. This can be used to reduce wounds.

BERNARD'S AIR BOOTS U (R/Cr/Ele) IQ: s14 g16. PW: 5. Skill: Dif. Dur: 12 hrs. Tim: 10 mins.

Transforms a pair of boots into Air Boots. The wearer can walk on air as though on difficult going and can change altitude as though climbing a steep slope.

BODY REPAIR U (R/Cr/Nir, Cel or Ele) IQ: s14. PW: 4 per. Skill: Vdif. Dur: P. Tim: 1 hr.

Repairs one point of any temporarily reduced STAT per 4 PW used. This could be a STAT reduced by poison, disease or magic for example.

SMALL RAIN C (R/Cr/Syl, Ete, Cel or Rea) IQ: s14. PW: 4 per. Skill: Vdif. Dur: 5 min per. Tim: 1 hr.

Rain falls in a 50m radius.

CURSE WEAPON C (R/Cr/Aby or Inf). IQ: 14. PW: 5. Skill: Dif. Dur: 1week. Tim: 10 mins.

Turns a weapon into a cursed weapon. For the next week the weapon will affect creatures which are normally only affected by enchanted weapons and does +1 damage.

STONE WEAPON C (R/Cr/Pri). IQ: 14. PW: 5. Skill: Dif. Dur: P. Tim: 10 mins.

Forms a weapon out of stone. The weapons must be a bashing weapon or mace and counts as +1 damage, +1 null. The caster can only have one such weapon in existence at a time.

INTEGRATION U (R/Cr/Ele or Pri) IQ: s14. PW: 5+1 per. (1p optional). Skill: Dif. Dur: 1 hr + 1hr per. (P) Tim: 15 mins.

Protects 100 3m-high squares of material (i.e. 450 cubic metres) from being disintegrated. If 1 permanent PW is sacrificed the effects are permanent.

LIFE GIVING U (R/Cr/7PI) IQ: s14 g18. PW: 4. Skill: Dif. Dur: P. Tim: 1 hour.

Target regains half its ST in hits.

SERRIA'S GLAMOUR R (R/Cr/Rea) IQ: s14. PW: 5+1 per (1p optional). Skill: Dif. Dur: 1 hr + 1 hr per (P). Tim: 1 hr.

Caster's CH is raised by 2 and s/he gains the advantage of 'Appearance - especially beautiful and attractive makes all rolls on seduction, persuasion, acting and customs at a 1 advantage'. If permanent PW is sacrificed the effects are permanent. Further use of the spell can add any quantity of CH and can increase beauty to a maximum of a +2 advantage.

HEALING CHANT U (R/Cr/Rea) IQ: s15 g16. PW: 4. Skill: Dif. Dur: P. Tim: 1 hr.
The target regains 6 hits.

SKIN OF ARMOUR R (R/Cr/Syl, Inf, Anc, Dra) IQ: 15. PW: 1p per. Skill: Dif. Dur: P. Tim: 7 hrs.

A series of patterns are tattooed onto the skin of an individual who gains 1/1 armour per PW sacrificed up to a maximum of 4/4. This spell is unusual in that as long as the caster sacrifices 1 PW then extra PW can come from the target but no one else.

POWER OF BELLAENA R (R/Cr/Syl) IQ: 15. PW: 5. Skill: Dif. Dur: 24 hrs. Tim: 1 hr.
Caster gains +10 CH for the next 24 hours.

KOENETH'S FENCE R (R/Cr/Rea or Ele) IQ: s15 g16. PW: 6+1 per. Skill: Dif. Dur: 12 hrs. Tim: 5 mins.
Requires 4 metal posts to be placed at the perimeter, surrounds a 4 square by 4 square area (+1 square per PW) with a crackling blue fence of electricity. Anything crossing the fence will be struck by electricity damage dealing L3 Elemental Electricity Damage and if this knocks them back will be unable to cross the fence.

FEAR WARD C (B or R/Cr/Spi, Anc or Inf) IQ: s15. PW: 3+1 per (1p optional). Skill: Dif. Dur: S (P). Tim: (15 mins P).
A fear ward is an invisible barrier with no thickness 3 x 3 squares in size (+1 x +1 per extra PW). No creature may cross this unless it can make a 4D fear check. If a creature fails it may not try again for 5 turns. For a permanent PW the effect is permanent.

WOOD SPEAR C (R/Cr/Syl) IQ: s15. PW: 7. Skill: Dif. Dur: P. Tim: 10 mins.
Transforms a piece of wood at least .5m long and 10cm thick into a Wood Spear. The caster (only) can use this weapon as though it was one of his/her weapon types and at skill EX. It has the same statistics as a Spear of the caster's choice but with +1 damage and +1 null. It has an ENC of 2. A wizard can never have more than one Wood Spear and each lasts until another is made.

CURE DISEASE U (R/Cr/Nir or 7PI). IQ: s15. PW: 5. Skill: Dif. Dur: P. Tim: 1 hr.
Can try to cure a disease. Roll 2D+ PW, and if the total exceeds the disease's ST, the target is cured. Target must be touched.

MAKE WHOLE U (R/Cr/Nir, Cel, Pri or Ete). IQ: s15. PW: 5. Skill: Dif. Dur: P. Tim: 1 hr.
PW 5. IQ: s15.
The caster repairs any one broken item of no more than 30 kg weight.

MAGIC SEAL U (R/Cr/Rea) IQ: s15 g16. PW: 1p. Skill: Dif. Dur: P. Tim: 1 hr.
Creates a magic lock on a portal. The lock is as strong as the substance of the portal. When cast, it can be set to be opened with a word, a key, or with the touch of a particular individual (or up to seven individuals).

BREAK SEAL U (R/Cr/Rea) IQ: s15 g16. PW: 1p. Skill: Dif. Dur: P. Tim: 1 hr.
Destroys a magic seal.

CREATE STAFF OF FIRE C (R/Cr/Anc) IQ: 16. PW: 3p. Skill: Dif. Dur: P. Tim: 7 days.
Creates a Staff of Fire. The staff can only be used by a Power Eater. It is a quarterstaff +1 max and inflicts L2 Elemental Fire damage in addition to its normal properties. The damage is not added to the staff's but treated separately. The user has 10/10 armour against heat/fire and gains the ability to see sources of heat.

CREATE STAFF OF AIR C (R/Cr/Anc) IQ: 16. PW: 3p. Skill: Dif. Dur: P. Tim: 7 days.
Creates a Staff of Air. The staff can only be used by a Power Eater. It is a quarterstaff +1 max and inflicts L2 Elemental Air damage in addition to normal properties. The user has 10/10 armour against air/electricity and gains the ability to fly at speed 16/12.

CREATE STAFF OF WATER C (R/Cr/Anc) IQ: 16. PW: 3p. Skill: Dif. Dur: P. Tim: 7 days.
Creates a Staff of Water. The staff can only be used by a Power Eater. It is a quarterstaff +1 max. and inflicts L2 Elemental Water damage in addition to normal properties. It can be used 4 times a day to cast Waterbolt with the IQ of the user as a specialist at no cost in PW. The user has 10/10 armour against water and gains the ability to breathe underwater and swim as though an expert.

CREATE STAFF OF EARTH C (R/Cr/Anc) IQ: 16. PW: 3p. Skill: Dif. Dur: P. Tim: 7 days.
Creates a Staff of Earth. The staff can only be used by a Power Eater. It is a quarterstaff +1 max and inflicts L2 Elemental Earth damage in addition to its normal properties. Four times a day the user can strike the ground a cause an earthquake. All creatures (except the user) within 20 squares of the user must roll a vdiif Balance roll or fall taking 1D through armour. The user has 10/10 armour against earth and gains the ability to regenerate 1 hit per turn when touching the earth with his/her skin.

ALEXIS' DIMENSIONAL POCKET R (R/Cr/Lim) IQ: s16 g18. PW: 1p +1p per. Skill: Dif. Dur: P. Tim: 4 hrs.

Creates a pocket in another dimension which the caster can use to store objects. The pocket is 50cm x 50cm 50cm (plus 50cm to each dimension per extra PW sacrificed). The caster can reach into the pocket from any location to place or remove objects. No one else may gain access to the pocket. Living things cannot enter the pocket.

SUMMON STORM U (R/Cr/Cel) IQ: 16. PW: 6. Skill: Dif. Dur: S. Tim: 2 mins.

Creates a storm 2km radius centred on the caster. Within the storm strong winds, lightning and rain put perception at -3, make all missile fire at -4 and other actions at -2.

CACHEWN'S WINTER BLAST U (B/Cr/Syl) IQ: 16. PW: 3/2. Skill: Dif.

Creates a freezing gale starting from the caster and forming a rectangle 9 wide and 30 long. All targets in this rectangle must make an Avg Balance roll or fall and a Dif Balance roll for each square they wish to move towards the caster. They take L2 cold damage each turn. Doesn't knock down or slow the movement of targets over 20 (+5 per) ST.

REGROWTH U (R/Cr/Nir or 7PI) IQ: s16. PW: 1p. Skill: Dif. Dur: P. Tim: 4 hrs.

Begins the process of regrowing an organ or limb which has been destroyed or severed. An organ (such as an eye or ear) will take 1 month to regrow. The time taken for a limb depends on the percentage destroyed taking 1 day per 1%. This spell can also repair STATS lost to Mortal wounds and remove permanent scarring each with a 1 month healing time.

PURIFY BODY U (R/Cr/Nir) IQ: s16. PW: 1p. Skill: Dif. Dur: P. Tim: 4 hrs.

Removes all diseases and their effects from the target.

BIG RAIN R (R/Cr/Syl, Ete or Rea) IQ: s16. PW: 1p. Skill: Dif. Dur: 1-3 days. Tim: 4 hrs.

Rain falls over a 2km radius for 1 to 3 days. The rain will be anything from a drizzle to heavy rain at the caster's command.

LOVE SPELL U (R/Cr/Ete) IQ: 17. PW: 1p. Skill: Dif. Dur: P. Tim: 2 hrs.

Requires something belonging to both targets and makes them love one another. Each is allowed a resistance roll. The effect can be cancelled with a remove curse but is subtle in operation and will not necessarily be obvious.

DELAY SPELL U (R/Cr/Rea) IQ: s17 g18. PW: 5. Skill: Dif. Dur: Until triggered. Tim: 1 min.

Allows a spell to be cast with any set delay, or to be triggered - by the presence of a target in a particular area, the breaking of a seal, the opening of a door etc. However, the spell will only go off once. A wizard may not have more delayed spells than ½ (round down) his/her IQ active at any time. Can only be set on a fixed location.

EMBED SPELL R (R/Cr/Rea) IQ: s17 g18. PW: 1p per. Skill: Dif. Dur: P. Tim: 6 hrs.

This creates an embedded spell cast along with the ritual. It can be used indefinitely. The user may apply temporary PW to the spell at any time when adjacent to the location and this PW store is used each time the spell is triggered. Others can only recharge it with a Charge Wand spell. Can be used on a fixed location or on an object. A portable object like this is called a wand and can be used by anyone who picks it up and makes a successful use items and the required level. The maximum PW the enchantment can hold is 10 x PW sacrificed.

EAT KNOWLEDGE: C (R/Cr/Anc) IQ: 18. PW: 10. Skill: Dif. Dur: P. Tim: 6 hrs.

PW 10. IQ 18.

The caster destroys a book or scroll completely. That item's knowledge is now possessed by the user who can remember it as though the item was in front of him/her.

HURRICANE U (B/Cr/Syl or Rea) IQ: s18 g18. PW: 5 +1 per/2. Skill: Dif.

As Gale, but requires a roll of 3D on ST. In addition, any figure which falls must roll 2D under ST or be blown 5 squares away from the caster.

A hurricane begins to blow away from the caster. It extends 3 squares to either side of the caster and to a range of 15 squares. Each extra PW spent on the initial casting cost adds 5 squares to the range and 1 square to either side. All targets in the area of effect must make an Dif Balance roll or fall each turn. Each square that a target tries to move within the area requires a Dif Balance roll. As soon as a roll is failed no further moves are possible until the target's next action. The same save must be made for a target to get up and any figure knocked down must roll an Avg Balance roll or be rolled 5 squares away from the caster. Doesn't work on targets over 20 (+5 per) ST.

JOINING R (B/Cr/Nir or Cel) IQ: s18. PW: 8. Skill: Dif. Dur: P.

The caster must touch the target. This spell will reattach any body part of the target that has been severed within the last 2 minutes.

ENCHANT AREA U (R/Cr/Ele) IQ: s18 g20. PW: 5+1 per (+1 p option). Skill: Dif. Dur: 1day (Option P). Tim: 1 hr.

Enchants an area of 4 by 4 squares (+1 by +1 for each additional PW). In this area, all spells which contact the elemental plane require 1 less PW than normal (minimum 1). Elemental rituals are 1 level easier. If a permanent PW is sacrificed the effects are permanent; otherwise, lasts 1 day (+1 per additional PW).

SANCTIFY AREA U (R/Cr/Nir,7Pl or Aby). IQ: s18 g20. PW: 5+1 per (+1 p option). Skill: Dif. Dur: 1 day (Option P). Tim: 1 hr.

Enchants an area of 4 by 4 squares (+1 by +1 for each additional PW). In this area, all spells which contact the listed plane require 1 less PW than normal (minimum 1). Rituals contacting the plane are 1 level easier. If a permanent PW is sacrificed the effects are permanent; otherwise, lasts 1 day (+1 per additional PW).

DEMONIC GATE U (R/Cr/Lim). IQ: s18 g20. PW: 5+1 per (+1 p option). Skill: Dif. Dur: 1 day (Option P). Tim: 1 hr. Enchants an area of 4 by 4 squares (+1 by +1 for each additional PW). In this area, all spells which contact Limbo plane require 1 less PW than normal (minimum 1). Rituals contacting Limbo are 1 level easier. If a permanent PW is sacrificed the effects are permanent; otherwise, lasts 1 day (+1 per additional PW).

BRING NATURE SPIRITS U (R/Cr/Rea). IQ: s18 g20. PW: 5+1 per (+1 p option). Skill: Dif. Dur: 1 day (Option P). Tim: 1 hr.

Enchants an area of 4 by 4 squares (+1 by +1 for each additional PW). In this area, all spells which contact the Real plane require 1 less PW than normal (minimum 1). Rituals contacting the Real plane are 1 level easier. If a permanent PW is sacrificed the effects are permanent; otherwise, lasts 1 day (+1 per additional PW).

KLEON'S EFFECTIVE PRISON: R (B/Cr/Ele) IQ: s18 g20. PW: 4. Skill: Vdif. Dur: S.

Summons a stone cage around the target/s 3 sq x 3 sq x 3 sq in size. The cage is made of basalt pillars with a solid roof and 15 cm gaps between the 15 cm diameter pillars. Each pillar has 50 hits and 10/6 armour. They take no damage from thrusting weapons and an edged weapon used on them must save against breakage at -2 each turn loosing 1-bonus damage each time it succeeds by less than 4.

ESSA'S WOODEN CAGE: R (B/Cr/Syl) IQ: s18 g20. PW: 4. Skill: Vdif. Dur: S.

Summons a cage of trees around the target/s 3 sq x 3 sq x 3sq. The cage is a mesh of wood with only small gaps of a few cm. Each square of the cage has 70 hits and 6/3 armour. It takes no damage from thrusting or bashing weapons (too springy).

SUMMON MANAGYF: U (R/Cr/Syl) IQ: 18. PW: 8. Skill: Vdif. Tim: 1 hr.

Summons the power of Managyf who will attempt one quick skill roll for the caster as though a Master with +1 talent and a stat of 30. e.g. pick a lock, make a search, jump a gap, climb a wall but not perform a magical ritual.

POWER OF THE EARTH: U (R/Cr/Ete) IQ: 18. PW: 5. Skill: Vdif. Dur: P. Tim: 30 mins.

The target, who must be lying on the bear earth, is healed of all injuries.

SUMMON ARIANAK R (R/Cr/Syl) IQ: 19. PW: 6p. Skill: Vdif. Dur: P. Tim: 1 hr.

Summons Arianak who grants his worshipper a permanent +6 ST, +6 MA, Bravery and the ability to move across rough going with no penalty. Can only be cast once for each worshipper.

SUMMON BELANATOS R (R/Cr/Syl) IQ: 19. PW: 6p. Skill: Vdif. Dur: P. Tim: 1 hr.

Summons Belatanos who grants his worshipper a permanent +2 advantage and +2 damage with his/her favourite weapon. The worshipper also gains the Victory in Battle feat which can be used once per fight to gain an additional +2 to hit and +2 damage. Can only be cast once for each worshipper.

IMAGINARY TERRAIN OF THE (NAMED) PLANE U (R/Cr/Rea) – IL IQ: s19. PW: 1 per. Skill: Vdif. Dur: S. Tim: 5 mins.

Creates an imaginary terrain. The area effected is a radius of 100m centring on the caster per temporary PW used. The terrain can be of any type found on the named plane (desert, swamp, icefield, mountains, forest etc.). The image is convincing to all senses but can be disbelieved. The images are weak and each object takes only 1 hit to dispel. Only very light things can be supported by an image.

IMAGINARY STRUCTURE OF THE (NAMED) PLANE U (R/Cr/var) – IL IQ: 19. PW: 1 per. Skill: Vdif. Dur: P. Tim: 5 mins.

Creates an imaginary structure or structures. The area affected is a radius of 100m centring on the caster per temporary PW used. The structures can be of any type found on the named plane. The image is convincing to all senses but can be disbelieved. The images are weak and each object takes only 1 hit to dispel. Only very light things can be supported by an image.

CREATE UNDEAD R (R/Cr/Spi or Aby) IQ: s19 g21. PW: 2p. Skill: Vdif. Dur: P. Tim: 4 hrs.

This spell requires a suitable dead body. The corpse is permanently animated to become a skeleton or zombie of Level 5 or higher in the service of its creator. The undead will follow all commands literally within the limits of its intelligence.

HESTIA'S SPELL OF FAR SPEAKING R (R/Cr/Rea) IQ: s19 g20. PW: 1p. Skill: Vdif. Dur: P. Tim: 12 hrs.

Creates an object imbued with the ability to communicate at any distance with anyone who possesses another such object. A simple activating formula is required to use the object.

KLEON'S TRAVELLING STONE: R (R/Cr/Rea) IQ: s19 g20. PW: 1p. Skill: Vdif. Dur: P. Tim: 12 hrs.

Transforms a stone into a travelling stone. The stone must be at least 20 kg in weight.

EAT POWER: C (R/Cr/Anc) IQ: 20. PW: 1p. Skill: Vdif. Dur: P. Tim: 6 hrs.

The caster destroys a magic item completely. That item's powers are now possessed by the user who can use them as though the item was being carried, worn etc. Items with enchanted bonuses e.g. armour and weapons, add their bonuses to the user's person: armour bonuses apply to skin, weapon bonuses to any weapon used. If multiple bonuses apply only the highest is used.

SUMMON ENATOR THE STORM GOD: U (B/Cr/Ete) IQ: 20. PW: 8. Skill: Vdif. Dur: S.

This spell can only be cast outside. It affects a 20 square radius around the user. Each turn roll D-5 for the number of enemies who are struck by lightning. No enemy can be hit by more than one bolt and no friends are ever hit. Roll randomly for which enemies are hit. A bolt does 2D electricity damage which ignores shields or metal armour.

TEGERRAN'S WALL OF FORCE R (B/Cr/Rea) IQ: s20 g21. PW: 12. Skill: Vdif. Dur: S.

Creates a wall of force with no thickness but an area of 25 squares. The barrier appears as a faint shimmering in the air. To cross the wall requires a resistance roll against a ST of 35. Any physical attack that crosses the wall will deliver 15 less damage.

BIND SPIRIT R (R/Cr/Spi or Inf) IQ: s20 g23. PW: ½ Level p. Skill: Vdif. Dur: S. Tim: 1hr.

Binds a spirit of Level into an object or location. The spirit must first have been defeated in spirit combat. The spirit's PW may be used to cast any spells embedded in the object or location to aid its owner. If someone other than the caster takes the object s/he must defeat the spirit in spirit combat to be able to use the object or alternatively negotiate with the spirit to persuade it to co-operate. An intelligent spirit can communicate with the objects owner mentally and has a personality.

BIND NATURE SPIRIT R (R/Cr/Rea) IQ: s20 g23. PW: 6 (option ½ Level p). Skill: Vdif. Dur: P. Tim: 5 mins.

Binds a nature spirit to a location. As this requires the spirit to stay still it must usually have been defeated first. It is often used to rebind a spirit to a location after it has broken free by some means. Alternatively at a cost of 1 permanent PW per 2 levels of the spirit (round up) the nature spirit may be bound into a container. This is similar to the Call Nature Spirit spell except that people other than the caster cannot control the spirit - only release it.

BIND DEMON HORSE R (R/Cr/Lim) IQ: s20 g22. PW: 3p. Skill: Vdif. Dur: P. Tim: 18 hrs.

Calls a demon horse which may remain permanently in the real plane. Each time it is mounted its controller must fight it PW vs. PW to control it. If it is not controlled it will try to kill its controller to gain its freedom. Any one else who tries to ride it will be attacked.

GREAT HEALING U (B/Cr/Nir). IQ: s20. PW: 1 per. Skill: Dif. Dur: P.

Each PW heals 3 damage on the target, whom the caster must be touching. This can be used to reduce wounds.

PERMANENT IMAGINARY TERRAIN OF THE (NAMED) PLANE R (R/Cr/Var) – IL IQ: s21. PW: 1p per. Skill: Vdif. Dur: P. Tim: 10 hrs.

Creates an imaginary terrain. The area effected is a radius of 200m centring on the caster per permanent PW used. The terrain can be of any type found on the named plane (desert, swamp, icefield, mountains, forest etc.). The image is convincing to all senses. The images are weak and each object takes only 1 hit to go through. Only very light things can be supported by an image.

ILLUSIONARY TERRAIN OF THE NAMED PLANE U (R/Cr/Var) – IL IQ: s21 PW: 1 per. Skill: Vdif. Dur: S.

Creates an illusionary terrain. The area effected is a radius of 50m centring on the caster per temporary PW used. The terrain can be of any type found on the named plane (desert, swamp, icefield, mountains, forest etc.). The illusion is convincing to all senses but can be disbelieved. The illusion is as strong as the real objects.

ILLUSIONARY STRUCTURE OF THE NAMED PLANE U (R/Cr/Var) – IL IQ: s21. PW: 1 per. Skill: Vdif. Dur: S.

Creates an illusionary structure or structures. The area effected is a radius of 50m centring on the caster per temporary PW used. The structures can be of any type found on the named plane. The illusion is convincing to all senses but can be disbelieved. The illusion is as strong as the real objects

SUMMON IFUX THE EARTHSHAKER R (B/Cr/Dra) IQ: 21. PW: 10. Skill: Vdif. Dur: 6 turns.

The ground begins shaking violently in a 30 square radius around the user. For the next 6 turns anyone standing or trying to stand up or move in the area must roll a Dif Balance skill or fall taking 1-2 through armour. Buildings and structures in the area may collapse or be damaged. Roll on the following table with +2 for a strong building and +4 for a very strong building.

Roll	Effect
1-3	The building is a pile of rubble.
4-6	Half of the building collapses. It is irreparable.
7-8	The building is damaged and people inside or nearby may be hit by falling debris.
9-10	The building suffers minor damage.
11+	The building is undamaged.

SUMMON ARAWN LORD OF SECRETS R (R/Cr/Syl) IQ: 21. PW: 10. Skill: Vdif. Tim: 15 mins.

Arawn appears. He will answer one question on the location of a hidden object for his worshipper. Arawn knows the locations of all hidden objects except those in the holy places of other religions.

RITUAL OF LICH U (R/Cr/Spi) IQ: s21. PW: 2p. Skill: Vdif. Dur: P. Tim: 6 hrs.

The wizard permanently transforms him/herself into a Lich. As a Lich the wizard will take on the appearance of a wizened corpse. S/he loses all racial special abilities and replaces them with that of a Lich (see Halberd: Home). The wizard has +6 ST, -2 DX, -6 CH.

SUMMON TOWER R (R/Cr/Ele) IQ: s21 g23. PW: 10 /10 per 24 hrs. Skill: Vdif. Tim: 15 mins.

Summons stone from the elemental plane in the form of a tower with a diameter of 7 squares and a height of 18 squares. The tower has 4 floors and is topped with a fighting platform. Inside is a spiral staircase, a pool of summoned water renewed from the elemental plane and a number of fireplaces which the caster can have contain summoned fire at will. The tower's doors are made of hard steel.

MEIKO'S RITUAL OF ETERNAL YOUTH R (R/Cr/Rea) IQ: s21 g23. PW: 1p. Skill: Vdif. Dur: P. Tim: 6 hrs.

The ritual requiring 1000sp of special herbs and incense. The caster's physical age is reduced by 1 year.

FLESH TO STONE R (B/Cr-Th/Ele) IQ: s21 g23. PW: 6 (1p optional). Skill: Vdif. Dur: S (P).

Does not work on targets over 50 ST. Target is allowed a resistance roll. The target is transformed into a statue which will still be wearing or carrying its equipment which will now be stone.

STONE TO FLESH R (B/Cr-Th/Ele) IQ: s21 g23. PW: 6 (1p optional). Skill: Vdif. Dur: S (P).

Transforms a target who has been transformed to stone back to flesh again. Permanent PW is required for a permanent transformation. If it is cast on an object which was not ever alive it animates it (the object can not be more than the size of a 4 square creature). If it is a block of stone or something like that it will not make a very good animated creature – it will have a ST of 50 and a DX and MA of 1. It wouldn't be able to attack. A statue will turn into a living example of what it represents with a ST and DX and MA to match (but less than 51 for ST and 17 for DX). Its appearance will match the statue. It will not have an IQ, PW or CH. The spell can transform stone equipment into metal, cloth or whatever is appropriate (but not valuable). The transformed thing is directed by the caster who must concentrate to make it do anything.

CREATE GARGOYLE R (B/Cr/Ele) IQ: s21 g23. PW: 1p per 2 levels. Skill: Vdif. Dur: P. Tim: 5 hrs.

Brings a gargoyle to life. Costs 1 permanent PW per 2 levels the creature has. The gargoyle will serve the creator while it lives but is than free.

OPEN GATE TO LIMBO R (R/Cr/Lim) IQ: s21 g25. PW: 3p. Skill: Vdif. Dur: P. Tim: 28 hrs.

Creates a gate to Limbo. Once a week the caller can bring a random demon through the gate. They then engage in a power contest. If the caster wins s/he may immediately command the demon to return to Limbo where henceforth it will act as though it was a normal called demon. If the demon wins the caster is controlled by the demon who then acts as the controller of the gate and can then call further demons.

Demon Table:

D100	
01-10	Lesser Imp
11-20	Imp
21-30	Lesser Man Demon
31-40	Greater Imp
41-50	Man Demon
51-55	Demon Hound
56-60	Lesser Power Demon
61-65	Lesser Warrior Demon
66-70	Greater Man Demon
71-75	Warrior Demon
76-79	Demon Horse
80-84	Power Demon
85-87	Greater Warrior demon
88-90	Greater Power Demon
91-93	Fire Demon
94-95	Ice Demon
96-97	Lesser Demon Lord
99-99	Doppelganger
00	Demon Lord

EAT TALENTS: C (R/Cr/Anc) IQ: 22. PW: 1p per. Skill: Edif. Dur: P. Tim: 6 hrs.

The caster kills a sacrificial victim and devours part of its body and makes an amulet from another part. The caster gains 200 XP worth of the victim's special abilities per PW sacrificed. This ritual may be combined with Eat Skills and Eat Abilities.

EAT SKILLS: C (R/Cr/Anc) IQ: 22. PW: 1p per. Skill: Edif. Dur: P. Tim: 6 hrs.

The caster kills a sacrificial victim and devours part of its body and makes an amulet from another part. The caster gains 200 XP worth of the victim's skills up to the level possessed by the victim per PW sacrificed. This ritual may be combined with Eat Talents and Eat Abilities.

EAT ABILITIES: C (R/Cr/Anc) IQ: 22. PW: 1p per. Skill: Edif. Dur: P. Tim: 6 hrs.

The caster kills a sacrificial victim and devours part of its body and makes an amulet from another part. The caster gains two points in one of the victim's STATs which is at least 2 higher than his/her own per PW sacrificed. This ritual may be combined with Eat Skills and Eat Talents.

SUMMON THE BADRA: R (B/Cr/Syl) IQ: 22. PW: 6/3. Skill: Edif. Dur: P. Tim: 6 hrs.

The caster summons two identical copies of him/herself which function independently. They can each act separately but share PW, Hits and any charges in magical items.

CALL DEMONIC HOST R (R/Cr/Lim) IQ: s22. PW: 4p. Skill: Edif. Dur: P. Tim: 24 hrs.

Calls 100 L3 or 50 L4 demons. Each demon acts as for the Call Creature spell but the whole host is called out when the spell is activated. The wizard must still overcome the demons in a PW contest but this is done collectively with one roll for the whole host.

OPEN PORTAL TO LIMBO R (R/Cr/Lim) IQ: s22. PW: 10+1 per. (1p Optional). Skill: Edif. Dur: 1 hr per (P). Tim: 4 hrs.

Creates a portal which allows passage to and from Limbo for real plane creatures. Careful research (Edif Planes roll) may allow the exit point to be controlled to some extent. Travel through the portal is instantaneous.

OPEN PORTAL TO THE ELEMENTAL PLANE R (R/Cr/Ele IQ: s22. PW: 10+1 per. (1p Optional). Skill: Edif. Dur: 1 hr per (P). Tim: 4 hrs.

Creates a portal which allows passage to and from the elemental plane for real plane creatures. Careful research (Edif Planes roll) may allow the exit point to be controlled to some extent. Travel through the portal is instantaneous.

OPEN PORTAL TO THE SEVEN PLANES R (R/Cr/7PI) IQ: s22. PW: 10+1 per. (1p Optional). Skill: Edif. Dur: 1 hr per (P). Tim: 4 hrs.

