

# The Spell Binder

Worldbook Three of the High Fantasy Project  
a campaign setting for GURPS

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*118 spells*

# Expanded Magic Rules

## NEW SPELL TYPE: EMANATION

As with Area spells, Emanation spells affect an area. However, Emanation spells can only be centered around the caster. Any Area spell may be learned as an Emanation spell. The energy costs are the same. However, Emanation spells may not be converted to Area spells and Area spells learned as Emanation spells may not be used as Area spells. If an Area spell is learned as an Emanation spell, the character may also learn the Area version, but it is a distinct and separate spell.

The prerequisites of an Emanation spell are the same as the prerequisites of the related Area spell. Emanation spells may be used as prerequisites for other Emanation spells (according to the prerequisite tree for the related Area spells), but are *never* prerequisites for equivalent Area spells. Area spells are prerequisites for their related Emanations, however.

Unless otherwise specified, the caster may decide whether or not to be affected by the Emanation spell. Area spells cast at no range (i.e., centered on the caster) are not Emanations: the caster may not decide whether or not to be affected. Also, Emanations (unlike Area spells cast at no range) follow the caster for the duration of the spell.

A number of regular Body and Mind Control spells may also be learned as Emanations. The base cost (for a 1 yard radius and 4 yards of height) is equal to the standard cost of the original spell. These “Group” spells include: Alertness, Boost (Attribute), Bravery, Grace, Might, Reflexes, Strengthen Will, Vigor and Wisdom. Some Regular spells that offer resistance can be learned as Emanations in the same fashion: Resist Cold, Resist Fire, Resist Lightning, Resist Pressure, Resist Radiation and Resist Sound.

Finally, the Delay spell may be learned as an Emanation, but it will not “carry” an Area spell with it. Other types of spells cast in the presence of a Delay Emanation will follow the caster and activate when the Delay’s conditions are met. This modifies the normal rule regarding Delay, which otherwise requires that the Delay (and its linked spell) be triggered by events at the site where it was cast. It is possible to learn Link as an Emanation; in such a case it functions like a Delay Emanation that can

have more than one spell linked to it.

## NEW COLLEGE: WAR

The War college consists of combat-related spells that do not have elemental effects. Many of these spells directly affect existing weapons and armor, although they are not enchantments in the strictest sense. A number of the spells in *GURPS Magic* belong to the War college. These are: Armor, Berserker, Bladeturning, Block, Bravery, Catch Missile, Choke, Deflect Energy, Deflect Missile, Distant Blow, Evisceration, Explode, Iron Arm, Might, Missile Shield, Quick-Aim, Quick-Draw, Reflect, Return Missile, Reverse Missiles, Sharpen, Shield, Spell Shield, Spell Wall, Spell Guard, Turn Blade, Weapon Self. Many more War college spells will appear in the *Spell Binder*.

## NEW LINKING SPELL: COMBINATION

Under standard *GURPS Magic* rules, the only way to cast more than two spells so that they activate at the same time is to use the Link spell and specify that the trigger condition is the casting of the final linked spell. However, Link takes too long to cast for most practical uses of this type of trigger. Delay can be used to delay a single spell until another is cast, but cannot link more than two spells together.

There is now a new set of four linking spells under the name of Combination. (The other three are Greater Combination, Universal Combination and Masterful Combination.) Like Delay, the Combination spells are cast on other spells rather than an area. Like Link, they may be attached to more than one spell.

In addition, the combined spells may be cast with a single skill roll. This makes it possible to develop very complex spell effects without being forced to make multiple rolls. For example, a caster may wish to create a flame, shape it and make it hotter—all at the same time. Without Combination, this would be three separate skill rolls. Using Combination, the number of rolls is reduced to two: one for the Combination and one for the three linked Fire spells. Masterful Combination reduces the number of rolls to one.

## AREA SPELLS

In *GURPS Magic*, standard area spells

have a height of 4 yards. Such spells may be stacked, increasing the height by 4 yards for each 100% cost increase. The GM may also allow fractional stacking. For example, an increase of 50% could stack a second 4 yards of height atop the first but with ½ the radius of the first 4 yards.

## CLERICAL MAGIC

Any spell that affects subjects who may be considered friend or foe to the caster’s deity may be considered a Divine spell. Spells may be acquired that are aspected: they affect only one group or the other (friend or foe). The skill difficulty for aspected spells is reduced by one level: Hard spells become Average, Very Hard spells become Hard. Note that the categories are not “believers” and “unbelievers.” Friends may include unbelievers whose beliefs or behaviors are consistent with the caster’s religion, and foes only include those (even believers!) whose beliefs or behaviors are opposed to the caster’s religion. If a spell is acquired as a Divine spell, it may not be cast in an unsuspected version (affecting both groups); if a spell is not acquired as a Divine spell, it may not be improved in an aspected version (reduced skill point cost). Divine spells are usually identified by phrases such as “Holy,” “Divine” and “of Faith.” The GM may also allow Divine to stand in for other aspected pairs, such as Nature (friends and foes of nature), Elemental (fire and water, heat and cold, etc.) and Moral (good and evil).

Unless otherwise specified, clerical spells do require prerequisites in the World. This will vary on a religion by religion basis.

# Air College

## ***Binding Wind***

### **Regular**

The subject is trapped in a small whirlwind. Once every 10 seconds, the subject may attempt to escape by making a (Arm) ST roll with a penalty equal to half the energy put into the spell. As long as the subject is trapped by the whirlwind, he cannot move any limbs.

*Duration:* 1 minute.

*Cost:* 2 per -1 penalty. Same cost to maintain.

*Prerequisite:* Wall of Wind and Hinder.

***Poison Fog (see Weather)***

# Animal College

## ***(Animal) Control, Mass***

### **Area**

### **Resisted by Will**

As with (Animal) Control, but it affects every animal of the spell's type within the subject area. If one or more animals is only partially within the area, they are affected if their brains are within the subject area.

*Duration:* 1 minute.

*Base cost:* Same as (Animal) Control.

*Prerequisite:* (Animal) Control of the same type.

## ***Animal Messenger***

### **Regular; Resisted by Will**

Cast on one animal of any size. The caster may then command the animal to travel to a single destination that he specifies. Upon arrival the animal will wait at the location for the remainder of the spell's duration. The animal messenger will carry small packages (relative to the size of the animal) that the caster attaches to it (by a harness, rope, etc.). If the spell ends before the animal messenger has arrived at the destination, the animal will attempt to drop any package it is carrying and will not continue to obey the caster's original command.

*Duration:* 1 day

*Cost:* Variable. Cost to cast is equal to the racial IQ of the most intelligent species within the category. Half that to maintain.

*Prerequisite:* Beast-Soother.

## ***Beast-Soother, Mass***

### **Area**

As with the Beast-Soother spell, except it affects all animals in the subject area. The caster's bonus to each animal's reaction roll is equal to the amount of energy put into the spell.

*Duration:* As Beast-Soother.

*Base cost:* 2 to 6.

## ***Birds in the Hand***

### **Missile**

The caster hurls a writhing mass of small magical birds that do cutting damage to the target.

*Cost:* Any amount up to your Magery level per second, for three seconds. The birds do 1d cutting damage per energy point.

*Time to cast:* 1 to 3 seconds.

*Prerequisite:* Magery 1, Beast Summoning

***Compel Form (VH) (see Body Control)***

## ***Master, Mass***

### **Area or Blocking**

### **Resisted by IQ**

Similar to the Master spell, except that Mass Master affects all animals within the affected area. The subjects may attempt to resist individually.

*Duration:* Indefinite.

