



SPELLBOUND GRIMOIRE

(PREORDER PREVIEW: 10-17-2013)

This is a current draft of Chapter 2 of the *Spellbound* supplement for Fantasy Craft, sans all spells that are a) incomplete, b) not far enough along to be of use to those familiar with the design process, or c) not yet written. It is a living, evolving document, and new versions will be arriving throughout the rest of the process until the book is complete.

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Very little work has been put into formatting this material. Layout and other notes are still included. This is also pre-edits text, so you may find typos, grammar irregularities, and other minor issues.

Playtesting is ongoing, and any of the spells here may change in whole or in part before release.

If you wish, please feel free to send feedback to service@crafty-games.com. Please recognize, however, that every comment must be read, considered, and potentially acted upon. Not every comment is helpful, especially those that dispute matters of style and subjective choice of wording. Unless a comment is *objectively* required, we ask that you consider twice whether it will be useful for all readers, regardless of their game styles and preferences. Unless it is, it would be most helpful to us if you'd at the very least flag the comment as subjective. Thanks!

We're very excited to finally be getting this product into shape for release, but as you'll see here there's still a ways to go. We appreciate your continued patience, and hope you enjoy this expansive preview of our little casting compendium.

Alex and Pat
Crafty Games

ACID ARROW

Level: 4 Creation

Casting Time: 1 half action

Distance: Short range attack

Duration: 1 round per Casting Level

Effect: Once per round, you may take a half action to launch an arrow of acid from your palm, generating a new Spellcasting result to see if you hit. Each arrow inflicts 1d6 acid damage.

ACID CLOUD

Level: 6 Creation (Air)

Casting Time: 1 half action

Distance: Local

Area: 20 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Effect: The Area floods with acidic fog. Each character and object suffers 2d6 acid damage when entering and at the start of each round they remain.

The cloud may be stationary or move 10 ft. away from you each round (choose when the spell is cast). Its vapors are heavier than air and sink, even pouring down through openings. The cloud can't penetrate liquids. Wind disperses it in 4 rounds and a tornado disperses it immediately. The cloud burns away in 2 rounds when exposed to 20+ fire damage.

ACID SPLASH

Level: 0 Creation

Casting Time: 1 half action

Distance: Close

Duration: Instant

Effect: You fire a small orb of acid at the target, inflicting 1d3 acid damage.

AIR WALK

Level: 4 Compass (Air)

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Effect: One character can tread on air as if walking on solid ground. He can move upward or downward at a 45-degree angle, the former at 1/2 his Speed (rounded up).

ALARM

Level: 1 Seals

Casting Time: 1 half action

Distance: Close

Area: 20 ft. penetrating sphere

Duration: 2 hours per Casting Level (dismissible, enduring)

Effect: The Area is protected by either an audible or mental alarm (your choice) that is triggered whenever a corporeal character enters the Area without saying the pre-set password aloud. The audible alarm can be heard at up to 60 ft., while the mental alarm can only be heard by you (and only if you're within 1 mile of the Area).

ALIGN WEAPON

Level: 2 Word (Aligned)

Casting Time: 1 half action

Distance: Touch

Duration: 1 minute per Casting Level

Effect: 1 melee weapon or 50 ammo gains your Alignment.

ANCHOR I

Level: 4 Seals

Casting Time: 1 half action

Distance: Medium range

Duration: 1 hour per Casting Level (dismissible)

Effect: One character is covered with shimmering sigils that move with him and counter spells cast upon or affecting him that modify Speed, or that make him *incorporeal*, allow him to move through or penetrate solid objects, or magically move him (e.g. Dimension Door, Maze, Spirit Projection, Teleport, or any 'Walk' spell).

ANCHOR II

Level: 8 Seals

Casting Time: 1 half action

Distance: Touch

Area: 5 ft. per Casting Level penetrating sphere

Duration: 1 hour per Casting Level (dismissible, enduring)

Effect: The Area is blanketed in shimmering sigils that counter certain spells cast in the Area, targeting the Area, or targeting characters in the Area or who will enter the Area as a result. Spells countered include any that modify Speed, make a character *incorporeal*, allow a character to move through or penetrate solid objects, and spells that magically move characters (e.g. Dimension Door, Maze, Plant Walk, Spirit Projection, Teleport, or any 'Walk' spell).

WHAT'S IN A NAME: FLAVOR VS. UTILITY

[SIDEBAR — PLACE NEAR ANCHOR SPELL CHAIN]

As a generic toolkit to power fantasy worlds in any Era and with any theme or story, Fantasy Craft doesn't assign heavy flavor to spells, instead leaning toward names and details that can easily port into a wide variety of settings and be used for many different kinds of characters. A Cure Wounds spell cast by a tribal shaman in an island archipelago might become an exotic concoction of pasted roots and animal blood, while the same spell cast by an arcane astrologer might involve hands gestures "weaving" the stars together from their relative positions in the sky. In both these cases the spells work exactly the same in the game — only the story of the casting changes.

Likewise, you might find it helpful to give spells more flavorful names in your campaign. The tribal Cure Wounds spell might become The Draught of Life, while the arcane astrological version might become Thread of the Heart. This might be especially helpful with spell chains, which are organized here with roman numerals for ease of reference. Cure Wounds is a spell chain, and these suggested names might only be for the first in that series. In these schemes, Cure Wounds II might become Saya's Draught, after an elder shaman whose special recipe yielded greater healing properties, or it could be Sinew of the Heavens if the arcane astrologers view the universe as a living entity through whom all spells are channeled.

As another example, take the nearby Anchor spell chain. These spells have precise but not very flavorful names, and their effects feature only the slightest hint of story (the shimmering sigils). In a traditional high fantasy game, Anchor I might be called One with the Earth and bring the essence of the surface under a character surging through him, partially transforming the lowest parts of him into the same material. Anchor II might be called Raiften's Captive Audience and have no physical or visible flavor; rather, all targets are so compelled to linger — lest they miss whatever awesome moment is obviously coming — that the affected spells simply don't work on them. In both cases the mechanics of these spells are unchanged but their connection to the world and its narrative is dramatically improved.

This is all part of making Fantasy Craft your own, and adapting it to the needs of your setting and story. Of course it isn't a necessary step but even tweaking the names and flavor of a few key spells can make, if you'll pardon the pun, a world of difference in your game.

ANIMAL MESSENGER

Level: 0 Nature

Casting Time: 1 half action

Distance: Close

Duration: 1 day per Casting Level (dismissible)

Effect: One untrained standard animal NPC travels to a location with which you're familiar and waits there for the spell's remaining Duration. You may affix a note or other object to the animal, which it freely allows anyone meeting it at the location to take. The animal is a Tiny Flyer/Walker (30 ft. winged flight and 10 ft. ground), Swimmer (30 ft. swim), or Walker (30 ft. ground) with attribute scores of 10; Traits, Health, and Competence values at I; two Signature Skills — commonly Acrobatics and Notice — at II; and the *diurnal* or *nocturnal*, *meek*, and *superior traveler* qualities (though the GM can and should adjust these stats to fit the situation, story, and setting).

ANIMATE DEAD I

Level: 1 Necromancy

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: You animate the remains of 1 dead character as a standard NPC with a Threat Level equal to your Casting Level.

- *Skeleton:* A skeleton may be created from mostly intact bones, whether flesh remains or not.
- *Zombie:* A zombie may only be created from a mostly intact corpse (including muscle).

With GM approval, you may modify your choice, apply the Skeletal or Risen template to an NPC from the Rogues Gallery, or build a new NPC, so long as it has the Undead Type and a maximum XP value of 40.

An animated skeleton or zombie cannot animate or summon other characters and becomes inert when killed or when this spell ends (whichever comes first). Certain spells and other effects can render animated dead inert earlier.

The skeleton or zombie may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions the skeleton or zombie falls under the GM's control, though it continues to serve you as best it perceives it can (e.g. attacking whatever seems to be your enemy, bringing you things it thinks will help you, etc.).

Skeleton I (Medium Undead Walker — 36 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. ground; Init II; Atk II; Def III; Res IV; Health II; Comp I; Skills: Acrobatics II, Notice III; Qualities: *Damage defiance (edged)*, *damage immunity (bows)*, *ferocity*

Attacks/Weapons: Claw I (dmg 1d6 lethal; threat 20) or Bite I (dmg 1d8 lethal; threat 18–20), as appropriate to the remains + any weapons carried in life (so long as they don't increase the skeleton's XP value above 40)

Zombie I (Medium Undead Walker — 36 XP): Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. ground; Init II; Atk III; Def III; Res IV; Health II; Comp I; Skills: Athletics IV, Blend III, Notice IV, Survival III; Qualities: *Devour*, *lumbering*, *monstrous defense I*, *shambling*

Attacks/Weapons: Claw I (dmg 1d6 lethal; threat 20; qualities: *grab*) or Bite I (dmg 1d8 lethal; threat 18–20; qualities: *grab*), as appropriate to the remains + any weapons carried in life (so long as they don't increase the zombie's XP value above 40)

ANIMATE DEAD II

Level: 3 Necromancy

Effect: As Animate Dead I, except you gain 1 skeleton or zombie (max. 60 XP) or 2 skeletons or zombies (max. 40 XP each).

Skeleton II (Medium Undead Walker — 56 XP): Str 10, Dex 12, Con 12, Int 10, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. ground; Init IV; Atk III; Def IV; Res VI; Health IV; Comp I; Skills: Acrobatics II, Notice IV; Qualities: *Damage defiance (edged)*, *damage immunity (bows)*, *ferocity*, *rend*

Attacks/Weapons: Claw II (dmg 1d6+1 lethal; threat 19–20; qualities: *finesse*) or Bite II (dmg 1d8+1 lethal; threat 17–20; qualities: *finesse*), as appropriate to the remains + any weapons carried in life (so long as they don't increase the skeleton's XP value above 60)

Zombie II (Medium Undead Walker — 56 XP): Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. ground; Init III; Atk IV; Def IV; Res VI; Health IV; Comp I; Skills: Athletics V, Blend IV, Notice IV, Survival IV; Qualities: *Devour*, *monstrous defense I*, *shambling*

Attacks/Weapons: Claw II (dmg 1d6+1 lethal + debilitating poison; threat 19–20; qualities: *grab*) or Bite II (dmg 1d8+1 lethal + debilitating poison; threat 17–20; qualities: *grab*), as appropriate to the remains + any weapons carried in life (so long as they don't increase the zombie's XP value above 60)

ANIMATE DEAD III

Level: 5 Necromancy

Effect: As Animate Dead I, except you gain 1 skeleton or zombie (max. 80 XP), 2 skeletons or zombies (max. 60 XP each), or 4 skeletons or zombies (max. 40 XP each).

Skeleton III (Medium Undead Walker — 76 XP): Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. ground; Init V; Atk IV; Def V; Res VII; Health VI; Comp II; Skills: Acrobatics IV, Notice IV; Qualities: *Damage defiance (edged)*, *damage immunity (bows)*, *ferocity*, *rend*, *tough I*

Attacks/Weapons: Claw III (dmg 2d6+2 lethal; threat 19–20; qualities: *finesse*) or Bite III (dmg 2d8+2 lethal; threat 17–20; qualities: *finesse*), as appropriate to the remains + any weapons carried in life (so long as they don't increase the skeleton's XP value above 80)

Zombie III (Medium Undead Walker — 76 XP): Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. ground; Init IV; Atk V; Def V; Res VII; Health VI; Comp II; Skills: Athletics VI, Blend IV, Notice V, Survival IV; Qualities: *Devour*, *monstrous defense I*, *shambling*, *tough I*

Attacks/Weapons: Claw III (dmg 2d6+2 lethal + debilitating poison; threat 19–20; qualities: *grab*) or Bite III (dmg 2d8+2 lethal + debilitating poison; threat 17–20; qualities: *grab*), as appropriate to the remains + any weapons carried in life (so long as they don't increase the zombie's XP value above 80)

ANIMATE DEAD IV

Level: 7 Necromancy

Effect: As Animate Dead I, except you gain 1 skeleton or zombie (max. 100 XP), 2 skeletons or zombies (max. 80 XP each), 4 skeletons or zombies (max. 60 XP each), or 8 skeletons or zombies (max. 40 XP each).

Skeleton IV (Medium Undead Walker — 96 XP): Str 10, Dex 16, Con 16, Int 10, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. ground; Init VI; Atk V; Def VI; Res VIII; Health VII; Comp III; Skills: Acrobatics IV, Notice IV; Qualities: *Class ability (Sage: assistance I)*, *damage defiance (edged)*, *damage immunity (bows)*, *ferocity*, *rend*, *tough I*

Attacks/Weapons: Claw III (dmg 2d6+3 lethal; threat 19–20; qualities: *finesse*) **and** Bite III (dmg 2d8+3 lethal; threat 17–20; qualities: *finesse*), as appropriate to the remains + any weapons carried in life (so long as they don't increase the skeleton's XP value above 100)

Zombie IV (Medium Undead Walker — 96 XP): Str 16, Dex 10, Con 16, Int 10, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. ground; Init V; Atk V; Def V; Res VIII; Health VII; Comp III; Skills: Athletics VI, Blend IV, Notice V, Survival IV; Qualities: *Class ability (Sage: assistance I)*, *devour*, *monstrous defense I*, *shambling*, *tough I*

Attacks/Weapons: Claw III (dmg 2d6+3 lethal + debilitating poison; threat 19–20; qualities: *grab*) **and** Bite III (dmg 2d8+3 lethal + debilitating poison; threat 17–20; qualities: *grab*), as appropriate to the remains + any weapons carried in life (so long as they don't increase the zombie's XP value above 100)

Animate Dead V

Level: 9 Necromancy

Effect: As Animate Dead I, except you gain 1 skeleton or zombie (max. 120 XP), 2 skeletons or zombies (max. 100 XP each), 4 skeletons or zombies (max. 80 XP each), 8 skeletons or zombies (max. 60 XP each), or 16 skeletons or zombies (max. 40 XP each).

Skeleton V (Medium Undead Walker — 116 XP): Str 10, Dex 18, Con 18, Int 10, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. ground; Init VII; Atk VI; Def VII; Res VIII; Health VIII; Comp IV; Skills: Acrobatics V, Notice V; Qualities: *Class ability (Sage: assistance I)*, *damage defiance (edged)*, *damage immunity (bows)*, *ferocity*, *rend*, *tough I*, *treacherous*

Attacks/Weapons: Claw IV (dmg 2d6+4 lethal; threat 19–20; qualities: *finesse*) **and** Bite IV (dmg 2d8+4 lethal; threat 17–20; qualities: *finesse*), as appropriate to the remains + any weapons carried in life (so long as they don't increase the skeleton's XP value above 120)

Zombie V (Medium Undead Walker — 116 XP): Str 18, Dex 10, Con 18, Int 10, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. ground; Init VI; Atk VI; Def VI; Res VIII; Health VIII; Comp IV; Skills: Athletics VI, Blend V, Notice V, Survival V; Qualities: *Class ability (Sage: assistance I), devour, killing conversion, monstrous defense I, shambling, tough I*

Attacks/Weapons: Claw IV (dmg 2d6+4 lethal + debilitating poison; threat 19–20; qualities: *grab*) **and** Bite IV (dmg 2d8+4 lethal + debilitating poison; threat 17–20; qualities: *grab*), as appropriate to the remains + any weapons carried in life (so long as they don't increase the zombie's XP value above 120)

ANIMATE OBJECT I

Level: 1 Conversion

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: You animate 1 existing non-living, non-magical object that isn't worn or carried as a standard NPC with a Threat Level equal to your Casting Level. Base statistics follow for commonly animated objects but with GM approval you may modify your choice or build a new NPC, so long as it has the Construct Type, an Intelligence score of 1, and a maximum XP value of 40.