Creates a portal which allows passage to and from the seven planes for real plane creatures. Careful research (Edif Planes roll) may allow the exit point to be controlled to some extent. Travel through the portal is instantaneous.

VEHART'S VAMPIRIC RITUAL R (R/Cr/Spi) IQ: s22 g25. PW: 20. Skill: Edif. Dur: P. Tim: 6 hrs.

In a ritual requiring 2000sp of sacrificial animals, herbs and incense and the sacrifice of an intelligent being (min IQ8, PW8 and age less than 16) reduces the physical age of the caster by 1 year.

FORGE HOLY WEAPON R (R/Cr/Nir) IQ: s22. PW: 3p. Skill: Edif. Dur: P. Tim: 6 weeks.

Creates a Holy Weapon. The weapon counts as enchanted and when wielded by a paladin or cleric of the Spiritualist God acting within the terms of his/her religion it is +2 max, +1D damage and +3 null. If picked up by someone who is not a follower of the Spiritualist God it inflicts 2D damage through armour each turn.

FORGE UNHOLY WEAPON R (R/Cr/Aby) IQ: s22. PW: 3p. Skill: Edif. Dur: P. Tim: 3 weeks.

Creates an Unholy Weapon. The weapon counts as enchanted and when wielded by a paladin or cleric of the Materialist God is +1 max, +2 damage and +2 null. It does an extra 3 damage against followers of the Spiritualist God.

FORGE HOLY ARMOUR R (R/Cr/Nir) IQ: s22. PW: 3p. Skill: Edif. Dur: P. Tim: 6 weeks.

Creates Holy Armour. The armour counts as enchanted and when worn by a paladin or cleric of the Spiritualist God has +3/3 armour and +2 MA/AdjDX. It has an extra 3/3 armour against followers of the Materialist God or creatures from Limbo.

FORGE UNHOLY ARMOUR R (R/Cr/Aby) IQ: s22. PW: 3p. Skill: Edif. Dur: P. Tim: 3 weeks.

Creates Unholy Armour. The armour counts as enchanted and when worn by a paladin or cleric of the Materialist God is +2/2 and +2 MA/AdjDX penalty. The wearer has +6 ST whilst wearing the armour.

FORGE HOLY SHIELD R (R/Cr/Nir) IQ: s22. PW: 3p. Skill: Edif. Dur: P. Tim: 6 weeks.

Creates a Holy Shield. The shield counts as enchanted when carried by a paladin or cleric of the Spiritualist God and is +1 CV +2 PAR +4 Hits. The shield causes 2D fear against opponents in combat and gives the carrier the bravery advantage.

FORGE UNHOLY SHIELD R (R/Cr/Aby) IQ: s22. PW: 3p. Skill: Edif. Dur: P. Tim: 3 weeks..

Creates an Unholy Shield. The shield counts as enchanted and when carried by a paladin or cleric of the Materialist God is +1 CV +2 Par +4 hits. The shield causes 3D fear in combat.

SUMMON BELLAENA R (R/Cr/Syl) IQ: s22. PW: 1p. Skill: Edif. Dur: P. Tim: 6 hrs.

The target is completely healed of all illnesses, injuries, curses, wounds or the lasting effects of them including scars, loss of stats etc.

SUMMON ILLUSIONARY REGIMENT R (R/Cr/Spi) – IL. IQ: s23. PW: 30. Skill: Edif. Dur: S. Tim: 5 mins.

Summons an illusionary regiment of uniformly equipped soldiers consisting of 180 lesser corporeal spirits with 20 corporeal spirit file leaders and 2 greater corporeal spirit officers.

CREATE (NAMED) HYBRID R (R/Cr/Aby) IQ: s23. PW: See Table. Skill: Edif. Dur: P. Tim: 24 hr.

These spells combine the creatures listed into a hybrid of the named type. The hybrid must obey the orders of its creator as long as s/he is alive but is then free.

Hybrid	Creatures Required	PW(p)
Bazil	Man, Wasp, Stoat	2
Chimera	Large Goat, Lion, Lesser Dragonet, Viper.	4
Cockatrice	Lizard, Cockerel, Bat.	2
Deodand	Man, Wolverine, Stag Beetle	2
Echidnae	Mystic, Two pythons.	2
Erb	Man, Monitor Lizard, Demon	1
Ezza	Goblin, Rat, Mole	1
Gid	Man, Gargoyle, Preying Mantis	1
Griffin	Lion, Eagle	1
Grue	Man, Bat, Dog	1
Gryph	Lesser Giant, Eagle, Rhinoceros, 500 lbs of bronze	2
Harpy	Man, Vulture.	1
Hippogriff	Horse, Eagle, Panther	2
Kentaur	Man, Horse.	1
Kerberus	3 large dogs, Viper, Power Stone.	3
Lamaiae	Man, Boa Constrictor.	2
Leucomorph	Man, Jackal, Beetle	1
Lomer	Goblin, Goat	1
Mantikora	Man, Lion, Scorpion, Bat.	2
Merman	Man, Large Fish	1
Minotaur	Man, Bull.	2
Naga	Man, Viper	2
Pegasus	Horse, Falcon	1
Pelgrane	Man, Pterodactyl	2
Selkie	Man, Seal.	2
Sphinx	Man, Lion.	3

CALL UNDEAD HORDE R (R/Cr/Spi) IQ: s24 g27. PW: 4p. Skill: Edif. Dur: P. Tim: 18 hrs.

This spell must be cast in a burial ground or crypt containing a minimum of 200 corpses. It calls 100 Skeletons or Zombies to serve the caster.

GORGON CURSE R (B/Cr/Ete) IQ: 24. PW: 1p. Skill: Edif. Dur: P.

Target (which must be humanoid) is allowed a resistance roll. The target becomes a gorgon permanently until cured by the eternal gods.

PERMANENT ILLUSIONARY TERRAIN OF THE (NAMED) PLANE U (R/Cr/Rea) – IL IQ: s24. PW: 1p per. Skill:

Edif. Dur: P. Tim: 10 hrs.

Creates an illusionary terrain. The area effected is a radius of 100m centring on the caster per permanent PW used. The terrain can be of any type found on the named plane (desert, swamp, icfield, mountains, forest etc.). The illusion is convincing to all senses. The illusion is as strong as the real objects.

PERMANENT ILLUSIONARY STRUCTURE OF THE (NAMED) PLANE U (R/Cr/Rea) – IL IQ: s24. PW: 1p per.

Skill: Edif. Dur: P. Tim: 18 hrs.

Creates an illusionary structure or structures. The area affected is a radius of 100m centring on the caster per permanent PW used. The structure can be of any type found on the named plane. The illusion is convincing to all senses. The illusion is as strong as the real objects.

MASTER HEALING R (B/Cr/Nir). IQ: s24. PW: 1 per. Skill: Vdif. Dur: P.

Each PW heals 4 damage on the target, whom the caster must be touching. This can be used to reduce wounds.

REINCARNATION R (R/Cr/Cel) IQ: 25. PW: 3p . Skill: Adif. Dur: P. Tim: 24 hrs.

Reincarnates a named and willing worshipper of the Celestial gods. A part of the body of the target is needed for the ritual and a human sacrificial victim who must be honestly willing. The target reappears with full hits and no wounds, disfigurements or diseases. S/he will be as though aged 18. S/he will take about a month of rest and recovery after the ritual to regain memory, STATs and skills. The sacrificial victim takes the targets place on the Celestial plane.

REBIRTH R (R/Cr/Ete) IQ: 25. PW: 3p. Skill: Adif. Dur: P. Tim: 24 hrs.

Reincarnates a named and willing worshipper of the Eternal gods. The worshipper must have been legitimately recognised as a hero or demi-god and must have been dead for a least a century. The target reappears with full hits and no wounds, disfigurements or diseases. S/he will have lost 3 permanent PW. S/he will be as though aged 50. S/he will take about a month of rest and recovery after the ritual to regain memory, STATs and skills.

SUMMON CALLAWAN R (R/Cr/Syl) IQ: 25. PW: 10. Skill: Adif. Dur: 30 mins. Tim: 2 hrs.

In a 2 hour e. difficult ritual summons Callawan who will advise his worshipper on one leadership decision giving the best advice he can.

SUMMON ILLUSIONARY ARMY R (R/Cr/Spi) – IL. IQ: s25. PW: 50. Skill: Adif. Dur: S. Tim: 15 mins.

Summons an illusionary army of uniformly equipped soldiers consisting of 4 regiments of foot each of 180 lesser corporeal spirits with 20 corporeal spirit file leaders and 2 greater corporeal spirit officers, 1 regiment of light cavalry consisting of 90 lesser corporeal spirits on cavalry horses with 10 corporeal spirit file leaders and 1 greater corporeal spirit officer and 1 regiment of heavy cavalry consisting of 90 corporeal spirits on warhorses, 10 greater corporeal spirit file leaders and 1 master corporeal spirit officer.

SUMMON UNDEAD ARMY R (R/Cr/Spi) IQ: s25 g28. PW: 2p + 1 per. Skill: Adif. Dur: 1 day per. Tim: 8 hrs.

Summons 1000 Skeletons and 400 Skeletal Cavalry. The army will remain active for 1 day for every temporary PW used when the spell is cast.

OPEN PORTAL TO THE PARALLEL PLANES R (R/Cr/7PI) IQ: s25. PW: 10+1 per (1p optional). Skill: Adif. Dur: 1 hr per (P). Tim: 6 hrs.

Creates a portal which allows passage to and from the Parallel Planes for real plane creatures. Careful research (Adif Planes roll) may allow the exit point to be controlled to some extent. Travel through the portal is instantaneous.

CALL GREATER UNDEAD HORDE (R/Cr/Spi) IQ: s27. PW: 6p. Skill: Adif. Dur: P. Tim: 24 hrs.

This spell must be cast in a burial ground containing a minimum of 300 corpses and also requires the bodies of 200 horses. Calls 100 Skeleton Cavalry and 100 Greater Skeletons to serve the caster.

SUMMON UNDEAD HOST R (R/Cr/Spi) IQ: 25. PW: 6p+1 per. Skill: Her. Dur: 1 day per. Tim: 10 hrs.

Summons 5000 Skeletons, 2000 Greater Skeletons and 1000 Skeleton Cavalry. The host will remain active for 1 day for each temporary PW used when the spell is cast.

CALL TRAGRAMIMI R (R/Cr/Ete) IQ: 28. PW: 5p. Skill: Her. Dur: P. Tim: 10 mins.

Calls Tragramimi who inflicts 10D damage on all creatures (including the caster) and levelling all structures within a 5 km radius. She then sets off in a random direction at speed 40 causing the same effect in a 2 km radius. Each creature and structure takes the damage only once. She makes a random change of direction every 10 km. She appears as a massive 30 square formless creature with 30/20 armour and 500 hits. She can be dismissed by being reduced to 0 hits.

MISSILE SPELLS

Some missile spells have a PW cost listed as **Dmg**. This means that they deal their damage per PW put into them i.e. 1D per PW. The number of PW that can be used on such a spell is 2 + 1 per 2 IQ or part thereof the caster's IQ exceeds the spell's IQ. Therefore a character whose IQ matches the spell can use 2 PW, a character with an IQ 1 or 2 over the spell can use 3 and with an IQ 3 or 4 over the spell can use 4 and so on.

Missile spells often deal special damage types (see *Characters and Combat: Damage Types*). The level of the damage is either listed or equal to the PW used for Dmg spells.

Missile spells are at a penalty for range between the caster and the target: they count as a missile weapon with 5 range modifier (see *Combat: Missile Weapons and Attacks*). They require a degree of concentration and are at -4 to hit if the caster is engaged in melee. As a physical attack dodge and evade apply against them but they cannot be parried. If the spell misses, all the PW applied to it is lost.

With missile spells that have an area-effect, the roll to hit is made against a square, not an individual. Hence, area-effect missiles have +4 to hit. A figure caught in an area-effect can attempt to throw itself away from the point of impact (see *Movement: Avoid*).

MAGIC STRIKE C (B/Mi/Rea) IQ: 8. PW: Dmg. Skill: Dif.

Telekinetic punch. Dmg 1-4 Solid.

STONES FLY C (B/Mi/7PI or Rea) IQ: s9. PW: Dmg. Skill: Dif.
Stones fly at target. Dmg 1-3 n2 Solid.

WATERBOLT C (B/Mi/Ele) IQ: s9 g11. PW: Dmg. Skill: Dif.
Elemental Water damage.

COLDBOLT C (B/Mi/Ele) IQ: s10 g11. PW: Dmg. Skill: Dif.
Elemental Cold damage.

FIREBOLT C (B/Mi/Ele or Anc) IQ: s10 g12. PW: Dmg. Skill: Dif.
Elemental Fire damage.

IASSIA'S RAY R (B/Mi/Rea) IQ: s10 g12. PW: 2. Skill: Eas.
L1 Elemental Fire damage.

TORNADO BOLT U (B/Mi/Ele or Rea) IQ: s11 g15. PW: Dmg. Skill: Avg.
Elemental Air damage.

CLAWS OF THE EARTH DRAGON U (B/Mi/Dra) IQ: 12. PW: Dmg+1. Skill: Dif.
Elemental Earth damage. On a hit the claws automatically do 1D less damage each turn until they do no damage.

MAGIC DARTS U (B/Mi/Rea) IQ: s12 g14. PW: 1 per. Skill: Avg.
Launches 1 magic dart per PW. Each dart may be directed at any target. If it hits a dart inflicts L1 Elemental Fire damage.

ROCKS FLY C (B/Mi/7PI) IQ: s12. PW: Dmg. Skill: Dif.
Physical damage.

STONE BOLT U (B/Mi/Ele) IQ: s12 g14. PW: Dmg. Skill: Dif.
Elemental Earth damage.

LIGHTNING BOLT C (B/Mi/Ele or Rea) IQ: s12 g14. PW: Dmg. Skill: Dif.
Elemental Electricity Damage.

COLDBALL C (B/Mi/Ele) IQ: s12 g14. PW: Dmg. Skill: Dif.
Elemental Cold damage. Sphere area effect with 1 level less damage per square from centre.

IASSIAS'S BURNING RAY U (B/Mi/Ele) IQ: s12 g14. PW: 3. Skill: Eas.
L2 Elemental Fire damage.

BREATH OF THE FIRE DRAGON C (B/Mi/Dra) IQ: s12 g14. PW: 2 and 3 hits. Skill: Dif.
L3 Elemental Fire damage. Area effect cone 10 squares long and for every 2 squares forward expands 1 square on either side.

ACID BOLT U (B/Mi/Ele) IQ s13 g15. PW: Dmg. Skill: Dif.
Acid damage.

THESELONIKA'S DART OF ICE U (B/Mi/Rea or Ele) IQ: s13 g14. PW: 1. Skill: Avg.
This spell launches a dart of ice inflicting 1D+4 n3 solid damage.

FIRE DARTS U (B/Mi/Ele) IQ: s14 g16. PW: 1 per. Skill: Avg.
This spell launches 1 fire dart per PW. Each dart can be directed at any target and more than one dart can be aimed at the same target. If it hits each dart inflicts L1 Elemental fire damage.

FIRE CRACKER U (B/Mi/Ele) IQ: s14 g16. PW: 2. Skill: Avg.
Area effect inflicting L2 Elemental Fire damage in target square and L1 damage in each adjacent square.

FIREBALL C (B/Mi/Ele or Anc) IQ: s14 g16. PW: Dmg. Skill: Dif.
Elemental Fire damage. Sphere area effect with 1 level less damage per square from centre.

MAGIC MISSILES U (B/Mi/Rea) IQ: s14 g16. PW: Dmg Split. Skill: Avg.
Magic missiles may be launched at any number of targets. They inflict Elemental Electricity damage and can levels can be split as desired between any number of targets.

FIRE SPARKS R (B/Mi/Ele) IQ: s15 g17. PW: 4. Skill: Avg.
2D Fire Sparks are launched at any target/s. Each deals L1 Elemental fire damage.

SPEAR OF LIGHT U (B/Mi/Rea) IQ: s15 g16. PW: 4. Skill: Avg.
L3 Elemental Fire damage with a range modifier of 10.

THESSALONIKA'S SPEAR OF ICE R (B/Mi/Rea or Ele) IQ: s16 g17. PW: 2. Skill: Avg.
Inflicts 2D+4 n3 solid damage.

PLASMA BOLT R (B/Mi/Ele) IQ: s16. PW: Dmg. Skill: Dif.
Elemental Fire damage +1.

FIRE OF BELAK U (B/Mi/Syl) IQ: 17. PW: 3. Skill: Dif.
L3 Elemental Fire damage.

IRON BOLT R (B/Mi/Ele or Rea) IQ: s17 g19. PW3. Skill: Avg.
A bolt of iron inflicting 3D+2 n5 solid damage.

FIERY BLAST U (B/Mi/Ele) IQ: s16 g18. PW: Dmg. Skill: Dif.
Elemental Fire damage. Area effect cone. For every PW applied to the spell, the cone reaches 2 squares forward, expanding 1 square on either side.

FREEZING CONE U (B/Mi/Ele) IQ: s16 g18. PW: Dmg. Skill: Dif.
Elemental Cold damage. Area effect cone. For every PW applied to the spell, the cone reaches 2 squares forward, expanding 1 square on either side.

BREATH OF THE STORM DRAGON U (B/Mi/Dra) IQ: 16. PW: Dmg. Skill: Dif.
Elemental Electricity damage. Area effect cone. For every PW applied to the spell, the cone reaches 2 squares forward, expanding 1 square on either side.

PLASMA BALL R (B/Mi/Ele)) IQ: s16 g18. PW: Dmg. Skill: Dif.
Elemental Fire damage +1. Sphere area effect with 1 level less damage per square from centre.

ACID BALL R (B/Mi/Ele)) IQ: s17. PW: Dmg. Skill: Dif.
Acid damage. Sphere area effect with 1 level less damage per square from centre.

CHAIN LIGHTNING U (B/Mi/Ele) IQ: s18 g20. PW: Dmg+1 per target. Skill: Dif.
Elemental Electricity damage. 1 target per PW spent on targets.

ATTANANA'S ICY VOLLEY R (B/Mi/Ele) IQ: s18 g20. PW: 4. Skill: Avg.
Fires 2D bolts of ice at any target/s. Each inflicts 1+4 n2 solid damage.

RED RUIN R (B/Mi/Rea) IQ: s21 g22. PW: Dmg. Skill: Dif.
Launches a bolt of crimson energy in a straight line area effect away from the caster that is 10 sq per PW long. It inflicts Elemental Fire damage to anyone in the line of attack and 1 level less to anyone adjacent to the line.

THE INSTANTANEOUS ELECTRIC EFFORT R (B/Mi/Ele) IQ: s21 g23. PW: 8. Skill: Dif.
A great bolt of electricity strikes the target. Within 200 squares The difficulty is just to see if the spell works – it isn't a hit roll – the spell always hits if it works. It does L5 Elemental Electricity damage.

KLEON'S BOLT OF DESTRUCTION R (B/Mi/Ele) IQ: s23 g25. PW: Dmg. Skill: Dif.
The bolt of destruction inflicts L5 Physical damage on the target with a range modifier of 15.

ENERGY LANCE R (B/Mi/Rea) IQ: s24 g25. PW: 10. Skill: Dif.
Launches a bolt of energy inflicting L6 Elemental Fire damage+1 with a range modifier of 30.

PROTECTION SPELLS

Protection spells can be cast on the wizard or anyone else but have a range modifier of 2. A target cannot have more than one protection spell of the same type active at a time. This means that he/she may not have more than one spell which provides armour or modifies hit rolls or which provides resistance against magic active at any one time. For example, a wizard could not have Protection and Shield active at the same time, but could have Protection and Blur. They require a degree of concentration and are at -4 chance of success if the caster is engaged in melee unless cast on self.

BLUR C (B/Pr/Rea or Anc)-IL. IQ: 8. PW: 1/1. Skill: Sim.
Makes target harder to sense. Attacks and perception throws are at -2 to hit against target.

RESIST PAIN C (B/Pr/Cel) IQ: 8. PW: 1. Skill: Sim. Dur: S.
The target has reduces the adjDX penalty from wounds by 1.

SHOCK SHIELD C (B/Pr/Ele) IQ: s8 g10. PW: 2/1. Skill: Sim.

Deals L1 Elemental Fire damage to any other figure in the target's square or grappling the target each turn.

PROTECTION C (B/Pr/Rea or Anc) IQ: s8 g9. PW: 1/1. Skill: Sim.

Creates a magical shield around target, giving +2/2 enchanted armour.

CONCEALMENT C (B/Pr/7PI or Anc)-IL. IQ: s9. PW: 1. Skill: Sim. Dur: S

Target blends into background. Perception rolls are at -3, melee attacks at -2 and missile attacks at -4 against the target.

SHIELD C (B/Pr/Rea) IQ: s9 g10. PW: 2/1. Skill: Sim.

Target has an invisible enchanted shield with a CV of 3 and 12 hits (it cannot be damaged but it takes 24 hits in a single attack the spell is cancelled). It has a Parry of 10 – skill with this spell counts as parry skill It is treated exactly as a normal shield and the target must have a free arm to use it.

CELESTIAL LIGHT C (B/Pr/Cel) IQ: 10. PW: 2/1. Skill: Sim.

Enemies are at -2 to hit the target. The target lights a 5 square radius as bright as day.

CELESTIAL DARKNESS C (B/Pr/Cel) IQ: 10. PW: 2/1. Skill: Sim.

Enemies are at -2 to hit the target. The target makes a 5 square radius as dark as night.

POISON PROTECTION U (B/Pr/Nir or 7PI) IQ: s10. PW: 1/1. Skill: Sim.

Target has +10 ST for resisting poison.

DIVINE PROTECTION C (B/Pr/Nir or Aby or 7PI). IQ: s10. PW: 1/1. Skill: Eas.

Gives enchanted +4/4 armour. Only works on worshippers of the caster's god.

FEAR DEFENCE C (B/Pr/Spi, Ete or Inf). IQ: s10. PW: 2/1. Skill: Eas.

The target causes 2D Fear to anyone attempting to make an attack against it. This is for each attack.

IMAGE DEFENCE C (B/Pr/Rea)-IL. IQ: s10. PW: 2/1. Skill: Eas.

Makes a large number of copies of the target which constantly shift around him/her and make him/her very difficult to hit. All attacks are -4 to hit the target.

BARK SKIN C (B/Pr/Syl) IQ: 10. PW: 2/1. Skill: Eas.

The targets skin gains a dense, woody appearance and has non-enchanted 4/2 armour.

HERO LIGHT OF BELAK C (B/Pr/Syl) IQ: 10. PW: 2/1. Skill: Eas.

PW 2/1. IQ 10.

The target glows with the heroic power of the god. S/he lights up an radius of 5 squares as bright as day. All Undead or Goblins within this area are at -3 to all actions.

REVERSE MISSILES C (B/Pr/Rea) IQ: s10 g11. PW: 3/2. Skill: Eas.

Causes missile attacks or thrown weapons to be turned back on their firer. If the firer hits with the attack, it hits itself instead of the target. If a missile spell is launched at a target protected by reverse missiles, make a PW vs PW roll. If the target of the attack wins the contest then the missile is reversed.

SPELL RESISTANCE C (B/Pr/Rea) IQ: s10 g11. PW: 2/1. Skill: Eas.

Provides increased resistance to magic. Against any spell which allows a resistance roll, the target counts as having an extra 10 PW for resistance rolls.

SCALES OF THE FIRE DRAGON C (B/Pr/Dra) IQ: 11. PW: 1/1. Skill: Eas.

The caster has 15 armour against Elemental Fire.

STONE FLESH C (B/Pr/Ele or Pri) IQ: s11 g13. PW: 2/1. Skill: Eas.

The target has +4/3 non-enchanted armour.

INVISIBILITY U (B/Pr/Rea)-IL. IQ: s11 g12. PW: 2/1. Skill: Eas.

The target can no longer be sensed clearly. There is a -3 penalty to sense target and an Avg perception is required to sense it even if it is unhidden. No attacks may be directed against the target unless it has been spotted and attacks against an invisible figure are at -3 even if it has been detected.

PROTECTION AGAINST SUPERNATURAL C (B/Pr/Nir or Aby or 7PI) IQ: s12. PW: 2/1. Skill: Avg.

Counts as 6/6 enchanted armour vs attacks by creatures from other planes, and gives an extra 10 PW when resisting their magic. Only works on worshippers of the caster's god.

DEMONIC ARMOUR U (B/Pr/Lim). IQ: s12. PW: 2/1. Skill: Avg.

Target has +4/3 enchanted armour.

PEACE WITH NATURE U (B/Pr/7PI) IQ: s12. PW: 2/1. Skill: Avg.

No animal (creature of IQ 6 or less), even if it is a summoned creature or an illusion, can attack the target. Unless the target attacks it first.

ELEMENTAL SHIELD C (B/Pr/Ele or 7PI) IQ: s12. PW: 2/1. Skill: Avg.

Provides +8/8 enchanted armour against any elemental damage.

SPIRIT SHIELD C (B/Pr/Spi) IQ: s12 g16. PW: 3/1. Skill: Avg.

Provides increased resistance to spirit attacks, counting as 3 armour vs PW drain.

DISEASE PROTECTION U (B/Pr/Nir) IQ: s12. PW: 2 per. Skill: Avg. Dur: 1 hr per.

Whilst this protection spell is active the target cannot be infected with any disease.

SETYA'S CALORIFIC SHIELD U (B/Pr/Rea) IQ: s12 g13. PW: 1/1. Skill: Avg.

Provides +8/8 enchanted armour against any Elemental Fire damage.

SETYA'S ICY SHIELD U (B/Pr/Rea) IQ: s12 g13. PW: 1/1. Skill: Avg.

Provides +8/8 enchanted armour against any Elemental Cold damage.

NAIN'S GREATER PROTECTION R (B/Pr/Rea) IQ: s12 g13. PW: 2/1. Skill: Avg.

Provides +3/3 enchanted armour.

LUCIA'S REPELLING SHIELD R (B/Pr/Rea) IQ: s13 g14. PW: 1 per. Skill: Avg. Dur: 1 hr per

The repelling shield stops any creature of 6 ST or less coming within 1 square of the caster.

SETYA'S ELECTRIC SHIELD U (B/Pr/Rea) IQ: s13 g14. PW: 1/1. Skill: Avg.

Provides +8/8 enchanted armour against any Elemental Electricity damage.

LUCIA'S MAGIC ROBE R (B/Pr/Rea) IQ: s13 g14. PW: 1 per. Skill: Avg. Dur: 1 hr per.

The magic robe protects the caster from all natural weather conditions.

ACID SHIELD C (B/Pr/Ele or Rea) IQ: s13 g14. PW: 2/1. Skill: Avg.

Provides +8/8 enchanted armour against any acid damage.

GRASSON'S DETECTION SHIELD R (B/Pr/Rea) IQ: s13 g15. PW: 1/1. Skill: Avg.

The target cannot be detected by magic.

IRON FLESH C (B/Pr/Ele or Pri) IQ: s13 g15. PW: 3/1. Skill: Avg.

The target has +6/4 non-enchanted armour.

DEFLECTIONS U (B/Pr/Rea) IQ: s13 g14. PW: 2/1. Skill: Avg.

Puts all solid attacks against the target at -4 to hit.

SPELL SHIELD U (B/Pr/Rea) IQ: s13 g14. PW: 3/1. Skill: Avg.

Provides increased resistance to magic. Against any spell which allows a resistance roll, the target counts as having +12 PW for resisting. Spell Shield allows a resistance roll with +6 PW against spells which do not normally allow a resistance throw, such as missile spells. It has no effect against non-spell attacks, even if they are made by creatures from other planes.

SCALES OF THE EARTH DRAGON C (B/Pr/Dra) IQ: 14. PW: 2/1. Skill: Avg.

The caster has +7/6 armour.

POWER OF ARIANAK U (B/Pr/Syl) IQ: 14. PW: 2/1. Skill: Avg.

The target, who must be a follower of the Sylvan religion, has +8 ST, counts as Brave, has +6 MA and can move across rough going at no penalty.

POWER OF BELATANOS U (B/Pr/Syl) IQ: 14. PW: 2/1. Skill: Avg.

PW 2/1. IQ 14.

The target, who must be a follower of the Sylvan religion, has a special bonus of +2 to hit and +2 damage with his/her favourite weapon.

NAIN'S IMPRESSIVE SHOCK SHIELD R (B/Pr/Ele) IQ: s14 g16. PW: 3/2. Skill: Avg.

Deals L2 Elemental Fire damage to any other figure in the target's square or grappling the target each turn.

REGENERATION U (B/Pr/7PI) IQ: s14. PW: 1/1. Skill: Avg.

Target regains 1 hit per round.

DEMONIC POWER U (B/Pr/Lim) IQ: s14. PW: 2/1. Skill: Avg.

Target gains +8 ST and +3/3 enchanted armour.

DIAMOND FLESH U (B/Pr/Ele or Pri) IQ: s15 g17. PW: 4/1. Skill: Avg.
The target has +8/6 non-enchanted armour.

SPELL BLINDNESS U (B/Pr/Rea) IQ: s14 g15. PW: 4/2. Skill: Avg.
The target will not trigger delayed spells or glyphs. The target is also impossible to detect with magic.

HERO OF BATTLE U (B/Pr/Ete) IQ: 16. PW: 1/1. Skill: Avg.
Target must be a worshipper of the Eternal Gods. The target has +3/3 magical armour, +2 evade, and +2 to hit.

HEDDERA'S SUMMONING GUARD R (B/Pr/Spi) IQ: s16 g18. PW: 1/1. Skill: Avg.
This spell is cast simultaneously with any summon spell. Whilst it is maintained any creature summoned by the spell has a +8 PW bonus to resist banishments of any kind.

DAMAGE LASH U (B/Pr/Nir or Spi) IQ: s16 g18. PW: 3/1. Skill: Dif.
Any hits lost by the target will also be inflicted, through all defences, on the individual who inflicted the damage. This is a psychic effect and will only work on someone who intentionally inflicted the damage.