*Base cost:* 2 to cast, 1 to maintain.

*Prerequisite:* Master

***Release Form (VH) (see Body Control)***

## ***Spines***

### **Regular**

The subject gains the Short Spines advantage for the duration of the spell, configured as the caster wishes. The spell dissipates if the spines cannot easily grow through the subject's clothing (as is the case with most types of armor).

*Duration:* 1 minute.

*Cost:* 1 to cast. 1 to maintain.

*Prerequisite:* At least 2 Animal spells.

## ***Spines, Greater***

### **Regular**

The subject gains the Long Spines advantage for the duration of the spell, configured as the caster wishes. The spell dissipates if the spines cannot easily grow through the subject's clothing (as is the case with most types of armor).

*Duration:* 30 seconds.

*Cost:* 1 to cast. 1 to maintain.

*Prerequisite:* Spines.

## ***Uplift Animal (VH)***

### **Special**

This spell raises the subject animal's IQ by 1 for every 200 points of energy put into the spell. This spell must be cast as if it were an enchantment. Uplift Animal may also be used to further increase the IQ of a previously uplifted plant. Uplift Animal may raise the subject's IQ no higher than 6 (minimally sapient).

*Duration:* Permanent.

*Cost:* 200 for each +1 to IQ.

*Time to cast:* As an enchantment.

*Prerequisite:* Enchant and Permanent Beast Possession.

# Body Control College

## **Blood Thinner**

### **Regular**

#### **Resisted by HT**

Like Weaken Blood, with additional effects. For the duration of the spell, the subject's HT and maximum FP are at ½. If the subject has the advantage Perfect Balance, he loses it for the duration of the spell.

*Duration:* 1 day.

*Cost:* 12 to cast. 6 to maintain.

*Prerequisite:* Weaken Blood.

## **Compel Form (VH)**

### **Regular**

#### **Resisted by Will**

As with Release Form, except this set of spells affects subjects with voluntary alternate forms. The prerequisite Release Form spell must affect the same alternate form as the Compel Form spell. The subject may choose to resist.

*Duration:* 1 minute.

*Cost:* 8 to cast, plus 1 for every -1 penalty to subject's Will roll. Half that to maintain.

*Prerequisite:* Release Form.

## **Grapple (see Movement)**

## **Mountain Climber**

### **Regular**

### **Body**

Like the Climbing spell, but only benefits attempts to climb natural rock formations without climbing equipment.

*Duration:* 1 minute.

*Cost:* 1 to 3. Same cost to maintain. The increase in the subject's Climbing skill is equal to three times the energy put into the spell.

*Prerequisite:* Climbing.

## **Release Form (VH)**

### **Regular**

When cast on a subject with involuntary alternate forms (such as a werewolf), this spell forces the subject to revert to its "original" form for the duration of the spell. There is one spell for each alternate form affliction, and the (Animal) Control prerequisite for each must be specific to the alternate form. Release Form will not revert subjects whose original forms are no longer accessible, such as a vampire or lich; nor does it have any effect on single-form hybrids.

*Duration:* 1 minute.

*Cost:* 8 to cast. 4 to maintain.

*Prerequisites:* Command, (Animal) Control and Stop Spasm.

## **Slam**

### **Regular**

This spell allows the caster to attempt a slam maneuver at range. The slam deals damage equal to (energy x range) / 20 and produces all other results of a slam. Treat the Move speed as five times the amount of energy put into the spell. The opponent's damage to the caster has no effect unless it exceeds twice the spell's damage to the subject, at which point the spell has no effect.

*Cost:* 1 per point of energy.

*Prerequisite:* Grapple.

## **Spines (see Animal)**

## **Spines, Greater (see Animal)**

## **Stunbolts**

### **Special**

#### **Resisted by HT**

Once per second, the caster may make one Innate Attack, as with a Missile spell. The attack physically stuns its target. The target must roll vs. HT each second to recover. The caster may choose not to attack at any time during the spell's duration, at which point the spell ends. If the caster is distracted (failing a Will roll at -3), the spell ends.

*Duration:* 5 seconds.

*Cost:* 3. Cannot be maintained.

*Time to cast:* 2 seconds.

*Prerequisite:* Stun.

## **Tree Climber**

### **Regular**

Like the Climbing spell, but only benefits attempts to climb trees without climbing equipment.

*Duration:* 1 minute.

*Cost:* 1 to 3. Same cost to maintain. The increase in the subject's Climbing skill is equal to three times the energy put into the spell.

*Prerequisite:* Climbing.

## **Tree Dancer**

### **Regular**

The subject gains the Brachiator advantage for the duration of the spell, limited to using plant life for swinging (i.e., no chandeliers). The Climbing +2

bonus can be stacked with the Tree Climber spell.

*Duration:* 1 minute.

*Cost:* 2 to cast. Same cost to maintain.

*Prerequisite:* Tree Climber.

## **Uncontrolled Hunger (see Food)**

# Communication & Empathy College

## *Transfer Mind (VH)*

### **Regular**

The caster permanently transfers the mind of the subject into a duplicate body (from Create Body). This transfers all mental skills, advantages and disadvantages, as well as full IQ. It transfers only half of the skill points of each physical skill.

*Duration:* Permanent.

*Cost:* 80.

*Time to cast:* 1 hour.

*Prerequisite:* Exchange Bodies.

## *Transfer Mind, Rapid (VH)*

### **Regular**

This is identical to Transfer mind except for the cost and time to cast. Use this spell when the subject's body is quickly dying.

*Duration:* Permanent.

*Cost:* 160.

*Time to cast:* 2 minutes.

*Prerequisite:* Transfer Mind.

# Earth College

## ***Burrow***

### **Regular**

The subject gains the ability to burrow rapidly into the earth, at a speed equal to five times his normal digging speed for each point of energy put into the spell. When the spell ends, the subject experiences fatigue as if he were digging at his normal rate. The subject may not use tools to dig; he digs with his hands, which are protected from injury (scrapes, cuts, etc.) by the spell. The burrowed hole will have a diameter of  $\frac{1}{2}$  the subject's height.

*Duration:* 10 minutes.

*Cost:* 1 per digging speed multiple (see text). Same cost to maintain.

*Prerequisites:* Four Earth spells.

## ***Burrow, Mass***

### **Regular**

As with Burrow, except the caster may select multiple subjects. The cost increases by 100% for a second subject and by 50% for each additional subject. So, if this spell is cast on 4 people, the cost will be increased by 250%. (Do not calculate each increase separately; stack them as with powers). The subjects do not have to burrow into the same hole. Calculate range based on the distance to the farthest subject.

*Duration:* 10 minutes.

*Cost:* 1 per digging speed multiple plus cost for multiple subjects (see text). Same cost to maintain.

*Prerequisite:* Burrow.

***Mountain Climber (see Body Control)***

***Stone Shield (see Protection & Warning)***

# Enchantment College

## *Animate Clockwork (VH)*

### **Enchantment**

Like the Golem spell, except that it must be cast on a prepared clockwork (see the *Natural Encyclopedia* for a template).

*Cost:* Minimum 130 points, plus 2 points per CP above template cost.

*Prerequisites:* Animate Machine, Enchant, Schematic.



# Fire College

*Blast Pellets (see War)*

*Blast Pellets, Ambush (see War)*

*Blast Pellets, Greater (see War)*

*Cremate (see Necromantic)*

*Flaming Shield (see Protection)*

*Flashfire (see Light & Darkness)*

*Freezing Fire*

**Area**

Any fire in the subject area becomes cold instead of hot. It freezes rather than burns what it touches and will affect targets that have resistance or immunity to burning attacks or fire. If the freezing fire leaves the subject area, it becomes hot again.