An animated object cannot animate or summon other characters and becomes inert when killed or when the spell that animated it ends (whichever comes first). Certain spells and other effects can render animated objects inert earlier.

The object may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions the object falls inert.

[STATS FORTHCOMING]

ANIMATE OBJECT II

Level: 3 Conversion

Effect: As Animate Object I, except you animate 1 object (max 60 XP) or 2 objects (max. 40 XP).

[STATS FORTHCOMING]

ANIMATE OBJECT III

Level: 5 Conversion

Effect: As Animate Object I, except you animate 1 object (max 80 XP), 2 objects (max. 60 XP), or 4 objects (max. 40 XP).

[STATS FORTHCOMING]

ANIMATE OBJECT IV

Level: 7 Conversion

Effect: As Animate Object I, except you animate 1 object (max 100 XP), 2 objects (max. 80 XP), 4 objects (max. 60 XP), or 8 objects (max. 40 XP).

[STATS FORTHCOMING]

ANIMATE OBJECT V

Level: 9 Conversion

Effect: As Animate Object I, except you gain 1 object (max 120 XP), 2 objects (max. 100 XP), 4 objects (max. 80 XP), 8 objects (max. 60 XP), or 16 objects (max. 40 XP).

[STATS FORTHCOMING]

ANIMATE PLANT I

Level: 1 Nature

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: You animate 1 living, non-magical plant as a standard NPC with a Threat Level equal to your Casting Level. Base statistics follow for commonly animated plants and the species they evolve into, but with GM approval you may modify your choice or build a new NPC, so long as it has the Plant Type, an Intelligence score of 1, and a maximum XP value of 40.

An animated plant cannot animate or summon other characters and becomes inert when killed or when the spell that animated it ends (whichever comes first). Certain spells and other effects can render animated plants inert earlier.

The plant may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions the plant falls inert.

Assassin Vine I

[STATS FORTHCOMING]

Killer Fungus I

[STATS FORTHCOMING]

Shambler I

[STATS FORTHCOMING]

ANIMATE PLANT II

Level: 3 Nature

Effect: As Animate Plant I, except you animate 1 plant (max 60 XP) or 2 plants (max. 40 XP).

Assassin Vine II

[STATS FORTHCOMING]

Killer Fungus II

[STATS FORTHCOMING]

Shambler II

[STATS FORTHCOMING]

ANIMATE PLANT III

Level: 5 Nature

Effect: As Animate Plant I, except you animate 1 plant (max 80 XP), 2 plants (max. 60 XP), or 4 plants (max. 40 XP).

Assassin Vine III

[STATS FORTHCOMING]

Killer Fungus III

[STATS FORTHCOMING]

Shambler III

[STATS FORTHCOMING]

ANIMATE PLANT IV

Level: 7 Nature

Effect: As Animate Plant I, except you animate 1 plant (max 100 XP), 2 plants (max. 80 XP), 4 plants (max. 60 XP), or 8 plants (max. 40 XP).

Assassin Vine IV

[STATS FORTHCOMING]

Killer Fungus IV

[STATS FORTHCOMING]

Shambler IV

[STATS FORTHCOMING]

ANIMATE PLANT V

Level: 9 Nature

Effect: As Animate Plant I, except you animate 1 plants (max 120 XP), 2 plants (max. 100 XP), 4 plants (max. 80 XP), 8 plants (max. 60 XP), or 16 plants (max. 40 XP).

Assassin Vine V

[STATS FORTHCOMING]

Killer Fungus V

[STATS FORTHCOMING]

Shambler V

[STATS FORTHCOMING]

CRITTERS & OBJECTS: USING WHAT YOU HAVE

[SIDEBAR — PLACE WITHIN ANIMATE CHAINS]

Fantasy Craft promotes customization whenever possible and that's especially true with spells, where everything from the look and feel of magic to the origin and nature of the arcane arts can and should be guided and skinned to match the needs of your setting, story, and characters. Every spell can benefit from GM and player input but those that animate and summon deserve special attention because they leverage the creatures and items in your world.

Unless your game includes everything you can conceive (and admittedly, many high fantasy settings do), casters will only be able to animate what they kill and any other remains they discover, all of which are limited to the local populace, monsters, and any natural predators that roam the area. Similarly, no mage can summon what doesn't exist, which naturally limits the results of many spell chains in this grimoire (indeed, your game may have no need for the Call from Beyond chain at all, for example, and in this case you might want to eliminate or possibly redistribute Calling spells, and maybe also give Prophets — if they exist in your game — a little more juice on another front).

Of course, all of this merely speaks to the organization of magic; it's equally important to have common stat blocks ready for the creatures and items that are commonly animated or summoned in your world. We provide many examples throughout this chapter to get you started, and these should work just fine in most of those all-encompassing high fantasy settings we mentioned earlier, but if your world is defined in part by what isn't there then you should consider which of these spell chains to exclude, and which that stay deserve unique stats you build with the rules in Chapter 6 of the main book.

The GM doesn't have to do all of this work, and in fact it can invest everyone more deeply in the game if the other players take point with some or all of these stats. Just remember that the GM must always approve final stat blocks, and even when a player character animates or summons something it's the GM who ultimately controls it — unless of course some additional spell or effect is at play. Many creatures raised from death or yanked into a new place can be testy, and even sentient objects have temperaments and at least rudimentary personalities. Portraying these can be one of the most rewarding parts of a GM's role, and it can also add a great deal of flavor and maybe even some challenge to the heroes' tale.

ANTI-MAGIC FIELD I

Level: 6 Artifice

Casting Time: 1 half action

Distance: Personal

Area: 10 ft. penetrating sphere

Duration: 10 minutes per Casting Level (dismissible)

Effect: An invisible field surrounds you, suppressing all other spells and magic items within — including yours.

This spell may not be countered.

ANTI-MAGIC FIELD II

Level: 9 Artifice

Casting Time: 1 minute

Distance: Touch

Area: 1,000 ft. penetrating sphere

Duration: 1 day (dismissible, enduring)

Preparation Cost: 4

Effect: As Anti-Magic Field I, except as noted. Note that Permanency, despite being a spell, is not suppressed within an Anti-Magic field when cast to make the field permanent.

ANTIPATHY

Level: 8 Affliction (Curse)

Casting Time: 1 hour

Distance: Close

Area: 1 object or 1 location (either up to a 10 ft. penetrating cube per Casting Level)

Duration: 2 hours per Casting Level (dismissible, enduring)

Saving Throw: Will partial

Effect: You curse an object or location, making it anathema to characters with one specific Alignment or of one specific Species. Affected characters feel an overpowering urge to avoid the object or leave the area, though with a successful Will save they can overcome this urge, suffering 4 temporary Dexterity impairment for their trouble.

APOCALYPSE

Level: 8 Shadow

Casting Time: 1 half action

Distance: Medium

Area: 10 ft. per Casting Level penetrating sphere

Duration: 1 minute (*see Effect*)

Saving Throw: Will half (disbelief)

Effect: Characters in the Area hallucinate that the universe is ending around them, suffering 2d6 lethal damage and 1 point of temporary Wisdom damage at the start of each round they remain. If at any point every affected character makes his save, the spell immediately ends.

ARCANE LOCK

Level: 2 Seals

Casting Time: 1 half action

Distance: Touch

Duration: Permanent

Effect: One portal or object is magically locked, the Prestidigitation DC required to open it increasing by 10. You may open the portal or object normally.

ARCANE MARK

Level: 0 Seals

Casting Time: 1 full action

Distance: Touch

Duration: 1 day per Casting Level (dismissible, enduring)

Effect: One item or surface is inscribed with a rune that uniquely identifies you. This mark is invisible but glows and is obvious to anyone using Read Magic.

ARCANE SIGHT I

Level: 3 Divination

Casting Time: 1 half action

Distance: Personal

Duration: Instant

Saving Throw: Will negates scene

Effect: You determine the spells affecting 1 character or object, as well as the Casting Levels at which they were produced.

ARCANE SIGHT II

Level: 7 Divination

Area: 60 ft. penetrating cone

Effect: As Arcane Sight I, except as noted.

ATONEMENT

Level: 4 Blessing

Casting Time: 1 minute

Distance: Close

Duration: Permanent

Saving Throw: Will negates (harmless)

Preparation Cost: 10

Effect: One character's true Alignment is restored, even if it was replaced during a Forced Conversion. Unless the GM determines the target is truly ready to re-embrace his lost Alignment, however, he may first need to complete a customized Quest Subplot before he may benefit from this spell (*see Fantasy Craft, page 383*).

AWAKEN CONSTRUCT

Level: 5 Artifice

Casting Time: 1 hour

Distance: Touch

Duration: 1 hour per Casting Level (dismissible, enduring)

Effect: One construct becomes self-aware, gaining the spark of independent thought. It becomes a special character with Intelligence, Wisdom, and Charisma scores of 10 (if they're not already higher), and it learns one of your languages. The GM controls the construct, which is Supportive of you and its creator but may now ignore commands.

AWAKEN NATURE

Level: 5 Nature

Casting Time: 1 hour

Distance: Touch

Duration: 1 hour per Casting Level (dismissible, enduring)

Effect: One animal, non-intelligent plant, or other natural object becomes self-aware, gaining the spark of independent thought. It becomes a special character with Intelligence, Wisdom, and Charisma scores of 10 (if they're not already higher), and it learns one of your languages. The GM controls the animal, plant, or object, which is Supportive of you.

AWAKEN OBJECT

Level: 5 Conversion

Casting Time: 1 hour

Distance: Touch

Duration: 1 hour per Casting Level (dismissible, enduring)

Effect: One object becomes self-aware, gaining the spark of independent thought. It becomes a special character with Intelligence, Wisdom, and Charisma scores of 10 (if they're not already higher), and it learns one of your languages. The GM controls the object, which is Supportive of you.

BALL LIGHTNING

Level: 8 Weather (Lightning)

Casting Time: 1 half action

Distance: Local

Duration: 1 round per 2 Casting Levels (dismissible)

Saving Throw: Reflex negates (terminal)

Effect: One target you can see suffers 1d6 electrical damage per 2 Casting Levels (maximum 10d6). At the start of your Initiative Count each round, you may spend 1 free action to direct the ball to a new target or have it hit the current target again.

BANE

Level: 1 Affliction (Curse)

Casting Time: 1 half action

Distance: Close

Area: 50 ft. penetrating sphere

Duration: 1 minute per Casting Level

Saving Throw: Will negates

Effect: Adversaries in the Area when the spell is cast suffer a –1 morale penalty with attack checks and Will saves.

This spell counters Bless.

BANISH I

Level: 1 Calling

Casting Time: 1 full action

Distance: Close

Area: 30 ft. penetrating cone

Duration: Instant

Saving Throw: Will negates

Effect: Each summoned character in the Area with an XP value up to 40 must make a Will save or be banished.

BANISH II

Level: 3 Calling

Effect: As Banish I, except affecting summoned characters with XP values up to 60.

BANISH III

Level: 5 Calling

Effect: As Banish I, except affecting summoned characters with XP values up to 80.

BANISH IV

Level: 7 Calling

Effect: As Banish I, except affecting summoned characters with XP values up to 100.

BANISH V

Level: 9 Calling

Effect: As Banish I, except affecting summoned characters with XP values up to 120.

BENEVOLENT ILLUMINATION

Level: 5 Energy (Light)

Casting Time: 1 round

Distance: Personal

Area: 20 ft. sphere (moderate light) + additional 20 ft. sphere (dim light)

Duration: 1 minute per Casting Level (dismissible)

Effect: You emit a comforting glow that lights the Area and restores your allies. Each ally within 20 ft. heals 1 vitality per round (if a special character) or 1 damage per round (if a standard character).

BESTOW CURSE

Level: 3 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: 1 day per Casting Level (dismissible, enduring)

Saving Throw: Will negates

Effect: You curse one other character, inflicting one of the following effects.

- 4 temporary impairment with 1 attribute (minimum 1)
- -2 penalty with attack checks, skill checks, and saves
- 25% chance at the start of each Initiative Count that the character loses 1 half action
- The character repels members of the opposite sex (-5 Disposition to each)
- The character is frequently mistaken for a known criminal, lunatic, or pariah (25% chance)
- Every item the character touches immediately loses 1/10 its silver value (rounded up, once per item)
- The character misplaces or is robbed of 1/10 the silver he collects (rounded up, not affecting his Stake)
- The character loses 1 Reputation per day to vicious gossip
- Animals shun the character, refusing to come within 20 ft. of him, and ignore his commands
- No matter how much he eats, the character loses weight at an alarming rate (1d4 lbs. per day)
- The character becomes sterile

Alternately, you may invent a curse of your own, though it requires GM approval and shouldn't be any more powerful than these options.

BLESS

Level: 1 Blessing

Casting Time: 1 half action

Distance: Personal

Duration: 1 minute per Casting Level

Effect: You and each ally within 50 ft. when the spell is cast gain a +1 morale bonus with attack checks and Will saves.

This spell counters Bane.

BLESS WATER

Level: 1 Word (Aligned)

Casting Time: 1 full action

Distance: Touch

Duration: 1 minute per Casting Level

Effect: One pint of water is anointed, gaining your Alignment and inflicting 2d6 acid damage against outsiders and undead with an opposing Alignment.

BLESS WEAPON I

Level: 2 Glory (Aligned)

Casting Time: 1 half action

Distance: Touch

Duration: 1 minute per Casting Level

Effect: One non-magical weapon is anointed. It may be used to attack *incorporeal* targets and gains *AP* 2 and *keen* 2 (or *AP* 4 and *keen* 4 vs. targets with an opposed Alignment).

BLESS WEAPON II

Level: 5 Glory

Effect: As Bless Weapon I, except granting *AP* 4 and *keen* 4 (or *AP* 8 and *keen* 8 vs. targets with an opposed Alignment).

BLESS WEAPON III

Level: 8 Glory

Effect: As Bless Weapon II, except the weapon also emits a Circle of Protection.

BLIGHTING CLOUD

Level: 6 Shadow (Air, Aligned)

Casting Time: 1 half action

Distance: Local

Area: 20 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Effect: The Area floods with cold, greasy fog. Each character without your Alignment suffers 2d6 lethal damage when entering and at the start of each round they remain. This damage increases to 4d6 lethal damage for characters with an opposing Alignment.

The cloud may be stationary or move 10 ft. away from you each round (choose when the spell is cast). Its vapors are heavier than air and sink, even pouring down through openings. The cloud can't penetrate liquids. Wind disperses it in 4 rounds and a tornado disperses it immediately. The cloud burns away in 2 rounds when exposed to 20+ fire damage.