DIVINE RESISTANCE U (B/Pr/Nir or Aby or 7PI). IQ: s16. PW: 4/1. Skill: Dif.
The target, who must be a worshipper of the god of the caster, has +6/6 enchanted armour, and has a resistance of +6 PW vs any spell whether it is a spell which can normally be resisted or not.

ADAMANT FLESH U (B/Pr/Ele or Pri) IQ: s17 g19. PW: 5/1. Skill: Dif.
The target has an +10/8 non-enchanted metal armour.

LUCIA'S SPELL OF SUSTENANCE R (B/Pr/Rea) IQ: s17 g18. PW: 1 per Skill: Dif. Dur: 1 hr per.
The caster of the spell of sustenance requires no food, water, air or any other external source of material whilst the spell is active.

DELLAEA'S FLICKERING SHIELD R (R/Pr/Rea) IQ: s17 g18. PW: 10+2 per (1/1). Skill: Dif. Dur: 1 day per, Tim: 2 hrs.
Protects the target with the flickering shield. Whenever the target is attacked the spell immediately activates before the attack can hit at a cost of 1 PW. It then acts as a standard battle magic protection spell with a maintenance cost of 1 providing 7/5 enchanted armour.

EXARCH'S DEMON SCALES R (B/Pr/Lim) IQ: s17. PW: 3/1. Skill: Dif.
Target has +7/5 enchanted armour.

TEGARRAN'S SCREEN OF FORCE: R (R/Pr/Rea) IQ: s17 g19. PW: 3 per/1 per each day. Skill: Dif. Tim: 4 hrs.
Provides the target with +1/1 enchanted armour per 3 PW used up to a maximum of 6/6 armour. The spell must be maintained daily at a cost of 1 PW per 1/1 of armour. It can be stacked with other armour spells providing non-enchanted armour but is incompatible with metal armour.

PHILEDIA'S GLOBE OF FORCE R (B/Pr/Rea) IQ: s18 g19. PW: 2/1. Skill: Dif.
The globe of force creates an invisible shield of force of radius 3 squares around the caster. Anything must resist 20 ST to cross the globe and it provides 12/8 enchanted armour against attacks crossing the boundary.

EXARCH'S DEMONIC FORCE R (B/Pr/Lim) IQ: s18. PW: 4/1. Skill: Dif.
Target gains +12 ST and +5/5 enchanted armour.

HERARIA'S PLANAR GUARD R (B/Pr/Rea) IQ: s18 g19. PW: 3/1. Skill: Dif.
Any creature from another plane must make a PW vs PW roll to attack the target.

YAGARRI'S SHIMMERING ILLUSIONS R (B/Pr/Rea) - IL IQ: s18 g20. PW: 3/1. Skill: Dif.
Surround the target with shimmering images making all attacks against the target -6 to hit.

SUMMON BELAK C (B/Pr/Syl) IQ: 21. PW: 3/2. Skill: Vdif.
The target burns brightly with divine fire. S/he is immune to all Elemental Fire damage and lights up an radius of 5 squares as bright as day. All Undead or Goblins within this area are at -3 to all actions. Anyone in HTH with the target suffers Level 3 Elemental Fire damage each turn.

HESTIA'S DIMENSIONAL SHIELD R (B/Pr/Rea) IQ: s21 g22. PW: 3/2. Skill: Vdif.
The dimensional shield creates a strange field of total blackness around the caster which is impenetrable to all senses except Darksense or Magesight. The shield acts as 20/20 enchanted armour against all damage caused by spells or creatures from other dimensions.

TYLEA'S SUPERIOR INVISIBILITY R (B/Pr/Rea)-IL. IQ: s22. PW: 4/2. Skill: Vdif.

The target can no longer be sensed clearly. There is a -5 penalty to sense target and an Avg perception is required to sense it even if it is unhidden. No attacks may be directed against the target unless it has been spotted and attacks against an invisible figure are at -3 even if it has been detected.

DIVINE ARMOUR R (B/Pr/Nir) IQ: s22. PW: 6/2. Skill: Vdif.

The target who must be of the same religion as the caster receives +9/9 enchanted armour and +9 resistance against any spell whether it has a normal resistance roll or not.

JERAD'S INVINCIBLE AURA R (B/Pr/Rea) IQ: s22 g25. PW: 6/3. Skill: Vdif.

Provides 18/14 enchanted armour.

THROWN SPELLS

Thrown spells can be cast on the wizard or anyone else but have a range modifier of 2. They never miss and hit somewhere else; they either work or they don't.

If the spell description ends with **Res** the target is allowed a resistance roll. If the caster is engaged in melee they are at -4 to hit unless the target is the caster or the opponent in melee. They are not physical and cannot be dodged, evaded or parried.

SLOW MOVEMENT C (B/Th/Rea) IQ: 8. PW: 2. Skill: Eas. Dur: S. Res.

Target's MA is halved (round up).

DROP WEAPON C (B/Th/Rea or Anc) IQ: 8. PW: 1. Skill: Eas.

Target must roll 3D under ST or drop whatever is in one hand.

STUNNING C (B/Th/Aby) IQ: s8. PW: 1 per. Skill: Eas. Dur: 1 turn per. Res.

Target is stunned and cannot move to a different square, cast a spell or attack.

CLUMSINESS C (B/Th/Rea)) IQ: s8 g9. PW: 1 per. Skill: Eas. Dur: 4 turns or 1 turn if ST 30+.

Target is allowed a resistance roll. If it loses, target is at -2 adjDX per PW.

AVERT C (B/Th/Rea)) IQ: s8 g9. PW: 2/1. Skill: Eas. Res

Target must move 2 squares away from the caster on each turn the spell is active. If it cannot move because it is blocked by an edge, wall or other danger, it must roll an Avg Balance or fall.

SKILLED WEAPON CHANT U (B/Th/Rea) IQ: s8 g9. PW: 1. Skill: Eas. Dur: S

The target weapon has +1 to hit.

STRONG WEAPON CHANT U (B/Th/Rea)) IQ: s8 g9. PW: 1. Skill: Eas. Dur: S

The target weapon has +1 damage.

SWIFT WEAPON CHANT U (B/Th/Rea) IQ: s8 g9. PW: 1. Skill: Eas. Dur: S

The target weapon gives its wielder +2 initiative.

CHARGING WEAPON CHANT U (B/Th/Rea) IQ: s8 g9. PW: 1. Skill: Eas. Dur: S

The target weapon has +2 damage when charging for the duration.

ACCURATE WEAPON CHANT U (B/Th/Rea) IQ: s8 g9. PW: 1. Skill: Eas. Dur: S

The target weapon has +1 special (increased chance of critical decreased chance of fumble).

SPEED OF MOVEMENT C (B/Th/Inf) IQ: 9. PW: 2. Skill: Eas. Dur: S

Target has +5 MA.

HUNGER C (B/Th/Inf) IQ: 9. PW: 2. Skill: Eas. Dur: S. Res

Target becomes extremely hungry. It must roll 2D under ST each turn or spend the turn eating or looking for food.

BLESS IRON C (B/Th/Syl or Cel) IQ: 9. PW: 3. Skill: Eas. Dur: S

If the target is an iron weapon it has +1 damage +1 null and +2 to resist breakage. It counts as enchanted. If it is cast on iron armour then the armour has a +1/+1 bonus.

AID C (B/Th/Spi or Nir or 7PI). IQ: 9. PW: 1 per max 2+1 per IQ over 9. Skill: Eas. Dur: 4 turns

Temporarily adds 1 ST, DX, IQ or CH to the target per PW.

ICE WEAPON U (B/Th/Ele) IQ: s9 g11. PW: 1/1. Skill: Eas.

Target melee weapon (which must have a ST of 10+ or be a rapier) inflicts 2D null 3 instead of its current damage. The weapon becomes icy cold and glitteringly hard.

FEAR C (B/Th/Spi or Inf) IQ: s9. PW: 2/1. Skill: Eas. Res.

Target must move as far away as possible from the caster each turn, until out of sight. Brave targets are immune.

DAZZLE C (B/Th/Rea or Cel)-IL IQ: s9 g10. PW: 3. Skill: Eas. Dur: 4 turns. Res.

PW 3. IQ: s9, g10.

Creates a blinding psychic flash against all creatures with eyes within 15 squares except the caster. All victims who fail their resistance roll are at -3 adjDX .

TRIP C (B/Th/Rea or Anc) IQ: s9 g10. PW: 2 or 7 (target over 30 ST). Skill: Eas.

Target must roll a Dif Balance or fall.

SPEED MOVEMENT C (B/Th/Rea) IQ: s9 g10. PW: 2. Skill: Eas. Dur: S

Doubles target's MA.

LIGHT FALL C (B/Th/Rea) IQ: s9 g10. PW: 2. Skill: Eas. Dur: S

The target may fall slowly, at up to its MA each turn, and land gently.

BURNING WEAPON C (B/Th/Pri) IQ: 10. PW: 3/1. Skill: Eas. Dur: S

The target melee weapon becomes red hot. Each time it hits it does separate Elemental Fire damage L2.

ANIMAL SLEEP C (B/Th/Syl) IQ: s10. PW: 2. Skill: Eas. Dur: 10 hrs. Res.

Target, which must have 6 IQ or less, is put to sleep until it awakens naturally, is shaken awake (taking 2 turns), or is hit. Does not work if target has 20 ST or more.

SHRIVELLING U (B/Th/Spi) IQ: s10. PW: 3. Skill: Eas. Res.

The target takes D-1 damage against which armour does not count.

WOUND C (B/Th/Aby) IQ: s10. PW: 1 per max 2 + 1 per 2 IQ over 10. Skill: Eas. Res.

Target suffers 1D-5 per PW used. Armour is ineffective.

DIRECTED DAZZLE C (B/Th/Rea or Cel)-IL IQ: s10. PW: 3. Skill: Eas. Dur: 4 turns. Res.

PW 3. IQ: s10.

Creates a blinding psychic flash against a single target who is at -6 adjDX .

BINDING C (B/Th/Rea) IQ: s10 g11. PW: 2. Skill: Eas.

Creates a magical effect which entangles the victim. The victim's adjDX is immediately reduced by 2, and 2 more each turn thereafter. If a victim wants to attempt escape, it can take no other action in that turn, and must roll 2D under adjDX to do so. If a victim's adjDX reaches 2 or less, it falls helpless to the floor. An adjacent helper can remove the rope by rolling 2D under adjDX. Does not work on targets with 20 or more ST. Note that the form of binding spell for each character class will take an appropriate form. For an animist it is vines, for a necromancer it is ghostly hands, and so on.

SLEEP C (B/Th/Spi) IQ: 11. PW: 3. Skill: Eas. Res. Dur: 10 hrs.

Victim is put to sleep until it awakens naturally, is shaken awake (taking 2 turns), or is hit. Does not work if target has 20 ST or more.

TORTURE C (B/Th/Inf) IQ: 11. PW: 3. Skill: Eas. Res. Dur: S.

Target counts as -2 adjDX due to pain (as though wounded).

BREAK WEAPON U (B/Th/Rea) IQ: s11 g12. PW: 4. Skill: Avg.

Target weapon must resist or break. If the weapon makes the save any figure holding it must roll 4D under ST or drop it.

STAND FIRM C (B/Th/Pri) IQ: 12. PW: 2. Skill: Avg.

Target cannot be knocked back or forced to retreat. S/he counts as Brave.

POWER OF MANAGYF U (B/Th/Syl) IQ: 12. PW: 4. Skill: Avg. Dur: S.

If target (who must worship the Sylvan gods) is unskilled in one named skill s/he acts as skilled. If skilled as very skilled. If very skilled as Expert.

FREEZE U (B/Th/Spi) IQ: 12. PW: 4. Skill: Avg. Res. Dur: D+2 turns.

Target is frozen and unable to take any action until attacked. Does not work on targets of 30 ST or more.

STEAL OBJECT C (B/Th/Inf or Cel) IQ: 12. PW: 2. Skill: Avg. (Res if carried).

Target object weighing less than 2kg is transferred to the caster's hand. If the object is on a person they are allowed a resistance roll.

CALM C (B/Th/Nir or Cel) IQ: s12. PW: 2. Skill: Avg. Res. Dur: D+2 turns

Target is unable to undertake any offensive action until it is attacked, in which case it can fight only those who have attacked it. Does not work on targets of 30 ST or more.

STOP C (B/Th/Rea) IQ: s12 g13. PW: 3. Skill: Avg. Res. Dur: 4 turns
Target has an MA of 0. Will not work on a target of 40 ST or greater.

FLIGHT U (B/Th/Ele or Rea) IQ: s13 g20. PW: 3/1. Skill: Avg.
Target, with less than 20 ST, can fly as long as it is not encumbered. It has an MA of 12.

LONG AID C (B/Th/Spi or Nir or 7PI). IQ: 13. PW: 1 per max 2+1 per IQ over 13. Skill: Avg. Dur: 8 turns
Temporarily adds 1 ST, DX, IQ or CH to the target per PW.

STRONG AID C (B/Th/Spi or Nir or 7PI). IQ: 13. PW: 1 per max 2+1 per IQ over 13. Skill: Avg. Dur: 4 turns
Temporarily adds 2 ST, DX, IQ or CH to the target per PW.

SLIPPERY FLOOR C (B/Th/Ele) IQ: 13. PW: 1+ 1 per. Skill: Avg. Dur: S
The floor in a 3(+1 per extra PW) by 3(+1 per extra PW) square becomes very slippery. Any figure entering or moving through it must roll an Avg Balance or fall in every slippery square it enters. A figure must roll once if only standing still in a slippery square, or if trying to stand up in it. A figure may lie still or crawl without rolling.

MAGIC LOCK C (B/Th/Rea) IQ: s12 g13. PW: 2 +1 per. Skill: Avg. Dur: S
When cast on a portal, door or gate, this spell seals it shut. The seal has a ST of 30. Each extra PW adds 20 ST.

OPEN DOOR C (B/Th/Rea) IQ: s12 g13. PW: 2. Skill: Avg.
Opens a magic lock. On any other lock it makes an expert picklock against it as though with an adjDX equal to the caster's current PW.

GAZE OF THE DARKNESS DRAGON C (B/Th/Dra) IQ: 13. PW: 4. Skill: Avg. Res. Dur: 4 turns.
Target is blinded for 4 turns.

MADNESS C (B/Th/Ete) IQ: 13. PW: 4. Skill: Avg. Res. Dur: 8 turns
Target is maddened for 8 turns and at -3 to all actions.

DISRUPT U (B/Th/Ele) IQ: s13 g16. PW: 3. Skill: Avg. Res.
PW 3. IQ: s13, g16.
Target takes 1D damage through armour.

THE DISMAL ITCH R (B/Th/Rea) IQ: s14 g16. PW: 4. Skill: Avg. Res. Dur: S
In any turn which it can not roll 3D under IQ target can take no action but scratch unless under immediate personal danger (ie. personally being attacked). If it is wearing armour it will discard 1D-4 points per turn in the process of scratching.

TYLEA'S HYPNOTIC ILLUSION U (B/Th/Rea)-IL IQ: s14 g16. PW: 2/1. Skill: Avg
Creates a glowing and shimmering sphere hovering in the air above the target square. Any figure with IQ 5+ within 5 squares must resist on 3D under IQ or be hypnotised and stand unable to act. A new save can be made each turn. The caster is immune.

DEMONIC SKILL U (B/Th/Lim) IQ: s14. PW: 3. Skill: Avg. Dur: S
Target has +3 adjDX .

SUMMONING LINK U (B/Th/Spi) IQ: s14 g16. PW: 3/1. Skill: Avg. Res.
Target summoned or called creature is linked to its controller (the controller resists). If it is returned to its own plane the controller takes half its ST in hits.

DESTROY OBJECT C (B/Th/Inf) IQ: 14. PW: 4. Skill: Avg.
Target object weighing no more than 10 kg must save or be disintegrated.

GREATER ANIMAL SLEEP U (B/Th/Syl) IQ: 14. PW: 6. Skill: Avg. Res. 10 hrs
Animals (IQ 6 or less) are put to sleep until shaken awake (2 turns) or hit. Can effect one target of 50 ST or less or all targets with 20 ST or less in a 5 sq x 5 sq area.

GREATER AVERT U (B/Th/Rea) IQ: s14 g15. PW: 3/1. Skill: Avg. Res.
All targets in a 5sq x 5sq area must move 2 squares away from the caster on each turn the spell is active. If any cannot move because they are blocked by an edge, wall or other danger, then they must roll an Avg Balance or fall.

GIANT BINDING U (B/Th/Rea) IQ: s14 g15. PW: 5. Skill: Avg. Res.
Creates a magical effect which entangles the victim. The victim's adjDX is immediately reduced by 2, and 2 more each turn thereafter. If a victim wants to attempt escape, it can take no other action in that turn, and must roll 2D

under adjDX to do so. If a victim's adjDX reaches 2 or less, it falls helpless to the floor. An adjacent helper can remove the rope by rolling 2D under adjDX. Does not work on targets more than 50 ST and against targets with less than 20 ST counts as two simultaneous binding spells. Note that the form of binding spell for each character class will take an appropriate form. For an animist it is vines, for a necromancer it is ghostly hands, and so on.

GREATER STOP U (B/Th/Rea) IQ: s14 g15. PW: 6. Skill: Avg. Res. Dur 4 turns.
Target has an MA of 0. Target must not have more than 50 ST.

ENCHANTMENT DRAIN U (B/Th/Rea). IQ: s14 g15. PW: 4. Skill: Avg.
Target spell with a maintenance cost requires an extra 2 PW per turn to maintain.

DRAIN U (B/Th/Spi) IQ: s15 g17. PW: 1 per max 2+1 per IQ over spell's IQ. Skill: Avg. Res. Dur: 12 hrs.
Target is allowed a resistance roll. If unsuccessful, target is drained of 1 temporary ST, DX, PW or CH per PW used. If any stat goes to 0 the target is incapacitated.

HOLY OR UNHOLY STRENGTH C (B/Th/Nir or Aby) IQ: s15. PW: 2. Skill: Avg. Res.
Target worshipper of the caster's god has +8 ST for the duration.

DEMORALISE C (B/Th/Spi) IQ: s15. PW: 6. Skill: Avg. Dur: S. Res.
All targets in a 5sq x 5sq area are demoralised and at -3 when performing any action.

SECRETS OF ARAWN C (B/Th/Syl) IQ: 15. PW: 2. Skill: Avg. Dur: S.
Target non-living object of no more than 5 ENC is concealed for the duration. It is absurdly difficult to find.

VIOLENT RAGE C (B/Th/Pri or Inf) IQ: 16. PW: 3. Skill: Avg. Dur: S. Res.
The target goes into a violent rage gaining +8 ST, +2 to hit and Bravery. S/he can no longer parry and each round must either try to charge nearest enemy or make a melee attack.

GREATER SLEEP C (B/Th/Spi) IQ: 16. PW: 8. Skill: Avg. Dur: 10 hrs. Res.
Targets with less than 20 ST in a 5 sq x 5 sq area, or a single target of up to 50 ST are put to sleep until they awakens naturally, are shaken awake (taking 2 turns), or are hit.

ETERNAL FIRE C (B/Th/Inf) IQ: 16. PW: 4. Skill: Avg. Dur: S. Res (per turn).
Target is allowed a resistance roll each turn. Target takes 1 hit per turn through all defences.

EARTHFIRE U (B/Th/Pri or Cel) IQ: 16. PW: 5. Skill: Avg.
A burst of fire comes up from the earth filling 3 by 3 squares to a height of 10 squares. Any target in the squares suffers level 4 Elemental Fire damage.

WINGS OF THE DARKNESS DRAGON U (B/Th/Dra) IQ: 16. PW: 4. Skill: Avg. Dur: S.
An 8 square cube is filled with complete darkness.

CAUSE (DISEASE) U (B/Th/Aby or 7PI). IQ: s16. PW: Vr/5. Skill: Avg. Res.
Target is exposed to the named disease. The Vr is the virulence of the disease.

IDIANNA'S SPELL OF IDIOCY U (B/Th/Rea). IQ: s16 g18. PW: 3. Skill: Avg. Dur: S. Res.
The target's IQ drops to 4.

SPIRIT NET U (B/Th/Nir or Spi) IQ: s16 g18. PW: 5. Skill: Avg. Dur: S.
Target's spirit will not leave its body for the duration. If its body has been killed, it will still not die, and if healed the target can recover.

TERRIBLE WOUND U (B/Th/Aby) IQ: s16. PW: 1 per (max 2 +1 per 2 IQ over 16). Skill: Avg. Res.
Target suffers 1D-3 damage per PW used. Armour is ineffective.

GREATER CALM U (B/Th/Nir). IQ: s16. PW: 8. Skill: Avg. Dur: S. Res.
All targets under 30 ST in a 5sq x 5sq area, other than the caster, or a single target of up to 50 ST are unable to take aggressive action unless attacked and then only their attacker.

DRAIN LIFE U (B/Th/Aby or Spi). IQ: s16 g18. PW: 2 per (amx 4 +2 per 2 IQ over spell's basic IQ). Skill: Avg.
Dur: S. Res.
Target take one hit per 2 PW used. Caster gains 1 one hit per point drained. If caster's hits exceed their original level, then the increase is lost after the duration.

HEFFERI'S VEINS OF FIRE R (B/Th/Rea) IQ: s16 g18. PW: 4/3. Skill: Avg. Res.
Target suffers 1D-3 through armour each turn the spell is maintained.

RICHMAR'S HIDEOUS ACID CLOUD R (B/Th/Rea) IQ: s16 g18. PW: 5+1 per. Skill: Avg. Dur: S.

Creates a cloud of acidic fog 3 (+1 per) sq cubed. No vision works through the cloud except arksense or Mage Sight. Anyone in the cloud takes L1 acid damage per turn.

TERROR C (B/Th/Inf) IQ: 17. PW: 6. Skill: Dif. Dur: S. Res.

All targets in a 5 square cube are terrified of the caster and must move as far away as possible from him/her each turn, until out of sight. Brave targets are immune.

GOBINNAN'S GREATER BLESS IRON U (B/Th/Syl) IQ: 17. PW: 4. Skill: Dif. Dur: S.

If the target is an iron weapon it has +2 damage +2 null and +4 to resist breakage. It counts as enchanted. If it is cast on iron armour then the armour has a +2/+2 bonus.

HOLY BARRIER R (B/Th/Nir) IQ: s17. PW: 1 per. Skill: Dif. Dur: S.

A shimmering barrier fills 2 blocks per PW (1.5m x 1.5m x 3m high). Any non-member of the caster's religion must make a PW vs PW roll against the caster to enter any cube of the barrier. If this spell is placed on a target it may immediately move (if able) to the nearest non-barrier square.

UNHOLY BARRIER R (B/Th/Aby) IQ: 17. PW: 1 per. Skill: Dif. Dur: S.

A shimmering barrier fills 2 blocks per PW (1.5m x 1.5m x 3m high). Any non-member of the caster's religion takes 1D damage through armour for each cube of the barrier entered. If this spell is placed on a target it may immediately move (if able) to the nearest non-barrier square.

TOBART'S SPELL PROTECTOR R (B/Th/Rea) IQ: s17 g18. PW: 2. Skill: Dif. Dur: S.

The target spell or summoned creature has +12 PW to resist dismissal spells.

MAGIC BURN U (B/Th/Aby or Spi). IQ: s17 g19. PW: 5/2. Skill: Dif. Res.

Target takes 1 hit through all protection every time it expends a PW point.

LIALLA'S PROPERTY REMOVAL R (B/Th/Rea). IQ: s17 g19. PW: 4. Skill: Dif. Res.

Everything the target is carrying or wearing is teleported 1D squares in a random direction. All the property goes to the same point.

SHATTER U (B/Th/Ele). IQ: s17 g19. PW: 8. Skill: Dif.

PW 8. IQ: s17, g19.

Target item under 10 kg in weight must resistance at -2 or break.

HVORAG'S CHAINS U (B/Th/Pri) IQ: 18. PW: 4. Skill: Dif. Dur: S.

Target is bound in chains. It cannot move its limbs until it rolls either 4D under adjDX or 6D under ST (either once a turn but not both). Attacks directed against the target hit the chains instead which act as +10/8 armour with 60 hits.

RAZOR STEEL U (B/Th/Pri) IQ: 18. PW: 4. Skill: Dif. Dur: S.

Target sharp weapon gains 4 armour null and 2 points of armour cutting (it reduces the min of armour by 2).

FRIORD'S SPELL OF TERROR R (B/Th/Spi) IQ: s18 g20. PW: 4. Skill: Dif. Dur: S. Res.

The target flees at maximum speed from the caster.

MIND BLAST U (B/Th/Ete) IQ: 19. PW: 4. Skill: Dif. Dur: S. Res.

Target reduced to 0 IQ and can do nothing except flop around on the ground.

DEATH WARD U (B/Th/Nir or 7PI) IQ: 19. PW: 1p. Skill: Dif.

Target is returned to full hits, even if it died this or last turn.

LIALLA'S PROPERTY SCATTERING R (B/Th/Rea). IQ: s19 g21. PW: 6. Skill: Dif. Res.

Everything the target is carrying or wearing is teleported 1D squares in a random direction. The property is divided equally between 8 locations.

THE DEATH SPELL R (B/Th/Spi, Ete or Cel). IQ: s20. PW: 1 per. Skill: Vdif. Res.

The target takes hits through armour equal to PW used.

FFION'S SPELL OF SHRINKING R (B/Th/7PI) IQ: s20. PW: 4. Skill: Vdif. Dur: S. Res.

The target and all belongings it is carrying shrinks to ½ its current size. The target's ST is also halved.

FFION'S GIANT GROWTH R (B/Th/7PI) IQ: s20. PW: 4. Skill: Vdif. Dur: S. Res.

The target and all belongings it is carrying grows to double its current size. The target's ST is also doubled.

INORA'S FRIENDSLAYER R (B/Th/Rea)-IL IQ: s20 g22. PW: 5. Skill: Vdif. Dur: S. Res

The target sees all its friends as its worst enemies. For the duration or until it can DISBELIEVE the illusion or on any turn it can roll 3D under IQ (which allows another action but doesn't break the spell) it must attack its nearest friend in what ever way would have the greatest chance of success.

TDJEYYAN'S SPELL OF HOMING R (B/Th/Rea) IQ: s21 g22. PW: 20. Skill: Vdif. Res

The target is instantaneously transported to the (ruins of) the named Tdjeyyan's palace e.g. in the wild and dismal central plateau of Tsort or the shadow infested jungle of the southern islands.

URTYAN'S BODILY DISTORTION R (B/Th/Rea) IQ: 22. PW: 6 (1p optional). Skill: Vdif. Dur: S (P). Res

The caster may distort the target's body stretching or squashing features and limbs. The target's body may not change mass but can get taller or shorter. The effects can alter ST, DX, Toughness and CH by up to 10 in either direction (min ½ max x2) but no net gain or loss is allowed. The target becomes distinctive and unusual and may at the caster's option become ugly or hideous.

URTYAN'S MIGHTY SHATTER R (B/Th/Ele) IQ: s22 g24. PW: 12. Skill: Vdif.

Target item under 100 kg is shattered unless it resists at -2.

URTYAN'S FIELD OF SHATTERING R (B/Th/Ele) IQ: s22 g24. PW: 15. Skill: Vdif.

All objects not carried by the caster within 10 squares of the target square must resist at -2 or shatter.

DUANANAE'S GREATER DEATH WARD R (B/Th/Syl) IQ: 23. PW: 3/2. Skill: Edif.

Target who worships the Sylvan gods can not die. It can continue to take hits beyond the usual limit until double hits are reached at which point it is destroyed beyond healing.

GREATER MIND BLAST R (B/Th/Ete) IQ: 24. PW: 8. Skill: Edif. Dur: S. Res

All enemies within 10 squares of the target square are reduced to 0 IQ and can do nothing except flop around on the ground.

CONTROL SPELLS

Control spells are used to take control of another creature - either a real creature, an illusion, an image or a summoning. The caster has telepathic control; no verbal signals are necessary. Generally, when a control spell is cast, the creature is allowed a resistance roll - on its own PW if it is in control of itself, or on the PW of another wizard who is already controlling it. Once under control, the target is allowed to roll 3D every turn under IQ; if it succeeds, it is not under control this turn (though if the spell is maintained it must still roll again next turn). If a target is commanded to do something contrary to its nature, such as attacking friends, it can roll 2D under IQ to avoid taking that action. If a figure is commanded to do something directly harmful to him/herself it is allowed a roll on 1D under IQ to avoid doing so, and if it succeeds the spell is broken.

Control spells have a range modifier of 2. They never miss and hit somewhere else; they either work or they don't.

If the caster is engaged in melee they are at -4 to hit unless the target is the caster or the opponent in melee. They are not physical and cannot be dodged, evaded or parried.

CONTROL ANIMAL C (B/Co/Syl, Cel or Rea) IQ: s9 g11. PW: 2/1. Skill: Avg.

Controls a creature of IQ 6 or less.

CONTROL DEMON C (B/Co/Lim) IQ: s10 g14. PW: 3/1. Skill: Avg.

Controls any creature from limbo.

CONTROL GOBLIN C (B/Co/Inf) IQ: 10. PW: 2/1. Skill: Avg.

Controls any goblin.

CONTROL PERSON C (B/Co/Spi, Aby, Nir, Rea) IQ: s11 g13. PW: 3/1. Skill: Avg.

Controls a humanoid of IQ 7 or more who comes from the Real Plane, the Spirit Plane, the Abyss or Nirvana.

CONTROL ELEMENTAL C (B/Co/Ele or Anc) IQ: s11 g14. PW: 3/1. Skill: Avg.

Controls any creature from the Elemental Plane.

CONTROL UNDEAD C (B/Co/Spi or Aby) IQ: s11 g14. PW: 3/1. Skill: Avg.

Controls any undead.

CONTROL SPIRIT C (B/Co/Spi or Inf) IQ: s12 g15. PW: 3/1. Skill: Avg.

Controls any spirit.

CONTROL CREATURE C (B/Co/Spi or Rea) IQ: s15 g17. PW: 4/1. Skill: Avg.

Controls any non-humanoid creature of IQ 7 or more from the Real Plane or the Spirit Plane.