*Duration:* 1 minute.

*Base cost:* 3 to cast. 1 to maintain.

*Prerequisites:* Freeze and Shape Fire.

*Inscribe Fireball (see Illusion & Creation)*

*Sunfire (see Light & Darkness)*

# Food College

## *Uncontrolled Hunger*

### **Regular**

### **Resisted by HT**

As the Hunger spell, with the added effect that the subject gains the Uncontrollable Appetite disadvantage for the duration of the spell.

*Duration:* 1 hour.

*Cost:* 3 to cast. 2 to maintain.

*Time to cast:* 5 seconds.

*Prerequisite:* Hunger.

# Gate College

## **Block Teleport**

### **Area**

#### **Resists Gate spells**

The subject area resists all Gate spells cast within it at a level equal to the skill level of the person who cast Block Teleport. If this spell successfully resists a Gate spell, the Gate spell fails to work. If this spell critically resists a Gate spell, the Gate spell fails as if its caster had made a critical failure.

*Duration:* 1 hour.

*Cost:* 6 to cast. Half that to maintain.

*Time to cast:* 1 minute.

*Prerequisites:* Planar Summons *or* Teleport.

## **Delay Teleport**

### **Regular**

When cast alongside Detect Teleport, this spell will delay the first incoming teleportation by a number of seconds equal to the caster's Magery level. Without Detect Teleport, the caster must know precisely (to the second, and to the yard) when and where an incoming teleport is coming.

*Duration:* 1 minute or first incoming teleport, whichever is sooner.

*Cost:* 4 to cast. Half that to maintain.

*Prerequisite:* Magery 2 and Trace Teleport.

## **Detect Teleport**

### **Emanation**

This spell alerts the caster to any teleportation attempts targeting the affected area as their destinations.

*Duration:* 1 minute.

*Base cost:* 1 to cast. Half that to maintain.

*Prerequisite:* Trace Teleport.

## **Holdout**

### **Melee**

Like the Hide Object spell, except it may only target weapons touched or held by the caster. When the spell ends, the weapon appears in the caster's hand. The spell may be canceled at any time.

*Duration:* 12 hours.

*Cost:* 1. Same cost to maintain.

*Time to cast:* 5 seconds.

*Prerequisites:* Hideaway and Teleport.

## **Scry Teleport**

### **Emanation**

As with Detect Teleport, but also informs the caster of the origin of the teleportation attempts and the number of

objects and/or creatures being teleported.

*Duration:* 1 minute.

*Base cost:* 2 to cast. Half that to maintain.

*Prerequisite:* Detect Teleport.

## **Transpose (VH)**

### **Regular**

#### **Resisted by Will+1**

Same as Teleport Other, except that two subjects swap locations. Range is calculated as the sum of the distances between the caster and each subject.

*Cost:* Costs and skill penalties as with Teleport and Teleport Other. Cost is calculated from both subjects; skill penalty for the transposition (*not* the ranges) is calculated using the distance between the two subjects.

*Prerequisite:* Teleport Other.

# Healing College

## *Extraordinary Measures (VH)*

### **Regular**

When the subject rolls against HT to avoid death (between -1xHP and -5xHP), only a critical failure results in actual death. As soon as the spell ends, if the subject is still between -1xHP and -5xHP, he must roll against HT at a penalty equal to the multiple (e.g., HT-3 if the subject is between -3xHP and -4xHP) or die immediately.

*Duration:* 10 minutes.

*Cost:* 10. Cannot be maintained.

*Prerequisites:* Magery 2 and Restoration.

## *Redemption*

### **Regular**

This spell restores an advantage such as Blessed, Power Investiture and True Faith (or a similar disadvantage) to a subject who has lost the trait due to improper behavior. The caster and subject must share the same belief system (relevant to the restored trait).

*Duration:* Permanent.

*Cost:* 10. One try only.

*Time to cast:* 1 minute to cast the spell; 1 month before the process of redemption is complete.

*Prerequisites:* Magery 2 and 5 other Healing spells.

# Illusion and Creation College

## ***Camouflage***

### **Regular**

The subject's skin, clothing and carried equipment change color and pattern to match its environment, even while it is moving. To see through the camouflage, observers must win a Quick Contest of Skill (Vision or Observation vs. the spell). This spell may also be used to camouflage objects. Camouflage will work on any creature or object up to SM +2. For larger subjects, the cost is increased by 100% per +1 SM.

*Duration:* 1 minute.

*Cost:* 2 to cast. 1 to maintain.

*Prerequisites:* Illusion Disguise and Independence.

## ***Camouflage, Mass***

### **Area**

Like the Camouflage spell, except it affects multiple subjects. The spell will end prematurely if the subjects move far enough apart from one another so as to force the camouflage to differ significantly from one subject to another. The distance will vary by location: in a barren desert, it could be miles, but in a building it could be the distance to the next room.

*Duration:* 1 minute.

*Cost:* 2 per subject to cast. Same cost to maintain.

*Prerequisite:* Camouflage.

## ***Create Body***

### **Regular**

This spell creates a physical duplicate of the subject creature. It is created in a permanent vegetative state and will die within days, as it cannot eat or drink. However, the body may be possessed (permanently or temporarily) by means of another spell, such as Possession, Permanent Possession, Exchange Bodies or Transfer Mind.

*Duration:* Permanent (or until the body dies).

*Cost:* Equal to part of the character point cost of the original (do not include skills, mental advantages/disadvantages or points of IQ above 5).

*Time to cast:* 1 minute per energy point.

*Prerequisites:* Duplicate, Create Servant and Soul Jar.

## ***Inscribe Fireball***

### **Area**

### **Resisted by Will**

Like the Inscribe spell, except that the writing is dangerous. If anyone other than the caster reads the inscription, it explodes and does 1d burning damage in a 1 foot radius (probably burning the victim's face in the process). If the reader is aware that the writing has been booby-trapped, she may make a Will roll to prevent the explosion. She must make this Will roll every time she attempts to read the inscription.

*Duration:* 1 minute.

*Base cost:* 5 to cast. Same cost to maintain.

(As with Inscribe, 20x cost makes the inscription permanent—until it detonates, of course.)

*Prerequisites:* Inscribe and Flame Jet.

## ***Phantom, Reverse (VH)***

### **Area**

Like Phantom, but the caster designates which beings may cross without difficulty. All others must roll a Quick Contest between the caster's effective skill and the being's IQ. If the being loses, the phantom path functions only as a perfect illusion for that creature. This spell permits the creation of temporary bridges and the like while preventing hostiles from taking advantage of the illusion.

*Duration:* 1 minute.

*Base cost:* Same as Phantom.

*Prerequisite:* Phantom.

# Knowledge College

## ***Appraise***

### **Regular**

The caster discerns the monetary or cultural value of a target object.

*Cost:* 2.

*Prerequisite:* Measurement.

Time to cast: 5 seconds.

*Prerequisites:* Magery 1 and at least two “Seek” spells.

## ***Bark***

### **Area**

As with Watchdog, but this spell will alert the caster to anything larger than a cockroach crossing into the affected area, hostile or otherwise.

*Duration:* 10 hours.

*Base cost:* 1 to cast. 1 to maintain.

*Time to cast:* 10 seconds.