BLINDNESS/DEAFNESS

Level: 2 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: 1 round per Casting Level (dismissible, enduring)

Saving Throw: Fortitude negates (terminal)

Effect: One character is *blinded* or *deafened*, as you choose.

BLINDNESS/DEAFNESS, MASS

Level: 6 Affliction (Curse)

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Blindness/Deafness I, except affecting a number of characters in the Area up to your Casting Level.

BLINK

Level: 5 Compass

Casting Time: 1 half action

Distance: Personal

Duration: 1 round per Casting Level (dismissible)

Effect: You quickly and randomly wink in and out of reality, which has several effects.

- Your Speed drops to 1/2 normal (rounded up) and you may move through (but not see through) solid objects, suffering 1d6 lethal damage per 10 ft. traveled.
- Characters targeting you with attacks, skill checks, and spells suffer a –10 penalty (–4 if they can affect *incorporeal* targets or see *invisible* targets, or without penalty if they can do both). You suffer a –4 penalty with these actions at all times, as it's difficult to gauge when you'll wink out.
- You suffer only 1/2 damage from blast attacks (full if they affect *incorporeal* characters).
- Falling takes twice as long, as you don't fall while winked out. You still hit just as hard.

BLUR

Level: 2 Illusion

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: One character's outline appears blurred, shifting and wavering. Attacks directed at him suffer a –4 penalty.

BRAWN I

Level: 2 Blessing

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: The character gains a +3 magic bonus to your choice of Strength, Dexterity, or Constitution.

BRAWN II

Level: 4 Blessing

Effect: As Brawn I, except the bonus increases to +5.

BRAWN III

Level: 6 Blessing

Effect: As Brawn I, except the bonus increases to +7.

BRAWN IV

Level: 8 Blessing

Effect: As Brawn I, except the bonus increases to +9.

BRAWN I, MASS

Level: 5 Blessing

Area: 50 ft. sphere

Effect: As Brawn I, except affecting a number of characters in the Area up to your Casting Level.

BREAD CRUMBS

Level: 5 Calling

Casting Time: 1 minute

Duration: Instant

Effect: One character who is personally known to the caster and who has been moved off this world by a spell effect (e.g. by a Banish or Maze spell) is contacted with a momentary, hazy message or sign pointing toward home. To take advantage of this lifeline the character must make a Knowledge check (DC 15 + triple the original spell's Level), and with success he returns to his location when the original spell was cast; otherwise he remains in the other location for the Duration of the original spell. This spell may only be cast once per day on each character moved off world.

"THIS WORLD" AND WHAT LIES BEYOND

[SIDEBAR — PLACE NEAR BREAD CRUMBS]

Fantasy Craft focuses on a single “real world” where the heroes live and adventure. “Planes” and other cosmic locales aren’t addressed so that each campaign can include or ignore them as desired. Still, many classic fantasy spells assume there’s something beyond “this world” — one or more places where outsiders are born and summoned creatures stalk before being yanked into the fray. Occasionally, heroes and others are trapped in other worlds, as is the case with the Maze spell, but even then the details are intentionally left fuzzy so you can define these alien lands as you see fit.

Given the myriad possibilities inherent in otherworldly travel, it isn’t really important to have every part of the universe conceived before you start playing, and in many cases it will enhance your game if you don’t. The only truly important decision up front is whether there really is anything beyond this world, because if there isn’t then you may want to consider where outsiders and certain summoned creatures come from (perhaps far-away parts of the real world?), and where banishing and alien trapping spells send their targets. In some games, you may wish to remove these spells to avoid the issue entirely.

BREEZE STRIKE

Level: 0 Weather (Air)

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour

Effect: A helpful breeze lets you ignore up to –4 in range penalties. Also, your maximum number of range increments increases by 3.

BURNING HANDS

Level: 1 Energy (Fire)

Casting Time: 1 half action

Distance: Personal

Area: 15 ft. cone

Duration: Instant

Saving Throw: Reflex half

Effect: Searing flame shoots from your fingertips, inflicting 1d4 fire damage (AP 5) per 2 Casting Levels (maximum 4d4).

CALL FROM BEYOND I

Level: 1 Calling

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: You summon 1 of the following outsiders as a standard NPC with a Threat Level equal to your Casting Level. With GM approval, you may modify your choice, choose an outsider from the Bestiary, or build a new NPC, so long as it has the Outsider Type, a maximum XP value of 40, and matches your Alignment (if any). The servant’s

nature should match your magic style. It could be a religious icon sent to aid you, an otherworldly being bound by an ancient pact, or something else entirely.

A summoned character cannot summon other characters and is banished when killed or when the spell that summoned it ends (whichever comes first). Certain spells and other effects can banish a summoned character earlier. A banished character's body and possessions dissolve in 1d4 rounds.

The outsider may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions it falls under the GM's control, though it continues to serve you as best it perceives it can (e.g. advisors offer wisdom, brawlers attack whatever seems to be your enemy, servitors bring you things they think will help you, etc.).

Advisor I (Medium Outsider Flyer/Walker — 36 XP): Str 12, Dex 10, Con 10, Int 14, Wis 14, Cha 10; SZ M (Reach 1); Spd 30 ft. winged flight, 30 ft. ground; Init II; Atk II; Def III; Res III; Health II; Comp VII; Skills: None; Qualities: *Class ability (Keeper: bright idea II), natural spell (Detect Magic, Identify I, Read Magic, Whispers)*

Attacks/Weapons: Dagger (dmg 1d6+1 lethal; threat 19–20; qualities: *bleed, hurl*)

Brawler I (Large Outsider Walker — 36 XP): Str 15, Dex 12, Con 12, Int 12, Wis 10, Cha 10; SZ L (2×2, Reach 2); Spd 40 ft. ground; Init II; Atk IV; Def IV; Res II; Health IV; Comp I; Skills: None; Qualities: *Contagion immunity, menacing threat*

Attacks/Weapons: Broad axe (dmg 1d12+2 lethal; threat 19–20; qualities: *AP 2, massive*)

Servitor I (Tiny Outsider Flyer/Walker — 36 XP): Str 12, Dex 14, Con 10, Int 12, Wis 10, Cha 10; SZ T (Reach 1); Spd 40 ft. winged flight, 20 ft. ground; Init IV; Atk II; Def II; Res III; Health II; Comp II; Skills: Acrobatics III, Sneak III, Spellcasting II; Spells: Detect Magic, Ray of Enfeeblement; Qualities: *Light-sensitive, spell defense I*

Attacks/Weapons: Claw I (dmg 1d3+1 lethal; threat 20)

CALL FROM BEYOND II

Level: 3 Calling

Effect: As Call from Beyond I, except you gain 1 outsider (max. 60 XP) or 2 outsiders (max. 40 XP each).

Advisor II (Medium Outsider Flyer/Walker — 56 XP): Str 12, Dex 10, Con 10, Int 16, Wis 16, Cha 10; SZ M (Reach 1); Spd 40 ft. winged flight, 30 ft. ground; Init IV; Atk II; Def IV; Res III; Health II; Comp VIII; Skills: None; Qualities: *Class ability (Captain: battle planning II (I want them alive!, no prisoners!, stand fast!, steady now!); Keeper: bright idea II), contagion immunity, darkvision II, natural spell (Detect Magic, Identify I, Read Magic, Whispers)*

Attacks/Weapons: Dagger (dmg 1d6+1 lethal; threat 19–20; qualities: *bleed, hurl*)

Brawler II (Large Outsider Walker — 56 XP): Str 16, Dex 14, Con 16, Int 12, Wis 10, Cha 10; SZ L (2×2, Reach 2); Spd 40 ft. ground; Init II; Atk V; Def V; Res II; Health V; Comp I; Skills: None; Qualities: *Contagion immunity, damage reduction 1, darkvision II, menacing threat, superior jumper II, unnerving*

Attacks/Weapons: Broad axe (dmg 1d12+3 lethal; threat 19–20; qualities: *AP 2, massive*)

Servitor II (Tiny Outsider Flyer/Walker — 56 XP): Str 12, Dex 16, Con 10, Int 12, Wis 10, Cha 10; SZ T (Reach 1); Spd 60 ft. winged flight, 20 ft. ground; Init IV; Atk II; Def II; Res III; Health II; Comp III; Skills: Acrobatics IV, Sneak IV, Spellcasting III; Spells: Detect Magic, Pass without Trace, Ray of Enfeeblement; Qualities: *Chameleon I (caverns/mountains), contagion immunity, darkvision II, improved sense (hearing), light-sensitive, spell defense II*

Attacks/Weapons: Claw I (dmg 1d3+1 lethal; threat 20)

CALL FROM BEYOND III

Level: 5 Calling

Effect: As Call from Beyond I, except you gain 1 outsider (max. 80 XP), 2 outsiders (max. 60 XP each), or 4 outsiders (max. 40 XP each).

Advisor III (Medium Outsider Flyer/Walker — 76 XP): Str 12, Dex 10, Con 10, Int 18, Wis 18, Cha 12; SZ M (Reach 1); Spd 40 ft. winged flight, 30 ft. ground; Init IV; Atk II; Def IV; Res III; Health II; Comp VIII; Skills: None; Qualities: *Class ability (Captain: battle planning II (I want them alive!, no prisoners!, stand fast!, steady now!); Keeper: bright idea II), contagion immunity, darkvision II, natural spell (Detect Magic, Identify I, Read Magic, Whispers)*

Attacks/Weapons: Dagger (dmg 1d6+1 lethal; threat 19–20; qualities: *bleed, hurl*), Perplexing Riddle (baffling attack II: 30 ft. aura; Will DC 15 or become *baffled* for 2d6 rounds)

Brawler III (Large Outsider Walker — 76 XP): Str 18, Dex 14, Con 18, Int 12, Wis 10, Cha 10; SZ L (2×2, Reach 2); Spd 40 ft. ground; Init II; Atk VI; Def VI; Res IV; Health VI; Comp I; Skills: None; Qualities: *Contagion immunity, damage reduction 1, darkvision II, menacing threat, superior jumper II, unnerving*

Attacks/Weapons: Broad axe (dmg 1d12+4 lethal; threat 19–20; qualities: AP 2, *massive*), Terrifying Roar (frightening attack II: 30 ft. cone; Will DC 15 or become *frightened* for 2d6 rounds)

Servitor III (Tiny Outsider Flyer/Walker — 76 XP): Str 12, Dex 18, Con 10, Int 12, Wis 10, Cha 10; SZ T (Reach 1); Spd 60 ft. winged flight, 20 ft. ground; Init V; Atk III; Def III; Res V; Health III; Comp IV; Skills: Acrobatics V, Sneak V, Spellcasting IV; Spells: Detect Magic, Locate Object, Pass without Trace, Ray of Enfeeblement; Qualities: *Chameleon I (caverns/mountains), contagion immunity, darkvision II, improved sense (hearing), light-sensitive, spell defense II*

Attacks/Weapons: Claw III (dmg 2d3+1 lethal; threat 19–20; qualities: *bleed*), Irritating Flit (enraging attack II: Will DC 15 or become *enraged* for 2d6 rounds)

CALL FROM BEYOND IV

Level: 7 Calling

Effect: As Call from Beyond I, except you gain 1 outsider (max. 100 XP), 2 outsiders (max. 80 XP each), 4 outsiders (max. 60 XP each), or 8 outsiders (max. 40 XP each).

Advisor IV (Medium Outsider Flyer/Walker — 96 XP): Str 12, Dex 10, Con 10, Int 20, Wis 20, Cha 12; SZ M (Reach 1); Spd 40 ft. winged flight, 30 ft. ground; Init IV; Atk II; Def II; Res III; Health III; Comp IX; Skills: None; Qualities: *Bright I, class ability (Captain: battle planning IV (crush them!, fire at will!, I want them alive!, no prisoners!, stand fast!, steady now!), virtues of command 1/adventure; Keeper: bright idea II), contagion immunity, darkvision II, natural spell (Detect Magic, Identify I, Read Magic, Whispers)*

Attacks/Weapons: Dagger (dmg 1d6+1 lethal; threat 19–20; qualities: *bleed, hurl*), Perplexing Riddle (baffling attack III: 30 ft. aura; Will DC 20 or become *baffled* for 3d6 rounds)

Brawler IV (Huge Outsider Walker — 96 XP): Str 20, Dex 16, Con 20, Int 12, Wis 10, Cha 10; SZ H (6×6, Reach 3); Spd 50 ft. ground; Init IV; Atk VII; Def VI; Res V; Health VII; Comp I; Skills: None; Qualities: *Contagion immunity, damage reduction 2, darkvision II, dread, menacing threat, superior jumper II, unnerving*

Attacks/Weapons: Broad axe (dmg 1d12+5 lethal; threat 19–20; qualities: AP 2, *massive*), Terrifying Roar (frightening attack III: 30 ft. cone; Will DC 20 or become *frightened* for 3d6 rounds)

Servitor IV (Tiny Outsider Flyer/Walker — 96 XP): Str 12, Dex 20, Con 10, Int 12, Wis 10, Cha 10; SZ T (Reach 1); Spd 60 ft. winged flight, 20 ft. ground; Init VI; Atk IV; Def III; Res V; Health IV; Comp V; Skills: Acrobatics VI, Prestidigitation VI, Sneak VI, Spellcasting V; Spells: Detect Magic, Haste, Locate Object, Pass without Trace, Ray of Enfeeblement; Qualities: *Chameleon II (caverns/mountains)*, *contagion immunity*, *darkvision II*, *improved sense (hearing)*, *light-sensitive*, *regeneration 1*, *spell defense II*

Attacks/Weapons: Claw III (dmg 2d3+1 lethal; threat 19–20; qualities: *bleed*), Irritating Flit (enraging attack III: Will DC 20 or become *enraged* for 3d6 rounds)

CALL FROM BEYOND V

Level: 9 Calling

Effect: As Call from Beyond I, except you gain 1 outsider (max. 120 XP), 2 outsiders (max. 100 XP each), 4 outsiders (max. 80 XP each), 8 outsiders (max. 60 XP each), or 16 outsiders (max. 40 XP each).