CONTROL NATURAL SPIRIT C (B/Co/Rea) IQ: s12 g15. PW: 3/1. Skill: Avg.

Controls a natural spirit form.

CONTROL GOLEM R (B/Co/Rea) IQ: s15 g16. PW: 3/1. Skill: Avg.
Controls any golem.

CONTROL CONSTRUCT R (B/Co/Rea) IQ: s15 g16. PW: 3/1. Skill: Avg.
Controls any construct.

DETECTION SPELLS

Usually an unmodified skill roll is required to cast a detection spell. Some are described as thrown detection (Se-Th), in which case they can be used on others as for thrown spells.

DETECT MAGIC C (B/De/Rea) IQ: s8 g9. PW: 1. Skill: Eas.
The caster knows the direction and nature of any active spell with a duration within 20 squares of him/her. Does not detect created things or creatures.

DAY VISION C (B/De-Th/Rea) IQ: s9 g10. PW: 1 per. Skill: Eas. Dur: 10 mins per.
Target has day vision.

NIGHT VISION C (B/De-Th/Rea, Cel or Pri) IQ: s9 g10. PW: 1 per. Skill: Eas. Dur: 10 mins per.
Target has night vision.

DETECT UNDEAD C (B/De/Spi or Nir or Aby) IQ: s10 g11. PW: 1. Skill: Avg.
The caster knows the direction and distance to any undead within 50 squares.

DETECT SUPERNATURAL C (B/De/Rea) IQ: 11. PW: 1. Skill: Avg.
The caster knows the direction and distance to any creature or object from another plane within 50 squares.

MAGE SIGHT C (B/De-Th/Rea) IQ: s11 g12. PW: 2/1. Skill: Avg.
Allows the target to see normally anything which is being concealed by magic such as blur, invisibility or an image. In addition, the target can see a 'glow' around anything that is magical or from another plane. Does not allow the target to see through other created things though it can tell they are magical.

WEATHER PREDICTION C (R/De/7PI) IQ: 12. PW: 3. Skill: Avg. Tim: 10 mins
Predicts the weather in the area for the next day.

DARK SENSE U (B/De-Th/Rea or Pri) IQ: s11 g12. PW: 1 per. Skill: Avg. Dur: 10 mins per.
Target has dark sense.

DETECT ILLUSION C (B/De/Rea) IQ: s11 g12. PW: 2. Skill: Avg.
The caster can tell if a single object or creature is an illusion, an image or real.

DETECTION BLANK C (B/De-Th/Rea)-IL. IQ: s12. PW: 1 per. Skill: Avg. Dur: 10 mins per.
The target cannot be detected using magic.

DETECT LIFE C (B/De/Rea). IQ: s12 g14. PW: 1. Skill: Avg.
The caster knows the direction and distance to any living thing from the real plane which is within 50 squares and over 1 kg in weight. It sorts them into plant, animal and intelligent life; the caster knows whether they are small (less than human size), medium (human sized) or large (bigger than human sized).

DETECT POISON U (B/De/Rea). IQ: s13 g14. PW: 1. Skill: Avg.
Detects any poison within 5 squares of the caster. Does not tell type.

DETECT (SUBSTANCE) U (B/De/Rea or Pri) IQ: s13 g14. PW: 1. Skill: Avg.
Each of these separate spells detects any quantity of the indicated substance within 50 squares and gives the weight of the substance.

DETECT POWER STONE U (B/De/Rea) IQ: s14 g15. PW: 1. Skill: Avg.
Gives the direction and distance to any power stone within 100 squares.

DETECT ELEMENTAL STONE U (B/De/Rea) IQ: s14 g15. PW: 1. Skill: Avg.
Gives the direction and distance to any elemental stone within 100 squares.

ALL SEEING U (B/De/Ete) IQ: 15. PW: 2. Skill: Avg. Dur: S. Tim: 10 mins.
The caster can see as though looking down from directly above his/her current position from any chosen altitude.

LIALLA'S GLAMOUR R (B/De-Th/Rea) IQ: s20 g23. PW: 1 per. Skill: Dif. Dur: 1 hr per.
The target can not be detected by magic nor can any items carried by it.

STONESIGHT R (B/De-Th/Pri) IQ: 21. PW: 2/1. Skill: Dif.
The target can see through up to 5 squares of earth or stone.

DISMISSAL SPELLS

Dismissal spells are used to send creatures from other planes back to their own plane, to repel them or to break magic spells. If a wizard attempts to dismiss any creature or thing from another world, the person who brought it into being is allowed a resistance roll if they are currently controlling it and so is a creature that has been *called*. If either resistance roll succeeds then the spell fails.

Most dismissal spells also count as thrown (Di-Th); if not an unmodified skill roll is necessary to use them.

REPEL UNDEAD C (B/Di/Nir or Ete) IQ: s10. PW: 3/1. Skill: Avg. Res.

All undead within 6 squares of the caster must move as fast as possible to a distance of at least 7 squares from the caster. No undead can enter the area of the repulsion without making a resistance roll. If an undead is unable to retreat far enough, (being blocked by an obstacle etc.) then it must make another resistance roll or be destroyed.

BANISH C (B/Di-Th/Rea) IQ: s13 g14. PW: 4. Skill: Avg.

Will banish an illusion, image or summoned creature/thing back to its own plane. Has no effect on undead, disembodied spirits or called things/creatures.

DESTROY UNDEAD U (B/Di-Th/Nir or Spi or Aby). IQ: s14. PW: 4. Skill: Avg.

Target called undead is taken to 0 Hits; a summoned undead is banished.

DISPEL MAGIC C (B/De/Rea). IQ: s13 g14. PW: 2. Skill: Avg.

Removes any thrown spell with a duration.

EXORCISM C (B/Di/Nir or Spi). IQ: s15. PW: 4. Skill: Avg.

All disembodied spirits within 9 squares of the caster are banished. If the spirit has been called, the link can be regained in 1 day's time.

DISMISS C (B/Di-Th/Rea) IQ: s13 g16. PW: Choice (Optional p). Skill: Avg.

Will dismiss any called thing or creature. Has no effect on undead or disembodied spirits. The caster decides how many temporary PW to put into the spell. If the PW equals or exceeds the level of the creature or the number of squares a thing occupies, it is temporarily returned to its own plane and cannot return for 1 day. Alternatively, the caster can use permanent PW, in which case the creature/thing is permanently dismissed.

WINGS OF THE LIGHT DRAGON C (B/Di-Th/Dra) IQ: 14. PW: 4. Skill: Avg. Dur: S. Res.

Lights a 4 square cube as bright as day. Within this area spirits, undead and demons cannot enter (or must leave) unless they resist

CANCEL C (R/Di/Rea) IQ: s15 g16. PW: Target PW p. Skill: Dif. Tim: 20 mins.

Removes any permanent spell. Requires the sacrifice of permanent PW equal to that which was used to create the permanent spell.

GREATER REPEL UNDEAD U (B/Di/Nir) IQ: s16. PW: 3/2. Skill: Dif.

All undead within 12 squares of the caster must move as fast as possible to a distance of at least 13 squares from the caster. No undead can enter the area of the repulsion without making a resistance roll. If an undead is unable to retreat far enough, (being blocked by an obstacle etc.) then it must make another resistance roll or be destroyed.

GREATER DESTROY UNDEAD U (B/Di/Nir or Spi or Aby). IQ: s20. PW: 8. Skill: Dif.

All called undead within 12 squares of the casdter are taken to 0 Hits; all summoned undead are banished.

DISMISS TRAGRAMIMI R (R/Cr/Ete, Nir or Aby) IQ: s25. PW: 5p. Skill: Adif. Tim: 10 mins.

Dismisses Tragramimi.

SPECIAL SPELLS

Most Special spells require a unmodified skill roll to work. Where a special spell has a target, it must be the caster, or be touched by the caster.

SEEKING ARROW C (B/Sp/Inf) IQ: 8. PW: 1. Skill: Sim. Dur: S.

Target arrow counts has +3 to hit.

LEAP C (B/Sp/Rea) IQ: s8 g9. PW: 2. Skill: Sim.
The caster may jump up to 20 squares safely.

JERID'S HOP U (B/Sp/Rea) IQ: s8 g9. PW: 2. Skill: Eas.
This spell may be cast without requiring an action once per turn. The caster may safely leap up to 10 squares.

NAVIAGATE BY THE STARS C (R/Sp/Cel) IQ: 9. PW: 1. Skill: Avg. Tim: 5 mins.
Requires a clear view of the stars. The caster determines his/her exact location.

SKILL C (B/Sp/Inf or Cel) IQ: 9. PW: 1. Skill: Eas. Dur: S.
Caster has +1 adjDX.

ASTRID'S BURNING HANDS U (B/Sp/Ele) IQ: s9 g11. PW: 1/1. Skill: Eas.
The caster's hands are surrounded by flames. A punch attack deals L1 fire damage in addition to normal damage.

STRENGTH OF ENATOR C (B/Sp/Ete) IQ: 10. PW: 1. Skill: Eas.
The caster has +4 ST.

IZEZ'S TIRELESS TRAVEL CHANT C (R/Sp/Dra) IQ: 10. PW: 1. Skill: Eas. Dur: 10 hrs. Tim: 10 mins.
The caster can run for 10 hours without tiring.

PRAYER C (R/Sp/Nir or Aby or 7PI) IQ: s10. PW: 2. Skill: Eas. Tim: 1 min.
The caster asks for help in a named action which is not contrary to the religion the caster follows. The target, who must be a worshipper of the caster's god reduces the difficulty on the next roll it makes to this end by 1 level.

DISCORPORATION C (R/Sp/Spi, Syl or Inf) IQ: s10 g14. PW: 1 per. Skill: Eas. Tim: 1 hr. Dur: 1 hr per.
The wizard detaches his/her spirit from his/her body. His/her body goes into a coma until the spirit returns, taking 1 damage/hour that it is away. The wizard's spirit can move around the spirit plane whilst remaining in contact with the real plane. S/he can engage in spirit combat.

COSMIC DANCE U (R/Sp/Cel) IQ: 11. PW: 2. Skill: Special.
The caster doubles the time of any ritual and reduces its difficulty by 1 level by performing the Cosmic Dance as part of the ceremony. The caster must make a Avg dance skill roll.

POWER OF LIR U (B/Sp/Syl) IQ: 11. PW: 2. Skill: Avg. Dur: S.
The caster gains the ability to breathe, see and hear normally underwater. S/he acts as though an Expert swimmer.

IGZORG'S CLOAK C (B/Sp/Inf) IQ: 11. PW: 2. Skill: Avg. Dur: S.
Caster is surrounded in a 5 square radius area of darkness. The darkness moves with the caster.

WOOD RUNNER C (B/Sp/Syl or Cel) IQ: 11. PW: 1. Skill: Avg. Dur: S.
The caster can move through woodland with no terrain penalties and suffers no perception penalties for the terrain.

BLAST C (B/Sp/Ele) IQ: 12. PW: 2. Skill: Avg.
Does L1 Elemental Fire damage to all creatures within the wizard's square or adjacent to it (except the caster).

ARROW OF POISON C (B/Sp/Inf) IQ: 12. PW: 1. Skill: Avg. Dur: S.
Target arrow counts as being covered in 26 potency poison which acts after 2 turns causing -1DX/turn.

BLEND INTO BACKGROUND C (B/Sp/Inf) IQ: 13. PW:1. Skill: Avg. Dur: S.
Caster has +2 advantage to all Stealth rolls.

RESIST CHARGE C (B/Sp/Ete) IQ: 13. PW: 2. Skill: Avg. Dur: S.
The caster and all friends (min 1) within 5 squares cannot be knocked or forced back as long as they remain shoulder to shoulder and get +2 damage against any charging opponent.

WAR DRUMS C (B/Sp/Inf) IQ: 13. PW: 1/1. Skill: Avg.
As the caster beats a war drum all allies within 15 squares get +1 to hit and +2 to any resistance roll (including Fear saves).

KNOW WEAPON C (B/Sp/Pri) IQ: 12. PW: 2. Skill: Avg. Dur: S.
The caster counts as having a named weapon as an allowed type.

RIVER HOME C (B/Sp/Cel) IQ: 13. PW: 1. Skill: Avg. Dur: S.
The caster can breathe underwater, can use all senses normally and gains +2 swimming as long as s/he is in fresh water.

LEANIA'S SPELL OF UNTIRING TRAVEL U (R/Sp/Rea) IQ: s13 g14. PW: 3+1 per. Skill: Avg. Dur: 12 hrs per. Tim: 5 mins.

The target gains the ability to travel without suffering from tiredness allowing travel at high speed. The spell lasts.

AQUILA'S LONG SPELL U (B/Sp/Rea) IQ: s 13 g14. PW: Special. Skill: Avg. Dur: S.

This spell is unusual as it is cast simultaneously with another spell which has a PW cost per turn and with the same spell roll. The cost in PW is equal to 4 times the maintenance cost of the spell it is cast with. The target spell now acts as having a standard duration (which can be increased with extra PW as usual).

DISGUISE C (R/Sp/Rea)-IL. IQ: s13 g15. PW: 2. Skill: Avg. Dur: S. Tim: 10 mins.

The target has a different appearance. His/her appearance can differ in details such as facial features, hair colour etc. and height and weight can vary by up to 30%.

MIGHT OF ENATOR C (B/Sp/Ete) IQ: 10. PW: 2. Skill: Avg. Dur: S.

Caster has +8 ST.

GREATER SKILL C (B/Sp/Inf or Cel) IQ: 14. PW: 2. Skill: Avg. Dur: S.

Caster has +2 DX.

TELEPORT U (B/Sp/Rea) IQ: s14 g15. PW: 1 per. Skill: Dif.

Teleports the caster to another square 3 squares per PW away. S/he does not have to be able to see the target square but if s/he teleports into a square containing a solid object such as a wall, a created thing other than an image, or a living creature, s/he is immediately killed.

AQUILA'S SPELL SUSPENSION U (R/Sp/Rea) IQ: s14 g15. PW: 4. Skill: Dif. Tim: 10 mins.

In the ritual another spell is cast with a PW cost no greater than 4. This spell can be cast in future once without further use of PW. Only one spell may be suspended at a time and no other spells can be cast until the suspended spell has been cast.

AQUILA'S PROTECTION TRIGGER U (R/Sp/Rea) IQ: s14 g15. PW: 4. Skill: Dif. Tim: 10 mins.

In the ritual a protection spell is cast with a PW cost no greater than 4. This spell will become active with no further use of PW if the user is attacked. The spell will activate interrupting the attack and will be active before it hits. Only one spell may be on a trigger at a time and no other protection spell can be cast on the user whilst it is active.

LIFE CHANNEL U (B/Sp/7PI). IQ: s14 g16. PW: 1 per. Skill: Dif. Dur: S.

The caster can use Hits as PW to cast spells. In other words, casting spells does the caster damage.

ANIMAL FORM U (R/Sp/Syl) IQ: 14. PW: 5+1 per. Skill: Dif. Dur: 1 hr per. Tim: 1 hr.

The caster transforms him/herself into the form of any animal. In this form s/he has his/her original IQ and PW, but all his other stats and abilities are those of the animal. The level of the animal cannot exceed the caster's own level (which will have to be assessed, using the guide which appears earlier in this chapter).

POWER OF BADRA U (B/Sp/Syl) IQ: 15. PW: 4. Skill: Dif. Dur: S.

The caster shapeshifts into any living thing from the real or sylvan plane of level no greater than his/her level and of no more than four times his/her size or smaller than one-tenth his/her size.

CAST BONES C (R/Sp/Cel) IQ: 15. PW: 2. Skill: Dif. Tim: 1 hr.

The caster gains knowledge about the likely success of an action. The gods will indicate if it is auspicious or inauspicious and some idea of the chances of success.

WINGS OF THE STORM DRAGON C (R/Sp/Dra) IQ: 15. PW: 3. Skill: Dif. Dur: S. Tim: 5 mins.

The caster gain large draconic wings and the ability to fly at 16/14.

TRANSLATE WRITING U (R/Sp/Cel or Ete) IQ: 15. PW: 3. Skill: Dif. Tim: 1 hr.

The caster can translate 20 pages of target book or scroll allowing the caster to read and understand the writing even if s/he cannot read at all.

HESTIA'S SLEIGHT OF SPEECH R (R/Sp/Rea) IQ: s15 g16. PW: 1 per. Skill: Dif. Dur: 10 mins per. Tim: 5 mins.

The caster gains the ability to speak any language to which s/he has listened to for at least 5 minutes.

COUNTERSPELL U (B/Sp/Rea) IQ: s15 g16. PW: Choice. Skill: Dif.

This spell can be cast instantly when another spell is cast within 50 squares and in the caster's line of sight. The caster decides how much PW to apply to the counter. If it exceeds the amount used for the target spell, then the opponent's spell is cancelled and takes no effect. The counterspell must be declared before the dice are rolled to see whether the target spell works or hits the target. All the PW put into the counter is always lost, whether it works or not. All the PW for the target spell is lost if it is countered.

FACE EYANASHA U (R/Sp/Ete) IQ: 16. PW: 1 per. Skill: Dif. Dur: 1 hr per. Tim: 10 mins.

The cater, who must be female, gains 2 levels of the attractive advantage.

LARGE BLAST C (B/Sp/Ele) IQ: 16. PW: 4. Skill: Dif.

Does L2 Elemental Fire damage to all creatures within the wizard's square or adjacent to it (except the caster) and L1 damage to squares adjacent to that.

GREAT PRAYER C (R/Sp/Nir or Aby or 7PI) IQ: s16. PW: 4 Skill: Dif. Tim: 2 mins.

The caster asks for help in a named action which is not contrary to the religion the caster follows. The target, who must be a worshipper of the caster's god reduces the difficulty on the next roll it makes to this end by 2 levels.

GELLIDON'S MAGICAL MODIFICATION U (B/Sp/Syl) IQ: 16. PW: 2 Skill: Dif.

This spell is cast along with another spell and requires no extra time. If cast with a spell with a maintenance cost it reduces that cost by 1 (min 1). If cast with a spell with a duration it squares the duration. If cast with a missile spell it adds +1 damage per D.

AQUILA'S GREATER SPELL SUSPENSION U (R/Sp/Rea) IQ: s16 g17. PW: 6 Skill: Dif. Tim: 15 mins.

As part of the ritual another spell is cast with a PW cost no greater than 6. This spell can be cast in future once without further use of PW. Only one spell may be suspended at a time and no other spells can be cast until the suspended spell has been cast.

DISINTEGRATION U (R/Sp/Ele or Anc) IQ: s16 g20. PW: 4 Skill: Dif. Tim: 15 mins.

In a 15 minute, difficult ritual, the caster can disintegrate up to five blocks (1=5m x 1.5m x 3m-high) of non-living material (such as stone or metal). This will not work on bonus or magical objects.

HOLY OR UNHOLY LIGHT U (B/Sp/Nir or Aby). IQ: s16. PW: 3/2 Skill: Dif.

Anyone who is not a follower of the caster's religion within 20 squares is at -2 to all actions while this spell is active.

CIRCLE OF JUSTICE U (R/Sp/Cel) IQ: 17. PW: 3 Skill: Vdif. Dur: S. Tim: 15 mins.

Creates a circle up to 15 squares radius in where the attention of the god of justice is directed. Anyone who lies or act in an unfair or unjust manner in the circle will be cursed and at -2 to all actions until the curse is removed or until s/he has performed a suitable penance at the temple of the god of justice.

CIRCLE OF TRUTH U (R/Sp/Ete) IQ: 17. PW: 3. Skill: Dif. Dur: S. Tim: 15 mins.

Creates a circle up to 15 squares radius in where the attention of the all-seeing sky god is directed. Anyone who lies or act in an unfair or unjust manner in the circle for their own selfish interests and not for the good of the state will be unable to offer sacrifice at the temples of the gods until the curse is lifted by offering a suitable penance at the temple of the sky god and admitting the crime.

CHANGE OF LIR C (B/Sp/Syl) IQ: 17. PW: 2. Skill: Dif. Dur: S. Tim: 15 mins.

This spell can be cast instantly as a response to any dice throw which affects the caster. The roll is made again.

GAZE OF THE DRAGON OF JUSTICE U (R/Sp/Dra) IQ: 17. PW: 2. Skill: Dif. Dur: S. Tim: 10 mins.

The caster gains the ability to see if any one target is lying. The target is allowed a resistance roll.

INFERNAL ARROW C (B/Sp/Inf) IQ: 17. PW: 2. Skill: Dif. Dur: S.

Target arrow counts as +3 to hit, +4 damage, +2 null and enchanted.

HERRIK'S DANCING WEAPON R (B/Sp/Rea) IQ: s17 g18. PW: 3/1. Skill: Dif.

The target weapon of up to ST 16 that the caster is holding becomes animate. It can fight with an adjDX of 16 and Expert skill. It flies with MA 12. Attacks against the weapon must face an evade penalty equal to 16 - the ST of the weapon. If the weapon is hit it counts as having the ST of the weapon for knockback purposes. If it is knocked down the spell is cancelled.

SERRIK'S STEED OF AIR R (R/Sp/Ele) IQ: s17 g18. PW: 8+4 per. Skill: Dif. Dur: 1+1 hr per. Tim: 10 mins.

The caster gains the ability to fly at speed 30 (100 kph).

DOUBLE R (B/Sp/Rea) IQ: s17 g18. PW: 3. Skill: Dif.

When cast along with a missile spell, this duplicates it, allowing a second target to be affected in an identical way to the first.

KEGARAN'S MONSTROUS FORM R (B/Sp/Rea)-IL IQ: s17 g20. PW: 3. Skill: Dif. Dur: S.

The caster takes on a monstrous and terrifying form. S/he causes Fear (2D).

OSSARIAN'S USEFUL WAGON U (R/Sp/Rea) IQ: 18. PW: 4 per. Skill: Dif. Dur: 1 hr per. Tim: 30 mins.

Gives a wagon or similar wheeled vehicle of normal size the ability to travel at 25 kph on road or 15 kph off road under the control of the user who must be present onboard. The vehicle must be sufficiently robust to sustain the intended use.

NARRIA'S BOAT U (R/Sp/Rea) IQ: 18. PW: 4 per. Skill: Dif. Dur: 1 hr per. Tim: 30 mins.

PW 4 per hour IQ 18.

Gives a boat of normal size the ability to travel at 25 kph under the control of the user who must be present onboard. The boat must be sufficiently robust to sustain the intended use.

PUNISH HUBRIS U (B/Sp/Ete) IQ: 18. PW: 2. Skill: Dif. (Res*)

This spell must be cast in the presence of the target who must have caused offence to the Eternal Gods by failing to show proper respect to a holy place, failing to offer a suitable sacrifice, failing to show respect to a sacrificing priest, claiming to be the equal or the superior of the gods, denying the existence of the gods etc. The target is at -3 to all actions and will suffer a string of misfortunes until the gods are appeased. If the target worships another 7PI religion s/he is allowed a resistance roll. Worshipers of the Spiritualist or Materialist God are immune.

TYLEA'S FOOL'S GOLD R (B/Sp/Rea)-IL IQ: 18. PW: 2. Skill: Dif. Dur: S.

The caster gives a handful of pebbles held in hand the appearance of gold coins. For the duration the illusion masks the pebbles. Makes up to 30 coins. The coins can be disbelieved.

BECOME MONSTER U (B/Sp/Inf) IQ: 18. PW: 4. Skill: Dif. Dur: S.

Caster becomes a monster from the Infernal plane of the same level.

WISDOM U (R/Sp/Cel or Ete) IQ: 18. PW: 2. Skill: Dif. Dur: 24 hrs. Tim: 10 mins.

The caster gains a 1 advantage on Knowledge and Magical skills.

PROTECTION OF DUANANAE C (R/Sp/Syl) IQ: 18. PW: 1 per. Skill: Dif. Dur: 24 hrs per. Tim: 1 hr..

Creates a protected area of radius 20 + (5 per extra PW used). Involves placing wooden stakes around the area. The caster is instantly alerted if any enemy crosses the boundary and no enemy can cross the boundary until it resists vs the PW of the caster put into strengthening the spell. The protection lasts for 24 hours per PW spent on duration. PW for lading duration, strength and size to the spell are separate.

SPELL BREAKER R (B/Sp/7PI) IQ: 18. PW: 8. Skill: Dif.

Within 20 squares of the caster, all spells with a duration are broken - all images, illusions and summonings are returned to their own plane. If a spell in the area is being maintained, its caster is allowed a resistance roll. Permanent spells are not affected.

POWER OF THE PIT R (B/Sp/Aby) IQ: s18. PW: 6. Skill: Dif.

This spell has a random effect. Roll 1D.

Roll	Effect
1	A fiery chasm opens. It begins 1D-1 squares from the caster (0 means that it starts in his/her square) and extends in a straight line in a random direction for 1D squares. Any figure in a chasm square must roll a Dif Balance or fall and be destroyed. Any structure in a chasm square is destroyed. Anyone adjacent to a chasm square, or who succeeds in making a save, will take L2 Elemental Fire damage. The chasm stays open for 2D turns.
2	Terror. All figures within 20 squares except the caster must make a 3D Fear check or flee for a number of turns equal to the margin by which they failed.
3	Abyssal Fire. A target within 20 squares, chosen by the caster, takes L4 Elemental Fire damage.
4	Abyssal Explosion. All targets within 20 squares, including the caster, take L2 Elemental Fire damage.
5	Abyssal Power. The caster gains +10 ST, +10 DX and +10 PW for the next hour.
6	Abyssal Aid. A total of 10 levels of Archons appear to aid the caster. They stay for 10 minutes.
7	Doom: a 10 square radius around the caster (including his/her square) is engulfed in fire. This acts as Summon Fire spell and lasts 10 turns.
8	Abyssal Portal. A gate leading to the Abyss opens for the next 10 turns. Each turn an Archon of 1D level will come out of the gate. The Archons will act as they see fit.
9	The caster is transported to the Abyss to consult with a Duke of the Abyss about the problem. The caster is gone for 10 turns. If the Duke considers the caster to be inadequate or the request trivial s/he will be returned with a Curse. If the Duke is persuaded then the caster can choose one effect.
10	Wasting. Caster loses 10 temporary ST which is regained at the rate of 1 per week.

LONG TELEPORT R (B/Sp/Rea) IQ: s18 g19. PW: 1 per. Skill: Dif.

Teleports the caster to another square 9 squares per PW away. S/he does not have to be able to see the target square but if s/he teleports into a square containing a solid object such as a wall, a created thing other than an image, or a living creature, s/he is immediately killed.

VENGEANCE C (R/Sp/Pri) IQ: 19. PW: 10. Skill: Dif. Tim: 2 hrs.

The caster will know the direction and distance to the target who must have wronged him/her until the target is found.

CRAFT OBJECT U (R/Sp/Cel or Ete) IQ: 19. PW: 8. Skill: Dif. Tim: 1 hr per

The caster turns a pile of raw materials into a crafted object as though made by a very skilled craftsman. The ritual requires 1 hour per 6 hours normal work

SONG OF THE WAR DRAGON U (R/Sp/Dra) IQ: 19. PW: 6. Skill: Dif. Tim: 10 mins.

The ritual begins the song. All friends within 10 squares of the caster have +4 adjDX for as long as the caster concentrates and sings.

KLEON'S SPELL OF TRAVEL: R (R/Sp/Rea) IQ: s19 g20. PW: 10 per. Skill: Dif. Tim: 30 mins per.

The targets (1 per) travel instantaneously to any location in which there is a Travelling Stone (see spell).

SERRIK'S FLOATING DISC R (R/Sp/Ele) IQ: s19 g21. PW: 10+4 per. Skill: Dif. Dur: 1 hr per. Tim: 10 mins.

Creates an invisible floating disc with a diameter of 3 squares which travels as commanded by the caster at speed 25 (80 kph). The disc can support a weight of up to 500 kg.

WISDOM OF IZEZ R (R/Sp/Dra) IQ: 20. PW: 1p. Skill: Vdif. Dur: P. Tim: 10 hrs.

The caster gains 1 IQ.

DEATH'S ARROW R (B/Sp/Inf) IQ: 21. PW: 4. Skill: Vdif. Dur: S.

Target arrow causes an additional 2D+2 through all defences if it hits.

STONE FORM R (R/Sp/Pri) IQ: 20. PW: 6. Skill: Vdif. Dur: S. Tim: 1 hr.

The caster gains the ability to move through solid earth or stone at a rate of Move 4.

PROPHECY OF THE BADRA R (R/Sp/Syl) IQ: 20. PW: 10. Skill: Vdif. Tim: 2 hrs.

Summons the Badra who will make one accurate prophecy for the worshipper.

AUGURY R (R/Sp/Ete) IQ: 20. PW: 10. Skill: Vdif. Tim: 2 hrs.

The caster can make one accurate prophecy.

MAJESTY OF CALLAWAN R (R/Sp/Syl) IQ: 20. PW: 6. Skill: Vdif. Dur: 24 hrs. Tim: 1 hrs.

The caster gains +8 CH and Expert Leadership skill.

ELIZIM'S FLYING OBJECT U (R/Sp/Ele) IQ: 20. PW: 6+2 per. Skill: Vdif. Dur: 1 hr per. Tim: 30 mins.

Creates a flying object such as a carpet capable of carrying 4 people and normal gear which travels as commanded by the caster at speed 20 (50 kph).

INCARNATE WAR GOD R (R/Sp/Cel) IQ: 20. PW: 5. Skill: Vdif. Dur: S. Tim: 10 mins.

The caster becomes an incarnation of the war god adding +6 DX, +6 ST, any two weapon types at Master, Bravery and Pain Resistance.

DIVINE FURY R (B/Sp/Nir or Aby) IQ: s20. PW: 10. Skill: Vdif.. Res.

All figures within 20 squares who do not worship the god of the caster take D+2 hits through armour.

DIVINE INTERVENTION U (B/Sp/Nir) IQ: s20. PW: 6. Skill: Vdif.

This spell may be cast without taking an action. It adjusts any dice throw just made by 4 either way.