*Prerequisite:* Three Knowledge spells. *This spell may be counted as the prerequisite for Watchdog.*

## ***Know Area***

### **Information**

This spell gives the caster undetailed knowledge about her environment (size, quantity, direction, type, etc.). This spell comes in four versions. Know Life gives the caster information about the local plants and animals, including sapient. Know Ground gives the caster information about the local terrain and rough geography. Know Quality gives the caster information about the relative health of the local environment. Know Making gives the caster information about sapient-made structures and objects in the local environment. Know Life is also an Animal and Plant spell. Know Ground is also an Earth and Water spell. Know Quality is also a Healing and Necromantic spell. Know Making is also a Technology and Making/Breaking spell.

*Cost:* 3.

*Time to cast:* 10 seconds. On successive castings, the spell focuses randomly on more detail about increasingly smaller “pockets” of the environment.

*Prerequisite:* Know Location and at least 1 spell from at least 1 of the relevant secondary colleges (see text).

## ***Tracker***

### **Regular**

This spell must be cast on a subject who has Tracking above default. The subject gains a +4 bonus to the skill roll for the duration of the spell.

*Duration:* 1 day.

*Cost:* 2 to cast, 1 to maintain.

# Light and Darkness College

*Dark Armor (see Protection & Warning)*

## **Deep Light Emanation**

The caster is surrounded by a soft yellow light that causes invisible creatures to become partially visible (as with the See Invisible spell) within its area of effect. The ability to see invisible creatures is not limited to the caster.

*Duration:* 1 minute.

*Base cost:* 4 to cast. 2 to maintain.

*Prerequisites:* See Invisible.

## **Flash, Chaotic**

### **Regular                      Light**

This spell is similar to Flash, except the flash is a multi-colored burst like hundreds of popping bubbles. Add the following effects if the victim fails the HT by more than half:

    Within 10 yards: seizure

    11-25 yards: daze

    26 yards or more: stun

Each effect will last a minimum of one second, after which the victim may attempt to recover by rolling against HT (for seizure), HT-1 (for daze) or HT (for stun).

*Cost:* 5.

*Time to cast:* 2 seconds.

*Prerequisite:* Flash.

## **Flashfire**

### **Regular**

This spell creates a brilliant flash of light hot enough to burn flesh. Like the Flash spell, but add the following effects (listed as Distance, HT roll success, HT roll failure):

    Within 3 yards

        1d6 burning damage

        2d6 burning damage

    Within 6 yards

        1d6-3 burning damage

        1d6 burning damage

*Cost:* 6.

*Time to cast:* 3 seconds.

*Prerequisites:* Flash and Create Fire.

## **Sunfire**

### **Area**

This spell produces an extremely hot version of the Sunlight spell. It does 1d-2 points of burning damage to anyone in the affected area.

*Duration:* 1 minute.

*Cost:* 3 to cast. 2 to maintain.

*Prerequisites:* Sunlight and Create Fire.

# Making & Breaking College

*Erase*

**Regular**

Erases the writing on a surface up to one square foot in area (about the size of a single codex page).

*Duration:* Permanent.

*Cost:* 2.

*Prerequisite:* Dye.



# Meta-College

## **Absorb Spell (VH)**

### **Special**

The caster absorbs the energy of any spell targeting him if the absorbed spell's energy is equal to or less than the energy available in the caster's absorption pool (which costs 2 energy per point when Absorb Spell is cast). The absorbed spell has no effect on the caster. If the absorbed spell used more energy than the caster has space for, the spell has its full effect and the caster does not absorb it. Absorb Spell may absorb more than one spell, up to the maximum amount of energy allocated to the absorption pool.

Absorbed spell energy may be used to cast other spells (instead of FP), either in whole or in part. If Absorb Spell ends while there is still energy left in the pool, the caster takes 1 point of damage for each remaining energy point.

Absorb Spell may only be cast on the caster; it cannot be cast on another subject.

*Duration:* 1 minute.

*Cost:* 2 per point of energy in absorption pool to cast. 1 to maintain.

*Prerequisites:* Manastone, Steal Spell and Catch Spell.

## **Combination**

### **Special**

Cast this spell to link two or more spells together before they have been cast. It allows the caster to use a single skill roll for all of the subsequent spells, activating them at the same time. The caster pays the energy cost for all three (or more) spells while casting Combination. If the Combination spell is successful, the caster then rolls against the lowest of the spell skills being combined. The caster must perform the rituals of all included spells at the lowest skill level; the time to cast is equal to the sum of all included spell casting times. If this is also successful, the combined spells are cast and take effect immediately. If the caster is interrupted at any point during the casting time, all of the combined spells fail. Each spell in the combination adds a -1 penalty to Will rolls to prevent interruption.

There are some limitations to what spells may be combined. The spells must all be in the same college and none of them may be a Very Hard spell. Casters may use Combination to cast Very Hard spells that have been aspected (and are treated as Hard

only). All of the combined spells must target the same area or the same subject. If spells that affect other spells are included, they must target spells within the combination. In all other ways the combined spells are independent. Combined spells may not be maintained and only one spell that requires continued concentration may be included in the combination.

*Cost:* 3 per spell (minimum 6, for 2 spells), plus 1 for each point of difference between the spells with the highest and lowest skill.

*Prerequisite:* Delay.

## **Combination, Greater (VH)**

### **Special**

This spell is almost identical to Combination; the only difference is that the caster may include Very Hard spells in the combination. Note that Greater Combination is itself a Very Hard spell. Greater Combination is not necessary when casting aspected (divine) spells, since aspected spells are treated as Average or Hard.

*Cost:* As with Combination, plus 1 point for every Very Hard spell in the combination.

*Prerequisite:* Combination.

## **Combination, Masterful (VH)**

### **Special**

This is the most powerful form of Combination. It works like Universal Combination (below) but only requires a single roll. The caster rolls against the lowest skill in the combination, including Masterful Combination. Include Masterful Combination in the calculation of the energy cost for number of Very Hard spells, skill differential and number of spells. This means that Masterful Combination will require at minimum 4 more points of energy than Universal Combination: 3 for the spell itself and 1 because it is Very Hard. Do not include Masterful Combination in the total number of colleges.

*Cost:* See text.

*Prerequisite:* Universal Combination.

## **Combination, Universal (VH)**

### **Special**

As with Greater Combination, except that the caster may include spells from more than one college.

*Cost:* As with Greater Combination, plus 1 point for each additional college beyond the first.

*Prerequisite:* Greater Combination. If the caster only has aspected (divine) spells such that she has no Very Hard spells in her repertoire, she may use Combination as the prerequisite (since she would have no need to learn Greater Combination).

## **Concentration**

### **Regular**

The subject receives a bonus to Will rolls to maintain concentration on casting or maintaining another spell (identified when Concentration is cast), whether cyclic or constant. If Concentration must be maintained at the same moment that the other spell must be maintained, Concentration ends and the other spell gains no Will bonus for that maintenance cycle. Essentially, this is Strengthen Will with increased duration but limited application.

*Duration:* 10 minutes.

*Cost:* 1 for every +1 to Will (maximum 5). Half that to maintain.

*Prerequisite:* Strengthen Will.

## **Pentagram, Aniconic**

### **Special**

#### **Resists attempts to cross it**

Similar to the Pentagram spell, except it doesn't require that the caster draw a symbol on the ground. Although this is a Special spell due to its unconventional area-based costs, it may be learned as an Emanation, unlike the standard Pentagram spell (which cannot move, since it requires a drawn symbol). As an Emanation, it has a height of 4 yards and is cylindrical in shape.

*Duration:* 1 minute.

*Cost:* As with Pentagram, plus 50%. Half that to maintain.

*Prerequisite:* Pentagram.

## **Pentagram, Greater (VH)**

### **Special**

#### **Resists attempts to cross it**

This spell adds the effects of Suspend Magic to the Pentagram spell.

*Duration:* As with Pentagram.