Advisor V (Medium Outsider Flyer/Walker — 116 XP): Str 12, Dex 10, Con 10, Int 22, Wis 22, Cha 12; SZ M (Reach 1); Spd 30 ft. ground, 40 ft. winged flight; Init V; Atk II; Def III; Res IV; Health III; Comp IX; Skills: None; Qualities: *Bright II*, *class ability (Captain: battle planning IV (crush them!, fire at will!, I want them alive!, no prisoners!, stand fast!, steady now!))*, *virtues of command 1/adventure*; *Keeper: bright idea II*), *contagion immunity*, *darkvision II*, *natural spell (Detect Emotion, Detect Magic, Identify I, Read Magic, Status, Tongues I, Whispers)*

Attacks/Weapons: Dagger (dmg 1d6+1 lethal; threat 19–20; qualities: *bleed*, *hurl*), Perplexing Riddle (baffling attack IV: 30 ft. aura; Will DC 25 or become *baffled* for 4d6 rounds)

Brawler V (Huge Outsider Walker — 116 XP): Str 22, Dex 18, Con 22, Int 12, Wis 10, Cha 10; SZ H (6×6, Reach 3); Spd 50 ft. ground; Init V; Atk VIII; Def VIII; Res V; Health VIII; Comp I; Skills: Intimidate V; Qualities: *Contagion immunity*, *damage reduction 3*, *darkvision II*, *dread*, *menacing threat*, *superior jumper II*, *unnerving*

Attacks/Weapons: Broad axe (dmg 1d12+6 lethal; threat 19–20; qualities: AP 2, *massive*), Terrifying Roar (frightening attack IV: 30 ft. cone; Will DC 25 or become *frightened* for 4d6 rounds)

Servitor V (Tiny Outsider Flyer/Walker — 116 XP): Str 12, Dex 22, Con 12, Int 12, Wis 10, Cha 10; SZ T (Reach 1); Spd 60 ft. winged flight, 20 ft. ground; Init VII; Atk IV; Def IV; Res VI; Health V; Comp V; Skills: Acrobatics VII, Prestidigitation VII, Sneak VII, Spellcasting VI; Spells: Detect Magic, Haste, Locate Object, Pass without Trace, Ray of Enfeeblement, Searing Ray; Qualities: *Contagion immunity*, *darkvision II*, *improved sense (hearing)*, *invisibility*, *light-sensitive*, *regeneration 1*, *spell defense II*

Attacks/Weapons: Claw III (dmg 2d3+1 lethal; threat 19–20; qualities: *bleed*), Irritating Flit (enraging attack IV: Will DC 25 or become *enraged* for 4d6 rounds)

CALL LIGHTNING I

Level: 3 Weather (Lightning)

Casting Time: 1 full action

Distance: Local

Area: 60 ft. sphere

Duration: 1 minute per Casting Level

Effect: Once per round, you may spend 1 half action to call a local lightning strike in the Area (*see Fantasy Craft, page 369*). You may call 1 strike per 2 Casting Levels (maximum 8).

CALL LIGHTNING II

Level: 5 Weather (Lightning)

Distance: Remote

Effect: As Call Lightning I, except you may call 1 local or near strike per Casting Level (maximum 12). You may also call one or more direct strikes, though each reduces the number of local or near strikes by 4.

CALM EMOTIONS

Level: 2 Charm

Casting Time: 1 half action

Distance: Local

Area: 20 ft. penetrating sphere

Duration: Concentration, up to 1 round per Casting Level (dismissible)

Saving Throw: Will negates (terminal)

Effect: Characters in the Area are pacified, losing all morale bonuses and penalties, as well as the *enraged* condition (if any of them have it). They also lose the will to fight, becoming unable to make attacks or indulge in other aggressive behavior. This spell ends when any affected character is attacked or otherwise accosted.

CASTIGATE I

Level: 4 Word (Aligned, Sonic)

Casting Time: 1 full action

Distance: Close

Area: 20 ft. penetrating sphere

Duration: Instant

Saving Throw: Will half

Effect: Your faith shakes those with an opposing Alignment to the core, inflicting 1d6 divine damage per 2 Casting Levels (maximum 10d6).

CASTIGATE II

Level: 8 Word (Aligned, Sonic)

Area: 60 ft. penetrating sphere

Saving Throw: Will half (damage)

Effect: As Castigate I, except targets also become *sprawled*.

CAUSE WOUNDS I

Level: 1 Shadow (Darkness)

Casting Time: 1 full action

Distance: Personal (undead caster) or Touch attack (other character)

Duration: Instant

Saving Throw: Will half

Effect: One character suffers 10 lethal damage.

CAUSE WOUNDS II

Level: 2 Shadow (Darkness)

Effect: As Cause Wounds I, except your target suffers 20 lethal damage.

CAUSE WOUNDS III

Level: 3 Shadow (Darkness)

Effect: As Cause Wounds I, except your target suffers 30 lethal damage.

CAUSE WOUNDS IV

Level: 4 Shadow (Darkness)

Effect: As Cause Wounds I, except your target suffers 40 lethal damage.

CAUSE WOUNDS I, MASS

Level: 5 Shadow (Darkness)

Distance: Close

Effect: As Cause Wounds I, except it affects a number of characters up to your Casting Level.

CAUSE WOUNDS II, MASS

Level: 6 Shadow (Darkness)

Distance: Close

Effect: As Cause Wounds II, except it affects a number of characters up to your Casting Level.

CAUSE WOUNDS III, MASS

Level: 7 Shadow (Darkness)

Distance: Close

Effect: As Cause Wounds III, except it affects a number of characters up to your Casting Level.

CAUSE WOUNDS IV, MASS

Level: 8 Shadow (Darkness)

Distance: Close

Effect: As Cause Wounds IV, except it affects a number of characters up to your Casting Level.

CHARM ANIMAL I

Level: 0 Nature

Casting Time: 1 half action

Distance: Close

Duration: 1 hour per Casting Level

Saving Throw: Will negates (terminal)

Effect: The Disposition of 1 animal increases by 5. An animal is only swayed by the largest single Disposition modifier from a spell at any time. This spell ends when the affected animal is attacked or otherwise accosted.

CHARM ANIMAL II

Level: 2 Nature

Effect: As Charm Animal I, except the target's Disposition increases by 10.

CHARM ANIMAL III

Level: 4 Nature

Effect: As Charm Animal I, except the target's Disposition increases by 15.

CHARM MONSTER I

Level: 3 Glory

Casting Time: 1 half action

Distance: Close

Duration: 1 hour per Casting Level

Saving Throw: Will negates (terminal)

Effect: The Disposition of 1 character who doesn't share a Type with you increases by 5. A character is only swayed by the largest single Disposition modifier from a spell at any time. This spell ends when the affected character is attacked or otherwise accosted.

CHARM MONSTER II

Level: 6 Glory

Effect: As Charm Monster I, except the target's Disposition increases by 10.

CHARM MONSTER III

Level: 9 Glory

Effect: As Charm Monster I, except the target's Disposition increases by 15.

CHARM PERSON I

Level: 1 Charm

Casting Time: 1 half action

Distance: Close

Duration: 1 hour per Casting Level

Saving Throw: Will negates (terminal)

Effect: The Disposition of 1 character who shares a Type with you increases by 5. A character is only swayed by the largest single Disposition modifier from a spell at any time. This spell ends when the affected character is attacked or otherwise accosted.

CHARM PERSON II

Level: 3 Charm

Effect: As Charm Person I, except the target's Disposition increases by 10.

CHARM PERSON III

Level: 5 Charm

Effect: As Charm Person I, except the target's Disposition increases by 15.

CHARM PERSON IV

Level: 7 Charm

Effect: As Charm Person I, except the target's Disposition increases by 20.

CHARM PERSON V

Level: 9 Charm

Effect: As Charm Person I, except the target's Disposition increases by 25.

CHILL/HEAT METAL

Level: 1 Conversion

Casting Time: 1 half action

Distance: Close

Duration: 1 round per 4 Casting Levels

Saving Throw: Will negates (held or worn object)

Effect: One metal object up to 25 lbs. per Casting Level quickly heats up or frosts over, inflicting a cumulative 1d6 heat or cold damage per round for the Duration, after which the item's temperature returns to normal over the same time (e.g. at Casting Level 9, an object inflicts 1d6 damage on Round 1, 2d6 damage on round 2, and 1d6 damage on round 3). This damage is suffered by anyone touching, holding, or wearing the object, even if there are layers in-between (e.g. hilt wraps, armor lining, etc.).

CHILL STORM I

Level: 2 Weather (Ice)

Casting Time: 1 full action

Distance: Remote

Area: 200 ft. per Casting Level sphere

Duration: 1 round per 2 Casting Levels (enduring)

Effect: Light snow blankets the Area, increasing Defense by 2, decreasing visual range increments by 20 ft., and inflicting 1d4 cold damage per round.

CHILL STORM II

Level: 4 Weather (Ice)

Effect: As Chill Storm I, except increasing Defense by 3 and decreasing visual range increments by 30 ft. As a half action, you may end this spell early to rain hail down on the Area, inflicting 3d6 lethal damage.

CHILL TOUCH

Level: 1 Affliction

Casting Time: 1 half action

Distance: Touch attack

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Fortitude negates (impairment)

Effect: One living character suffers 1d6 cold damage and 1 temporary Strength impairment.

CIRCLE OF PROTECTION

Level: 3 Warding (Aligned)

Casting Time: 1 full action

Distance: Touch

Area: 20 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates (expulsion)

Effect: All characters in the Area benefit from a corresponding Protection from Alignment spell. Characters with an opposing Alignment who are in the Area when the spell is cast must make a Will save or dedicate their next action to leaving via most immediate route available, after which they may not re-enter until the spell ends. The same save is required of characters with an opposing Alignment who are outside the Area when the spell is cast and want to enter before it ends. A character who makes this save may come and go as he pleases but still triggers the higher Protection from Alignment bonuses.

This spell ends if any protected character leaves the Area.

CIRCLE OF WARMTH I

Level: 1 Energy (Fire)

Casting Time: 1 half action

Distance: Personal

Area: 20 ft. penetrating sphere

Duration: Concentration + 1 round per Casting Level (dismissible)

Effect: Characters in the Area gain Cold Resistance 2 and Ice effects with a Casting Level + Spell Level equal to or less than your Casting Level + 1 are suppressed.

CIRCLE OF WARMTH II

Level: 5 Energy (Fire)

Effect: As Circle of Warmth I, except granting Cold Resistance 4 and suppressing Ice effects with a Casting Level + Spell Level equal to or less than your Casting Level + 5.

CLARITY

Level: 1 Glory

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: One character gains a +4 morale bonus with saves to avoid becoming *baffled*, *enraged*, or *fixated*, and with skill checks to recover from these conditions (if any). When the character gains these conditions for a fixed duration (e.g. for a specific number of rounds), that duration drops to 1/2 normal (rounded up).

CLEANSE THE AIR

Level: 6 Weather (Air)

Casting Time: 1 half action

Distance: Personal

Area: 5 ft. per Casting Level penetrating sphere

Duration: 1 hour (dismissible)

Effect: The surrounding air is cleared of visual impairment and airborne toxins, including cloud effects.

CLICK!

Level: 0 Artifice

Casting Time: 1 full action

Distance: Close

Duration: Instant

Saving Throw: Reflex negates (held object)

Effect: You may toggle a single button, key, or switch that could typically be operated with a single finger. This spell cannot disable locks, sensors, or traps.

CLONE I

Level: 5 Necromancy

Casting Time: 1 hour

Distance: Personal or Touch

Duration: 1 hour per Casting Level (enduring)

Effect: An exact, lifeless duplicate of 1 NPC with whom you're familiar and whose Threat Level is up to your Casting Level takes shape before you. This messy process requires a pound of flesh from the original character's body and is obvious throughout (–20 penalty with Blend and Sneak checks to conceal it). When fully grown, the clone is a perfect match for the character and looks to have died "recently," though the means of its death aren't evident (indeed, the clone lacks any scars and injuries the character may have).

CLONE II

Level: 9 Necromancy

Duration: 1 day per Casting Level (enduring)

Preparation Cost: 50

Effect: As Clone I, except you may grant the clone life, plucking a soul from the aether or a soul-bound object and binding it to the body. If you pluck a soul from the aether, the GM may choose or randomly pick an NPC from the Rogue's Gallery (*see Fantasy Craft, page 244*). He could alternately use one of his own creations, if he has one handy.

The resulting character is a standard NPC with a Threat Level equal to your Casting Level, retaining the soul's mental attributes, skills, and Alignment, but otherwise using the clone's stats *exclusively*. The new form also prevents actions and abilities it can't normally perform (animals can't speak, for example, though they can understand speech).

The clone may not act during the round it appears and thereafter falls under the GM's control. Waking in a new body is traumatizing, so it's unlikely the clone will want to sit down to tea and biscuits.

CLOUDKILL

Level: 5 Creation (Air)

Casting Time: 1 half action

Distance: Local

Area: 20 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Fortitude negates (death), Fortitude half (Con impairment)

Effect: The Area floods with poisonous fog. Each standard character must make a Fortitude save or die when entering and at the start of each round they remain, while each special character suffers 1d4 temporary Constitution impairment when entering and at the start of each round they remain (Fort save for 1/2, rounded down). The cloud harms on contact, so holding one's breath doesn't help, but characters immune to poison are unaffected.

The cloud may be stationary or move 10 ft. away from you each round (choose when the spell is cast). Its vapors are heavier than air and sink, even pouring down through openings. The cloud can't penetrate liquids. Wind disperses it in 4 rounds and a tornado disperses it immediately. The cloud burns away in 2 rounds when exposed to 20+ fire damage.

COLOR SPRAY

Level: 1 Illusion

Casting Time: 1 half action

Distance: Personal

Area: 15 ft. cone

Duration: Instant

Saving Throw: Will negates (disbelief)

Effect: A vivid cone of clashing colors springs forth from your hand. Anyone in the Area is *blinded* for 1d4 rounds and *stunned* for 1 round.

Blinded and sightless creatures are unaffected by color spray.

COMMAND I

Level: 1 Word

Casting Time: 1 free action

Distance: Close

Duration: 1 round

Saving Throw: Will negates scene

Effect: One character immediately performs 1 Movement Action of your choice to the best of his ability.

COMMAND II

Level: 5 Word

Duration: 1 round per Casting Level

Effect: As Command I, except that up to 1 character per Casting Level perform 1 action each.

CONCEALING COUNTRYSIDE I

Level: 1 Nature

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level (dismissible)

Effect: Your surroundings bend and weave, conspiring to mask your presence from others and granting you a +4 magic bonus with Blend and Sneak checks. This spell may only be cast in areas with significant plant life.

CONCEALING COUNTRYSIDE II

Level: 4 Nature

Distance: Personal or Touch

Area: 15 ft. penetrating sphere

Effect: As Concealing Countryside I, except a number of characters up to 1/2 your Casting Level gain the bonus, which increases to +10. The spell ends if any of these characters move outside the Area.

CONE OF COLD

Level: 5 Weather (Ice)

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. cone

Duration: Instant

Saving Throw: Reflex half

Effect: Bitter frost shoots from your fingertips, inflicting 1d6 cold damage per Casting Level (maximum 12d6).

CONFOUNDING IMAGES

Level: 3 Illusion

Casting Time: 1 half action

Distance: Close

Duration: 1 round per Casting Level

Saving Throw: Will negates

Effect: One character may not make free attacks targeting you. He also suffers a –2 penalty with attack checks targeting you and a –2 penalty to his Defense against your attacks.

CONJURE ELEMENTAL I

Level: 1 Creation (Air, Earth, Fire, or Water)

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: You summon 1 of the following elementals as a standard NPC with a Threat Level equal to your Casting Level. With GM approval, you may modify your choice, choose an elemental from the Bestiary, or build a new NPC, so long as it has the Elemental Type and a maximum XP value of 40.

The appearance of this servant should match your style of magic. At the GM's discretion, it could take the form of any species, though this choice has no effect on the NPC's stats. The NPC is always composed entirely of the spell's element.