SCRYING C (R/Sp/Rea) IQ: 20. PW: 4. Skill: Vdif. Dur: S. Tim: 15 mins.

The caster gains a vision as though looking out from another location. The location is usually where something significant is occurring though Experts or Masters with the spell can gradually learn to control the location. The point of view is detectable through magic and spells cast at it affect the wizard. Requires a crystal ball worth 2000 sp.

INCARNATE SUN GOD R (R/Sp/Cel) IQ: 20. PW: 5. Skill: Vdif. Dur: S. Tim: 10 mins.

The caster becomes an incarnation of the sun god adding +6 DX, glowing with light putting enemies at -5 to hit, lighting up a 20 square radius as bright as day and causing all Undead or Spirits within this radius to be at -4 to all actions.

SUNSPEAR R (B/Sp/Ete) IQ: 21. PW: 4. Skill: Vdif.

Any one target standing in direct sunlight is hit by a spear of fire causing L4 fire damage.

ERITHAN'S SELECTIVE IMAGINARY APPEARANCE R (R/Sp/Rea)-IL IQ: 21. PW: 4+1 per (optional 1p). Skill: Vdif. Dur: 1 hr per (P). Tim: 5 mins (6 hrs).

The target takes on any appearance chosen. This can include an exact copy of a known individual or object and can be from ½ to 5x the target's size. The appearance convinces all senses except touch.

PSEKKA'S TEMPORAL HIATUS R (B/Sp/Rea) IQ: s21 g22. PW: 10/2. Skill: Vdif.

This spell may be cast instantly without taking an action and may interrupt another action even as it is taking place. As far as the caster is concerned time will stop during each (nominal) round the spell is maintained. During this 'time' the caster and the objects in his/her possession when the spell was cast may move, cast spells and

take any other action as long as the action does not damage or move any other object or figure. The caster may not pick up or put down any object. When the spell is de-activated the user may take no actions for 1 round in order to recover.

LUCANAN'S FLYING BOAT R (R/Sp/Ele) IQ: s21. PW: 8 per. Skill: Vdif. Dur: 1 hr per. Tim: 1 hr.

Gives a boat of maximum length 5m, width 3m and depth 3m, and maximum cargo 3 tonnes, the ability to fly at a rate of 120 kph under the control of the user who must be present onboard.

OSSARIAN'S MIGHTY JUGGERNAUT R (R/Sp/Rea) IQ: 21. PW: 10 per. Skill: Vdif. Dur: 1 hr per. Tim: 1 hr.

PW 10 per hour IQ 21.

Gives a wheeled vehicle of any size up to the largest juggernaut the ability to travel at 25 kph on road or 15 kph off road under the control of the user who must be present onboard. The vehicle must be sufficiently robust to sustain the intended use.

NERRIA'S SHIP R (R/Sp/Rea) IQ: 21. PW: 10 per. Skill: Vdif. Dur: 1 hr per. Tim: 1 hr.

Gives a ship of any size up to the largest war galley the ability to travel at 25 kph under the control of the user who must be present onboard. The ship must be sufficiently robust to sustain the intended use.

SACRIFICE R (R/Sp/Rea) IQ: s21 g22. PW: 1p. Skill: Vdif. Dur: P. Tim: 4 hrs.

The caster gains 2 permanent PW. If the ritual fails the PW is lost. The sacrifice ritual can only be attempted once per year.

BREATH OF THE DEATH DRAGON R (B/Sp/Dra) IQ: s22 g24. PW: 8. Skill: Vdif.

All targets within a rectangle 10 long by 5 wide and high beginning next to the caster must roll 4D under current hits. They take 1 damage per 1 they miss the roll by.

RIATHA'S DISTANT TELEPORT R (B/Sp/Rea) IQ: s22. PW: 1 per. Skill: Vdif.

Teleports the caster to another square 30 squares per PW away. S/he does not have to be able to see the target square but if s/he teleports into a square containing a solid object such as a wall, a created thing other than an image, or a living creature, s/he is immediately killed.

THE SKYWAY R (R/Sp/Ele) IQ: s22 g24. PW: 6 per. Skill: Vdif. Dur: 1 hr per. Tim: 1 min.

The caster and 1 companion of up to 40 ST per 6 extra PW may fly together at a speed of 35 (125 kph).

ERITHAN'S SELECTIVE ILLUSIONARY APPEARANCE R (R/Sp/Rea)-IL IQ: s23. PW: 8+1 per (1p optional).

Skill: Edif. Dur: 1 hr per (P). Tim: 5 mins (6 hrs).

The target takes on any appearance chosen. This can include an exact copy of a known individual or object and can be from ½ to 5x the target's size. The appearance convinces all senses including touch.

THE WAVE OF DEATH R (B/Sp/Ele) IQ: s24 g27. PW: 15. Skill: Edif.

The wave of death creates a rippling wall of energy directly in front of the caster and spreading out 10 squares to either side of him/her. The wave travels forward in a straight line for 30 squares. Any target that the wave crosses takes L4 Elemental Electricity damage.

BECOME DRAGON R (R/Sp/Dra) IQ: 24. PW: 1p. Skill: Edif. Dur: P. Tim: 24 hrs.

The caster is transformed into a dragon of the same level.

GREATER SUNSPEAR R (B/Sp/Ete) IQ: 26. PW: 8. Skill: Edif.

Any target standing within 5 squares of the target square and in direct sunlight is hit by a spear of fire causing L4 Elemental Fire damage.

LUCANAN'S FLYING SHIP R (R/Cr/Ele) IQ: s26. PW: 12 per. Skill: Edif. Dur: 1 hr per. Tim: 1 hr.

Gives a ship up to the size of a quadrireme (four) the ability to fly at a rate of 100 kph under the control of the user who must be aboard.

ALCHEMICAL SPELLS

For generalists the minimum IQ required for all alchemical spells is +3. Ritual times are often long so are listed in 6 hour days (maximum without penalty) as well as hours.

Potions, Ointments, Dusts and Oils

Levels: All these spells are rated by level, with 1 being the weakest. Once an alchemist knows such a spell, then the level s/he can create depends on his/her IQ. Each spell has a min IQ and an IQ/level. For every (n)IQ by which the wizard exceeds the minimum for a spell, s/he can create potions which are 1 level higher.

Difficulty: All alchemical spells use ritual magic. The difficulty of the ritual depends on the level of the spell, with level 1 spells being Easy and each additional level increasing the difficulty by 1 level.

Time: The ritual time is equal to 24 hours per level.

PW: 6+twice the level on each day.

Ingredients: The ingredients for the spell will cost 5sp per level or can be collected, taking around 3 days per level of the spell. Note that, as a variety of ingredients could be used as alternatives, some will be available in any environment. However, an alchemist outside his/her usual climate region may find ingredients more difficult to come by initially.

e.g. Esena, who has an IQ of 19, has just learned how to make healing potions. Being a non-specialist, the minimum IQ at which she could cast this spell is 13. The number after the “/” is 3, which means that for every 3 IQ by which Esena exceeds the minimum, she can make a potion which is 1 level higher. Hence, she can make level 3 healing potions. This will take her 12 days working 6 hours per day and require her to perform a difficult magical ritual. Being in her native Bacholt, she could seek out the ingredients if he was prepared to spend 9 days grubbing for roots in the woods. However, being by no means poor she decides that 15sp is not such a great price to pay.

POTION SPELLS (R/Al/Rea).

All potion spells create one dose of a potion, which can be kept in a small vial. 5 doses of potion (a flask) weigh 1 ENC. Any potion with a duration lasts for 1 hour. Potions with a duration are marked (D). If a figure drinks a potion with a duration while a different one is already active, it can have disastrous effects. Roll 1D: on a roll of 5-10 the figure immediately takes 2D damage and both potions stop working; otherwise both become active. Multiple doses of the same potion do not have cumulative affect. All potions must be ingested to take effect. They are colourless and tasteless.

Strength Potion: C (D). IQ: 8/2.
Adds 2 ST per level.

Poison Potion: C IQ: 8/2.
Creates a poison of ST equal to 15 + 5 x level. It can have any delay from 5 minutes to 1 week. When it takes effect it does 1D damage per level.

Antidote Potion: C IQ: 8/2.
Creates an antidote of ST equal to 10 + 5xlevel. This antidote works for any poison.

Sleeping Potion: C IQ: 9/2.
Anyone figure drinking this potion rolls a number of dice equal to the level of the potion under its ST and if it fails falls into a drugged sleep for 1 hour per point failed by. During this time nothing will wake the drinker.

Speed Potion: U (D). IQ: 9/2.
Adds 2 to MA per level.

Potion Of Sustenance: U. IQ: 10/3.
Each level of this potion allows the drinker to survive for 1 day with no other food or drink.

Potion Of Pain: C (D). IQ: 10/3.
Gives a penalty of 2 to DX per level of the potion.

Healing Potion: C. IQ: 10/3.
Heals 1D-1 damage per level.

Potion Of Amnesia U IQ 10/2.
Save on Level D under PW. Causes the taker to forget 1 spell per point the save is failed by. The save is PW vs If the taker loses any spells s/he will briefly glow in a colour indicating the spell type.

Dexterity Potion: C (D). IQ: 11/2.
Adds 2 to DX per level.

Love Potion: U (D). IQ: 11/2.
The victim falls madly in love with the first person of the correct gender s/he sees, providing a roll of 3D under that person's CH succeeds (attractive special abilities decrease the number of D). The number of D is decreased by 1 per level over 1. The effect lasts for a number of hours equal to the margin of success on this CH roll. The duration of 1 hour for the potion means that, if it does not work for the first person the drinker meets, then the roll is made again for each additional person met for the next hour, until a roll succeeds. The potion will trigger a response from a Detect Poison spell. Note that, for a level 4 potion, no dice roll is required (3D-3D=0); the victim

will always fall in love with the first person met for a number of hours equal to CH. For a level 5 potion it would be CH hours + 1D and so on.

Charisma Potion: U (D). IQ: 12/2.
Adds 2 to CH per level.

Power Potion: U (D). IQ: 13/2:
Adds 2 to PW points per level.

Potion Of Heroism: U (D). IQ: 13/3.
Each level gives +2 DX and reduces dice for Fear checks by 1.

Cure Disease Potion: U IQ: 14/3.
For the next week, the drinker has +4 ST per level for resisting disease and its effects.

Waterbreathing Potion: R (D). IQ 15. Level 3.
Allows survival underwater.

Flying Potion: U (D). IQ: 19. Level 4.
Drinker, with less than 20 ST, can fly as long as is not encumbered. It has an MA of 12.

Invisibility Potion: R (D). IQ 16. Level 4.
Drinker can no longer be sensed clearly. There is a -3 penalty to sense target and an Avg perception is required to sense it even if it is unhidden. No attacks may be directed against the target unless it has been spotted and attacks against an invisible figure are at -3 even if it has been detected.

OINTMENT SPELLS (R/AI/Rea).

All ointment spells create one dose of an ointment, which can be kept in a small pot. 5 doses of an ointment weigh 1 ENC. Any ointment with a duration lasts for 2 hours unless stated otherwise. Ointments with a duration are marked (D). An individual or object cannot have more than 1 ointment with a duration active at the same time. Multiple doses of the same ointment do not have cumulative affect. All ointments with a duration must be applied over the entire body or object, a process taking around 10 minutes for a body or 5 minutes for a smaller object. Other ointments can be applied directly to the affected area, taking 1 turn.

Ointment Of Bite: C (D). IQ: 9/2.
Applied to a weapon, it gives it an extra armour null per level.

Ointment Of Blade Venom: C (D). IQ: 9/3.
Applied to a sharp weapon, the first time it does damage to an opponent (that gets through armour) it injects poison of ST 10+5 x level. This takes effect after 3 turns and does 1D-2 +2 damage/level.

Armour Ointment: C (D). IQ: 10/2.
Applied to the body, it gives an extra 1/1 enchanted armour per level.

Hiding Ointment: C (D). IQ: 10/3.
Applied to the body and/or clothes, this causes the wearer to blend into the background giving a 1 advantage to hide rolls per level.

Swimming Ointment: U (D). IQ: 11/2.
Applied to the body, this gives +2 swimming per level and adds 1 to MA whilst swimming.

Elemental Shield Ointment: U (D). IQ: 12/2.
Applied to the body, this gives an extra 3/3 enchanted armour per level against elemental attacks and protects against extremes of heat and cold of up to 15 degrees centigrade per level.

Ointment Of Sharpness: C (D). IQ: 13/3.
Applied to a sharp weapon, this does +1 damage per level.

Medical Ointment: C (D). IQ: 14. Level 2.
When applied to a minor or major wound, this immediately causes it to have no further penalty for the duration. That is, no adjDX penalty, no further loss of ST, and the figure can act as if it did not have the wound. It does not change current ST.

Enchanted Ointment: U (D). IQ: 15. Level 4.
When applied to a weapon the weapon is treated as magic.

DUST SPELLS (R/AI/Rea).

All dust spells create one dose of a dust, which can be kept in a small jar. 5 doses of a dust weigh 1 ENC. Any dust with a duration lasts for 10 minutes. Dusts with a duration are marked (D). Multiple doses of the same dust

do not have cumulative effect. To take effect, dust must be thrown into the target square. The thrower must be within 2 squares of the target. It takes a throw action to use dust.

Sneezing Dust: C. IQ: 8/2.

Anyone in the target square must roll 1D per level under ST or be incapacitated by sneezing. A roll must be made each turn, with difficulty reduced by 1D each time. Whilst sneezing, a victim can make no attacks, cast no spells and make no skill rolls. They can defend themselves.

Darkness Dust: U (D). IQ: 9/4.

Has the same effect as summoning the element of darkness in the target square. Each extra level adds 1 square to the radius covered (i.e. a lvl 2 dust covers all adjacent squares - area 9 total, a lvl 3 affects the ring outside this, a total of 25 squares).

Sword Dust: U. IQ: 10/2.

Is placed in the scabbard of a sword. Next time the sword is drawn, it will do an extra 2 damage per level. This damage will diminish by one point every time the sword hits.

Fire Dust: (D). U. IQ: 11/4.

Acts as summoning the element fire in the target square. Each extra level adds 1 square to the radius covered (see above).

Sleeping Dust: C. IQ: 11/3.

Anyone in the target square must roll 2D under ST or fall asleep (as for the spell *Sleep*). The number of D goes up by 1 per level.

Blinding Dust: C. IQ: 12/3.

Anyone in the target square must roll 2D under adjDX or be blinded for a number of turns equal to the margin of failure. Each extra level adds 1D to the save needed.

Charm Dust: U (D). IQ: 13/3.

Anyone in the target square must roll 2D under IQ or be charmed. A charmed person will forget that they have had the dust blown at them, and for the duration all social skill rolls are 1D/level easier with them. Each extra level also adds 1D to the roll under IQ.

Lightning Dust: U (D). IQ: 14/3.

Anyone in the target square is hit by lightning, doing L1 Elemental Electricity damage per level.

Forgetting Dust: U. IQ: 15/3.

Anyone in the target square must roll 2D under IQ (+1D per level), or forget everything that happened in the last 10 mins/level - including having the dust thrown at them.

MAGIC OIL SPELLS (R/Al/Rea).

All magic oil spells create one dose of an oil, which can be kept in a small flask. 5 doses of an oil weigh 1 ENC. Any oil with a duration lasts for 1 hour. Oils with a duration are marked (D). An individual or object cannot have more than 1 oil with a duration active at the same time. Multiple doses of the same oil do not have a cumulative affect. All oils with a duration must be applied over the entire body or object, a process taking around 10 minutes for a body or 5 minutes for a smaller object. Some oils can be thrown and are marked as Th.

Lamp Oil: C (D). IQ: 8. Level 1.

Lamp oil is burned normally in a lantern or lamp. It lights an area of 2 squares radius as bright as day and a further 2 squares as twilight.

Oil of Slipperiness: C (D) Th. IQ: 8/3.

When thrown, fills the target square and surrounding squares with slippery oil. Anyone attempting to move in the oil must roll an Average Balance roll (+1 difficulty per level) in each square or fall. It is possible to crawl through the oil at 1 square per turn.

Oil of Poison: C (D). IQ: 9/3.

Oil of poison is applied to a weapon. If the weapon penetrates armour, it will inject poison of ST 10+ 5/level. This acts in 3 turns. The victim is at -1 adjDX per failed resistance roll, and must keep rolling each turn until successful, or on 0 DX (incapacitated).

Oil of Repulsion: U Th. IQ: 10/2.

This oil adheres to the target and cannot be washed off. It smells extremely unpleasant and the victim has -6 CH while it is active. The effects last 1 day per level.

Caustic Oil: U Th. IQ: 12/3.

When thrown at a target, does Acid damage equal to level.

Fire Oil: U (D) Th. IQ: 14. Level 2.

Fire oil fills the target square with smooth oil. If ignited this oil burns brightly (as for the *Summon Fire* spell).

Essence Oil: U Th. IQ: 14/2.

Drains 1 PW point per level from the target.

Oil of Burning: R (D = 6 turns) Th. IQ: 20. Level 3.

The secret of the manufacture of Oil of Burning is closely guarded by the Elven states and the oil is never sold. It can be thrown in glass or pottery vessels but is more usually projected from fire siphons carried by soldiers or mounted on ships. When thrown it covers the target square or whatever is in it in sticky oil. When fired from a siphon it produces a cone effect: 6 squares long for an infantry (two crew) siphon or 12 squares for an artillery (ship mounted) siphon. Any objects within the cone effect will be covered. An artillery siphon fires two doses at a time. When ignited the oil burns brightly, even in a vacuum or underwater. The oil from a fire siphon is ignited as it leaves the siphon. It cannot be smothered. Roll 2D for the degree of coverage in the oil. The oil inflicts this damage per turn with armour null 4. If a shield protects a target the 2 x the CV of the shield is subtracted from the damage but any shield which is not completely metal must resist at -10 or be destroyed. Armour and clothing protect a target in as much as they are covered instead of skin. Clothing and non-metal armour provide no reduction in damage and they must resist at -10 or be destroyed. Metal armour will provide protection for 3 turns and again can be removed to get the oil away. Elven glass or a bonus for enchantment always provides protection as do spells giving enchanted armour. Spells giving metallic skin provide 3 turns of protection. Diamond skin always provides protection. Any armour or clothing that is covered in oil can be removed to get the oil away from the victim. Each 10% covering will reduce the damage by 1 (damage over 10 represents oil which got under the protection). Alternatively the oil can be scraped off. This requires a roll of 4D under adjDX for the victim or 3D for a helper (who will also take damage). Each point of success reduces the damage by 1. The oil will also ignite any flammable object.

E.g. In the battle of Cabra Point the *St Anthony*, a war ship from Calitri, came under attack from the Caragellan galley *Divine Victory* which was blockading the straits. Coming to close range the crew of the *Divine Victory* employ the dreaded fire siphon. On the bow of the *St Anthony* Guisppi, a mercenary in the service of Calitri, is sheltering behind his pavise (a large wicker shield). The 2D score against him is 7 minus the 8 CV of his shield is 0. He managed to duck behind the shield without being splashed. The shield goes up in flames and as it must save at -10 has no chance of survival. Antonio is a man at arms and is wearing full plate. The 2D score against him is 8. He is therefore taking 8 null 4 a turn. His full plate provides 10/4 protection for the first 3 turns so he will only take 2 hits a turn. Unfortunately after this his red-hot armour will provide no protection at all. He therefore needs to quickly scrape off the oil or get out of his armour. Getting out of burning plate armour in the required time is not realistic so he is reduced to scraping it off by rolling 4D under adjDX. He has an adjDX of 15 and rolls 22 – no effect. Next turn his squire Lucus runs over to help. Lucus rolls 3D under his adjDX of 13 luckily getting 10 and reducing the damage/turn to 5. Unfortunately Lucus takes 8 null 4 damage in the process. His medium armour won't save him from this. The dice score against Rosso, an unfortunate crewman, is 10 and he is wearing no armour. He dives into the sea in panic but this does not affect the oil. He disappears under the sea burning brightly. Meanwhile the ship (which is made of wood, canvas and rope primarily) is also burning vigorously. With small prospect of putting it out the surviving crew will need to abandon ship.

INSCRIBE GLYPH (R/AI/Rea).

A glyph is a magical sign inscribed on any surface. It takes effect when a figure looks at it, then immediately fades. Each glyph has a power equal to the power of its creator, and anyone who looks at it must resist this power or be affected. Inscribing a glyph requires 3 turns. The difficulty of the ritual depends on the type of glyph and goes up one level per extra level of the glyph. Each glyph spell has a base IQ and an extra which allows the level of the glyph to be increased. PW is listed per level. A permanent glyph can be inscribed in a 6-hour ritual, sacrificing 1 permanent PW. The glyph will then fade for 1 hour when it has been triggered, becoming effective once more as soon as this time has elapsed.

Glyph of Warding: C. IQ: 8/2. PW 1. Skill: Sim.

Creatures from other planes, whose level does not exceed that of the glyph, cannot pass the point where it is inscribed for 1 hour.

Glyph of Weakness: U. IQ: 9/2. PW 1. Skill: Eas.

Drains 2 ST per level. ST is regained at 1 per hr.

Glyph of Fear: C. IQ: 10/2. PW 1. Skill: Eas..

Causes Fear of level D.

Glyph of Pain: C. IQ: 12/3. PW 2. Skill: Eas.

Does 1D-2/level through all armour.

Glyph of Blindness: U. IQ: 12/3. PW 4. Skill: Avg.

Victim is blind for 1 minute per level.

Glyph of Fire: U. IQ: 13/2. PW 1. Skill: Avg.

Does Elemental Fire damage of level.

Glyph of Ice: U. IQ: 13/2. PW 1. Skill: Avg.
Does Elemental Cold damage of level.

Glyph of Confusion: U. IQ: 13/2. PW 1. Skill: Dif.
Drains 2 IQ per level. IQ returns at 1 per hr.

Glyph of Death: R. IQ: 20/3. PW: 2. Skill: Vdif.
Deals 1D per level through all armour.

IDENTIFY (POTION/OINTMENT/DUST/OIL) C (R/AI/Rea) IQ: 12. PW: 4. Skill: Avg. Tim: 1 hr.
Each of these separate spells will identify the exact function and level of the item named.

IDENTIFY ITEM C (R/AI/Rea). IQ: 14. PW: 4. Skill: Avg. Tim: 1 hr.
Identifies the exact function of an item.

ENCHANT WEAPON U (R/AI/Rea). IQ: 15. PW: 1p. Skill: Avg. Tim: 14 days (84 hrs).
Makes an Enchanted weapon. It will then affect creatures which are invulnerable to normal weapons.

CHARGE ITEM R (R/AI/Rea). IQ: 16. PW: 2 per. Skill: Avg. Tim: 2 hrs.
The caster can add charges to an embedded spell item which contains PW at a rate of 2 PW per 1 stored.

REPAIR U (R/AI/Rea). IQ: 16. PW: 1 per. Skill: Avg. Tim: 1 hr.
Each point of PW repairs 4 hits on a construct, vehicle or structure touched by the caster.

ARMOUR PENETRATING WEAPON R (R/AI/Rea)
Gives the melee weapon or missile a permanent enchanted bonus to armour null. See table below.

SWIFT WEAPON R (R/AI/Rea)
Gives the melee weapon a permanent bonus to initiative. See table below.

CHARGING WEAPON R (R/AI/Rea)
Gives the melee weapon a permanent bonus to charge damage. See table below.

SHIELD OF PROTECTION R (R/AI/Rea)
Gives the shield a permanent bonus to Pts. See table below.

Armour Penetrating, Swift or Charging Weapon

Bonus	IQ	Permanent PW	Ritual Time	Ritual Difficulty
+2	16	1	14 days (84 hrs)	Dif
+4	19	2	28 days (168 hrs)	Vdif
+6	24	3	42 days (252 hrs)	Edif
+8	29	4	56 days (336 hrs)	Adif.

PARRYING WEAPON OR SHIELD R (R/AI/Rea)
Gives the melee weapon or shield a permanent bonus to parry. See table below.

ACCURATE WEAPON R (R/AI/Rea)
Gives a melee weapon, missile weapon or missile a permanent bonus to hit. See table below.

LETHAL WEAPON R (R/AI/Rea)
Gives a melee weapon or missile a permanent bonus to damage. See table below.

ARMOUR OF SPEED R (R/AI/Rea)
Gives a set of armour or a shield an enchanted bonus reducing MA/adjDX penalties. See table below.

ARMOUR OF PROTECTION R (R/AI/Rea)
Gives a set of armour enchanted +n/n armour. See table below.

ARMOUR CUTTING WEAPON R (R/AI/Rea)
Gives a melee weapon or missile the power to reduce the minimum protection provided by armour against it except a minimum provided by an enchantment. See table below.

FINESSE WEAPON R (R/AI/Rea)
Gives a melee or missile weapon a bonus to special (critical and fumble). See table below.

BOW/ SLING OF SPEED R (R/AI/Rea)

Gives a missile weapon a bonus to ROF. +1 from 1R is -9, +1 from 2R is 1R. See table below.

WEAPON OF RANGE R (R/Al/Rea)

Gives a missile weapon or missile a bonus to range. See table below.

Parrying, Accurate, Lethal, Speed, Protection, Armour Cutting, Finesse, Speed and Range Weapons

Bonus	IQ	Permanent PW	Ritual Time	Ritual Difficulty
+1	17	1	14 days (84 hrs)	Dif
+2	20	2	28 days (168 hrs)	Vdif
+3	23	3	42 days (252 hrs)	Edif
+4	25	4	56 days (336 hrs)	Adif
+5	29	5	70 days (420 hrs)	Her

CREATE ENCHANTED MISSILES U (R/Al/Rea)

When cast on a set of 20 arrows, bolts or bullets or 3 thrown weapon this spell gives them a bonus to hit and damage and makes them count as enchanted. The magic applies once.

Bonus	IQ	PW	Ritual Time	Ritual Difficulty
+1	16	10	7 days (42 hrs)	Dif
+2	20	15	14 days (84 hrs)	Vdif.
+3	24	20	21 days (126 hrs)	Edif

DRAGONTOOTH NECKLACE U (R/Al/Rea) IQ: 16. PW: 3p. Skill: Dif. Tim: 30 hrs.

Creates a Dragontooth Necklace. One full set of dragon teeth is required. This necklace will store 6 PW and provides 6 extra IQ for storing spells. The wearer can cast elemental missile spells as though his/her IQ was 2 higher.

CREATE SCROLL U (R/Al/Rea) IQ: 16. PW: 4. Skill: Avg. Tim: 36 hrs.

Creates a magical scroll. As part of the ritual any battle magic spell may be cast which is then embedded in the scroll. The IQ of the spell cannot exceed the IQ of the caster of the scroll. The materials cost 1 sp per IQ of the spell. A read runes skill use of the appropriate level taking one action is required to use the scroll. The spell will then fade from the scroll and can be used the following round with no PW cost.

CREATE MAGIC BLOWPIPE U (R/Al/Rea) IQ: 17. PW: 1p. Skill: Diff. Tim: 14 days (84 hrs).

Creates a magic blowpipe which can be used to launch 'Concentrates'. The blowpipe acts as a missile spell attack and skill can be bought with it on that basis. It has an Avg max.

CREATE CONCENTRATE (R/Al/Rea).

All concentrate spells create a small crystal that can be launched from a magic blowpipe. The process is as described for potions, ointments, dusts and oils. The various types are listed below.

Blue Concentrate C IQ 11/4. Target must resist LVL x 5 PW or be stunned for 1D turns.

Red Concentrate C IQ 12/3. Target takes Elemental Fire damage equal to level.

Green Concentrate U IQ 13/3. Target must resist poison of strength 10 + 5 x LVL each turn until a successful roll is made. Until the roll is made the target is stunned. Each failed roll causes the target to loose 1 DX. DX is regained at 1/hr.

Yellow Concentrate U IQ 13/3. Target must roll 1D + D per LVL under adjDX or be blinded for the number of turns the roll is failed by.

Black Concentrate U IQ 14/4. Target must make a Fear check at 1D + D per LVL or flee the user at full speed for the number of turns the roll is failed by.

Indigo Concentrate: U IQ 15/4. Target takes Acid damage equal to level.

Violet Concentrate: U IQ 16/4. Target must roll 1D + D per level under ST and is paralysed for the number of turns failed by.

CREATE POWER STORE U (R/Al/Rea) IQ: 17. PW: 1p per. Skill: Diff. Tim: 3.5 days (21 hrs).

Creates an item which stores 2 PW per PW sacrificed.

DRAGONBONE SHIELD R (R/Al/Rea) IQ: 18. PW: 3p. Skill: Diff. Tim: 30 hrs.

Creates a Dragonbone Shield. The ritual requires certain dragon bones and only one shield can be made per dragon. The shield is has +5 hits bearer causes 2D Fear.

DRAGONBONE WEAPON R (R/Al/Rea) IQ: 18. PW: 3p. Skill: Diff. Tim: 30 hrs.

Creates a Dragonbone Weapon. The ritual requires certain dragon bones and only one weapon can be made per dragon. The weapon counts as enchanted and has +1 to hit, +3 damage, +2 null, +2 parry and +1 initiative.

CREATE SPELL STORE R (R/AI/Rea) IQ: 20. PW: 1p per. Skill: Vdiff. Tim: 3.5 days (21 hrs).
Creates an item which stores 2 IQ of spells per PW sacrificed.

CREATE CONSTRUCT R (R/AI/Rea) IQ: 20. PW: ½ Level p. Skill: Vdiff. Tim: 400 hrs.
Creates a construct. The ritual requires permanent PW equal to ½ the level (round up) of the construct. It will also require expensive materials costing 150sp per level. The construct can be placed under the command of the creator or any other s/he designates. It can be given orders and they can be changed.

CREATE ROD U (R/AI/Rea) IQ: 20. PW: 1p per 8 IQ of spell +1p per. Skill: Vdiff. Tim: 42 days (252 hrs).
Creates a rod. As part of the ritual any one battle magic spell may be cast. The ritual creates a rod which may cast that spell at a cost of 1 permanent PW per 8 IQ of the spell rounded down. The rod has 10 PW and regains 1 PW/day. Each extra PW sacrificed gives the rod +10 max PW and +1 PW per day. Further rituals may add extra spells to the rod at a cost of 1 permanent PW per 10 IQ of the spell rounded down. NB though usually a rod it could be another type of object.