*Cost:* As with Pentagram, plus 50%.

*Prerequisite:* Pentagram, Suspend Magic.

## **Pentagram, Greater Aniconic (VH)**

### **Special**

#### **Resists attempts to cross it**

This spell combines the effects of Aniconic Pentagram and Greater

Pentagram.

*Duration:* 1 minute.

*Cost:* Double the cost of Pentagram. Half that to maintain.

*Prerequisites:* Aniconic Pentagram and Greater Pentagram.

# Mind Control College

## *Avoid Object*

### **Special**

As with Avoid, but applied to a single object no larger than SM 0. The spell is cast as an Area spell centered on the target object, but the affected area moves with the object as if it were an Emanation. Avoid Object is *not* the same spell as Avoid learned as an Emanation.

*Duration:* 1 hour.

*Base cost:* 3 to cast. 3 to maintain.

*Time to cast:* 1 minute.

*Prerequisite:* Avoid (Area or Emanation version).

*Compel Form (VH) (see Body Control)*

*Concentration (see Meta-College)*

*Release Form (VH) (see Body Control)*

*Transfer Mind (see Communication & Empathy)*

*Transfer Mind, Rapid (see Communication & Empathy)*

*Uplift Animal (VH) (see Animal)*

*Uplift Plant (VH) (see Plant)*

*Uplift Zombie (see Necromantic)*

# Movement College

## ***Binding Iron***

### **Regular**

The subject's arms are bound to his torso (or other proximal body part). Once every 10 seconds, the subject may attempt to escape by making a (Arm) ST roll with a penalty equal to the energy put into the spell (not including multipliers for the number of arms being bound). As long as the subject is trapped by the whirlwind, he cannot move his arms. The subject cannot parry or use a shield; he also cannot attack with weapons or fists. The subject is at a -2 penalty to dodge.

*Duration:* 1 minute.

*Cost:* 1 per -1 penalty, per arm being bound.

Same cost to maintain.

*Prerequisite:* Hinder.

## ***Binding Wind (see Air)***

## ***Burrow (see Earth)***

## ***Burrow, Mass (see Earth)***

## ***Grapple***

### **Regular**

Produces the effect of a two-arm grapple at range, with a DX equal to the spell's skill level. On a successful grapple, the caster may only attempt a takedown or pin. Grapple requires continuous concentration. The caster is not affected adversely by the opponent's actions, but if the opponent frees himself from the grapple, the spell ends.

*Duration:* 10 seconds.

*Cost:* 3. Same cost to maintain.

*Prerequisites:* Distant Blow and Wizard Hand.

## ***Rapid Strike (see War)***

## ***Rapid Strike, Greater (see War)***

## ***Slam (see Body Control)***

## ***Transpose (VH) (see Gate)***

# Necromantic College

## ***Aneurysm (VH)***

### **Melee; Resisted by HT**

The subject's blood gushes from a (new) open wound at the point of contact, draining the body of a significant amount. Subject loses HP equal to max HP and is at ½ HT for 2 weeks. Can be reversed with Instant Regeneration. (If the spell reduces the victim to 0 HP or below, rolls against HT must be made against the reduced number.)

*Cost:* 8.

*Time to cast:* 5 seconds.

*Prerequisite:* Magery 3, Apportation and Steal Vitality. *Aneurysm is the prerequisite for Evisceration (GURPS Magic).*

## ***Aneurysm, Greater (VH)***

### **Melee; Resisted by HT**

As with Aneurysm, but the subject loses 2x HP and drops to 3 HT for 2 weeks.

*Cost:* 14

*Time to cast:* 10 seconds.

*Prerequisite:* Aneurysm.

## ***Blood Thinner (see Body Control)***

## ***Coagulation (VH)***

### **Special; Resisted by HT**

Produces the effect of the Aneurysm spell. In addition, the blood produces the effect of a Glue spell over the area it covers.

*Duration:* As with Aneurysm and Glue spells.

*Cost:* 12 per 2 yard radius.

*Time to cast:* 5 seconds.

*Prerequisite:* Aneurysm, Glue.

## ***Create Body (see Illusion & Creation)***

## ***Cremate***

### **Regular**

A dead body is cremated by a magical fire that will only burn the body and any specified funerary components. This spell must be cast within a day of Final Rest.

*Cost:* 2.

*Time to cast:* 1 minute.

*Prerequisites:* Final Rest and Create Fire.

## ***Embalm***

### **Regular**

For the duration of the spell, the subject dead body does not decay. The subject may still be destroyed by other means (fire, acid, the Cremate spell, etc.).

*Duration:* 24 hours.

*Cost:* 2 to cast. 1 to maintain.

*Time to cast:* 1 minute.

*Prerequisites:* Final Rest.

## ***Festering Wound***

### **Regular**

Cast on a subject with a recent injury (i.e., HP below maximum), this spell causes the wounds to fester and become infected.

For the effects of infection, see p. B444.

*Cost:* 2.

*Prerequisite:* Steal Vitality and Decay.

## ***Parthenogenesis***

### **Regular**

Cast on a dead body of at least SM 0, this spell causes a swarm of small animals (caster's choice) to pour out of the body's mouth and large wounds. This spell may only be cast once on any given corpse. It does not confer control over the swarm to the caster; use an (Animal) Control spell for that purpose. Unlike with the Create Animal spell, the swarm created by Parthenogenesis is permanent.

*Duration:* Permanent.

*Cost:* 2.

*Prerequisites:* Create Animal and Summon Spirit.

## ***Pestilence, Mass***

### **Area**

As with the Pestilence spell, except it affects all living beings in the subject area.

*Duration:* Permanent until cured.

*Base cost:* 6.

*Time to cast:* 30 seconds.

*Prerequisite:* Pestilence.

## ***Summon Servile Demon (VH)***

### **Special**

As Summon Demon, but the summoned demon will not attempt to thwart the caster's instructions.

*Duration:* As Summon Demon.

*Cost:* As Summon Demon, plus 50% (round up).

*Time to cast:* 5 minutes.

*Prerequisite:* Summon Demon.

## ***Uplift Zombie***

### **Special**

This spell raises the IQ of a non-sapient undead subject by 1 point for every 150 points of energy put into the spell. Uplift Zombie may raise the subject's IQ

no higher than 6 (minimally sapient).

*Duration:* Permanent.

*Cost:* 150 for each +1 to IQ.

*Time to cast:* As an enchantment.

*Prerequisite:* Control Zombie.

# Plant College

## ***Tangle Growth, Rapid***

### **Area**

As with the Tangle Growth spell, except it also hinders anyone in the area when the spell is cast: they may not move normally on the next turn.

*Duration:* 1 minute.

*Base cost:* 2 for grass, 4 for bushes and trees. One quarter that to maintain.

*Time to cast:* 2 seconds.

*Prerequisite:* Tangle Growth.

## ***Tree Climber (see Body Control)***

## ***Tree Dancer (see Body Control)***

## ***Uplift Plant (VH)***

### **Special**

This spell raises the subject plant's IQ to 1. This spell must be cast as if it were an enchantment. It may not be cast on a plant with an IQ higher than 0. For that, use Uplift Animal.

*Duration:* Permanent.

*Cost:* 50.

*Time to cast:* As an enchantment.

*Prerequisite:* Enchant and Animate Plant.

## ***Ward Against Life***

### **Emanation**

As with Ward Against Plants, except that all life is excluded (except for the caster).

*Duration:* 1 minute.

*Cost:* 3 per square foot (minimum 30). Half that to maintain.

*Time to cast:* 1 second per square foot.

*Prerequisites:* Animal Control and Ward Against Plants.