A summoned character cannot summon other characters and is banished when killed or when the spell that summoned it ends (whichever comes first). Certain spells and other effects can banish a summoned character earlier. A banished character's body and possessions dissolve in 1d4 rounds.

The elemental may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions the elemental falls under the GM's control, though it continues to serve you as best it perceives it can (e.g. attacks whatever seems to be your enemy, brings you things it thinks will help you, etc.).

Air Elemental I (Small Elemental Flyer — 36 XP): Str 10, Dex 12, Con 10, Int 6, Wis 10, Cha 10; SZ S (Reach 1); Spd 40 ft. flight; Init III; Atk III; Def III; Res III; Health III; Comp II; Skills: Acrobatics IV; Qualities: *Achilles heel* (electricity), *blindsight*, *damage defiance* (sonic), *tricky* (Shove)

Attacks/Weapons: Slam I (dmg 1d4+1 subdual; threat 20; qualities: *finesse*, *trip*)

Earth Elemental I (Small Elemental Burrower/Walker — 36 XP): Str 12, Dex 8, Con 12, Int 6, Wis 10, Cha 10; SZ S (Reach 1); Spd 30 ft. burrow, 30 ft. ground; Init I; Atk II; Def II; Res III; Health III; Comp I; Skills: Athletics II; Qualities: *Achilles heel (sonic)*, *banned action (Swim, Tumble)*, *charge attack*, *damage reduction 1*, *darkvision II*, *improved stability*, *lumbering*, *tough I*

Attacks/Weapons: Slam I (dmg 1d4+1 lethal; threat 20; qualities: *AP 2*)

Fire Elemental I (Small Elemental Flyer — 36 XP): Str 10, Dex 12, Con 10, Int 6, Wis 10, Cha 10; SZ S (Reach 1); Spd 40 ft. flight; Init II; Atk IV; Def II; Res II; Health II; Comp I; Skills: Tactics II; Qualities: *Achilles heel (cold)*, *banned action (Swim)*, *damage immunity (fire)*, *grueling combatant*, *natural defense (fire)*

Attacks/Weapons: Slam I (dmg 1d4+1 fire; threat 20; qualities: *finesse*, *keen 4*)

Water Elemental I (Small Elemental Walker — 36 XP): Str 14, Dex 10, Con 10, Int 6, Wis 10, Cha 10; SZ S (Reach 1); Spd 20 ft. ground; Init II; Atk II; Def I; Res II; Health II; Comp I; Skills: Athletics III; Qualities: *Achilles heel (cold, heat)*, *blindsight*, *damage defiance (bows, edged)*, *grappler*, *improved stability*, *knockback*, *superior swimmer VIII*

Attacks/Weapons: Slam I (dmg 1d4+2 subdual; threat 20)

CONJURE ELEMENTAL II

Level: 3 Creation (Air, Earth, Fire, or Water)

Effect: As Conjure Elemental I, except you gain 1 elemental (max. 60 XP) or 2 elementals (max. 40 XP each).

Air Elemental II (Medium Elemental Flyer — 56 XP): Str 10, Dex 14, Con 10, Int 6, Wis 10, Cha 10; SZ M (Reach 1); Spd 60 ft. flight; Init IV; Atk III; Def III; Res III; Health IV; Comp III; Skills: Acrobatics V; Qualities: *Achilles heel (electricity)*, *blindsight*, *damage defiance (sonic)*, *feat (Mobility Basics)*, *knockback*, *tricky (Shove)*

Attacks/Weapons: Slam II (dmg 1d6+2 subdual; threat 19–20; qualities: *finesse*, *trip*), Blasting Wind (sprawling attack I: 20 ft. cone; Fort DC 10 or become *sprawled*)

Earth Elemental II (Medium Elemental Burrower/Walker — 56 XP): Str 14, Dex 8, Con 14, Int 6, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. burrow, 30 ft. ground; Init I; Atk II; Def IV; Res III; Health IV; Comp I; Skills: Athletics II, Search I; Qualities: *Achilles heel (sonic)*, *banned action (Swim, Tumble)*, *charge attack*, *damage reduction 1*, *darkvision II*, *improved stability*, *lumbering*, *tough I*

Attacks/Weapons: Slam I (dmg 1d6+2 lethal; threat 20; qualities: *AP 2*), Shifting Earth (slowing attack I: 30 ft. aura; Fort DC 10 or become *slowed* for 1d6 rounds)

Fire Elemental II (Medium Elemental Flyer — 56 XP): Str 10, Dex 14, Con 10, Int 6, Wis 10, Cha 10; SZ M (Reach 1); Spd 60 ft. flight; Init III; Atk IV; Def II; Res III; Health III; Comp II; Skills: Search III, Tactics II; Qualities: *Achilles heel (cold)*, *banned action (Swim)*, *damage defiance (lethal)*, *damage immunity (fire)*, *fearsome*, *grueling combatant*, *natural defense (fire)*

Attacks/Weapons: Slam I (dmg 1d6+2 fire; threat 20; qualities: *finesse*, *keen 4*), Ignition (fire damage attack I: 5 ft. blast; dmg 1d4 fire per 2 TL, Ref DC 10 for 1/2 damage)

Water Elemental II (Medium Elemental Walker — 56 XP): Str 16, Dex 10, Con 10, Int 6, Wis 10, Cha 10; SZ M (Reach 1); Spd 20 ft. ground; Init II; Atk II; Def III; Res III; Health III; Comp II; Skills: Athletics IV; Qualities: *Achilles heel (cold, heat)*, *blindsight*, *damage defiance (bows, edged)*, *grappler*, *improved stability*, *knockback*, *natural spell (Move Water)*, *superior swimmer VIII*

Attacks/Weapons: Slam I (dmg 1d6+3 subdual; threat 20; qualities: *grab*), Riptide (stunning attack II: Will DC

15 or become *stunned* for 2d6 rounds)

CONJURE ELEMENTAL III

Level: 5 Creation (Air, Earth, Fire, or Water)

Effect: As Conjure Elemental I, except you gain 1 elemental (max. 80 XP), 2 elementals (max. 60 XP each), or 4 elementals (max. 40 XP each).

Air Elemental III (Medium Elemental Flyer — 76 XP): Str 12, Dex 16, Con 12, Int 6, Wis 10, Cha 10; SZ M (Reach 1); Spd 80 ft. flight; Init IV; Atk III; Def V; Res III; Health IV; Comp II; Skills: Acrobatics V, Search III; Qualities: *Achilles heel (electricity)*, *blindsight*, *critical surge*, *damage defiance (lethal, sonic)*, *feat (Mobility Basics, Mobility Mastery)*, *knockback*, *tricky (Shove)*

Attacks/Weapons: Slam II (dmg 1d6+3 subdual; threat 19–20; qualities: *finesse*, *trip*), Blasting Wind (sprawling attack II: 20 ft. cone; Fort DC 15 or become *sprawled*)

Earth Elemental III (Medium Elemental Burrower/Walker — 76 XP): Str 16, Dex 8, Con 16, Int 6, Wis 10, Cha 10; SZ M (Reach 1); Spd 30 ft. burrow, 30 ft. ground; Init I; Atk IV; Def V; Res III; Health VI; Comp I; Skills: Athletics III, Notice III, Search II; Qualities: *Achilles heel (sonic)*, *banned action (Swim, Tumble)*, *charge attack*, *damage reduction 2*, *darkvision II*, *improved stability*, *lumbering*, *monstrous defense I*, *tough I*

Attacks/Weapons: Slam I (dmg 1d6+3 lethal; threat 20; qualities: *AP 2*), Shifting Earth (slowing attack I: 30 ft. aura; Fort DC 10 or become *slowed* for 1d6 rounds)

Fire Elemental III (Medium Elemental Flyer — 76 XP): Str 12, Dex 16, Con 12, Int 6, Wis 10, Cha 10; SZ M (Reach 1); Spd 80 ft. flight; Init VI; Atk VII; Def II; Res IV; Health III; Comp II; Skills: Search III, Tactics II; Qualities: *Achilles heel (cold)*, *banned action (Swim)*, *damage defiance (lethal)*, *damage immunity (fire)*, *fearsome*, *grueling combatant*, *natural defense (fire)*, *tough I*

Attacks/Weapons: Slam I (dmg 1d6+3 fire; threat 20; qualities: *finesse*, *keen 4*), Ignition (fire damage attack I: 5 ft. blast; dmg 1d4 fire per 2 TL, Ref DC 10 for 1/2 damage)

Water Elemental III (Medium Elemental Walker — 76 XP): Str 14, Dex 10, Con 12, Int 6, Wis 10, Cha 10; SZ M (Reach 1); Spd 20 ft. ground; Init III; Atk II; Def III; Res III; Health III; Comp II; Skills: Athletics III; Qualities: *Achilles heel (cold, heat)*, *blindsight*, *damage immunity (bows, edged)*, *grappler*, *improved stability*, *knockback*, *natural spell (Move Water, Quench)*, *superior swimmer VIII*

Attacks/Weapons: Slam I (dmg 1d6+2 subdual; threat 20; qualities: *grab*, *reach +1*), Riptide (stunning attack II: Will DC 15 or become *stunned* for 2d6 rounds)

CONJURE ELEMENTAL IV

Level: 7 Creation (Air, Earth, Fire, or Water)

Effect: As Conjure Elemental I, except you gain 1 elemental (max. 100 XP), 2 elementals (max. 80 XP each), 4 elementals (max. 60 XP each), or 8 elementals (max. 40 XP each).

Air Elemental IV (Large Elemental Flyer — 96 XP): Str 12, Dex 16, Con 12, Int 6, Wis 10, Cha 10; SZ L (2×2, Reach 2); Spd 100 ft. flight; Init VI; Atk III; Def VI; Res III; Health IV; Comp II; Skills: Acrobatics V, Search III; Qualities: *Achilles heel (electricity)*, *blindsight*, *critical surge*, *damage defiance (lethal, sonic)*, *feat (Mobility Basics, Mobility Mastery)*, *knockback*, *tricky (Shove)*

Attacks/Weapons: Slam II (dmg 1d8+3 subdual; threat 19–20; qualities: *finesse, trip*), Blasting Wind (sprawling attack II: 20 ft. cone; Fort DC 15 or become *sprawled*), Dust Cloud (blinding attack I: 40 ft. aura; Will DC 10 or become *blinded* for 1d6 rounds)

Earth Elemental IV (Large Elemental Burrower/Walker — 96 XP): Str 18, Dex 8, Con 16, Int 6, Wis 10, Cha 10; SZ L (2×2, Reach 2); Spd 40 ft. burrow, 30 ft. ground; Init II; Atk V; Def VI; Res IV; Health VI; Comp I; Skills: Athletics VII, Notice III, Search II; Qualities: *Achilles heel (sonic), banned action (Swim, Tumble), charge attack, damage reduction 2, darkvision II, improved stability, lumbering, monstrous defense I, tough I*

Attacks/Weapons: Slam II (dmg 1d8+4 lethal; threat 19–20; qualities: *AP 4*), Rift Strike (sprawling attack II: 40 ft. beam; Fort DC 15 or become *sprawled*), Shifting Earth (slowing attack I: 30 ft. aura; Fort DC 10 or become *slowed* for 1d6 rounds)

Fire Elemental IV (Large Elemental Flyer — 96 XP): Str 12, Dex 16, Con 12, Int 6, Wis 10, Cha 10; SZ L (2×2, Reach 2); Spd 80 ft. flight; Init VI; Atk VII; Def III; Res VI; Health III; Comp II; Skills: Search III, Tactics III; Qualities: *Achilles heel (cold), banned action (Swim), damage defiance (lethal), damage immunity (fire), fearsome, grueling combatant, natural defense (fire), tough I*

Attacks/Weapons: Slam III (dmg 2d8+3 fire; threat 19–20; qualities: *finesse, keen 4*), Heat Wave (heat damage attack I: 30 ft. aura; dmg 1d4 heat per 2 TL, Ref DC 10 for 1/2 damage), Ignition (fire damage attack I: 5 ft. blast; dmg 1d4 fire per 2 TL, Ref DC 10 for 1/2 damage)

Water Elemental IV (Large Elemental Walker — 96 XP): Str 18, Dex 10, Con 14, Int 6, Wis 10, Cha 10; SZ L (2×2, Reach 2); Spd 20 ft. ground; Init III; Atk IV; Def III; Res V; Health V; Comp II; Skills: Athletics IV, Search IV; Qualities: *Achilles heel (cold, heat), blindsight, damage immunity (bows, edged), grappler, improved stability, knockback, natural spell (Move Water, Quench), superior swimmer VIII, tough I*

Attacks/Weapons: Slam III (dmg 2d8+4 subdual; threat 19–20; qualities: *grab, reach +1*), Drown (Swallow II: dmg 1d12+4 lethal; notes: Grapple benefit — Small and smaller only), Riptide (stunning attack II: Will DC 15 or become *stunned* for 2d6 rounds)

CONJURE ELEMENTAL V

Level: 9 Creation (Air, Earth, Fire, or Water)

Effect: As Conjure Elemental I, except you gain 1 elemental (max. 120 XP), 2 elementals (max. 100 XP each), 4 elementals (max. 80 XP each), 8 elementals (max. 60 XP each), or 16 elementals (max. 40 XP each).