CREATE (NAMED) ELEMENTAL MISSILE R (R/AI/Rea) I) IQ: 20. PW: 20. Skill: Vdiff. Tim: 7 days (42 hrs).
The user can create 5 arrows, bolts or bullets or 1 thrown weapon of Fire, Cold, Earth, Water, Air, Darkness, Light, Acid or Electricity. When fired the missile is surrounded by the element. All elemental missiles count as enchanted and deal damage of their elemental type as well as (but counted separately) from their normal damage. They have the following effects:
Fire: Deals L3 Elemental Fire damage.
Cold: Deals L3 Elemental Cold damage.
Earth: Deals L3 Elemental Earth damage.
Air: Deals L3 Elemental Air damage. Has +2 range.
Water: Deals L3 Elemental Water damage. Can be used with no penalty underwater.
Darkness: Creates a 3 square radius Summoned Darkness. This lasts for 12 turns.
Light: Deals 3D ignoring all armour against Undead or Shadows and creates a 3 square radius Summoned Light. This lasts for 12 turns.
Electricity: Deals L3 Elemental Electricity damage.
Acid: deals L3 Acid damage.

Elemental missiles can have additional enchantments placed on them but their effect is one use.

CREATE GOLEM R (R/AI/Rea) IQ: 20. PW: ½ Level p. Skill: Vdiff. Tim: 60 days (360 hrs).
Creates a golem. The ritual requires permanent PW equal to ½ the level (round up) of the golem. It will require the provision of materials appropriate to the type of golem. The golem can be placed under the command of the creator or any other individual(s) whom s/he designates. It can be given orders, and they can be changed.

HARDENED ITEM R (R/AI/Rea) IQ: 20. PW: 1p per. Skill: Vdiff. Tim: 14 days (84 hrs).
Gives an item +6 resistance per PW on resistance rolls

CREATE ARMOUR OF ANY APPEARANCE R (R/AI/Rea) IQ: 20. PW: 2p. Skill: Vdiff. Tim: 25 days (150 hrs).
Turns a suit of armour into Armour of Any Appearance. The armour can, at will, take on the appearance, sound and feel of any suit of clothing. The armour still has other qualities as normal.

CREATE LANCE OR STAFF R (R/AI/Rea) IQ: 21. PW: 1p per 8 IQ of spell +1p per. Skill: Vdiff. Tim: 42 days (252 hrs).
Creates a lance or staff. As part of the ritual any one battle magic missile spell may be cast. The cost is 1 permanent PW per 8 IQ of the spell rounded down. The lance or staff has 20 PW and regains 2 PW/day. Each extra PW sacrificed gives the lance +10 max PW and + PW per day. Further rituals may add extra spells to the rod at a cost of 1 permanent PW per 10 IQ of the spell rounded down.

CREATE ARTILLERY LANCE R (R/AI/Rea) IQ: 21. PW: 2p per 10 IQ of spell +1p per. Skill: Vdiff. Tim: 100 days (600 hrs).
Creates an artillery lance. As part of the ritual any one battle magic missile spell may be cast. The cost is 2 permanent PW per 10 IQ of the spell rounded down. The lance has 20 PW and regains 2 PW/day. Each extra PW sacrificed gives the lance +10 max PW and +1 PW per day. The lance can be used to cast the missile spell at double normal effect for that IQ (damage and range) but also double PW cost. The artillery lance is the size of a bombard and can only be carried on a large gun carriage or vehicle.

CREATE WEAPON OF FLYING RETURN R (R/AI/Rea) IQ: 21 PW: 1p Skill: Vdiff. Tim: 7days (42 hrs).
Creates a Weapon of Flying Return. At a command of the owner it returns to his or her hand in 1 turn flying across the distance and avoiding anything in its way. For example an arrow of flying return could be fired every other turn.

TRANSFORM POWER STONE R (R/AI/Rea) IQ: 23. PW: 1p per. Skill: Ediff. Tim: 400 hrs.

Embeds one or more Power Stones into an item. This requires a permanent PW sacrifice equal to the number of stones. Each stones will then yield 2 permanent PW per year to the item but for no other purpose.

CREATE MISSILE OF SLAYING (CREATURE) R (R/AI/Rea) IQ: 23. PW: 20. Skill: Ediff. Tim: 25 days (150 hrs). Turns 5 missiles into Missiles of Slaying against the named creature species. The types possible are: Dwarves, Gnomes, Gnolls, Giants, Natural Spirits, Humans, Orcs, Ogres, Composite Monsters, Artificial Beings, Undead, Elves, Eternals, Hobgoblins, Goblins, Trolls, Infernals, Sylvans, Halflings, Reptilians, Lizardmen, Dinosaurs, Dragons, Celestials, Stone Guardians, Ancients, Demons, Angels, Archons, Spirits or Elementals. The weapon deals +1D+5 damage against that creature type and counts as Enchanted against them.. A creature of the type the missile slays who tries to pick up it will take 2D per turn through armour. The missile is usable once.

CREATE WEAPON OF SLAYING (CREATURE) R (R/AI/Rea) IQ: 23. PW: 1p. Skill: Ediff. Tim: 21 days (126) hrs. Turns a weapon into a Weapon of Slaying against the named creature type. The types possible are: Dwarves, Gnomes, Gnolls, Giants, Natural Spirits, Humans, Orcs, Ogres, Composite Monsters, Artificial Beings, Undead, Elves, Eternals, Hobgoblins, Goblins, Trolls, Infernals, Sylvans, Halflings, Reptilians, Lizardmen, Dinosaurs, Dragons, Celestials, Stone Guardians, Ancients, Demons, Angels, Archons, Spirits or Elementals. The weapon deals +1+5 damage against that creature type and counts as Enchanted against them. If a creature of the type the weapon slays tries to pick up the weapon it will take 2D per turn through armour.

CREATE RITUAL ITEM R (R/AI/Rea) IQ: 23. PW: 1p per 8 IQ of spell +1p per. Skill: Ediff. Tim: 25 days (150 hrs).

Creates a Ritual Item. As part of the ritual any other ritual spell can be cast. The cost in permanent PW is equal to 1 per 8 IQ of the ritual spell rounded down. The owner of the item may then use that spell without making a ritual skill roll. Also if the ritual spell did not require permanent PW it now acts as a battle magic spell and can be cast in 1 turn. The PW for the spell whether permanent or temporary must come from the user unless it is powered by the TRANSFORM POWER STONE spell for permanent PW or the object can be given temporary PW as part of the ritual: 10 PW and 1/day per 1 permanent PW. If the ritual item is linked to the spell so that it is the only allowed target then 1 permanent PW gives 20 PW and 2 per day. An example would be a ritual item that contained the spell **LUCANAN'S FLYING BOAT**. If this actually was the boat on which the spell must always be cast double PW benefit would be received.

CREATE ARMBANDS OF ARMOUR R (R/AI/Rea) IQ: 23. PW: 1p per. Skill: Ediff. Tim: 7 days (42 hrs) per. Creates Armbands of Armour giving +1/1 enchanted armour per PW sacrificed when no other armour is worn.

TDJEYYAN'S CREATE STONE GOLEM R (R/AI/Rea) IQ: 23. PW: 2p. Skill: Ediff. Tim: 100 days (600 hrs). Creates a Stone Golem. It requires a 1.5 x man sized stone statue. The owner of a Tdjejyan's amulet can order the golem.

DRAGONBONE THRONE R (R/AI/Rea) IQ: 23. PW: 3p. Skill: Ediff. Tim: 13 days (78 hrs). Creates a Dragonbone Throne. The ritual requires certain dragon bones and only one throne can be made per dragon. The throne's owner recovers lost PW at twice the usual rate and gains 1 permanent PW per year. Only one such throne gives benefit.

TDJEYYAN'S AMULET R (R/AI/Rea) IQ: 23. PW: 1p. Skill: Ediff. Tim: 7 days (42 hrs). Creates an amulet which allows the owner to command Tdjejyan's golems. If two owners of such an item command a golem they compete PW vs PW (1 attempt per turn) to get control from one another.

CREATE ITEM OF SKILL R (R/AI/Rea) IQ: 23. PW: 1p per. Skill: Ediff. Tim: 7 days (42 hrs). Creates an item which gives a bonus to a non-weapon skill. The item must be appropriate to the skill. The bonus can be +1 in a group of skills or +2 in a specific skill per PW sacrificed.

CREATE (NAMED) ELEMENTAL WEAPON R (R/AI/Rea) IQ: 23. PW: 3p. Skill: Ediff. Tim: 35 days (210 hrs). The user can create a weapon of Fire, Cold, Earth, Water, Air, Darkness, Light, Acid or Electricity. All elemental weapons count as enchanted and deal damage of their elemental type as well as (but counted separately) from their normal damage. They have the following effects:
 Fire: Deals L3 Elemental Fire damage.
 Cold: Deals L3 Elemental Cold damage.
 Earth: Deals L3 Elemental Earth damage.
 Air: Deals L3 Elemental Air damage.
 Water: Deals L3 Elemental Water damage. Can be used with no penalty underwater. Opponents at -2 parry.
 Darkness: Creates a 3 square radius Summoned Darkness 5 times/day. This lasts for 12 turns. Opponents at -4 to parry.
 Light: Deals 3D ignoring all armour against Undead or Shadows and creates a 3 square radius Summoned Light 5 times/day. This lasts for 12 turns. Opponents at -4 to parry.
 Electricity: Deals L3 Elemental Electricity damage.
 Acid: deals L3 Acid damage. Any weapon used to parry it must save against breaking at -2.

Elemental weapons can have additional enchantments placed on them.

CREATE (NAMED) ELEMENTAL ARMOUR R (R/Al/Rea) IQ: 23. PW: 3p. Skill: Ediff. Tim: 70 days (420 hrs).

The user can create armour of Fire, Cold, Earth, Air, Water, Darkness, Light, Electricity or Acid. All of the armour is surrounded by the element when the item is activated (at will) which does not harm the user. Elemental armour always provides +10/10 armour against its own element. All elemental armour has a +1/+1 +1 Ma/adjDX enchanted bonus which can be stacked with other enchantments. In addition:

Fire: Deals L3 Elemental Fire damage on any figure in HTH with wearer or striking the wearer with hands, feet or throws. Lights up an area of 2 square radius like twilight. Any weapon which is flammable e.g. a pole weapon must make a save against break weapon each turn if used against the armour. Provides 5/5 enchanted armour against Cold.

Cold: Deals L3 Elemental Cold damage on any figure in HTH with wearer or striking the wearer with hands, feet or throws. Provides 5/5 enchanted armour against fire. The icy sheen on the armour provides an addition +2/2 non-enchanted armour bonus.

Earth: The armour's minimum protection is not reduced by penetrating attacks or vorpal weapons and counts in full against elemental attacks that normally ignore armour.

Water: the wearer counts as an Expert Swimmer and gains Waterbreathing. The armour causes no penalty to swimming and the wearer can fight in or underwater at no penalty. The wearer can also see and hear normally underwater.

Darkness: The darkness puts any attacker without Dark Sense or Night Vision at -4 to hit. At will wearer can Summon Darkness in a 3 square radius that moves with the armour. The wearer gains Night Vision and Dark Sense.

Light: The bright light puts all attackers at -2 to hit and any attacker without Day Vision at an additional -2. The wearer can Summon Light in a 3 square radius moving with the armour at will. The wearer gains Day Vision.

Electricity: Deals L3 Elemental Electricity damage to any figure in HTH with wearer or striking the wearer with hands, feet or throws. Anyone striking the wearer with a metal weapon other than a polearm must roll 1D. On a roll of 1-5 they take electricity damage as above.

Acid: Deals L3 Acid damage against to any figure in HTH with wearer or striking the wearer with hands, feet or throws. Any weapon used on the wearer must resist at -2 or break.

Elemental armour can have additional enchantments placed on it.

EMBED ESSENCE R (R/Al/Rea) IQ: 23. PW: Var. Skill: EDif. Tim: 7 days (42 hrs).

This spell requires the complete destruction of a living creature to create an Essence Item. The item contains one or more of the special abilities, attacks or STATs of the creature destroyed up to the level it possessed. The item must be appropriate to the ability granted. Costs in permanent PW are as follows:

Ability	Restrictions	Cost
Any standard creature attack	User will grow the necessary appendages.	1 PW
Strike	None.	2 PW
STAT	Replaces user's STAT rather than adding to it.	1 PW per 3
Flight	User grows wings if necessary.	3 PW plus MA STAT.
Swimming	User grows necessary appendages.	1 PW plus MA STAT.
Natural Darts	None.	2 PW
Poison	None	1 PW per 5 ST.
Ray or Gaze	None	1 PW plus any effects.
Armour	User grows skin etc to match.	1 PW per.
Bind, Charm, Death, Physical, Earth, Air, Water, Fire, STAT Drain, Paralysis,	5 uses/day.	1 PW per D + 1 PW per extra 5 uses/day.
Acid, STAT Leach, Mind Control, Petrification, STAT Transfer	5 uses/day.	2 PW per D + 1 PW per extra 5 uses/day.
Permanent Petrification	5 uses/day.	4 PW per D + 1 PW per extra 5 uses/day.
Spirit Combat	R1.	2 PW.
Bravery		3 PW
Change Appearance		1 PW if restricted type else 3 PW.
Courage (D)		1 PW per.
Damage Reduction (n)		2 PW per.
Dark Sense		2 PW.
Day Vision		2 PW.
Fear(D)		2 PW per.

Immortal		20 PW.
Immunity (To)		Solid (15 PW), Fire (4 PW), Cold (4 PW), Electricity (4 PW), Earth (4 PW), Water (4 PW), Light (4 PW), Darkness (4 PW), Physical (12 PW), Air (4 PW), Acid (4 PW), Magical (20 PW), Disease (3 PW), Poison (4 PW)
Immunity or Half Damage from Non-Enchanted Weapons		½ Damage 3 PW or no damage 12 PW.
Infravision		3 PW
Insubstantial		20 PW
Invisibility		10 PW
Light Sleeper		1 PW
Long Lived		5 PW
Magical Resistance (n)		1 PW per 3
Magical Sense		8 PW
Night Vision		2 PW
Regeneration (n)		If per turn 3 PW per, if per hour 1 PW per.
Resistance (To)		1 PW
Shape Shift (Time/Type)		5 PW
Sharp Senses		1 PW
Sonar		3 PW
Stealthy		1 PW
Toughness (n)		1 PW per 2
Tracking Scent		1 PW
Weapon Breaker		4 PW

CREATE VORPAL WEAPON R (R/AI/Rea) IQ: 23. PW: 3p. Skill: Adiff. Tim: 21 days (126 hrs).
Creates a Vorpal Weapon. The vorpal weapon ignores non-enchanted armour.

CREATE RING R (R/AI/Rea) IQ: 25. PW: 1p per 4 IQ of spell + 1p per maintenance cost of spell. Skill: Ediff. Tim: 70 days (420 hrs).
PW var. IQ 25.

As part of the ritual any Protection Battle Magic spell may be cast. As long as the ring is worn the spell remains active. PW cost is equal to 1/4 the IQ of the spell rounded down plus 1 per maintenance cost of the spell. NB though usually a ring it could be an amulet, necklace etc.

CREATE STATISTIC INCREASING ITEM. IQ: 25. PW: 1p per. Skill: Adiff. Tim: 42 days (252 hrs).
Creates an item boosting one STAT by 1 per 3 PW sacrificed.

CREATE RUNE WEAPON R (R/AI/Rea) IQ: 26. PW: 1p. Skill: Her. Tim: 112 days (672 hrs).
Creates a Rune Weapon. If a living creature with IQ 7+ is brought to 0 hits or less with the weapon they die and ½ their total PW is added to the user's ST. The extra ST fades at 1 pt per hour and the user cannot rise to more than five times his/her normal ST. The weapon causes 3D Fear in living creatures.

MAKE ELVEN GLASS ARMOUR R (R/AI/Rea) IQ: 26. PW: 1p. Skill: Her. Tim: 70 days (420 hrs).
Creates a set of Elven Glass Armour. This is non-enchanted +2/2 +2MA/AdjDX Pen. A shield will be +4 pts, +1 Par and must be of a usually metal type. The materials for the armour or shield cost double the normal cost of the armour. It can be crafted in the process of the ritual with Craft – Elven Glass skill.

MAKE ELVEN GLASS WEAPON R (R/AI/Rea) IQ: 26. PW: 1p. Skill: Her. Tim: 56 days (336 hrs).
Creates an Elven Glass Weapon. This weapon is +1 to hit, charge damage and initiative, +2 damage, parry and null. These count as non-enchanted. It can be crafted in the process of the ritual with Craft – Elven Glass skill.

CRAFT ELVEN GLASS R (R/AI/Rea) IQ: 27. PW: 1p per 3 square metres. Skill: Her. Tim: 16 days (96 hrs) per 3 square metres.
Creates an object other than a weapon or armour from elven glass (eg. a vehicle, a building). The object will have 25/22 armour and take 40 hits to breach. It can be crafted in the process of the ritual with Craft – Elven Glass skill.

MAKE GREATER ELVEN GLASS ARMOUR OR SHIELD R (R/AI/Rea) IQ: 28. PW: 2p. Skill: Her. Tim: 140 days (840 hrs).
Creates a set of Greater Elven Glass armour. This is non-enchanted +3/3 +3MA/AdjDX Pen. A shield will be +6 pts, +2 Par, +1 CV and +1 adjDX/MA. The shield must be of a usually metal type. The materials for the armour or shield cost quadruple the normal cost for the armour It can be crafted in the process of the ritual with Craft – Elven Glass skill.

MAKE GREATER ELVEN GLASS WEAPON R (R/AI/Rea) IQ: 23. PW: 2p. Skill: Her. Tim: 112 days (672 hrs).

Creates a Greater Elven Glass weapon. This weapon is +1 max and parry, +2 charge damage and initiative, +3 damage and null. These count as non-enchanted. It can be crafted in the process of the ritual with Craft – Elven Glass skill.

CREATE ITEM OF POWER (R/AI/Rea) IQ: 28. PW: Special. Skill: Her. Tim: 100 days (600 hrs).

Creates an Item of Power. As part of the ritual any other ritual spell which does not have a permanent PW cost may be cast. The item will have the ability to run the ritual on demand without preparation or ritual. Permanent PW must be sacrificed by those involved in the ritual sufficient to fuel the temporary PW cost of the ritual spell for 10 hours, the spell will then be self maintaining.

CREATE BOOK OF POWER (R/AI/Rea) IQ: 28. PW: 10p. Skill: Her. Tim: 100 days (600 hrs).

Creates a Book of Power. The ritual will require the services of a specialist wizard, also with an IQ of 28 who specialises in contacting the plane that the book will be written for. The PW sacrifice may be split between the wizards. Each New Years Day the book will fill with runes. Whoever spends 50 hours studying these runes and makes an Edif read runes skill roll gains 1 permanent PW, 1 permanent IQ and 2 spells involving contact with the plane of the book which s/he does not already know. No one may possess more than one such book.

CRAFT GREATER ELVEN GLASS R (R/AI/Rea) IQ: 28. PW: 2p per 3 square metres. Skill: Her. Tim: 20 days (120 hrs) per 3 square metres.

Creates an object other than weapons or armour from greater elven glass (e.g. a vehicle, a building). The object will have 30/26 armour and take 60 hits to breach. It can be crafted in the process of the ritual with Craft – Elven Glass skill.

SPELLCASTING SUMMARY

Key:

(S) IQ needed by specialists

* A number of separate spells, and/or higher IQ versions are separate spells

(G) IQ needed by generalists

^ Spell becomes more powerful as IQ rises.

Note that spells from Nirvana and the Abyss are not marked “S” or “G”. This is because there are no generalist spells which contact these planes.

IQ	<i>Real</i>	<i>Nirvana</i>	<i>Abyssal</i>
8	*Sum Natural Spirit (S) *Summon Animal (S) ^Magic Strike Protection (S) Leap (S)	Slow Movement Drop Weapon Clumsiness (S) Avert (S) Skilled Weapon Chant (S) Strong Weapon Chant (S) Swift Weapon Chant (S) Charging weapon Chant (S) Accurate Weapon Chant (S) Detect Magic (S)	*Summon Angel Healing *Summon Archon Curse Stunning Healing
9	^Pentangle ^Circle of Protection ^Warding Circle *Create Staff ^Stones Fly (S) Protection (G) Control Animal (S) Day Vision (S)	Shield (S) Clumsiness (G) Avert (G) Skilled Weapon Chant (G) Strong Weapon Chant (G) Swift Weapon Chant (G) Charging weapon Chant (G) Accurate Weapon Chant (G) Trip (S) Speed Movement (S) Light Fall (S) Detect Magic (G) Night Vision (S) Leap (G)	^Aid
10	*Sum Natural Spirit (G) *Summon Animal (G) Lesser Healing (S) Iassia's Ray (S) Shield (G) Reverse Missiles (S) Spell Resistance (S)	Trip (G) Speed Movement (G) Light Fall (G) Binding (S) Day Vision (G) Night Vision (G)	Poison Protection Divine Protection Detect Undead Repel Undead Prayer Blessing Break Curse Repair Undead Divine Protection ^Wound Detect Undead Prayer Break Curse

11	*Call Natural Spirit (S) *Call Animal (S) Lesser Healing (G) Koeneth's Shelter (S) ^Tornado Bolt (S) Reverse Missiles (G) Spell Resistance (G) Control Animal (G) Detect Supernatural Dark Sense (S)	Spell Resistance (G) Invisibility (S) Binding (G) Break Weapon (S) Control Person (S) Mage Sight (S) Detect Illusion (S)	*Call Angel Control Person	*Call Archon Control Person
12	Create Fog (S) Iassia's Ray (G) Magic Darts (S) ^Lightning Bolt (S) Setya's Calorific Shield (S) Setya's Icy Shield (S) Nain's Greater Protection (S) Light Fall (G) Control Nature. Spirit (S) Dark Sense (G) Detect Life (S)	Break Weapon (G) Stop (S) Magic Lock (S) Open Door (S) Mage Sight (G) Detect Illusion (G)	Bless Weapon Protection Against Supernatural Disease Protection Calm	Protection Against Supernatural
13	*Call Natural Spirit (G) *Call Animal (G) Koeneth's Shelter (G) Amara's Automatic Alarm (S) Gale (S) Thesselonika's Dart of Ice (S) Setya's Calorific Shield (G) Setya's Icy Shield (G) Nain's Greater Protection (G) Lucia's Magic Robe (S) Acid Shield (S) Grasson's Detection Shield (S) Deflections (S) Spell Shield (S) Banish (S)	Stop (G) Flight (S) Magic Lock (G) Open Door (G) Detect Poison (S) Dismiss (S)	Cure Poison ^Long Aid ^Strong Aid	Skull Guard Create Lesser Undead
14	Create Fog (G) Amara's Automatic Alarm (G) Gale (G) Small Rain (S) Serria's Glamour (S) Magic Darts (G) ^Lightning Bolt (G) Thesselonika's Dart of Ice (G) ^Magic Missiles (S) Lucia's Magic Robe (G) Deflections (G) Spell Shield (G) Spell Blindness (S) Acid Shield (G) The Dismal Itch (S) Detect Poison (G) Teleport (S)	Spell Blindness (S) Greater Avert (S) Giant Binding (S) Greater Stop (S) Enchantment Drain (S) Detect Life (G) Banish (G)	Advanced Healing Create Food Body Repair Destroy Undead	Destroy Undead Curse Weapon
15	Healing Chant (S) Koeneth's Fence (S) Magic Seal (S) Break Seal (S) ^Tornado Bolt (G) Spear of Light (S) Grasson's Detection Shield (G) Spell Blindness (G) Control Creature Cancel (S) Counterspell (S)	Greater Avert (G) Giant Binding (G) Greater Stop (G) Enchantment Drain (G) Control Nature Spirit (G) Teleport (G)	Cure Disease Make Whole Holy Strength Exorcism	Unholy Strength
16	Serria's Glamour (G) Healing Chant (G) Koeneth's Fence (G) Magic Seal (G) Break Seal (G) Big Rain (S) Spear of Light (G)	Big Rain (S) Magic Missiles (G) Cancel (G)	Regrowth Purify Body Damage Lash Divine Resistance Big Calm Great Prayer	Divine Resistance Terrible Wound ^Drain Life

	Thesselonika's Spear of Ice (S) The Dismal Itch (G) Dismiss (G) Counterspell (G)			
17	Delay Spell (S) Embed Spell (S) Thesselonika's Spear of Ice (G) ^Iron Bolt (S) Lucia's Spell of Sustenance (S) Dellaea's Flickering Shield (S) Tegarran's Screen of Force (S) Double (S)	Embed Spell (S)		
18	Delay Spell (G) Embed Spell (G) Hurricane (S) Lucia's Spell of Sustenance (S) Dellaea's Flickering Shield (G) Tegarran's Screen of Force (G) Philedia's Globe of Force (S) Hiraria's Planar Guard (S) Double (G) Long Teleport (S)	Bring Nature Spirits (S) Spell Breaker (S) Ossarion's Useful Wagon Nerria's Ship	Joining Sanctify Area	Sanctify Area Power of the Pit
19	Kleon's Travelling Stone (S) Hestia's Spell of Far Speaking (S) ^Iron Bolt (G) Philedia's Globe of Force (G) Hiraria's Planar Guard (G) Long Teleport (G)			Create Undead
20	Hurricane (G) Bring Nature Spirits (G) Kleon's Travelling Stone (G) Hestia's Spell of Far Speaking (G) Tegarran's Wall of Force (S) Bind Nature Spirit (S)	Flight (G)	Great Healing Divine Fury Divine Intervention	Divine Fury
21	Tegarran's Wall of Force (G) Meiko's Ritual of Eternal Youth (S) Red Ruin (S) Hestia's Dimensional Shield (S)	Ossarion's Mighty Juggernaut Nerria's Ship		
22	Red Ruin (G) Hestia's Dimensional Shield (G)		Forge Holy Weapon Forge Holy Armour Forge Holy Shield Divine Armour	Forge Unholy Weapon Forge Unholy Armour Forge Unholy Shield
23	Bind Nature Spirit (G) Meiko's Ritual of Eternal Youth (G) Jerad's Invincible Aura (S)			Create Hybrid
24	Energy Lance (S)		Master Healing	
25	Energy Lance (G) Jerad's Invincible Aura (G)		Dismiss Tragamimi (s)	Dismiss Tragamimi (s)

IQ	<i>Spirit</i>	<i>Elemental</i>	<i>7 Planes</i>	<i>Limbo</i>
8	*Summon Spirit (S) *S'n Bone Wall (S)	*Summon Elemental (S) *Summon Element (S) Mage Light Call Mage Light Mage Dark Call Mage Dark Shock Shield (S)	Healing (S) Curse	*Summon Demon (S)

9	Fear (S) ^Aid	^Waterbolt (S) Ice Weapon (S) Astrid's Burning Hands (S)	^Stones Fly (S) Concealment (S) ^Aid	
10	*Summon Spirit (G) *Call Bone Wall (S) Repair Undead (S) Fear Defence (S) Shrivelling (S) Detect Undead (S) Discorporation (S)	*Summ'n Elemental (G) *Call Elemental (S) ^Coldbolt (S) ^Firebolt (S) Shock Shield (G)	Break Curse (S) Poison Protection (S) Divine Protection (S) Prayer (S) Blessing (S)	*Summon Demon (G) *S'n Demonic Horde (S) Control Demon (S)
11	*Call Spirit (S) Sleep Control Person (S) Control Undead (S) Detect Undead (G)	*Call Elemental (S) ^Waterbolt (G) ^Tornado Bolt (S) Stone Flesh (S) Control Elemental (S) Ice Weapon (G) Astrid's Burning Hands (G)		*Call Demon (S)
12	Spirit Shield (S) Freeze Control Spirit (S)	*Summon Element (G) ^Coldbolt (G) ^Firebolt (G) ^Stonebolt (S) ^Lightning Bolt (S) ^Coldball (S) Iassia's Burning Ray (S) Elemental Shield (S) Blast	^Rocks Fly (S) Prot. Supernatural (S) Peace with Nature (S) Elemental Shield (S) Weather Prediction	Demonic Armour (S)
13	Create Lesser Undead (S) *Call Spirit (G) Skull Guard (S) ^Long Aid ^Strong Aid Control Person (G)	*Call Elemental (G) ^Acid Bolt (S) Thesselonika's Dart of Ice (S) Stone Flesh (G) Iron Flesh (S) Acid Shield (S) Flight (S) Slippery Floor Disrupt (S)	Cure Poison (S) ^Long Aid ^Strong Aid	*Call Demon (G)
14	Summoning Link (S) Control Undead (G) Destroy Undead (S) Discorporation (G)	*Call Element (G) Bernard's Air Boots (S) Integration (S) ^Stonebolt (G) ^Lightning Bolt (G) ^Coldball (G) Iassia's Burning Ray (G) Thesselonika's dart of Ice (G) Fire Darts (S) Fire Cracker (S) Fireball (S) Elemental Shield (G) Acid Shield (G) Nain's Impressive Shock Shield (S) Control Elemental (G)	Elemental Shield (S) Regeneration (S) Life Channel (S) Life Giving (S)	Demonic Power (S) Demonic Skill (S) Control Demon (G)
15	Fear Ward (S) Drain (S) Demoralise (S) Control Spirit (G) Control Creature (S) Exorcism (S)	Koeneth's Fence (S) ^Acid Bolt (G) ^Tornado Bolt (G) Fire Sparks (S) Iron Flesh (G) Diamond Flesh (S)	Cure Poison (G) Cure Disease (S)	
16	Spirit Shield (G) Heddera's Summoning Guard (S) Damage Lash (S) Summoning Link (G) Greater Sleep Spirit Net (S) ^Drain Life (S) Create Lesser Undead (G)	Bernard's Air Boots (G) Koeneth's fence (G) Fire Darts (G) Fire Cracker (G) ^Fireball (G) ^Plasma Bolt (S) ^Fiery Blast (S) ^Plasma Ball (S) ^Freezing Cone (S) Thessalonika's Spear of Ice (S) Nain's Impressive Shock Shield (G) Disrupt (G) Large Blast	Divine Resistance (S) Life Channel (G) Great Prayer	Alexis' Dimensional Pocket (S) Summoning Link (G)