## ***Ward Against Plants***

### **Emanation**

Similar to Greater Aniconic Pentagram (Emanation version), except that plants are excluded instead of magic.

*Duration:* 1 minute.

*Cost:* 1 per square foot (minimum 10). Half that to maintain.

*Time to cast:* 1 second per square foot.

*Prerequisites:* Plant Control and Walk Through Plants.

# Protection & Warning College

## **Acid Armor**

### **Regular**

The subject is sheathed in acid. The subject and anything she carries is unaffected by the acid armor. The subject's melee attacks do an extra point of corrosion damage.

Any melee attack of Reach 1 or less that hits the subject triggers a 1d Acid Jet backlash. The jet hits the attacker's weapon hand automatically. If the subject is grappled, the attacker takes 3d corrosion damage, but the spell will be broken.

*Duration:* 1 minute.

*Cost:* 6 to cast, 3 to maintain.

*Time to cast:* 2 seconds.

*Prerequisites:* Acid Shield or Magery 1, Resist Acid and Acid Jet or Armor and Create Acid.

## **Acid Shield**

### **Regular**

As with the Shield Spell, but for each point of Defense Bonus the acid shield does 1d of corrosion damage to unarmed attackers who successfully rolled to hit.

*Duration:* 1 minute.

*Cost:* Three times the Defense Bonus granted, maximum 4 Defense Bonus (12 energy). Half that to maintain.

*Prerequisites:* Create Acid and Shield.

## **Aspect Area (VH)**

### **Area**

The subject area becomes "aspected" toward the caster's belief system. Any creature of an opposed aspect that enters the area must make a successful Will roll or take 1d damage. Each additional point of energy put into the spell increases the damage done by 1d or increases the roll penalty by -1. Although this is a Very Hard spell, because it is inherently aspected a clerical caster may acquire it as a Hard spell.

*Duration:* 1 minute.

*Base cost:* 2 to cast. Same cost to maintain.

*Prerequisite:* One advantage that provides an aspect: Clerical Investment, Power Investiture, True Faith, Vow, etc.

## **Bark (see Knowledge)**

## **Blade Armor (see War)**

## **Dark Armor**

### **Regular**

### **Protection**

The subject is shrouded in tangible darkness, providing DR and area of darkness (as with the spell), centered on and limited to the subject. The subject can see through the darkness but those outside only see the darkness.

*Duration:* 1 minute.

*Cost:* 1 point per DR, up to a maximum of DR 5. Half that to maintain.

*Prerequisites:* Armor and Shape Darkness.

## **Deadbolt**

### **Regular**

### **Protection**

### **Resists Lockpicking Skill**

Cast on a door, this spell permanently locks it, preventing anyone (even the caster) from opening the door. Someone attempting to lockpick the door must succeed in a Quick Contest against the Deadbolt spell. For additional energy, the Deadbolt will allow the caster to open the door without resistance.

*Duration:* Permanent.

*Cost:* 6 to cast. 8 if lock is passable by caster.

*Time to cast:* 8 seconds.

*Prerequisites:* Magery 2 and Magelock.

## **Flaming Shield**

### **Regular**

As with the Shield Spell, but for each point of Defense Bonus the fire shield does 1d of burning damage to unarmed attackers who successfully rolled to hit.

*Duration:* 1 minute.

*Cost:* Three times the Defense Bonus granted, maximum 4 Defense Bonus (12 energy). Half that to maintain.

*Prerequisites:* Create Fire and Shield.

## **Harden Armor**

### **Regular**

As the Armor spell, except that it may be cast on an inanimate object (ideally, armor). Hardened armor may be worn by anyone, and any number of wearers, for the duration of the spell.

*Duration:* As the Armor spell.

*Cost:* As the Armor spell.

*Prerequisite:* Armor.

## **Luck**

### **Regular**

The subject gains the Luck advantage for the duration of the spell. Note that the

spell's duration is one in-game hour instead of one hour of playing time, and the usage restriction applies accordingly.

*Duration:* 1 (in-game) hour.

*Cost:* 4. Same cost to maintain.

*Time to cast:* 5 seconds.

*Prerequisite:* Sense Danger.

## **Poison Armor**

### **Regular**

The subject is sheathed in a poisonous slime. The subject and anything she carries is unaffected by the acid armor. The subject's melee attacks do an extra point of corrosion damage.

Any melee attack of Reach 1 or less that hits the subject triggers a squirt of poison that does 1d of toxic damage after a 1 minute delay. The squirt hits the attacker's weapon hand automatically. If the subject is grappled, the attacker takes 3d toxic damage after a 1 minute delay, but the spell will be broken.

*Duration:* 1 minute.

*Cost:* 6 to cast, 3 to maintain.

*Time to cast:* 2 seconds.

*Prerequisites:* Poison Fog and Armor.

## **Sonic Shield**

### **Regular**

Functions like the Shield spell. In addition, anyone who strikes the Sonic Shield is immediately affected as if by the Thunderclap spell.

*Duration:* 1 minute.

*Cost:* As Shield, plus 50%.

*Prerequisite:* Shield and Thunderclap.

## **Stone Shield**

### **Regular**

Functions like the Shield spell, except that the shield is not invisible. Instead, a shield of gray stone floats in front of the caster. Its diameter is equal to the caster's longest dimension. The shield prevents anyone on the other side of it from seeing the caster.

*Duration:* 1 minute.

*Cost:* As Shield, plus 50%.

*Prerequisite:* Shield and Create Earth.

## **Treacherous Strike (see War)**

## **Ultimate Dome**

### **Area**

As with UtterDome, except it combines the effects of Force Dome, Pentagram and

Suspend Magic.

*Duration:* 1 minute.

*Base cost:* 8 to cast. 5 to maintain.

*Prerequisites:* Utter Dome and Suspend Magic.



# Sound College

## *Amplify*

### **Area**

The decibel level of any sound in the affected area increases 5 dB for every point of energy put into the spell.

*Duration:* 1 minute.

*Base cost:* 1 per 5 dB to cast. Same cost to maintain.

*Prerequisite:* Sound.

*Sonic Shield (see Protection & Warning)*

# Technological College

# War College

## **Balance Weapon**

### **Regular**

For the duration of the spell, the target weapon does not need to be readied before being used, either to attack or parry.

*Duration:* 1 minute.

*Cost:* 2 to cast. 1 to maintain.

*Prerequisite:* Magery 1.

## **Blade Armor**

### **Regular**

The subject is surrounded by small whirling blades. This provides DR. Also, the hand of attacking with a melee weapon of Reach 1 or less is struck automatically for 1d cutting damage. If the subject is grappled, the attacker takes 3d cutting damage, but the spell is broken.

*Duration:* 1 minute.

*Cost:* 8 to cast. 4 to maintain.

*Prerequisites:* Magery 1, Armor and Apportation.

## **Blade Hand**

### **Regular**

For the duration of this spell, the subject's unarmed attacks (hands only) do cutting damage, as sharp blade edges rise from the back of the subject's hand.

*Duration:* 1 minute.

*Cost:* 2 to cast. 1 to maintain.

*Prerequisite:* Sharpen Weapon.

## **Blast Pellets**

### **Regular**

This spell creates small (1/2" diameter) reddish-black pellets imbued with magical energy. At the end of the spell's duration (unless it is maintained), the pellets explode doing 1d burning damage each to all subjects out to 1 yard. Pellets appear in the caster's hand, then may be placed anywhere; there is no maximum range from the caster. The caster may choose to shorten the duration at casting time, but may not alter the duration after the spell has been cast (they are effectively on a "fuse").