Air Elemental V (Large Elemental Flyer — 116 XP): Str 12, Dex 18, Con 12, Int 6, Wis 12, Cha 12; SZ L (2×2, Reach 2); Spd 100 ft. flight; Init VIII; Atk V; Def VII; Res IV; Health V; Comp III; Skills: Acrobatics V, Search IV; Qualities: *Achilles heel (electricity), blindsight, critical surge, damage immunity (lethal, sonic), feat (Mobility Basics, Mobility Mastery), knockback, tricky (Shove)*

Attacks/Weapons: Slam III (dmg 2d8+4 subdual; threat 19–20; qualities: *finesse, trip*), Blasting Wind (sprawling attack III: 20 ft. cone; Fort DC 20 or become *sprawled*), Dust Cloud (blinding attack II: 40 ft. aura; Will DC 15 or become *blinded* for 2d6 rounds)

Earth Elemental V (Large Elemental Burrower/Walker — 116 XP): Str 18, Dex 8, Con 16, Int 6, Wis 10, Cha 10; SZ L (2×2, Reach 2); Spd 40 ft. burrow, 30 ft. ground; Init II; Atk V; Def VII; Res IV; Health VII; Comp I; Skills: Athletics VIII, Notice III, Search II; Qualities: *Achilles heel (sonic), banned action (Swim, Tumble), charge attack, damage reduction 4, darkvision II, improved stability, lumbering, monstrous defense II, tough I*

Attacks/Weapons: Slam III (dmg 2d8+4 lethal; threat 19–20; qualities: *AP 4*), Rift Strike (sprawling attack III: 40 ft. beam; Fort DC 20 or become *sprawled*), Shifting Earth (slowing attack II: 30 ft. aura; Fort DC 15 or become *slowed* for 2d6 rounds)

Fire Elemental V (Large Elemental Flyer — 116 XP): Str 14, Dex 16, Con 12, Int 6, Wis 10, Cha 10; SZ L (2×2, Reach 2); Spd 80 ft. flight; Init VI; Atk VII; Def III; Res VI; Health III; Comp II; Skills: Search IV, Tactics IV; Qualities: *Achilles heel (cold)*, *banned action (Swim)*, *damage defiance (lethal)*, *damage immunity (fire)*, *fearsome*, *feat (Combat Focus, Combat Instincts)*, *grueling combatant*, *natural defense (fire)*, *tough I*

Attacks/Weapons: Slam IV (dmg 2d8+3 fire; threat 18–20; qualities: *finesse*, *keen 4*), Heat Wave (heat damage attack II: 30 ft. aura; dmg 1d4 heat per 2 TL, Ref DC 15 for 1/2 damage), Ignition (fire damage attack II: 15 ft. blast; dmg 1d4 fire per 2 TL, Ref DC 15 for 1/2 damage)

Water Elemental V (Large Elemental Walker — 116 XP): Str 20, Dex 10, Con 16, Int 6, Wis 10, Cha 10; SZ L (2×2, Reach 2); Spd 20 ft. ground; Init IV; Atk V; Def IV; Res III; Health VI; Comp II; Skills: Athletics IV, Search IV; Qualities: *Achilles heel (cold, heat)*, *blindsight*, *damage immunity (bows, edged)*, *feat (Ferocity Basics, Ferocity Mastery, Ferocity Supremacy)*, *grappler*, *improved stability*, *knockback*, *natural spell (Move Water, Quench)*, *superior swimmer X*, *tough I*

Attacks/Weapons: Slam III (dmg 2d8+5 subdual; threat 19–20; qualities: *grab*, *reach +1*), Drown (Swallow III: dmg 2d12+5 lethal; notes: Grapple benefit — Small and smaller only), Riptide (stunning attack II: Will DC 15 or become *stunned* for 2d6 rounds)

CONJURE SPELL KIT

Level: 0 Creation

Casting Time: 1 round

Distance: Personal

Duration: 1 minute per Casting level (dismissible)

Effect: You gain a mage's pouch for the Duration.

CONSECRATE

Level: 2 Word (Aligned)

Casting Time: 1 half action

Distance: Touch

Area: 20 ft. sphere

Duration: 1 hour per Casting Level

Effect: This spell anoints an Area, countering Consecrate spells with an opposing Alignment. Undead and outsiders with the same Alignment gain a +2 magic bonus with Morale checks, attack checks, damage, and saves, while those with an opposing Alignment suffer an equivalent penalty (–2 with these checks, damage, and saves). If the Area contains an altar, shrine, or other permanent fixture dedicated to your Alignment, these modifiers are doubled. You cannot consecrate an area with a similar fixture of a faith other than your own.

Characters may not be summoned into an Area consecrated with the opposed Alignment.

CONSTRUCT ASSEMBLY I

Level: 1 Artifice

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: You summon 1 of the following constructs as a standard NPC with a Threat Level equal to your Casting Level. With GM approval, you may modify your choice, choose a construct from the Fantasy Craft Bestiary (see *Fantasy Craft*, page 253), or build a new NPC, so long as it has the Construct Type and has a maximum XP value of 40.

The appearance of this servant should match your style of magic. At the GM's discretion, it could take the form of an animated object, a complex clockwork creation, a golem crafted of flesh from many creatures, or something else entirely, though this choice has no effect on the NPC's stats.

A summoned character cannot summon other characters and is banished when killed or when the spell that summoned it ends (whichever comes first). Certain spells and other effects can banish a summoned character earlier. A banished character's body and possessions dissolve in 1d4 rounds.

The construct may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions the construct falls under the GM's control, though it continues to serve you as best it perceives it can (e.g. a combat construct attacks whatever seems to be your enemy, a hunter brings you things it thinks will help you, etc.).

[STATS FORTHCOMING]

CONSTRUCT ASSEMBLY II

Level: 3 Artifice

Effect: As Construct Assembly I, except you gain 1 construct (max 60 XP) or 2 constructs (max. 40 XP).

[STATS FORTHCOMING]

CONSTRUCT ASSEMBLY III

Level: 5 Artifice

Effect: As Construct Assembly I, except you gain 1 construct (max 80 XP), 2 constructs (max. 60 XP), or 4 constructs (max. 40 XP).

[STATS FORTHCOMING]

CONSTRUCT ASSEMBLY IV

Level: 7 Artifice

Effect: As Construct Assembly I, except you gain 1 construct (max 100 XP), 2 constructs (max. 80 XP), 4 constructs (max. 60 XP), or 8 constructs (max. 40 XP).

[STATS FORTHCOMING]

CONSTRUCT ASSEMBLY V

Level: 9 Artifice

Effect: As Construct Assembly I, except you gain 1 construct (max 120 XP), 2 constructs (max. 100 XP), 4 constructs (max. 80 XP), 8 constructs (max. 60 XP), or 16 constructs (max. 40 XP).

[STATS FORTHCOMING]

CONSTRUCT MIMICRY

Level: 8 Artifice

Casting Time: 1 hour

Distance: Personal or Touch

Duration: 1 day per Casting Level (dismissible)

Effect: One construct assumes the appearance of a familiar character. Unless the construct's Disguise bonus is already higher, it rises to double your Casting Level when impersonating the character. The construct's other statistics become equal to those of the target character but the construct does not gain any of the character's memories or mannerisms.

CONTINGENCY

Level: 7 Artifice

Casting Time: As target spell or 10 minutes, whichever is longer

Distance: Personal

Duration: 1 day per Casting Level (dismissible)

Preparation Cost: 2 × target spell's Level (minimum 2)

Effect: You hold in reserve a Personal spell with a Level no higher than 1/3 your Casting Level (rounded down), spending the spell points and Preparation Costs of *both* Contingency *and* the chosen spell when Contingency is cast. You must also name a trigger that prompts the spell's release (e.g. you're attacked). If the trigger is another character's action, your reserved spell is cast immediately before (e.g. your spell goes off before the attack). If the trigger doesn't occur before the Contingency spell ends, you lose the reserved spell.

If a Spellcasting result is required to determine the reserved spell's effect, generate a new one when the spell is cast. Tricks may not be applied to reserved spells at any time. You may only hold only one spell in reserve at a time.

CONTINUAL LIGHT

Level: 2 Energy (Light)

Casting Time: 1 half action

Distance: Touch

Area: 10 ft. sphere (moderate light) + additional 10 ft. sphere (dim light)

Duration: Permanent

Preparation Cost: 1

Effect: One target object glows, lighting the Area. This effect moves with the target and is concealed if the target is covered.

CONTROL WEATHER I

Level: 1 Weather (Air)

Casting Time: 1 full action

Distance: Personal

Area: 200 ft. per Casting Level sphere

Duration: 24 hours

Effect: One cold/heat wave, dust/fog/rain/snow, or wind effect with an action die cost of 1 occurs in the Area (see *Fantasy Craft*, page 369). If desired, you may create an “eye” of calm weather up to 80 ft. in diameter around you. The effect builds over 1d6 minutes after casting. Your choice may change with a full action, the new effect building over the next 1d6 minutes.

CONTROL WEATHER II

Level: 3 Weather (Air)

Area: 400 ft. per Casting Level sphere

Effect: As Control Weather I, allowing any effect with an action die cost up to 2.

CONTROL WEATHER III

Level: 5 Weather (Air)

Area: 600 ft. per Casting Level sphere

Effect: As Control Weather I, allowing any effect with an action die cost up to 3 (or any two effects with a cost of 1).

CONTROL WEATHER IV

Level: 7 Weather (Air)

Area: 800 ft. per Casting Level sphere

Effect: As Control Weather I, allowing any effect with an action die cost up to 4 (or any two effects with a cost of 2).

CONTROL WEATHER V

Level: 9 Weather (Air)

Area: 1,000 ft. per Casting Level sphere

Effect: As Control Weather I, allowing any two effects with a cost of 3 or any three effects with a cost of 1.

COUNTER MAGIC I

Level: 3 Warding

Casting Time: 1 full action

Distance: Personal or Touch

Duration: Instant

Effect: You counter one spell effect whose Casting Level + Spell Level is equal to or less than your Casting Level + 3. Some effects may not be countered, as noted in their descriptions.

COUNTER MAGIC II

Level: 7 Warding

Distance: Personal

Area: 15 ft. penetrating sphere

Effect: As Counter Magic I, except affecting a total number of Spell Levels equal to your Casting Level \times 3 and counters effects whose Casting Level + Spell Level is equal to or less than your Casting Level + 7. Spells are countered in order from the caster outward.

COUNTER MAGIC III

Level: 9 Warding

Area: 30 ft. penetrating sphere

Effect: As Counter Magic II, except targeting every spell in the Area and counters effects whose Casting Level + Spell Level is equal to or less than your Casting Level + 9.

COURAGE I

Level: 3 Glory

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: One character automatically succeeds with each Will save prompted by less than 5 stress damage (i.e. he must only roll when he suffers 5 or more stress damage at once). He still accumulates stress damage normally and must make a Will save as if suffering stress damage when this spell ends.

COURAGE II

Level: 7 Glory

Effect: As Courage I, except granting automatic success with Will saves prompted by less than 10 stress damage.

CRACKLING TEMPEST

Level: 9 Weather (Lightning)

Casting Time: 10 minutes

Distance: Personal

Area: 1 mile sphere

Duration: Instant

Preparation Cost: 15

Effect: The sky explodes in a cataclysm of primal electrical power, lightning arcing madly throughout. Stone walls shatter, metal melts, and trees sunder. Each Medium and larger object and each Small and larger character suffers a direct lightning strike (*see Fantasy Craft, page 369*).

You are immune to this effect.

CREATE FOOD

Level: 1 Creation

Casting Time: 1 half action

Distance: Close

Duration: Instant

Effect: You create up to 3 common meals per Casting Level. If desired, the food may appear on any available surface within the Distance.

CREATE WATER

Level: 0 Creation (Water)

Casting Time: 1 half action

Distance: Close

Duration: Instant

Effect: You create up to 2 quarts of drinkable water per Casting Level. If desired, the water may appear in any open container within the Distance.

CRIPPLING CLOUD

Level: 4 Creation (Air)

Casting Time: 1 half action

Distance: Local

Area: 20 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Fortitude half

Effect: The Area floods with poisonous fog. Each character suffers 1d3 temporary impairment with your choice of Strength, Dexterity, or Constitution (chosen when the spell is cast) when entering and at the start of each round they remain (Fort save for 1/2, rounded down). The cloud harms on contact, so holding one's breath doesn't help, but characters immune to poison are unaffected.

The cloud may be stationary or move 10 ft. away from you each round (choose when the spell is cast). Its vapors are heavier than air and sink, even pouring down through openings. The cloud can't penetrate liquids. Wind disperses it in 4 rounds and a tornado disperses it immediately. The cloud burns away in 2 rounds when exposed to 20+ fire damage.

CRYSTAL PALACE

Level: 7 Force

Casting Time: 1 hour

Distance: Personal

Area: 200 ft. cube

Duration: 1 day per Casting Level (dismissible)

Preparation Cost: 10

Effect: A crystalline structure of force appears around you, protecting against all environmental and weather effects. The building's exterior may take any shape and appearance and its interior is always 70° F. You may prompt the interior to provide dim light or the walls to become transparent, allowing occupants to see outside. You may

also prompt the building to fly with a Speed of 20 MPH, though it may only land on a flat surface and inflicts no damage in the process.

The spell cannot be countered but ends if you leave the building for 4 hours.

CURE BLINDNESS/DEAFNESS

Level: 3 Healing

Casting Time: 1 half action

Distance: Close

Duration: Instant

Saving Throw: Will negates (harmless)

Effect: One character loses the *blinded* or *deafened* condition (your choice when the spell is cast), and becomes immune to the condition for a number of rounds equal to 1/2 your Casting Level (rounded up).

CURE BLINDNESS/DEAFNESS, MASS

Level: 6 Healing

Effect: As Cure Blindness/Deafness, except affecting a number of characters up to your Casting Level.

CURE PARALYSIS

Level: 2 Healing

Casting Time: 1 half action

Distance: Close

Duration: Instant

Saving Throw: Will negates (harmless)

Effect: One character loses the *paralyzed* condition and becomes immune to it for a number of rounds equal to 1/2 your Casting Level (rounded up).

CURE PARALYSIS, MASS

Level: 5 Healing

Effect: As Cure Paralysis, except affecting a number of characters up to your Casting Level.

CURE WOUNDS I

Level: 1 Healing (Light)

Casting Time: 1 full action

Distance: Personal or Touch (attack vs. undead)

Duration: Instant

Saving Throw: Will half (damage vs. undead)

Effect: You heal 10 damage on a standard character, or 10 vitality or 1 wound on a special character (your choice).

CURE WOUNDS II

Level: 2 Healing (Light)

Effect: As Cure Wounds I, except you heal 20 damage on a standard character, or 20 vitality or 3 wounds on a special character (your choice).

CURE WOUNDS III

Level: 3 Healing (Light)

Effect: As Cure Wounds I, except you heal 30 damage on a standard character, or 30 vitality or 6 wounds on a special character (your choice).

CURE WOUNDS IV

Level: 4 Healing (Light)

Effect: As Cure Wounds I, except you heal 40 damage on a standard character, or 40 vitality or 10 wounds on a special character (your choice).

CURE WOUNDS I, MASS

Level: 5 Healing (Light)

Distance: Close

Effect: As Cure Wounds I, except you heal a number of characters up to your Casting Level.

CURE WOUNDS II, MASS

Level: 6 Healing (Light)

Distance: Close

Effect: As Cure Wounds II, except you heal a number of characters up to your Casting Level.

CURE WOUNDS III, MASS

Level: 7 Healing (Light)

Distance: Close

Effect: As Cure Wounds III, except you heal a number of characters up to your Casting Level.

CURE WOUNDS IV, MASS

Level: 8 Healing (Light)

Distance: Close

Effect: As Cure Wounds IV, except you heal a number of characters up to your Casting Level.

CURSE OF YEARS

Level: 6 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: 10 minutes per Casting Level (dismissible, enduring)

Saving Throw: Fortitude negates scene (terminal)

Effect: One living character rapidly ages, becoming physically frail. He suffers 3 Strength, Dexterity, and Constitution impairment, all his Speeds drop by 20 ft. (to a minimum of 10 ft.), and his Damage save or maximum vitality drops to 1/2 normal (rounded up).

DANCING LIGHTS

Level: 0 Energy (Light)

Casting Time: 1 half action

Distance: Local

Area: 60 ft. sphere

Duration: 1 minute (dismissible, enduring)

Effect: Up to 4 lantern-like lights, 4 glowing spheres, or 1 faint, vaguely humanoid shape appear, each illuminating a 10 ft. radius. The lights can instantly move anywhere in the Area and wink out of existence if they leave. While one or more of them is within 5 ft., you gain a +1 gear bonus with Conceal Action checks and Diversions.