		Disintegration (S)		
17	<p>Magic Burn (S)</p> <p>Control Creature (G)</p>	<p>Acid Ball (S)</p> <p>Fire Sparks (G)</p> <p>Thessalonika's Spear of Ice (G)</p> <p>Iron Bolt (S)</p> <p>Diamond Flesh (G)</p> <p>Adamant Flesh (S)</p> <p>Shatter (S)</p> <p>Serrik's Steed of Air (S)</p>		Exarch's Demonic Scales (S)
18	<p>Damage Lash (G)</p> <p>Spirit Net (G)</p> <p>^Drain Life (G)</p> <p>Create Undead (S)</p> <p>Heddera's Summoning Guard (G)</p> <p>Friord's Spell of Terror (G)</p>	<p>^Fiery Blast (G)</p> <p>^Freezing Cone (G)</p> <p>^Chain Lightning (S)</p> <p>^Plasma Ball (G)</p> <p>Integration (G)</p> <p>Enchant Area (S)</p> <p>Kleon's Effective Prison (S)</p> <p>Attanana's Icy Volley (S)</p> <p>Serrik's Steed of Air (G)</p>	<p>Sanctify Area (S)</p> <p>Life Giving (G)</p> <p>Spell Breaker (S)</p>	<p>Alexis' Dimensional Pocket (G)</p> <p>Demonic Gate (S)</p> <p>Exarch's Demonic Force (S)</p>
19	<p>Magic Burn (G)</p>	<p>Iron Bolt (G)</p> <p>Adamant Flesh (G)</p> <p>Shatter (G)</p> <p>Serrik's Floating Disc (S)</p>	<p>Death Ward</p>	
20	<p>Bind Spirit (S)</p> <p>Death Spell (S)</p> <p>Friord's Spell of Terror (S)</p> <p>Greater Destroy Undead (S)</p>	<p>Kleon's Effective Prison (G)</p> <p>^Chain Lightning (G)</p> <p>Flight (G)</p> <p>Disintegration (G)</p> <p>Enchant Area (G)</p> <p>Attanana's Icy Volley (G)</p> <p>Elazim's Flying Object</p>	<p>Sanctify Area (G)</p> <p>Spell Breaker (G)</p> <p>Ffion's Spell of Shrinking (S)</p> <p>Ffion's Giant Growth (S)</p>	<p>Demonic Gate (G)</p> <p>Bind Demon Horse (S)</p>
21	<p>Create Undead (G)</p> <p>Ritual of Lich (S)</p>	<p>Summon Tower (S)</p> <p>Flesh to Stone (S)</p> <p>Stone to Flesh (G)</p> <p>The Instantaneous Electric Effort (S)</p> <p>Serrik's Floating Disc (G)</p> <p>Lucanan's Flying Boat (S)</p> <p>Create Gargoyle (S)</p>		<p>Open Gate to Limbo (S)</p>
22	<p>Verhart's Vampiric ritual (S)</p>	<p>Open Portal to the Elemental Planes (S)</p> <p>The Skyway (S)</p> <p>Urtyan's Mighty Shatter (S)</p> <p>Urtyan's Field of Shattering (S)</p>	<p>Open Portal to the Seven Planes (S)</p>	<p>Bind Demon Horse (G)</p> <p>Call Demonic Host (S)</p> <p>Open Portal to Limbo (S)</p>
23	<p>Bind Spirit (G)</p>	<p>Summon Tower (G)</p> <p>Flesh to Stone (G)</p> <p>Stone to Flesh (G)</p> <p>The Instantaneous Electric Effort (G)</p> <p>Kleon's Bolt of Destruction (S)</p> <p>Create Gargoyle (G)</p>		
24	<p>Call Undead Horde (S)</p>	<p>The Wave of Death (S)</p>		
25	<p>Verhart's Vampiric ritual (G)</p> <p>Summon Undead Army (S)</p>	<p>Kleon's Bolt of Destruction (G)</p> <p>The Skyway (G)</p> <p>Urtyan's Mighty Shatter (S)</p> <p>Urtyan's Field of Shattering (S)</p>	<p>Open Portal to the Parallel Planes (S)</p>	<p>Open Gate to Limbo (G)</p>
26		<p>Lucanan's Flying Ship (S)</p>		
27	<p>Call Undead Horde (G)</p> <p>Call Greater Undead Horde (S)</p> <p>Summon Undead Host (S)</p>	<p>The Wave of Death (G)</p>		
28	<p>Summon Undead Army (G)</p>			

IQ	<i>Illusions</i>	<i>Alchemical</i>	
8	<p>*Image Animal (S)</p> <p>*Image Demon (S)</p> <p>*Image Elemental (S)</p> <p>*Image Natural Spirit (S)</p> <p>*Image Object (S)</p> <p>*Image Spirit (S)</p> <p>Blur</p>	<p>^Strength Potion</p> <p>^Poison Potion</p> <p>^Antidote Potion</p> <p>^Sneezing Dust</p>	<p>Lamp Oil</p> <p>^Oil of Slipperiness</p> <p>^Glyph of Warding</p>
9	<p>*Image Animal (G)</p>	<p>^Sleeping Potion</p>	<p>^Darkness Dust</p>

	*Image Demon (G) *Image Elemental (G) *Image Natural Spirit (G) *Image Object (G) *Image Spirit (G) Concealment (S) Dazzle (S)	^Speed Potion ^Ointment of Bite ^Ointment of Blade Venom	^Oil of Poison ^Glyph of Weakness
10	*Illusion Animal (S) *Illusion Demon (S) *Illusion Elemental (S) *Illusion Natural Spirit (S) *Illusion Spirit (S) *Permanent Image Object (S) *Illusion Element (S) Image Defence (S) Dazzle (G) Directed Dazzle (S)	^Potion of Sustenance ^Potion of Pain ^Healing Potion ^Potion of Amnesia	^Armour Ointment ^Hiding Ointment ^Sword Dust ^Oil of Repulsion ^Glyph of Fear
11	Permanent Image Object (G) Invisibility (S)	^Dexterity Potion ^Love Potion ^Swimming Ointment	^Fire Dust ^Sleeping Dust ^Blue Concentrate
12	*Illusion Animal (S) *Illusion Monster (S) *Illusion Demon (S) *Illusion Elemental (S) *Illusion Spirit (G) *Illusion Natural Spirit (S) *Illusion Element (G) Invisibility (G) Detection Blank (S) Permanent Illusion Element (S)	^Charisma Potion ^Elemental Shield Ointment ^Blinding Dust ^Caustic Oil ^Glyph of Pain Glyph of Blindness ^Red Concentrate	Identify Potion Identify Ointment Identify Dust Identify Oil
13	Disguise (S)	^Power Potion ^Potion of Heroism ^Ointment of Sharpness ^Charm Dust ^Glyph of Fire	^Glyph of Ice ^Glyph of Confusion ^Green Concentrate ^Yellow Concentrate
14	Permanent Illusion Element (G) Tylea's Hypnotic Illusion (S)	^Cure Disease Potion Medical Ointment ^Lightning Dust	Identify Item Fire Oil ^Essence Oil ^Black Concentrate
15	Disguise (G)	Waterbreathing Potion Enchanted Ointment ^Indigo Concentrate	Enchant Weapon ^Forgetting Dust
16	*Illusion Object (S) Tylea's Hypnotic Illusion (G)	Invisibility Potion Create Scroll *Create Enchanted Missiles Dragontooth Necklace Charge Item	*Armour Penetrating Weapon *Swift Weapon *Charging Weapon +Shield of Protection Repair ^Violet Concentrate
17	Tylea's Fool's Gold (S) Kegaran's Monstrous Form (S)	*Parrying Weapon or Shield *Accurate Weapon *Lethal Weapon *Armour of Speed *Armour of Protection	*Armour Cutting Weapon *Finesse Weapon *Bow/Sling of Speed *Range Weapon Create Magic Blowpipe Create Power Store
18	Yaggari's Shimmering Illusions (S) *Permanent Illusion Object (S)	Dragonbone Weapon	Dragonbone Shield
19	Imaginary Terrain (S) Imaginary Structure (S)	Flight Potion	
20	Yagari's Shimmering Illusions (G) Inora's friendslayer (S) Tylea's Fool's Gold (G) Kegaran's Monstrous Form (G)	^Glyph of Death Create Rod Create Elemental Missile Hardened Item Oil of Burning	Create Spell Store Create Construct Create Golem Create Armour of Any Appearance
21	Permanent Imaginary Terrain (S) Illusionary Terrain (S) Illusionary Structure (S) Erithan's Selective Imaginary Appearance	Create Item of Flying Return	Create Lance or Staff Create Artillery Lance

	(S)		
22	Tylea's Superior Invisibility (S) Inora's Friendslayer (G)		
23	Summon Illusionary Regiment (S) Erithan's Selective Illusionary Appearance (S)	Tdjeyyan's Create Stone Golem Tdjeyan's Amulet Create Item of Skill Create Elemental Weapon Create Elemental Armour Embed Essence	Transform Power Stone Create Missile of Slaying Create Weapon of Slaying Create Ritual Item Create Armbands of Armour Create Dragonbone Throne
24	Permanent Illusionary Terrain (S) Permanent Illusionary Structure (S)		Create Vorpal Weapon
25	Summon Illusionary Army (S)	Create Statistic Increasing Item	Create Ring
26		Make Elven Glass Armour or Shield Make Elven Glass Weapon	Create Rune Weapon
27			Craft Elven Glass
28		Create Item of Power Create Book of Power Craft greater Elven Glass	Make Greater Elven Glass Armour or Shield Make Greater Elven Glass Weapon

IQ	<i>Sylvan</i>	<i>Eternal</i>	<i>Celestial</i>
8	*Summon Sylva *Summon Thorn Wall	*Summon Eternal	*Summon Celestial Mage Light Call Mage Light Resist Pain
9	Control Animal Bless Iron	Strength of Enator	Bless Iron Control Animal Dazzle Navigate by the Stars Night Vision Skill
10	*Call Sylvan Bark Skin Animal Sleep Discorporation Hero Light of Belak	*Call Eternal Repel Undead Fear Defence (S)	*Call Celestial Directed Dazzle Celestial Light Celestial Darkness
11	Power of Lir Wood Runner	Phalanx	Wood Runner Cosmic Dance
12	Wood Weapon Fog Power of Managyf	Bless Weapon	Bless Weapon Calm Steal Object *Summon Earth *Summon Fire *Summon Water *Summon Air *Summon Light *Summon Dark *Summon Cold
13	Plant Guard Gale Create Food Cachewn's Bounty	Gale Create Food Resist Charge Madness	Gale Create Food River Home
14	Small Rain Greater Animal Sleep Animal Form Power of Arianak Power of Belatanos	Advanced Healing Body Repair Small Rain Might of Enator	Advanced Healing Body Repair Small Rain Greater Skill *Call Earth *Call Fire *Call Water *Call Air *Call Light *Call Dark *Call Cold
15	Skin of Armour Wood Spear Secrets of Arawn Power of Badra Power of Bellaena	Make Whole All Seeing Translate Writing	Make Whole Cast Bones Translate Writing
16	Big Rain Cachewn's Winter Blast Gellidon's Magical Modification	Big Rain Face of Eyanasha Hero of Battle	Summon Storm Earth Fire

17	Fire of Belak Gobinnan's Greater Bless Iron Change of Lir	Circle of Truth Love Spell	Circle of Justice
18	Hurricane Essa's Wooden Cage Protection of Duananae	Punish Hubris Death Spell Wisdom	Joining Wisdom Death Spell
19	Summon Arianak Summon Belanatos Summon Managyf	Craft Object Power of the Earth Mind Blast	Craft Object
20	Prophecy of the Badra Majesty of Callawan	Summon Enator the Storm God Augury	Incarnate War God
21	Summon Arawn Lord of Secrets Summon Belak	Sunspear	Incarnate Sun God
22	Summon the Badra Summon Bellaena		
23	Duananae's Greater Death Ward		
24		Greater Mind Blast Gorgon Curse	
25	Summon Callawan	Rebirth Dismiss Tragramimi	Reincarnation
26		Greater Sunspear	
27			
28		Call Tragramimi	

IQ	<i>Ancient</i>	<i>Infernal</i>	<i>Draconic</i>
8	*Summon Ancient Mage Light Call Mage Light Mage Dark Call Mage Dark *Summon Air (S) *Summon Earth (S) *Summon Fire (S) *Summon Water (S) *Summon Darkness (S) Blur Protection (S) Drop Weapon	*Summon Infernal Mage Dark Call Mage Dark Seeking Arrow Summon Pony	*Summon Dragon
9	Concealment(S) Trip	Fear Hunger Skill Speed of Movement	
10	*Call Air (S) *Call Earth (S) *Call Fire (S) *Call Water (S) *Call Darkness (S) ^Firebolt(S)	Fear Defence Discorporation Control Goblin	Izez's Tireless Travel Chant
11	*Call Ancient Control Elemental	*Call Infernal Torture Igzorg's Cloak	*Call Dragon Scales of the Fire Dragon
12		Control Spirit Arrow of Poison Steal Object *Summon Fire (G) *Summon Darkness (G)	Claws of the Earth Dragon *Summon Earth *Summon Fire *Summon Darkness *Summon Air
13		Skull Guard War Drums Blend into Background	Gaze of the Darkness Dragon Breath of the Fire Dragon
14	^Fireball (S)	Curse Weapon Destroy Object Greater Skill	Wings of the Light Dragon Scales of the Earth Dragon *Call Earth (G) *Call Fire (G) *Call Darkness (G) *Call Air (G)
15	Skin of Armour Fear Ward	Skin of Armour Fear Ward	Skin of Armour Wings of the Storm Dragon
16	Disintegration (S) Create Staff of Fire Create Staff of Air Create Staff of Water Create Staff of Darkness	Eternal Fire Violent Rage	Wings of the Darkness Dragon.
17		Terror	Gaze of the Dragon of Justice

		Infernal Arrow	
18	Eat Knowledge	Hvorag's Chains Become Monster	Breath of the Storm Dragon
19			Song of the War Dragon
20	Eat Power	Bind Spirit	Wisdom of Izez
21		Death's Arrow	Summon Ifux the Earthshaker
22	Eat Talents		Breath of the Death Dragon
23			
24			
25			Become Dragon

IQ	<i>Primal Stone</i>
8	*Summon Stone Guardian
9	Night Vision
10	Burning Weapon
11	*Call Stone Guardian Stone Flesh Dark Sense
12	Stand Firm Know Weapon *Summon Earth (G) *Summon Fire (G)
13	Stone Guard Iron Flesh Detect Substance
14	Integration Stone Weapon *Call Earth (G) *Call Fire (G)
15	Make Whole Diamond Flesh
16	Earthfire Violent Rage
17	Adamant Flesh
18	Razor Steel
19	Vengeance
20	Stoneform
21	Stonesight

ITEMS

Typical items are described in Halberd: Characters and Combat and Halberd: Home. A variety of factors both magical and non-magical can modify the properties of items.

NON-ENCHANTED WEAPONS AND ARMOUR

Materials

Items can be modified by the material from which they are made. The statistics for weapons and armour given in Characters and Combat assume they are made of the normal material for their type. Though weapons can be made of a variety of less important components for handles etc. the main material are as follows:

Type	Material
Sling	Leather or Cloth
Composite Bow	Bone, Horn and Sinew.
Bashing Weapons, Stave Bow, Long Bow, Staff Sling, Blowpipe.	Wood.
Javelin, Spear, Pike, Glaive, Halberd, Crossbow	Wood and Metal.
Axe, Mace, Flail, Rhomphia, Mace-Axe, Sickle.	Wood Haft and Metal Head
Sword, Sickle Sword	All metal.

The materials for armour and shields are described in Characters and Combat. The metal is assumed to be iron/steel (depending on quality) and the wood a suitable hard wood.

Changes:

Weapons with wooden hafts can have them replaced with metal. This makes them harder to break (+2 save) but heavier (+1 ENC, +1 damage, -1 max).

Staves, Spears, Glaives and Halberds can have their shafts reinforced with metal. This makes them harder to break but heavier (+1 save, +1 ENC). A quarterstaff or stave so reinforced does +1 damage but is -1 to hit.

Alternative materials are used by some cultures instead of iron/steel for weapons:

Material	Suitable For	Effects
Stone	Javelin, Spear, Pike, Axe, Mace, Slashing Sword.	Doesn't corrode. -1 null if any otherwise -1 damage, -1 save except Slashing Sword at -2. Max craft bonus to any characteristic +1 and no bonus to null or damage allowed.
Bronze	Javelin, Spear, Pike, Glaive, Axe, Mace, Flail, 1H Sword 12 ST or fewer, Impact Blade.	Resists corrosion. +1 damage. Max craft bonus to any characteristic +1 and no bonus to damage or null allowed.
Adamant	Javelin, Spear, Pike, Axe, Glaive, Halberd, Sword, Impact Blade.	Resists corrosion. +2 save, +1 null, +1 damage.

Some of these alternatives can be used for metal armour or shields.

Material	Effects
Bronze	Resists corrosion. For armour +0/1 -1 MA/adjDX. Max Full Metal. For a shield +1 pts. Max craft Superior Masterwork.
Adamant	Resists corrosion. For armour +1/1. For a shield +2 pts.

Craft

The quality of the work on items can change their characteristics.

Quality	Melee Weapon	Armour	Shield
Inferior	-1 null (or -1 damage if no null)	0/-1, -1 MA/adjDX	-1 PTS, -1 MA/adjDX
Ordinary	Normal	Normal	Normal
Masterwork	+1 Null.	0/+1	+1 Pts
Superior Masterwork	+1 Null, +1 Dmg.	+1/+1.	+2 Pts, +1 Par.
Excellent Masterwork	+1 Null, +1 Dmg, +1 Max, +1 Par.	+1/+1, +1 MA/adjDX	+ 3 Pts, +1 Par, +1 CV.
Supreme Masterwork	+2 Null, +2 Dmg, +1 Max, +1 Par.	+2/2 +1 MA/adjDX	+4 Pts, +1 Par, +1 CV, +1 MA/adjDX.

Quality	Missile Weapon	Missile or Thrown
Inferior	-1 Dmg -1 Max.	-1 Dmg -1 Max.
Ordinary	Normal	Normal
Masterwork	+1 Range.	+1 Dmg
Superior Masterwork	+1 Range, +1 ROF.	+1 Dmg +1 Null
Excellent Masterwork	+1 Range, +1 ROF, +1 to hit.	+1 Dmg +1 Null, +1 Range.
Supreme Masterwork	+1 Range, +1 ROF, +1 Max, +1 Dmg.	+1 Dmg +1 Null, +1 Range, +1 Max.

MAGICAL ITEMS

Potions, Oils, Dusts, Glyphs and Ointments

All of these are magical items and are created with the appropriate alchemical spell. They are described in the spell descriptions.

Weapons

Most enchantments on weapons are cast onto a high quality weapon and bonuses are cumulative. No weapon can have two enchantments which add the same bonus however and though a weapon can be enchanted to be of more than one element (fire, cold etc) no more than one can be activated at once. The following effects can be gained from enchanting a weapon:

ACCURATE: bonus to hit of +1, +2, +3, +4 or +5.

ARMOUR CUTTING: reduces the minimum non-enchanted protection provided by the target's armour by 1, 2, 3, 4 or 5.

ARMOUR PENETRATING: bonus to null of +2, +4, +6 or +8.

CHARGING: bonus to charge damage of +2, +4, +6 or +8.

DRAGONBONE: enchanted and has +1 to hit, +3 damage, +2 null, +2 parry and +1 initiative.

ELVEN GLASS WEAPON: The weapon is made of hard coloured glass. It is +1 to hit, charge damage and initiative, +2 damage, parry and null. These count as non-enchanted.

ENCHANTED MISSILES: These arrows, bolts or bullets count as enchanted and have a bonus to hit and damage of +1, +2 or +3. After they have been used they lose their power.

ENCHANTED: affects all creatures which are invulnerable to attacks from normal weapons.

FINESSE: bonus to Special (Critical and Fumble) of +1, +2, +3, +4 or +5.

FLYING RETURN: at the command of the owner flies back to the owner in 1 turn flying across the distance and avoiding anything in its way. For example an arrow of flying return could be fired every other turn.

GREATER ELVEN GLASS WEAPON: The weapon is made of hard coloured glass and is +1 to max and parry, +2 to charge damage and initiative, +3 damage and null. These count as non-enchanted.

HARDENED: +6 save.

HOLY WEAPON: The weapon counts as enchanted and when wielded by a paladin or cleric of the Spiritualist God acting within the terms of his/her religion it is +2 max, +1D damage and +3 null. If picked up by someone who is not a follower of the Spiritualist God it inflicts 2D damage through armour each turn on them.

LETHAL: bonus to damage of +1, +2, +3, +4 or +5.

MISSILE OF AIR: These arrows, bolts or bullets count as enchanted, deal L3 Elemental Air damage in addition to normal damage and have +2 range. The missile is destroyed after one use.

MISSILE OF COLD: These arrows, bolts or bullets count as enchanted, deals L3 Elemental Cold damage in addition to normal damage. The missile is destroyed after one use.

MISSILE OF DARKNESS: These arrows, bolts or bullets count as enchanted and create a 3 square radius Summoned Darkness. This lasts for 12 turns. The missile is destroyed after one use.

MISSILE OF EARTH: These arrows, bolts or bullets count as enchanted, deals L3 Elemental Earth damage in addition to normal damage. The missile is destroyed after one use.

MISSILE OF ELECTRICITY: These arrows, bolts or bullets count as enchanted and deal L3 Elemental Electricity damage. The missile is destroyed after one use.

MISSILE OF FIRE: These arrows, bolts or bullets count as enchanted and deal L3 Elemental Fire damage in addition to normal damage. The missile is destroyed after one use.

MISSILE OF LIGHT: These arrows, bolts or bullets count as enchanted and deal 3D ignoring all armour against Undead or Shadows and creates a 3 square radius Summoned Light. This lasts for 12 turns.

MISSILE OF SLAYING (CREATURE): The missile deals +1D+5 damage against that creature type. A creature of the type the missile slays who tries to pick up it will take 2D per turn through armour. The missile is usable once. The types possible are: Dwarves, Gnomes, Gnolls, Giants, Natural Spirits, Humans, Orcs, Ogres, Composite Monsters, Artificial Beings, Undead, Elves, Eternals, Hobgoblins, Goblins, Trolls, Infernals, Sylvans, Halflings, Reptilians, Lizardmen, Dinosaurs, Dragons, Celestials, Stone Guardians, Ancients, Demons, Angels, Archons, Spirits or Elementals.

MISSILE OF WATER: These arrows, bolts or bullets count as enchanted and deal L3 Elemental Water damage in addition to normal damage. Can be used with no penalty underwater. The missile is usable once.

MISSILE WEAPON, MISSILE OR SLING OF RANGE: bonus to range of +1, +2, +3, +4, +5.

MISSILE WEAPON OR SLING OF SPEED: bonus to ROF of +1, +2, +3, +4, +5. A bonus of +1 to a 1R weapon makes it -9, to a 2R makes it 1R etc.

PARRYING: bonus to Parry of +1, +2, +3, +4 or +5.

RUNE WEAPON: If a living creature with IQ 7+ is brought to 0 hits or less with the weapon they die immediately and ½ their total PW is added to the user's ST. The extra ST fades at 1 per hour and the user cannot rise to more than five times his/her normal ST. The weapon has a black sheen and is surrounded by a slight aura of darkness. It causes 3D Fear in living creatures.

SWIFT: bonus to initiative of +2, +4, +6 or +8.

UNHOLY WEAPON: The weapon counts as enchanted and when wielded by a paladin or cleric of the Materialist God is +1 max, +2 damage and +2 null. It does an extra 3 damage against followers of the Spiritualist God.

VORPAL WEAPON: A vorpal weapon ignores all non-enchanted armour. If armour is enchanted then only the enchanted bonus provides protection. The weapon shimmers and hums and is hard to look at directly. It leaves a trail of sparks and a smell of ozone as it moves through the air.

WEAPON OF AIR: When activated (at will) the weapon is surrounded by a raging storm. Counts as enchanted and deals L3 Elemental Air damage in addition to normal damage.

WEAPON OF COLD: When activated (at will) all of the weapon except the handle is surrounded by ice. Counts as enchanted and deals L3 Elemental Cold damage in addition to normal damage.

WEAPON OF DARKNESS: When activated (at will) the weapon is surrounded by darkness. Counts as enchanted. Parry against the weapon is reduced by 4. Bearer causes Fear and can Summon Darkness 5 times/day with a 3 square radius centred on the weapon that lasts for 12 turns.

WEAPON OF EARTH: When activated (at will) the weapon takes on a stone like appearance. Counts as enchanted. Deals L3 Elemental Earth damage in addition to normal damage.

WEAPON OF ELECTRICITY: When activated (at will) the weapon is surrounded by lightning. Counts as enchanted. Deals L3 Elemental Electricity damage in addition to normal damage.

WEAPON OF FIRE: When activated (at will) all of the weapon except the handle is surrounded by fire. Counts as enchanted. Deals L3 Elemental Fire damage in addition to normal damage.

WEAPON OF LIGHT: When activated (at will) the weapon is surrounded by light. Deals 3D damage ignoring all armour against Undead or Shadows. Any Parry against the weapon is reduced by 4. At will the user can Summon Light in a 3 square radius lasting 12 turns.

WEAPON OF WATER: When activated (at will) the weapon is surrounded by water. Counts as enchanted. Can be used underwater or in the water without penalty. Deals L3 Elemental Water damage in addition to normal damage. Reduces opposing parry by 2.

WEAPON OF SLAYING (CREATURE): The weapon deals +1+5 damage against that creature type. If a creature of the type the weapon slays tries to pick up the weapon it will take 2D per turn through armour. The types possible are: Dwarves, Gnomes, Gnolls, Giants, Natural Spirits, Humans, Orcs, Ogres, Composite Monsters, Artificial Beings, Undead, Elves, Eternals, Hobgoblins, Goblins, Trolls, Infernals, Sylvans, Halflings, Reptilians, Lizardmen, Dinosaurs, Dragons, Celestials, Stone Guardians, Ancients, Demons, Angels, Archons, Spirits or Elementals.

Armour and Shields

Most enchantments on armour and shields are cast onto a high quality items and bonuses are cumulative. No item can have two enchantments which add the same bonus however and though an item can be enchanted to be of more than one element (fire, cold etc) no more than one can be activated at once. The following effects can be gained from enchanting armour or shields:

ARMOUR OF ANY APPEARANCE: At will the armour can take on the appearance, feel and sound of any suit of clothing. Its other characteristics are unchanged.

ARMOUR OF COLD: The armour is covered at will in a sheen of ice. It is +3/3 +1 MA/adjDX in addition to other enchantments. It provides +10/10 armour against cold attacks and +5/5 armour against fire. Deals L3 Elemental Cold damage on any figure in HTH with wearer or striking the wearer with hands, feet or throws hit.

ARMOUR OF DARKNESS: The armour is surrounded by darkness at will. It is +1/1 +1 MA/adjDX in addition to other enchantments. All attackers without Dark Sense or Night Vision are at -4 to hit. At will the wearer can

Summon Darkness in a 3 square radius that moves with the armour. The wearer gains Night Vision and Dark Sense.

ARMOUR OF EARTH: The armour takes on the appearance of stone at will. It is +1/1 +1 MA/adjDX in addition to other enchantments. It provides +10/10 armour against Earth attacks. The armour's minimum protection is not reduced by penetrating attacks or vorpal weapons and counts in full against elemental attacks that normally ignore armour.

ARMOUR OF ELECTRICITY: The armour is surrounded by lightning at will. It is +1/1 +1 MA/adjDX in addition to other enchantments. It provides +10/10 armour against electricity attacks. Deals L3 Elemental Electricity damage on any figure in HTH with wearer or striking the wearer with hands, feet or throws. Anyone striking the wearer with a metal weapon other than a polearm must roll 1D. On a roll of 1-5 they take electricity damage as above.

ARMOUR OF FIRE: The armour is covered at will in flames. It is +1/1 +1 MA/adjDX in addition to other enchantments. It provides +10/10 armour against fire attacks and +5/5 armour against cold. Deals L3 Elemental Fire damage on any figure in HTH with wearer or striking the wearer with hands, feet or throws hit. Any weapon with a flammable haft or shaft must save or be broken in turn it is used against the armour. Lights up a 2 square radius as twilight.

ARMOUR OF LIGHT: The armour is surrounded by light at will. It is +1/1 +1 MA/adjDX in addition to other enchantments. The bright light puts all attackers at -2 to hit and any attacker without Day Vision at an additional -2. The wearer can Summon Light in a 3 square radius at will moving with the armour. The wearer gains Day Vision.

ARMOUR OF WATER The armour is covered in a layer of water at will. The wearer counts as an Expert Swimmer and gains Waterbreathing. The armour causes no penalty to swimming and the wearer can fight in or underwater at no penalty. The wearer can also see and hear normally underwater.

DRAGONBONE SHIELD: The shield is made of dragonbone. It has +5 hits and the bearer causes 2D Fear.

ELVEN GLASS ARMOUR: Made of hard coloured glass. This is non-enchanted +2/2 +2MA/AdjDX Pen.

ELVEN GLASS SHIELD: Made of hard coloured glass. +4 pts +1 par.

GREATER ELVEN GLASS ARMOUR: Made of hard coloured glass. This is non-enchanted +3/3 +3MA/AdjDX Pen.

GREATER ELVEN GLASS SHIELD: Made of hard coloured glass. +6 pts +2 par, +1 CV, +1 adjDX/MA.

SHIELD OF PARRYING: A parrying shield has bonus to Parry of +1, +2, +3, +4 or +5.