*Duration:* 1 minute.

*Cost:* 1 per pellet. Same cost to maintain.

*Prerequisite:* Fireball.

## **Blast Pellets, Ambush**

### **Regular**

As with Blast Pellets, except each pellet will only explode if a living creature comes within 1 yard of it. At the end of the spell's duration, all unexploded pellets will

disintegrate harmlessly. This spell cannot be maintained.

*Duration:* 1 hour.

*Cost:* 2 per pellet.

*Prerequisite:* Blast Pellets.

## **Blast Pellets, Greater (VH)**

### **Regular**

As with Ambush Blast Pellets, except each pellet is malleable and may be reshaped by hand. Also, these pellets are clear (not reddish-black) and are therefore almost undetectable. Very useful for trapping door locks.

*Duration:* 24 hours.

*Cost:* 3 per pellet.

*Prerequisite:* Ambush Blast Pellets.

## **Bleeding Weapon**

### **Regular**

When cast on any weapon that does cutting, piercing or impaling damage, this spell causes the subject weapon to inflict bleeding wounds, as per the optional rules for bleeding on p. B420. The effects are not cumulative: successive attacks do not increase the victim's rate of bleeding or resistance roll. If the campaign already uses the bleeding rules, the effects are increased: 2 HP damage on a failed roll, 4 HP damage on a critically failed roll.

*Duration:* 1 minute.

*Cost:* 2 to cast. 1 to maintain.

*Prerequisite:* Enhance Weapon.

## **Bleeding Weapon, Greater**

### **Regular**

As per Bleeding Weapon, except the caster may add energy to the spell to affect the resistance roll, for 2 points per -1 to HT, up to a total of 6 points (-3 to HT). These HT penalties are cumulative with the -1 per HP lost penalty.

*Duration:* 1 minute.

*Cost:* 2 to 6 to cast. Half that to maintain.

*Prerequisite:* Bleeding Weapon.

## **Caltrops Area**

The subject area is strewn with caltrops. Any land creature of a size between SM -2 and SM +2 who enters the affected area must roll against DX or take 1 point of damage to whatever part of the body is in contact with the floor. Any additional movement through the area incurs one DX roll for every 2 yards of movement.

The DX roll can be avoided by traveling through the affected area using only Step maneuvers. Each additional point of energy increases the density of the caltrops, giving a -2 penalty to the DX roll. If the DX roll penalty reaches -10, the area cannot be traversed without stepping on caltrops, even using only Step maneuvers, and anyone crossing takes 1 point of damage for every 2 yards of movement.

At the caster's discretion, the size range may be shifted prior to casting, but it may only include five consecutive Size Modifiers. The caltrops are magically rooted to the floor and cannot be swept aside or pushed. They can, however, be removed by lifting them. The caltrops will disappear if they are removed from the subject area.

If Caltrops is cast on soft ground, the individual caltrops become less effective, since they sink into the ground when stepped on. Caltrops in soft ground force a DX roll for every 4 yards of movement. If cast on water, the caltrops will sink. If the body of water is more than 4 yards deep, the caltrops will disappear before they hit bottom.

*Duration:* 1 minute.

*Base cost:* 1, plus 1 for each -2 penalty to DX roll. Half this cost to maintain.

*Prerequisite:* None.

## **Defending Weapon**

### **Regular**

The subject weapon actively assists its wielder when deflecting enemy attacks. Its parry modifier is raised by 1 for every 2 points of energy put into the spell. This spell does not remove the readying requirement from unbalanced weapons; use Balance Weapon for that.

*Duration:* 1 minute.

*Cost:* 2 to cast. 1 to maintain.

*Prerequisite:* Balance Weapon or Enhance Weapon.

## **Enhance Weapon**

### **Regular**

### **War**

For the duration of the spell, the target weapon gains +1 to damage for every 5 points of energy put into the spell, to a maximum bonus equal to the caster's Magery level.

This spell is very similar to Sharpen, with different limitations and benefits. Sharpen does not have a maximum bonus cap at Magery level, but it takes

4 seconds to cast. Sharpen is cheaper for all but the largest weapons, but has more prerequisites.

*Duration:* 1 minute.

*Cost:* 5 to cast. Half that to maintain.

*Prerequisite:* Magery 1.

### ***Festering Wound (see Necromantic)***

### ***Holdout (see Gate)***

### ***Multishot***

#### **Regular**

Cast this spell on a ranged weapon that uses ammunition, such as a bow, crossbow or sling. (This spell will not work on spear-throwers and similar weapons that require the attacker to retrieve the ammunition before shooting again.) The next shot from the subject weapon will attack as many additional targets as the number of points of energy put into the spell. The shooter must specify which targets are being attacked; they must all fall within a 30° arc in front of the shooter (i.e., no additional target may be more than 15° to the left or right of the primary target). The primary target may defend as normal; each additional target may defend at +1 per per additional target. So, if the shooter selects four targets, three of them would be able to defend at +3 each.

The shooter must use real ammunition against the primary target. The additional targets are struck by magical “copies” of that ammunition. The spell will end prematurely if the shooter attempts to shoot more than one piece of ammunition in a single shot.

*Duration:* 1 shot or 1 minute, whichever is sooner.

*Cost:* 1 per additional target.

*Prerequisites:* Enchant and Apportation.

### ***Poison Armor (see Protection & Warning)***

### ***Rapid Strike***

#### **Regular**

The subject gains the ability to perform one Rapid Strike without penalty.

*Duration:* 1 minute or the subject’s next attack, whichever comes first.

*Cost:* 3. Cannot be maintained.

*Prerequisite:* Magery 1 and Haste.

### ***Rapid Strike, Greater***

#### **Regular**

The subject gains the ability to perform two Rapid Strikes with one Attack or All-

Out Attack maneuver. The second Rapid Strike is at the normal -6 penalty.

*Duration:* 1 minute or the subject’s next attack, whichever comes first.

*Cost:* 6. Cannot be maintained.

*Prerequisite:* Rapid Strike.

### ***Shadow Hand***

#### **Special**

The caster’s hands are shrouded in gray smoke. For the duration of the spell, whenever the caster makes an unarmed attack with his hands, the attack passes through all armor and clothing to strike the target directly. The attack avoids all DR that is not natural to the target.

*Duration:* 10 seconds.

*Cost:* 1. Cannot be maintained.

*Prerequisite:* Magery 1.

### ***Sharpen Weapon***

#### **Regular**

This spell must be cast on a weapon that does crushing damage. For the duration of the spell, the weapon’s damage type changes to cutting as sharp blades appear on its surface. This spell is *not* identical to Sharpen (M118).

*Duration:* 1 minute.

*Cost:* 2 to cast. 2 to maintain.

*Prerequisite:* Enhance Weapon.

### ***Spear Hand***

#### **Regular**

For the duration of this spell, the subject’s unarmed attacks (hands only) do impaling damage, as spears erupt from the subject’s forearms and extend four inches beyond the first knuckle.

*Duration:* 1 minute.

*Cost:* 2 to cast. 2 to maintain.

*Prerequisite:* Spike Weapon.

### ***Spike Armor***

#### **Regular**

This spell is cast on armor. The armor immediately grows spikes. While worn, the armor grants its wearer the Short Spines advantage.

*Duration:* 1 minute.

*Cost:* 2 to cast. Same cost to maintain.

*Prerequisites:* Armor and Spike Weapon.

### ***Spike Weapon***

#### **Regular**

This spell must be cast on a weapon that does crushing damage. For the duration of the spell, the weapon’s damage type changes to impaling as sharp spikes appear on its surface.

*Duration:* 1 minute.