DARKNESS I

Level: 2 Shadow (Darkness)

Casting Time: 1 half action

Distance: Touch

Area: 20 ft. penetrating sphere

Duration: 10 minutes per Casting Level (dismissible)

Effect: One target object radiates overwhelming darkness, eliminating ambient and other non-magical light in the Area. This effect is suppressed while the object is completely covered by any solid material.

DARKNESS II

Level: 3 Shadow (Darkness)

Area: 60 ft. penetrating sphere

Duration: 1 day per Casting Level (dismissible, enduring)

Effect: As Darkness I, except as noted.

DAZE

Level: 0 Charm

Casting Time: 1 half action

Distance: Close

Duration: Instant

Saving Throw: Will negates

Effect: One character loses his next half action.

DAZE, MASS

Level: 3 Charm

Effect: As Daze, except affecting a number of characters up to your Casting Level.

DEADLY DRAFT I

Level: 2 Weather (Ice)

Casting Time: 1 half action

Distance: Close

Area: 25 ft. long line, 10 ft. wide

Duration: 3 rounds

Saving Throw: Fortitude half

Effect: The Area fills with a chill wind, inflicting a cumulative 1d6 cold damage (i.e. 1d6 during Round 1, 2d6 during Round 2, and 3d6 during Round 3).

DEADLY DRAFT II

Level: 7 Weather (Ice)

Duration: 1 round per 2 Casting Levels

Effect: As Deadly Draft I, except as noted.

DEATH KNELL

Level: 2 Necromancy

Casting Time: 1 half action

Distance: Touch

Duration: 1 hour

Effect: You touch an ally, teammate, or adversary who died in the current or previous round, draining their dwindling life force and gaining a +1 bonus to Strength and Casting Level. You may cast this spell only once on each corpse and the maximum bonus you may gain from it is +5.

DEATH WARD

Level: 4 Warding

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates (harmless)

Effect: One living character becomes immune to killing spell effects and soul drain (but *not* death as a result of spell-inflicted damage, impairment, or other effects).

DEATHWATCH

Level: 1 Necromancy

Casting Time: 1 half action

Distance: Personal

Area: 30 ft. penetrating cone

Duration: 10 minutes per Casting Level

Effect: You instantly know the type and state (alive, dead, or wounded) of each character you can see in the Area.

DESPAIR

Level: 4 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Will negates

Effect: One character becomes *sickened*. This spell counters Hope.

DESPAIR, MASS

Level: 7 Affliction (Curse)

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Despair, except affecting a number of characters in the Area up to your Casting Level. This spell counters Hope and Mass Hope.

DETECT ALIGNMENT

Level: 0 Divination

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Saving Throw: Will negates scene (characters)

Effect: You sense aligned characters and objects. You may learn the Alignment of a character or object you sense with a successful Knowledge check (DC 15).

DETECT EMOTION

Level: 2 Divination

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Saving Throw: Will negates scene

Effect: You sense the Dispositions of characters. You may identify the focus of a sensed character's attention with a successful Knowledge check (DC 15).

DETECT LIES

Level: 4 Divination

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Saving Throw: Will negates scene

Effect: You sense lies. You may determine whether a specific person in the Area is lying with a successful Knowledge check (DC 15).

DETECT MAGIC

Level: 1 Divination

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Saving Throw: Will negates scene (characters)

Effect: You sense magic and magical characters and objects. You may learn the Discipline of any spell you sense with an additional Knowledge check (DC 15).

DETECT POISON

Level: 0 Divination

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Effect: You sense poison and poisoned characters. You may identify a poison you sense with a successful Knowledge check (DC 15).

DETECT SCRYING

Level: 4 Secrets

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Effect: You sense attempts to magically observe the Area or characters within. You may identify the distance to an observing character you sense with a successful Knowledge check (DC 15).

DETECT SECRET DOORS

Level: 0 Secrets

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Effect: You sense concealed and secret doors and areas. In many cases this is automatic but if a portal or location has been concealed with a Stash check, you sense it only if your Casting Level + 20 is higher than the Stash check result. You may identify the method of opening a door or portal you sense with a successful Knowledge check (DC 15).

DETECT SNARES AND PITS

Level: 0 Secrets

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Effect: You sense natural traps with a Stash result up to your Casting Level + 20, as well as natural hazards like quicksand, sinkholes, and unstable surfaces. You may identify the method of disabling a trap you sense with a successful Knowledge check (DC 15).

DETECT TRAPS

Level: 4 Secrets

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Effect: You sense mechanical traps with a Stash result up to your Casting Level + 20. You may identify the method of disabling a trap you sense with a successful Knowledge check (DC 15).

DETECT UNDEAD

Level: 1 Necromancy

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 minute per Casting Level (dismissible)

Saving Throw: Will negates scene

Effect: You sense undead characters. You may learn the Career or Threat Level of a character you sense with an additional Knowledge check (DC 15).

DEVOTION HAMMER

Level: 4 Force (Aligned)

Casting Time: 1 half action

Distance: Local

Area: 20 ft. sphere

Duration: Instant

Saving Throw: Will half (damage), Will negates (condition)

Effect: An explosion of power smites all characters who don't share your Alignment in the Area, leaving them *stunned* for 1d6 rounds. Each target with an opposing Alignment suffers 1d8 force damage per 2 Casting Levels (maximum 10d8), and each other character suffers 1d4 force damage per 2 Casting Levels (maximum 10d4).

DIMENSION DOOR

Level: 4 Compass

Casting Time: 1 full action

Distance: Personal or Touch

Duration: Instant

Saving Throw: Will negates

Effect: You instantly move to any location within 1,000 ft. and may bring along 1 willing character per 3 Casting Levels. All transported characters must be touching each other and at least 1 of them must be touching you.

If any character arrives in a square occupied by solid material, the character and the material each suffer 1d6 lethal damage and the character appears in a random adjacent and unoccupied square. If no adjacent squares are unoccupied, the character reappears back where he was before the spell was cast.

DISEASE

Level: 3 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Saving Throw: As disease (dismissible, terminal)

Effect: One character is exposed to any 1 base disease (*see Fantasy Craft, page 341*). This disease may not feature upgrades.

DISEASE, MASS

Level: 7 Affliction (Curse)

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Disease, except affecting a number of characters in the Area up to your Casting Level. All targets are exposed to the same disease.

DISGUISE OTHER

Level: 3 Shapeshifting

Casting Time: 1 half action

Distance: Touch

Duration: 10 minutes per Casting Level (dismissible)

Saving Throw: Will negates (disbelief, harmless)

Effect: One other character's look and that of his immediate possessions changes, granting him a Disguise result equal to your Spellcasting result (minimum 20). The character's appearance reverts if he's knocked unconscious or killed before the spell ends.

DISGUISE SELF

Level: 1 Shapeshifting

Casting Time: 1 half action

Distance: Personal

Duration: 10 minutes per Casting Level (dismissible)

Effect: Your look and that of your immediate possessions changes, granting you a Disguise result equal to your Spellcasting result (minimum 20). Your appearance reverts if you're knocked unconscious or killed before the spell ends.

DISINTEGRATE

Level: 6 Compass

Casting Time: 1 half action

Distance: Medium range attack

Duration: Instant

Saving Throw: Fortitude half (terminal)

Effect: One character suffers 1d10 damage per Casting Level (maximum 14d10). If the target's wounds drop to 0 or below as a result, he and his belongings are destroyed.

Alternately, Disintegrate destroys and annihilates objects and scenery within a 10 ft. cube, even if it's magical. Only artifacts resist this effect.

DISPLACEMENT

Level: 5 Illusion

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Will negates (harmless)

Effect: One character isn't where he appears to be, gaining a +6 magic bonus to Defense. This bonus is ignored by blind attackers and those with the *blindsight* ability or quality. It is lost against attacks that inflict explosive damage.

DISRUPTING WEAPON

Level: 6 Conversion

Casting Time: 1 half action

Distance: Touch

Duration: 1 round per Casting Level

Saving Throw: Will negates (terminal)

Effect: You imbue a melee weapon with positive energy. Each time an undead character with a Threat Level up to your Casting Level is hit with it he must make a Will save or be destroyed (instantly reduced to –25 wounds).

DIVINE FAVOR

Level: 1 Glory

Casting Time: 1 half action

Distance: Personal

Duration: 1 minute

Effect: You gain a magic bonus with attack and damage rolls equal to 1/3 your Casting Level (rounded up).

DIVINE POWER

Level: 4 Glory

Casting Time: 1 half action

Distance: Personal

Duration: 1 round per Casting Level

Effect: Your base attack bonus becomes equal to your Career Level, you gain a +5 magic bonus to Strength, and you gain DR equal to your Casting Level against the next attack that hits you.

DOMINATE MONSTER I

Level: 6 Glory

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates scene (terminal) (*see Effect*)

Effect: You compel a single standard character who doesn't share a Type with you and who can hear you to obey your verbal instructions (even if he doesn't understand your language). A character with an Intelligence score of 5 or less automatically fails his save and only understands basic commands: "come here," "go there," "fight," "stand still," and so on. A character with an Intelligence score of 6 or higher remembers the spell and may seek retribution later. Issuing a command that places the character in personal jeopardy immediately grants him another Will save and issuing a suicidal command immediately ends the spell. The spell also ends if you, a teammate, or an ally attacks the character.

You may only have a single Dominate spell in effect at any given time.

DOMINATE MONSTER II

Level: 9 Glory

Duration: 1 hour per Casting Level (dismissible)

Effect: As Dominate Monster I, except you may control a number of standard characters who don't share a Type with you up to 1/2 your Casting Level (rounded down).

DOMINATE PERSON I

Level: 6 Charm

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates scene (terminal) (*see Effect*)

Effect: You compel a single standard character who shares a Type with you and who can hear you to obey your verbal instructions (even if he doesn't understand your language). A character with an Intelligence score of 5 or less automatically fails his save and only understands basic commands: "come here," "go there," "fight," "stand still," and so on. A character with an Intelligence score of 6 or higher remembers the spell and may seek retribution later. Issuing a command that places the character in personal jeopardy immediately grants him another Will save and issuing a suicidal command immediately ends the spell. The spell also ends if you, a teammate, or an ally attacks the character.

You may only have a single Dominate spell in effect at any given time.

DOMINATE PERSON II

Level: 9 Charm

Duration: 1 hour per Casting Level (dismissible)

Effect: As Dominate Person I, except you may control a number of standard characters who share a Type with you up to 1/2 your Casting Level (rounded down).

DOMINATE UNDEAD I

Level: 2 Necromancy

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates scene (terminal) (*see Effect*)

Effect: You compel a single standard undead character who can hear you to obey your verbal instructions (even if he doesn't understand your language). A character with an Intelligence score of 5 or less automatically fails this save and only understands basic commands: "come here," "go there," "fight," "stand still," and so on. A character with an Intelligence score of 6 or higher remembers the spell and may seek retribution later. Issuing a command that places the character in personal jeopardy immediately grants him another Will save and issuing a suicidal command immediately ends the spell. The spell also ends if you, a teammate, or an ally attacks the character.

You may only have a single Dominate spell in effect at any given time.

DOMINATE UNDEAD II

Level: 7 Necromancy

Duration: 1 hour per Casting Level (dismissible)

Effect: As Dominate Undead I, except you may control a number of standard undead characters up to 1/2 your Casting Level (rounded down).

DOOM

Level: 1 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Will negates

Effect: One character becomes *shaken* for the Duration. Each character may only suffer this effect from one Doom casting at a time.

DOOM, MASS

Level: 4 Affliction (Curse)

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Doom, except affecting a number of characters in the Area up to your Casting Level.

DOUBT

Level: 2 Foresight

Casting Time: 1 half action

Distance: Close

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Will negates (repeatable)

Effect: One character suffers visions of failure, his error ranges increasing by 1.

DOUBT, MASS

Level: 6 Foresight

Effect: As Doubt, except affecting a number of characters up to your Casting Level.

DOWNDRAFT

Level: 8 Weather (Air)

Casting Time: 1 full action

Distance: Close

Area: 1,000 ft. high pillar, 100 ft. radius

Duration: Instant

Saving Throw: Reflex negates (terminal)

Effect: Each flying character in the Area is immediately driven into the ground, suffering 1d6 falling damage per Casting Level (maximum 18d6).

DRAGON'S BREATH

Level: 5 Energy (Fire)

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. cone

Duration: Instant

Saving Throw: Reflex half

Effect: Fire erupts from your mouth, inflicting 1d6 fire damage (AP 5) per Casting Level (maximum 12d6).

DULLING CLOUD

Level: 4 Creation (Air)

Casting Time: 1 half action

Distance: Local

Area: 20 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Fortitude half

Effect: The Area floods with poisonous fog. Each character suffers 1d3 temporary impairment with your choice of Intelligence, Wisdom, or Charisma (chosen when the spell is cast) when entering and at the start of each round they remain (Fort save for 1/2, rounded down). The cloud harms on contact, so holding one's breath doesn't help, but characters immune to poison are unaffected.

The cloud may be stationary or move 10 ft. away from you each round (choose when the spell is cast). Its vapors are heavier than air and sink, even pouring down through openings. The cloud can't penetrate liquids. Wind disperses it in 4 rounds and a tornado disperses it immediately. The cloud burns away in 2 rounds when exposed to 20+ fire damage.

EARTH PRISON

Level: 9 Nature (Earth)

Casting Time: 1 half action

Distance: Close range

Area: 20 ft. cube

Duration: 1 hour (dismissible, enduring)

Preparation Cost: 10

Effect: One target smaller than the Area is dragged 100 ft. beneath the earth and held in a state of suspended animation, not aging and requiring no air, food, or drink to survive. The target can be dug out normally, though a successful Locate Person spell or 1-hour Survival check (DC 20) is required to find the pocket.

This spell cannot be countered.

EARTHQUAKE

Level: 8 Conversion (Earth)

Casting Time: 1 half action

Distance: Remote

Area: 80 ft. penetrating sphere

Duration: 1 round

Saving Throw: Reflex half (damage), Reflex negates (conditions)

Effect: An intense but highly localized tremor occurs, inflicting 8d6 lethal damage on all scenery, characters, and objects on the ground. Characters also become *sprawled* and are *stunned* for 1d6 rounds.

ELEMENTAL SHIELD

Level: 4 Energy (Fire or Ice)

Casting Time: 1 half action

Distance: Personal

Duration: 1 round per Casting Level (dismissible)

Effect: Fire or ice covers you, reducing incoming damage of the other element to 1/2 normal (rounded down). Also, anyone who hits you with an unarmed or melee attack that doesn't have the *reach* quality suffers 1d6 fire or cold damage + 1 per 2 Casting Levels (maximum +10).

ENDURE ELEMENTS

Level: 0 Warding

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 24 hours

Effect: One character and his carried gear suffer no harm from hot and cold environments. This spell offers no protection against fire damage or temperature-based attacks.

ENERGY SINK

Level: 3 Artifice

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Saving Throw: Fortitude negates (harmless)

Effect: One construct gains Acid, Cold, Electrical, Fire, **or** Sonic Resistance equal to your Casting Level.