ARMOUR OF PROTECTION: Armour of protection has an enchanted bonus to armour/minimum of +1/1, +2/2, +3/3, +4/4 or +5/5.

SHIELD OF PROTECTION: has an enchanted bonus to pts of +2, +4, +6 or +8.

SPEED: The armour or a shield has an enchanted bonus reducing MA/adjDX penalties by 1, 2, 3, 4 or 5.

HOLY ARMOUR: The armour counts as enchanted and when worn by a paladin or cleric of the Spiritualist God has +3/3 armour and +2 MA/AdjDX. It has an extra 3/3 armour against followers of the Materialist God or creatures from Limbo.

UNHOLY ARMOUR: The armour counts as enchanted and when worn by a paladin or cleric of the Materialist God is +2/2 and +2 MA/AdjDX penalty. The wearer has +6 ST whilst wearing the armour.

HOLY SHIELD: The shield counts as enchanted when carried by a paladin or cleric of the Spiritualist God and is +1 CV, +2 PAR +4 Hits. The shield causes 2D Fear against opponents in combat and gives the carrier the bravery advantage.

UNHOLY SHIELD: The shield counts as enchanted and when carried by a paladin or cleric of the Materialist God is +1 CV, +2 PAR, +4 Hits. The shield causes fear 3D Fear in combat.

Other Magical Items

These items are made by using spells.

ARMBANDS OF ARMOUR: These armbands give enchanted armour to the wearer from 1/1 upward as long as no other armour is worn.

BOOK OF POWER: The book will be written for contacting a particular plane. Each New Years Day the book will fill with runes. Whoever spends 50 hours studying these runes and makes an e. difficult read runes skill roll gains 1 permanent PW, 1 permanent IQ and 2 spells involving contact with the plane of the book which s/he does not already know. No one may possess more than one such book.

DRAGONBONE THRONE: Only one throne made of dragon bones may be owned. The throne's owner recovers lost PW at twice the usual rate and gains 1 permanent PW per year. The owner does not have to have the throne with him/her but must have it set up in a building a visit it at least once per year to gain the benefit.

DRAGONTOTH NECKLACE: This necklace is made of a set of dragon's teeth. It will store 6 PW and provides 6 extra IQ for storing spells. The wearer can cast elemental missile spells as though his/her IQ was 2 higher. A character can only have one such necklace but could have another Power Store and Spell Store as well.

ESSENCE ITEM: An Essence Item contains one or more creature abilities in a suitable item. These include any creature attack and most special abilities. Special attacks have uses per day in multiples of 5. The user takes on the portion appearance of the creature's appearance that produces the effect if any. E.g. wings for flight, hideous appearance for fear etc.

FAR SPEAKING OBJECT: This is an object created with Hestia's Spell of Far Speaking. It can be used to communicate with any other possessor of such an object regardless of distance.

ITEM OF SKILL: The item which gives a bonus to a non-weapon skill roll. The item must be appropriate to the skill. The bonus can be a multiple of +1 in a group of skills or a multiple of +2 in a specific skill.

MAGIC BLOWPIPE: The blowpipe can be used to launch 'Concentrates'. The blowpipe acts as a missile attack spell and skill can be bought with it in the same way. It is Average to use. The effects depend on the Concentrate used. Each concentrate is one use and only one can be used each turn. Each concentrate has a level with higher level varieties being more effective. The concentrates are small coloured crystals which have the following properties:

Blue Concentrate: Target must resist LVL x 5 PW or be stunned for 1D turns.

Red Concentrate: Target takes Elemental Fire damage equal to the level.

Green Concentrate: Target must resist poison of strength $10 + 5 \times \text{LVL}$ each turn until a successful roll is made. Until the roll is made the target is stunned. Each failed roll causes the target to lose 1 DX. DX is regained at 1 per hour.

Yellow Concentrate: Target must roll $1D + D$ per LVL under adjDX or be blinded for the number of turns the roll is failed by.

Black Concentrate: Target must roll a fear check at $1D + D$ per LVL under IQ or flee the user at full speed for the number of turns the roll is failed by.

Indigo Concentrate: Target takes Acid damage equal to level.

Violet Concentrate: Target must roll $1D + D$ per level under ST and is paralysed for the number of turns failed by.

NATURE SPIRIT OBJECT: An object containing a bound nature spirit. Someone taking it up, other than its creator, may release the spirit. The spirit will then attack to try to take the object. If defeated it may be commanded back into the object and then acts as a Called Nature Spirit three times. It is then free.

POWER STORE: A power store can be any item: jewellery is popular. Each power store can hold a set quantity of PW. It is filled by the owner and it takes 1 turn to transfer 1 PW to the store. The store does not add to the owner's chance of casting spells, using skills or resisting magic and does not regain PW on its own. No user can have more than one Power Store.

RING: A ring can contain any embedded Protection battle magic spell. As long as the ring is worn the spell remains active. Though usually a ring it could be an amulet, necklace etc. A character can wear a maximum of five rings.

RITUAL ITEM: The item may have any embedded ritual spell requiring permanent PW may be cast. The owner of the item may then use that spell without a ritual. The PW for the spell to be used each time must come from the user.

ROD: A owner of a rod may cast a battle magic spell or spells that were embedded in it when it was created as though s/he knew the spells but using only the PW contained in the rod. Each rod contains a maximum PW which is a multiple of 10 and regains 1/10 of this PW per day. Though usually a rod any item could have been enchanted in this way. A user can have any number of rods.

SCROLL: A scroll can contain any battle magic spell. A read runes skill use of the appropriate level taking one action is required to use the scroll. The spell will then fade from the scroll and can be used the following round with no PW cost.

SPELL STORE: A spell store can be any item, but jewellery is popular. It stores spells as though it has an IQ (fixed in multiples of 2) acting as though the owner had a higher IQ for spell memorization only. No user can have more than one Spell Store.

SPIRIT OBJECT: An object containing a bound spirit has IQ and PW. Anyone taking up the object must defeat the spirit in spirit combat to use it and control the spirit. If the spirit wins it will control the user. The spirit can use its PW to cast any spells within the object. It can communicate mentally with the owner.

STATISTIC INCREASING ITEM: The item boosts one STAT by 1 or more.

TDJEYYAN'S AMULET: The owner of the amulet can give orders to Tdjeyyan's golems within 10 squares. Once orders are given the golem will obey them even if out of range of further orders. If two Tdjeyyan's Amulets are used to give conflicting orders then a PW vs PW contest (1per turn) decides which orders are obeyed.

WAND: A wand contains an embedded battle magic spell. The owner of a wand may use it to cast that spell as though s/he knew the spell but using the PW stored in the wand. The creator of a wand may transfer PW to the wand at a rate of 1/turn. Others can recharge it with a Charge Wand spell. A wand has a fixed maximum PW which is a multiple of 10.

Artefacts

Artefacts are magical objects which can not be created or containing such objects.

ELEMENTAL STONES: An Elemental Stone is a magical item that can not be created. This means that they are very valuable. Elemental Stones appear as perfect spheres which glow in many colours and are around 15 to 25 cm in diameter. They are mined from certain rare veins in the zones of Pure Elemental force on the Elemental Plane. These mines are in the possession of the higher elemental nobility who tend to dislike theft. A fair number have been transported to the Real Plane over the years however and wizards constantly seek them out. All require a v. difficult use items roll. The bonus STAT is gained once when the stone is attuned. If possession of the stone is lost the bonus is lost when someone else attunes it.

FIRE STONE. +1 DX. Acts as a rod of Firebolts and Fireballs. Max 5 PW per shot. PW 20.

COLD STONE. +1 IQ. Acts as a rod of Coldbolts and Coldballs. Max 6 PW per shot. PW 24.

AIR STONE. +1 DX. Acts as a rod of Tornado Bolts. Max 7 PW per shot. PW 28.

EARTH STONE. +1 ST. Acts as a rod of Stone Bolts. Max 6 PW per shot. PW 24.

WATER STONE. +1 IQ. Acts as a rod of Water Bolts. Max 7 PW per shot. PW 28.

HOLY SYMBOL. These symbols are granted to followers of the Spiritualist God for the greatest of acts. An individual who is not a loyal and effective follower of the Spiritualist God can not pick up the Holy Symbol. The bearer if engaged in acts appropriate to his/her religion gains +6/6 armour, counts as brave, causes 2D fear in enemies, can cure 30 points of damage per day as a thrown spell. S/he can cure 1 disease per day as a thrown spell (disease is allowed a resistance roll) and can summon 30 levels of angels per day of maximum level 10 with each angel staying for up to 1 hour.

ITEMS CONTAINING ALTERED POWER STONES: These items yield permanent power in multiples of 2 per year for each altered stone they contain. The power will be only to fuel the spells in the item. These items are v. difficult to use going up 1 level for each extra power stone they contain.

POWER STONE: A Power Stone is a magical item which can not be created. This means that they are very valuable. Power Stones grant the last wizard to successfully 'use' them 1 permanent PW per year on the day on which s/he successfully first used the stone or 1 year after the previous owner gained a PW if this was less than a year ago. A wizard does not have to have the stone nearby or on his/her person to gain the PW. It is v. difficult to use a Power Stone. They appear as perfect spheres which glow in many colours and are around 15 to 25 cm in diameter. Power Stones are mined from certain rare veins on the flanks of the Metal Volcanoes in Limbo. These mines are in the possession of the higher Demonic nobility who tend to dislike theft. A fair number have been transported to the Real Plane over the years however and wizards constantly seek them out.

UNHOLY SYMBOL. These symbols are granted to followers of the Materialist God for the greatest of acts. An individual who is not a loyal and effective follower of the Materialist God cannot pick up the Unholy Symbol. The bearer if engaged in acts appropriate to his/her religion gains +6 weapon damage, counts as brave, causes fear in enemies, can cause 30 points of damage per day as a thrown spell with a resistance roll. The damage goes through armour. S/he can cause 1 disease per day as a thrown spell (target is allowed a resistance roll) and can summon 30 levels of Archons per day of maximum level 10 with each Archon staying for up to 1 hour.

TREASURE

The following system is for generating random treasures.

A horde typically has as many rolls as $\frac{1}{2}$ the total levels of its owners. Add +10 to the item rolls if any of the owners were Level 8 or higher.

D100	Item
01-35	Loot
36-55	Coins
56-70	Jewellery
71-75	Writings
76-80	Alchemical products
81-85	Armour
86-89	Shield
90-91	Missile Weapon
92-93	Special Missiles or Thrown Weapons
94-99	Melee Weapons
100-107	Magical items
108-110	Valuable Objects: roll 1D: 1 = Loot, 2-4 = Coins, 5-10 = Jewellery. Roll on those tables but value is x 10.

On all D100 throws for value if the score is 90+ add the total and roll again.

Type	Description	Total Value (sp)
Loot	This is assorted items such as clothing, pottery, carpets and household metalwork. It would tend to be bulky for its value.	D100

Type	Description	Total Value (sp)
Coins	Including coins of all types and bullion.	D100

Type	Description	Total Value (sp)	
Jewellery	1D pieces. Roll for type of object and value:		
	D100	Item	
	01-07	Diadem, crown, tiara, head dress or hat.	3D100
	08-28	Pendant, necklace or torc.	2D100
	29-31	Pectoral, breastplate, brooch.	2D100
	32-35	Belt, girdle.	1D100
	36-56	Bangle, bracelet, armband.	1D100
	57-70	Ring, earring, nose-ring.	1D100/2
	71-73	Anklet, greave, shoe.	1D100/2
	74-96	Ornament, statue, plaque.	1D100
97-00	Sceptre, baton, staff.	2D100	

Type	Description	Total Value (sp)	
Writings	A book or scroll. Roll for type.		
	D100	Item	
	01-30	Curiosities	D100/2
	31-40	History	D100
	41-60	Literature	D100
	61-70	Manual: provides instructions in a random skill. It allows research to learn it.	D100
	71-85	Runes: contains 1D spells of random class, type and IQ.	As spells contained.
86-00	Scroll: contains 1D/2 uses of a random spell.	As spells contained.	

Type	Description
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Alchemical Products	An alchemical product of random type in a suitable container. There will be 1D/2 doses but if the dice scores 10 then another 1D/2 and so on. To determine the level roll on the spell IQ table and convert this into a level. If this would be less than Level 1 then the product is Level 1. Some products have a fixed level. There is a 65% chance that the potion will be labelled and if so there is an 80% chance that the label will be accurate They are individually priced in Halberd: Home.	
	01-03	Strength Potion IQ: 8/2
	04-05	Poison Potion IQ: 8/2
	06-08	Antidote Potion IQ: 8/2
	09-10	Sleeping Potion IQ: 9/2
	11-12	Speed Potion IQ: 9/2
	13-14	Potion of Sustenance IQ: 10/3
	15-17	Potion of Pain IQ: 10/3
	18-24	Healing Potion IQ: 10/3
	25	Potion of Amnesia IQ: 10/2
	26-27	Dexterity Potion IQ: 11/2
	28-29	Love Potion IQ: 11/2
	30	Charisma Potion IQ: 12/2
	31-32	Power Potion IQ: 13/2
	33-34	Potion of Heroism IQ: 13/3
	35	Flying Potion (Level 3)
	36	Cure Disease Potion IQ: 14/3
	37	Waterbreathing Potion (Level 3)
	38	Invisibility Potion (Level 4)
	39-41	Ointment of Bite IQ: 9/2
	42-44	Ointment of Blade Venom IQ: 9/3
	45-47	Armour Ointment IQ: 10/2
	48-49	Hiding Ointment IQ: 10/3
	50	Swimming Ointment IQ: 11/2
	51	Elemental Shield Ointment IQ: 12/2
	52-53	Ointment of Sharpness IQ: 13/3
	54-56	Medical Ointment (Level 2)
	57-58	Enchanted Ointment (Level 4)
	59-60	Sneezing Dust IQ: 8/2
	61-62	Darkness Dust IQ: 9/4
	63-64	Sword Dust IQ: 10/2
	65	Fire Dust IQ: 11/4
	66-68	Sleeping Dust IQ: 11/3
	69-71	Blinding Dust IQ: 12/3
	72-73	Charm Dust IQ: 13/3
	74	Lightning Dust IQ: 14/3
	75	Forgetting Dust IQ: 15/3
	76-79	Lamp Oil (Level 1)
	80-82	Oil of Slipperiness IQ: 8/3
	83-84	Oil of Poison IQ: 9/3
	85-86	Oil of Repulsion IQ: 10/2
	87	Caustic Oil IQ: 12/3
	88-89	Fire Oil (Level 2)
	90	Essence Oil IQ: 14/2
	91-92	Blue Concentrate IQ: 11/4
	93-94	Red Concentrate IQ: 12/3
	95-96	Green Concentrate IQ: 13/3
	97	Yellow Concentrate IQ: 13/3
	98	Black Concentrate IQ: 14/4
	99	Indigo Concentrate: IQ: 15/4.
	00	Violet Concentrate: IQ: 16/4.

Type	Description	
Shield	Shields are individually priced in Halberd: Home. Roll first to see if there is anything special about the workmanship of the shield. If any of the owners of the horde was level 8+ add 10 to the roll.	
	01-10	Inferior
	11-60	Ordinary
	61-85	Masterwork
	86-99	Superior Masterwork
	100-106	Excellent Masterwork
	107-110	Supreme Masterwork

	Next roll to see if there is anything special about the material. If any of the owners of the horde are level 8+ add 10 to the roll.
01-85	Normal.
86-99	Bronze
100-104	Adamantine
105-107	Elven Glass
108-109	Greater Elven Glass
110	Dragonbone
	Next roll for any enchantments on the shield. There will be 1D/2 – 5 enchantments: +1 if the shield is a Masterwork or if a Superior Masterwork, +2 if an Excellent Masterwork and +3 if a Supreme Masterwork. If the D score is 10 add another D/2 -5 enchantments (min 1). Roll for each enchantment adding 10 for Superior Masterwork or better. No shield can have two enchantments affecting the same ability: re-roll the lower duplicate.
01-20	Shield of Protection +2
21-40	Armour of Speed +1
41-50	Shield of Protection +4
51-60	Armour of Speed +2
61-65	Shield of Protection +6
66-70	Armour of Speed +3
71-73	Shield of Protection +8
74-76	Armour of Speed +4
77-80	Holy Shield
81-85	Unholy Shield
86-00	Acts as another type of magic item. Roll on the general items table.
	Now roll for the type of shield. If the shield is made of Bronze, Adamantine or Elven Glass add 70.
01-10	Light Buckler
11-20	Pelta
21-30	Target
31-40	Taka
41-60	Theuros
61-65	Pavise
66-70	Tower
71-80	Buckler
81-95	Heater
96-150	Hoplion
151+	Wall

Type	Description
Armour	Armour is individually priced in Halberd: Home. Roll first to see if there is anything special about the workmanship of the armour. If any of the owners of the horde was level 8+ add 10 to the roll.
	01-10 Inferior
	11-60 Ordinary
	61-85 Masterwork
	86-99 Superior Masterwork
	100-106 Excellent Masterwork
	107-110 Supreme Masterwork
	Next roll to see if there is anything special about the material. If any of the owners of the horde are level 8+ add 10 to the roll.
	01-90 Normal.
	91-99 Bronze
	100-104 Adamantine
	105-108 Elven Glass
	109-110 Greater Elven Glass
	Next roll for any enchantments on the armour. There will be 1D/2 – 5 enchantments: +1 if the weapon is a Masterwork or if a Superior Masterwork, +2 if an Excellent Masterwork and +3 if a Supreme Masterwork. If the D score is 10 add another D/2 -5 enchantments (min 1). Roll for each enchantment adding 10 for Superior Masterwork or better. No armour can have two enchantments affecting the same ability: re-roll the lower duplicate.
	01-20 Armour of Protection +1/1
	21-40 Armour of Speed +1
	41-50 Armour of Protection +2/2
	51-60 Armour of Speed +2
	61-65 Armour of Protection +3/3
	66-70 Armour of Speed +3
	71-73 Armour of Protection +4/4
	74-76 Armour of Speed +4

77-85	Elemental Armour
86-90	Holy Armour
91-95	Unholy Armour
96-00	Acts as another type of magic item. Roll on the general items table.
Now roll for the type of armour. If the armour is made of Bronze, Adamantine or Elven Glass add 30 but if bronze treat any roll of Half Plate or Full Plate as Hoplite Panoply.	
01-05	Part Light
06-10	Light
11-20	Part Medium
21-30	Medium
31-45	Part Metal
46-60	Hauberk and Helm
61-70	Full Metal
71-80	Plate Mail
81-90	Hoplite Panoply
91-98	Half Plate
99+	Full Plate

Type	Description
Missile Weapons	Weapons are individually priced in Halberd: Home. Roll first to see if there is anything special about the workmanship of the weapon. If any of the owners of the horde was level 8+ add 10 to the roll.
	01-20 Inferior
	21-71 Ordinary
	71-95 Masterwork
	96-105 Superior Masterwork
	106-109 Excellent Masterwork
	110 Supreme Masterwork
	Next roll for any enchantments on the weapon. There will be 1D – 10 enchantments: +1 if the weapon is a Masterwork, +2 if a Superior Masterwork, +3 if an Excellent Masterwork and +4 if a Supreme Masterwork. If the D score is 10 add another D-5 enchantments (min 0). Roll for each enchantment adding 10 for Superior Masterwork or better. No weapon can have two enchantments affecting the same ability: re-roll the lower duplicate.
	01-15 Accurate +1
	16-30 Speed +1
	31-45 Range +1
	46-47 Hardened +6
	48 Hardened +12
	49-58 Accurate +2
	59-68 Speed +2
	69-78 Range +2
	79 Weapon of Flying Return
	80-84 Accurate +3
	85-89 Speed +3
	90-94 Range +3
	95 Accurate +4
	96 Speed +4
	97 Range +4
	98-00 Acts as another type of magic item. Roll on the general items table.
	Next roll for the type of the weapon. If the weapon is a masterwork or better add 10 to the roll
	01-11 Sling
	12-13 Staff Sling
	14-40 Stave Bow
	41-50 Long Bow
	51-90 Crossbow
	91-110 Composite Bow
	Finally roll for the ST of the weapon. A sling or staff sling has a fairly broad ST range. The ST of the user is the main component. Roll 1D for the ST of a sling: 1-3 is ST 6-12, 4-7 is ST 8-14 and 9-10 is ST 10-16. Roll 1D for the ST of a staff sling: 1-2 is ST 6-10, 3-5 is ST 9-13, 6-8 is ST 12-16 and 9-10 is 15-20. Stave bows, long bows and crossbows have a fixed ST. Stave bows have of 2D but take results less than 6 as ST 11 and results over 18 as ST 12. For composite bows roll 1D: on a roll of 1-4 they have ST 1D+5, on 6-10 a ST of 2D+5. For longbows roll 1D: on a roll of 1-2 they have a ST of 1D+5, on 8-10 a ST of 2D+5. The ST of crossbows is 3D but treat results less than 6 as 16.

Type	Description
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Missiles or Thrown Weapons	Missiles are individually priced in Halberd: Home. Roll first to see if there is anything special about the workmanship of the missile/s. If any of the owners of the horde was level 8+ add 10 to the roll.	
	01-10	Inferior
	11-80	Ordinary
	81-99	Masterwork
	100-107	Superior Masterwork
	108-109	Excellent Masterwork
	110	Supreme Masterwork
	Next roll to see if there is anything special about the material. If any of the owners of the horde are level 8+ add 10 to the roll.	
	01-05	Stone
	06-90	Iron/Steel (lead for bullets)
	91-105	Bronze (lead for bullets)
	106-110	Adamantine (lead for bullets)
	Next roll for any enchanted missile spells. Subtract 20 for Inferior, Add +5 for a Masterwork, +10 for a Superior Masterwork, +15 for an Excellent Masterwork, +20 for a Supreme Masterwork and +10 if Adamantine.	
	<51	Enchanted Missiles +1
	51-80	Enchanted Missile +2
	81-90	Enchanted Missile +3
	91-105	Elemental Missile
	106-107	Other Enchantments
	108+	Other Enchantments and is a Weapon of Flying Return.
	If the missile has other enchantments it will have 1D-7 +3 if it a weapon of lying return (min 1). On a D score of 10 add another D-5 (min 1).	
	01-20	Enchanted
	21-30	Armour Penetrating +2
	31-40	Accurate +1
	41-50	Lethal +1
	51-60	Armour Cutting +1
	61-65	Armour Penetrating +4
	66-70	Accurate +2
	71-75	Lethal +2
	76-80	Armour Cutting +2
	80-85	Weapon of Slaying
	86-89	Elemental Weapon
	90-91	Accurate +3
92-93	Lethal +3	
94-95	Armour Cutting +3	
96	Armour Penetrating +6	
97	Accurate +4	
97	Lethal +4	
99	Armour Cutting +4	
100	Vorpal	

Type	Description
	Now roll for the type of missile. If the weapon is an Enchanted Missile there will be 2D arrows, bolts or bullets or 1D/2 thrown. If the weapon is an Elemental Missile there will be 1D/2 arrows, bolts or bullets or one thrown. For other enchantments there is only one. Add 15 for weapons with other enchantments.
01-20	Sling Bullet
21-40	Stave or Composite Bow Arrow
41-50	Longbow arrow
51-70	Crossbow bolt
71	Light Throwstick
72	Heavy Throwstick
73-75	Throwing Knife
76-80	Throwing Dagger
81-82	Heavy Throwing Spear
83-84	Hatchet

	85-89	Dart
	90	Throwing Star
	91-94	Javelin
	95-97	Light Spear
	98+	Francisca

Type	Description	
Melee Weapons	Weapons are individually priced in Halberd: Home. Roll first to see if there is anything special about the workmanship of the weapon. If any of the owners of the horde was level 8+ add 10 to the roll.	
	01-10	Inferior
	11-60	Ordinary
	61-85	Masterwork
	86-99	Superior Masterwork
	100-106	Excellent Masterwork
	107-110	Supreme Masterwork
	Next roll to see if there is anything special about the material. If any of the owners of the horde are level 8+ add 10 to the roll.	
	01-05	Stone
	06-85	Iron/Steel
	86-99	Bronze
	100-104	Adamantine
	105-107	Elven Glass
	108-109	Greater Elven Glass
	110	Dragonbone

Type	Description	
	Next roll for any enchantments on the weapon. There will be 1D – 10 enchantments: +1 if the weapon is a Masterwork, +2 if a Superior Masterwork, +3 if an Excellent Masterwork and +4 if a Supreme Masterwork. If the D score is 10 add another D-5 enchantments (min 1). Roll for each enchantment adding 10 for Superior Masterwork or better. No weapon can have two enchantments affecting the same ability: re-roll the lower duplicate.	
	01-10	Enchanted
	11-15	Armour Penetrating +2
	16-20	Swift +2
	21-25	Armour Penetrating +2
	26-30	Charging +2
	31-35	Parrying +1
	36-40	Accurate +1
	41-45	Lethal +1
	46-49	Armour Cutting +1
	50-51	Finesse +1
	51-55	Hardened +6
	56-58	Hardened +12
	59-60	Armour Penetrating +4
	61-62	Charging +4
	63-64	Swift +4
	65-66	Accurate +2
	67-68	Lethal +2
	69	Armour Cutting +2
	70	Finesse +2
	71-72	Weapon of Flying Return
	73-74	Weapon of Slaying
	75-76	Elemental Weapon
	77-78	Accurate +3
	79-80	Lethal +3
	81-82	Armour Cutting +3
	83-84	Finesse +3
	85	Armour Penetrating +6
	86	Swift +6
	87	Charging +6
	88-89	Rune Weapon
	90	Accurate +4
	91	Lethal +4
	92	Armour Cutting +4
	93	Finesse +4
	94	Vorpal

	95-00	Acts as another type of magic item. Roll on the general items table.
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Type	Description
	Now roll for the type of weapon. Add 20 if the weapon is a superior masterwork or better, elven glass or adamantium. The ST of the weapon will be 2D taking the closest weapon (round up) in each case.
	01-15 Bashing
	16-25 Flail
	26-28 Impact Blade
	29-40 Spear
	41-55 Polearm
	56-65 Axe
	66-75 Mace
	76-80 Pick
	81-85 Dagger
	86-90 Slashing Sword
	91-95 Thrusting Sword
	96+ Cut and Thrust Sword

Type	Description
Magical Items	Magical Items are individually priced in Halberd: Home. Roll for the type of magical item. Where the item requires an embedded spell roll a random spell. Add 10 if any owner of the horde is level 8+.
	01-04 Wand: 10 PW.
	05-06 Power Store: 2 PW.
	07-08 Spell Store: 2 IQ.
	09-11 Magic Blowpipe.
	12-16 Wand: 20 PW.
	17-21 Power Store: 4 PW.
	22-26 Spell Store: 4 IQ.
	27-29 Rod: 10/1 PW
	30-32 Wand: 30 PW.
	33-36 Power Store: 6 PW.
	37-40 Spell Store: 6 IQ.
	41-45 Rod: 20/2 PW.
	46-47 Wand: 40 PW.
	48-49 Power Store: 8 PW.
	50-51 Spell Store: 8 IQ
	52-53 Rod: 30/3 PW.
	54 Power Store: 10 PW.
	55 Spell Store: 10 IQ.
	56 Rod: 40/4 PW.
	57-58 Armbands of Armour 1/1
	59-60 Item of Skill: +1 in group.
	61-62 Item of Skill: +2 in a skill.
	63 Rod: 50/5 PW.
	64-65 Lance or Staff: 20/2 PW.
	66-67 Item of Skill: +2 in a group.
	73-74 Item of Skill: +4 in a skill.
	75-76 Armbands of Armour 2/2
	77 Item of Skill: +3 in a group.
	78 Lance or Staff: 30/3 PW.
	79 Item of Skill: +6 in a skill.
	81-82 Armbands of Armour: 3/3
	83 Item of Skill: +4 in a group.
	84 Item of skill: +8 in a skill.
	85 Item of skill: +5 in a group.
	86 Item of skill: +10 in a skill.
	87 Lance or Staff: 40/4 PW.
	88 Armbands of Armour: 4/4.
	89-98 2 powers. Roll again. If a rod, wand, staff or lance it contains 2 spells. For others items roll gain for a second power.
	99 Armbands of Armour: 5/5.
	100 Lance or Staff: 50/5 PW.
	101 Lance or Staff: 60/6 PW.
	102-104 Ring
	105-107 Essence Item 1D PW (on a 10 add 10 and roll again).

108-109	Stat increasing item +1
110	Dragonbone Throne

To determine a random spell roll first for its class, type and then its IQ. If more than one spell exists roll randomly, for which it is. If none suitable take the closest available. Usually a set of spells in the same object will be of the same class. Also some items fix the type of the spell. Some flexibility is needed here with items to keep them sensible.

D100	Random Spell Type
01-25	Creation
26-35	Missile
36-60	Thrown
61-70	Protection
71-75	Control
76-80	Detection
81-85	Dismissal
86-95	Special
96-00	Alchemical

D100	Random Class
01-20	Spiritualist Cleric
21-40	Materialist Cleric
41-45	Alchemist
46-50	Animist
51-54	Illusionist
55-59	Sorcerer
60-63	Mystic
64-69	Magician
70-73	Conjuror
74-76	Necromancer
77-81	Priest
82-85	God-Talker
86-89	Adept
90-94	Shaman
95-00	Mantis

D100	Random IQ
01-09	8
10-19	9
20-29	10
30-39	11
40-49	12
50-54	13
55-59	14
60-64	15
65-68	16
69-72	17
73-76	18
77-80	19
81-83	20
84-86	21
87-89	22
90-91	23
92-93	24
94-95	25
96	26
97	27
98	28
99	29
00	30

D100	Random Skill
01-10	Athletic
11-18	Stealth
19-23	Gymnastic
24-27	Killing

28-31	Animal
32-36	Survival
37-40	Social
41-46	Knowledge
47-54	Magical
55-59	Language
60-65	Medical
66-73	Perception
74-82	Nature Lore
83-87	Military Lore
88-95	Battle Magic
96-99	Speed
00	Fencing