*Cost:* 2 to cast. 2 to maintain.

*Prerequisite:* Enhance Weapon.

### ***Steady Weapon***

#### **Regular**

For the duration of the spell, the target ranged weapon gains +1 Accuracy for every 2 points of energy put into the spell.

*Duration:* 1 minute.

*Cost:* 2 to cast. 1 to maintain.

*Prerequisite:* Enhance Weapon

### ***Strongblade***

#### **Regular**

The subject melee weapon’s ST requirement is reduced by 1 for every 2 points of energy put into the spell. Despite the name of the spell, it may be cast on any melee weapon, not only those with blades.

*Duration:* 1 minute.

*Cost:* 2 to cast. 1 to maintain.

*Prerequisite:* Enhance Weapon.

### ***Strongbow***

#### **Regular**

The subject ranged weapon’s ST requirement is reduced by 1 for every 2 points of energy put into the spell. Despite the name of the spell, it may be cast on any ranged weapon, not only bows.

*Duration:* 1 minute.

*Cost:* 2 to cast. 1 to maintain.

*Prerequisite:* Enhance Weapon.

### ***Stunning Strike***

#### **Regular**

For 10 seconds, whenever the subject successfully hits an opponent, the opponent is physically stunned and must roll vs. HT each second to recover.

*Duration:* 10 seconds.

*Cost:* 3 to cast. 2 to maintain.

*Prerequisites:* Stun and Enhance Weapon.

### ***Treacherous Strike***

#### **Blocking**

As with Turn Blade, except the affected melee weapon (blade or otherwise) misses the caster and automatically strikes the attacker for normal damage.

*Cost:* 2.

*Prerequisite:* Turn Blade and Spasm.

### ***War Sphere***

#### **Special**

This spell creates a colored globe 1 foot in diameter at a height of 4 yards directly above the caster’s head (or just below the ceiling, if it is lower than 4 yards). The

caster may take a Concentrate maneuver at any time during the spell's duration to move the globe to another position. The globe has a Move of 5.

War Sphere is actually 4 separate spells, which must be learned independently. The effects of the globe depend on its color. Every globe has a spherical area of effect 6 yards in diameter (but the area of effect is blocked by walls, ceilings and floors). This can be increased at the time of casting for extra energy. When the spell is cast, the caster designates which subjects can be affected by the war sphere. They may be outside the area of effect at the time of casting, but they must be within the area to be affected by the spell. Each time a subject is affected by the war sphere, he may make a HT roll to resist at a -1 penalty for each time the war sphere has attempted to affect him. If a subject fails any of these HT rolls, he is affected by the war sphere and cannot make further HT rolls to resist future effects.

**Red War Sphere:** Designated subjects take an additional +1 damage per full die when successfully attacked by anyone.

**Yellow War Sphere:** Designated subjects lose 1 point of FP per full die of damage when successfully attacked by anyone.

**Black War Sphere:** Designated creatures are struck blind for 1 second per full die of damage when successfully attacked by anyone.

**White War Sphere:** Designated subjects must make a Fright Check at -1 per full die of damage when successfully attacked by anyone.

*Duration:* 1 minute.

*Cost:* 9 to cast. 4 to maintain.

*Prerequisite:* Magery 2 and at least 2 other War spells.

### ***Weapon Malediction (VH)***

#### **Regular**

The subject weapon shimmers and glows faintly (illumination equal to one candle). For the duration of the spell, the subject weapon ignores all DR. If the subject is a ranged weapon, the effect attaches to its ammunition when loaded.

The caster pays an energy cost equal to the number of strikes the spell will enhance. The number of strikes may not exceed the caster's Magery level. Only successful hits are counted. Hits that do not involve DR still count.

*Duration:* 1 minute or maximum number of strikes, whichever is first.

*Cost:* 5 per strike.

*Prerequisites:* Magery 2 and Enhance Weapon.

### ***Weapon Malediction, Greater (VH)***

#### **Regular**

The subject weapon shimmers and glows faintly (illumination equal to one candle). For every point of energy put into the spell, the subject weapon ignores one point of DR. With every strike that hits DR, the energy in the spell drops by that amount. So, for example, if a weapon with 12 points of energy from the spell strikes armor with DR 2, it ignores the armor but its total energy drops to 10. The spell ends when the weapon's energy reserve reaches zero. This spell is not limited by the caster's Magery level.

*Duration:* 1 minute or exhausted energy reserve, whichever is first.

*Cost:* 1 per energy point.

*Prerequisite:* Weapon Malediction.

# Water College

*Acid Armor (see Protection)*

*Acid Fog (See Weather)*

***Acid Injection***

**Melee**

On a successful melee attack, the caster's fingertips (or the end of her staff) inject acid directly into the target's bloodstream, doing 2d corrosion damage per point of energy. Armor completely blocks the injection; the caster must touch bare skin. This requires an attack against a specific body part, usually the hand, neck or face, at the usual penalty.

*Cost:* 1 to 3. Does 2d of damage for every point used.

*Prerequisite:* Acid Jet.

*Acid Shield (see Protection)*

***Frostbite, Mass***

**Area**

This is an area effect, persistent version of the Frostbite spell, affecting all living beings in the subject area but limited in the amount of damage it can do.

*Duration:* 1 minute.

*Base cost:* 1. Same cost to maintain.

*Time to cast:* 3 seconds.

*Prerequisite:* Frostbite.

# Weather College

## ***Acid Fog***

### **Area**

Like the Fog spell, but the fog is slightly yellow and does 1d corrosion damage to every creature in the affected area every 10 seconds (once per maintenance cycle).

*Duration:* 10 seconds.

*Base Cost:* 2 to cast, 1 to maintain. Each additional point increases damage by 1d.

*Time to Cast:* 1 second per energy point.

*Prerequisites:* Fog and Create Acid

be spent to increase the number of cycles (one cycle per point). Other side effects cost an additional 1 point of energy per effect. Such effects include swelling, headache, fever, vomiting and so on, at the discretion of the caster when the spell is cast.

*Base cost:* 2 to cast. 1 to maintain. Additional energy may be used to increase the number of cycles and/or add side effects (see text).

*Time to cast:* 1 second per energy point.

*Prerequisites:* Fog and Resist Poison.

## ***Lightning Arc***

### **Special**

Like the Lightning spell, except it strikes two subjects simultaneously by shooting a bolt of lightning between them. If any non-metallic objects of size SM 0 or higher stand between the two subjects, Lightning Arc dissipates without effect. Interposed objects may be only partially metal, as long as the two sides facing the two subjects have metal surfaces and are in contact with one another (via a metal "conduit," as it were). Interposed objects are not harmed even if the lightning arc must pass through them.

*Range:* The range penalty is equal to either the sum of the distances to both targets or the distance between them, whichever is greater.

*Cost:* As Lightning, + 50%.

*Time to cast:* As Lightning.

*Prerequisite:* Lightning.

## ***Nuisance Cloud***

### **Regular**

### **Resisted by HT**

This is a combination of Fog and Daze: all of the effects of the Fog spell, plus the effects of Daze on every affected subject within the area of fog.

*Duration:* 1 minute.

*Base cost:* 3 to cast. 2 to maintain.

*Prerequisites:* Daze, Fog.

## ***Poison Fog***

### **Area**

### **Resisted by HT-2**

Like the Fog spell, but the fog is slightly green and consists of a poison (respiratory agent). It has a delay of 2 minutes (for an SM 0 victim). The poison does 1d of toxic damage to every creature in the affected area who breathed in the fog. Once the poison takes effect, it is cyclic with a single cycle of 1 minute. Additional energy may