ENLARGE CHARACTER I

Level: 4 Compass

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Fortitude negates

Effect: One character's Size increases by 1 category (*see Fantasy Craft, page 217*) and his weight increases by 300%. Except for Defense, none of the character's statistics change (specifically not vitality, wounds, Speed, or Reach). His gear is unchanged, so non-magical clothes are shredded, possibly falling to the ground, and armor and weapons may no longer be usable.

You define the character's specific dimensions within the new Size category (and his Footprint, if the character is now Large or bigger), but his shape and proportions remain the same.

This spell fails (after the spell points are spent and the Casting Time is taken) if the new Size would make the character larger than available space or he would outgrow magic gear (such as armor). While enlarged, a character's form and Size may not be magically altered again until he first returns to his normal form and Size.

This spell counters Shrink Character I.

ENLARGE CHARACTER II

Level: 6 Compass

Effect: As Enlarge Character I, except increasing one character's Size by up to 2 categories.

This spell counters Shrink Character I and II.

ENLARGE ITEM I

Level: 1 Compass

Casting Time: 1 half action

Distance: Touch

Duration: 1 day per Casting Level (dismissible)

Effect: One non-magical item's Size increases by 1 category (*see Fantasy Craft, page 217*) and its weight increases by 300%. The item's Damage save bonus and the number of Damage saves it may fail before it becomes broken and destroyed are adjusted by the difference between Size categories, as shown on Table 4.5: Item Damage Saves (*see Fantasy Craft, page 155*).

Example: A Large object becomes Huge. Its Damage save bonus rises by +2, the number of saves it must fail before it becomes broken rises by 1, and the number of saves it must fail before it becomes destroyed rises by 2.

You define the item's specific dimensions within the new Size category (and its Footprint, if the item is now Large or bigger), but its shape and proportions remain the same.

This spell fails (after the spell points are spent and the Casting Time is taken) if the new Size would make the item larger than available space or it would outgrow a magic container (such as a sheath). While enlarged, an item's form and Size may not be magically altered again until it first returns to its normal form and Size.

This spell counters Shrink Item I.

ENLARGE ITEM II

Level: 3 Compass

Effect: As Enlarge Item I, except increasing one item's Size by up to 2 categories.

This spell counters Shrink Item I and II.

ENTANGLE

Level: 1 Nature

Casting Time: 1 half action

Distance: Remote

Area: 40 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Reflex partial (repeatable)

Effect: Plant life wraps and twists around characters in the Area and those who enter, leaving Large and smaller victims *entangled* and unable to move until they make their save.

This spell may only be cast in areas with vegetation.

ENTHRALL

Level: 1 Charm

Casting Time: 1 full action

Distance: Close

Duration: Concentration + 1d3 rounds, up to 1 hour

Saving Throw: Will negates (repeatable, terminal)

Effect: You captivate one character with a performance, preventing either of you from taking other actions for the Duration.

ENTHRALL, MASS

Level: 6 Charm

Effect: As Enthrall, except targeting a number of characters up to your Casting Level.

ENTROPIC SHIELD

Level: 1 Warding

Casting Time: 1 half action

Distance: Personal

Duration: 1 minute per Casting Level (dismissible)

Effect: You're surrounded by an aura of distorted space that inflicts a -4 penalty with incoming ranged attacks.

EXPEDITIOUS RETREAT

Level: 0 Compass

Casting Time: 1 half action

Distance: Personal

Duration: 1 minute (dismissible)

Effect: You gain a +20 ft. magic bonus to your Speed when Running.

EYE OF THE STORM

Level: 7 Weather (Air)

Casting Time: 1 free action

Distance: Personal

Area: 20 ft. penetrating sphere

Duration: Concentration + 1 round per Casting Level (dismissible)

Effect: All Weather effects in the Area with a Casting Level + Spell Level equal to or less than your Casting Level + 7 are suppressed.

FABRICATE

Level: 4 Artifice

Casting Time: Varies (*see Effect*)

Distance: Close

Duration: Permanent

Effect: This spell may only be cast during Downtime and operates exactly like a Build or Improve check (*see Fantasy Craft, page 72*). Your Spellcasting result is used to generate silver or Reputation as shown on Table 2.9: Crafting, which may begin a new Crafting project or contribute to an existing one.

FATIGUE

Level: 0 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: 1 round per Casting Level

Saving Throw: Fortitude negates (dismissible)

Effect: One character becomes *fatigued* for the Duration. Each character may only suffer this effect from one Fatigue casting at a time.

FATIGUE, MASS

Level: 3 Affliction (Curse)

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Fatigue, except affecting a number of characters in the Area up to your Casting Level.

FEATHER FALL

Level: 0 Force

Casting Time: 1 free action (may be cast anytime, even during another character's Initiative Count)

Distance: Close

Area: 30 ft. sphere

Duration: 1 round per Casting Level

Effect: A number of freefalling characters and objects up to your Casting Level descend at 60 ft. per round, suffering no damage if they land during the Duration.

FEEBLEMIND

Level: 1 Charm

Casting Time: 1 half action

Distance: Close

Duration: 1 minute per Casting Level

Saving Throw: Will negates scene

Effect: Your sharp wit and sharper tongue tangle one character's mind in knots, inflicting 1 temporary Intelligence impairment per 2 Casting Levels, rounded up (to a minimum Intelligence of 4). If this reduces the target's Intelligence to 6 or less, he loses the ability to speak comprehensibly.

FIND THE PATH

Level: 6 Divination

Casting Time: 1 minute

Distance: Personal or Touch

Duration: Instant

Effect: One character learns the shortest, most direct physical route to a specified destination, even if it winds around corners or through concealed or tight spaces (but not impossible ones — the spell always reveals a route the target can traverse). This spell does reveal traps but not how to disable them, nor does it reveal adversaries and other hostile characters along the route.

FINGER OF DEATH

Level: 7 Affliction

Casting Time: 1 half action

Distance: Close

Duration: Instant

Saving Throw: Fortitude partial (terminal)

Effect: If the target character fails his save he immediately dies; otherwise he suffers 3d6 damage + 1 per Casting Level. Constructs, elementals, spirits, and undead are unaffected by this spell.

FINGER OF DESTRUCTION

Level: 9 Affliction

Casting Time: 1 half action

Distance: Close

Duration: Instant

Saving Throw: Fortitude partial (terminal)

Effect: If the target character fails his save he immediately dies and his body is immediately destroyed (reduced to -25 wounds); otherwise he suffers 6d6 damage + 2 per Casting Level. Constructs, elementals, spirits, and undead are unaffected by this spell.

FIREBALL I

Level: 3 Energy (Fire)

Casting Time: 1 half action

Distance: Medium range attack

Area: 20 ft. sphere

Duration: Instant

Saving Throw: Reflex half

Effect: A bead of flame roars from your palm and may travel through any Small or larger opening. At detonation, the fireball inflicts 1d6 fire damage (AP 5) per 2 Casting Levels (maximum 8d6).

FIREBALL II

Level: 7 Energy (Fire)

Effect: As Fireball I, inflicting 1d6 fire damage (AP 5) per Casting Level (maximum 16d6). Also, you may delay the detonation by up to 5 rounds.

FIRE SEEDS

Level: 6 Conversion (Fire)

Casting Time: 1 half action

Distance: Touch

Duration: 10 minutes per Casting Level

Effect: One Fine or smaller non-living object per Casting Level is transformed into a “fire seed,” operating like a bomb, concussion bomb, or flash bomb (*see Fantasy Craft, page 181*). All fire seeds produced by a single casting must be of the same type.

FIRE STORM

Level: 7 Energy (Fire)

Casting Time: 1 round

Distance: Local

Area: 10 ft. per Casting Level caster-defined

Duration: Instant

Saving Throw: Reflex half

Effect: Flames engulf the Area, inflicting 1d4 fire damage (AP 5) per Casting Level (maximum 16d4).

FLAME ARROW

Level: 2 Creation (Fire)

Casting Time: 1 half action

Distance: Short range attack

Duration: 1 round per Casting Level

Effect: Once per round, you may take a half action to launch an arrow of fire from your palm, generating a new Spellcasting result to see if you hit. Each arrow inflicts 1d6 fire damage (AP 5).

FLAME PRISON

Level: 8 Energy (Fire)

Casting Time: 1 half action

Distance: Close range

Area: 20 ft. cube

Duration: 1 hour (dismissible, enduring)

Saving Throw: Will partial (repeatable)

Preparation Cost: 5

Effect: Flames form a barred cage around a target smaller than the Area and inflict 1d6 heat damage per minute. Touching the bars inflicts 1d6 fire damage (AP 5). Escaping the prison requires a successful Will save and inflicts 1d6 fire damage (AP 5) per Casting Level (maximum 18d6). If the occupant fails this save he suffers 1d6 fire damage (AP 5) and becomes *sprawled*.

This spell cannot be countered, though it ends if 150 points of the fire are extinguished.

FLAMING SPHERE

Level: 2 Energy (Fire)

Casting Time: 1 half action

Distance: Personal

Duration: 1 round per Casting Level

Saving Throw: Reflex negates (damage)

Effect: A smoldering globe of fire rolls away from you and travels up to 30 ft. per round while you concentrate; otherwise, it comes to a stop and burns in place. The globe may roll over barriers up to 4 ft. tall, ascend inclines up to 45 degrees, and jump up to 30 ft. horizontally. It cannot push aside unwilling characters or batter down large obstacles. Each time it enters an occupied square, you may end its movement to inflict 2d6 fire damage (AP 5) to each character and object therein.

FLARE

Level: 0 Energy (Light)

Casting Time: 1 half action

Distance: Close

Area: 20 ft. sphere

Duration: Instant

Saving Throw: Fortitude negates

Effect: A burst of light appears, forcing all characters in the Area who can see it to make a Fortitude save or suffer a –1 magic penalty with attack checks for 1d6 rounds.

FLAWLESS FIB

Level: 4 Secrets

Casting Time: 1 half action

Distance: Personal

Duration: 10 minutes per Casting Level (dismissible)

Effect: You gain a +10 magic bonus with Bluff checks and Spell Defense equal to your Casting Level + 15

against spells that force you to speak the truth or reveal that you're lying.

FLOATING DISK

Level: 0 Force

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour

Effect: A slightly concave, circular disk of force appears in an adjacent square. It is 3 ft. in diameter, 1 in. deep at its center, and floats 3 ft. above the ground at all times. It follows you and may carry up to 100 lbs. or 2 quarts of liquid per Casting Level.

FLY I

Level: 3 Force

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level

Effect: One character gains the ability to fly at a Speed of 45 ft. (with up to a light load) or 30 ft. (with a heavy load); a character with a heavier load cannot fly. The target may ascend at 1/2 this Speed and descend at twice this Speed. Because the target isn't anchored while flying, his Size is considered 2 categories smaller when resisting Bull Rush and Grapple actions.

If the target is still airborne when the spell ends or is countered or suppressed, he immediately falls.

FLY I, SNAP

Level: 1 Force

Casting Time: 1 free action

Duration: 1 round

Effect: As Fly I, except as noted.

FLY II

Level: 5 Force

Duration: 1 hour per Casting Level

Effect: As Fly I, except as noted and granting a Flying Speed of 60 ft. (with up to a light load) or 40 ft. (with a heavy load).

FORBIDDANCE I

Level: 4 Warding

Casting Time: 1 half action

Distance: Touch

Area: 5 ft. per Casting Level penetrating sphere

Duration: 1 hour per Casting Level (dismissible, enduring)

Effect: Summon spells cast in the Area are countered, and summoned characters may not enter without your express permission.

FORBIDDANCE II

Level: 7 Warding

Casting Time: 1 minute

Area: 25 ft. per Casting Level penetrating sphere

Saving Throw: Will half (damage)

Effect: As Forbiddance I, except as noted and also affecting characters with an opposing Alignment, who sense great peril as they approach the Area. Should they still enter, they automatically suffer 1d6 lethal and 1d6 stress damage per round until they leave the Area or fall unconscious, or the Duration ends.

Overlapping Forbiddance spells do not have stacking effects; only the one with the longest remaining Duration affects characters who enter both Areas.

FORCE ANCHOR

Level: 3 Force

Casting Time: 1 round

Distance: Local

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Fortitude negates (repeatable, terminal)

Effect: One stationary character or object becomes anchored in place and cannot move or be shifted; even if the surface is displaced beneath it, the target settles gently to the new surface below.

FORCE OF WILL I

Level: 0 Glory

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: One conscious character's current and maximum vitality scores each rise by 1 for the Duration, after which both scores drop by the same amount. Each character may only benefit from 1 Force of Will spell at a time.

FORCE OF WILL II

Level: 2 Glory

Effect: As Force of Will I, except boosting your vitality scores by 10.

FORCE OF WILL III

Level: 4 Glory

Effect: As Force of Will I, except boosting your vitality scores by 20.

FORCE OF WILL IV

Level: 6 Glory

Effect: As Force of Will I, except boosting your vitality scores by 30.

FORCE OF WILL V

Level: 8 Glory

Effect: As Force of Will I, except boosting your vitality scores by 40.

FORCE PRISON

Level: 9 Force

Casting Time: 1 half action

Distance: Close range

Area: 20 ft. cube

Duration: 1 hour (dismissible, enduring)

Preparation Cost: 10

Effect: Invisible force forms a transparent cell around a target smaller than the Area. The prison is immune to damage. Characters, objects, attacks, and effects may not pass through, with a few exceptions, notably divine damage, flash damage, and gaze attacks. You may choose whether the cell walls allow air to enter the prison; if not, the character is trapped in a state of suspended animation in which he doesn't age and requires no air, food, or drink to survive.

This spell cannot be countered.

FORCED CONVERSION

Level: 8 Charm (Aligned)

Casting Time: 1 minute

Distance: Close

Duration: Permanent

Saving Throw: Will negates (terminal)

Preparation Cost: 20

Effect: You undermine one character's convictions, replacing his Alignment with yours. This new Interest may not be abandoned, though this spell is countered with a successful Atonement spell.

FORGET

Level: 9 Charm

Casting Time: 1 hour

Distance: Touch

Duration: 1 month per Casting Level (dismissible, enduring)

Saving Throw: Will negates scene (terminal)

Effect: You suppress all of one NPC's memories of 1 event, character, object, or other topic, weaving and supplementing the rest of his memories to conceal the holes. Unless permanently wiped, suppressed memories often re-emerge slowly and can trigger traumatic or disturbing episodes.

FREEDOM OF MOVEMENT

Level: 4 Shapeshifting

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Effect: One character can move and make melee and unarmed attacks normally, even while under the influence of movement-impeding magic and similar effects. Also, the target can't be Grappled.

FREEZING SPHERE

Level: 6 Weather (Ice)

Casting Time: 1 half action

Distance: Long range attack

Area: 10 ft. sphere

Duration: Instant

Saving Throw: Reflex half

Effect: A bead of ice streaks from your palm and may travel through any Small or larger opening. At detonation, the freezing sphere inflicts 1d6 cold damage per Casting Level (maximum 14d6).

FUTURE FATIGUE I

Level: 1 Foresight

Casting Time: 1 half action

Distance: Close

Duration: Instant

Saving Throw: Will half (disbelief)

Effect: One character feels the weight of coming battles, suffering 1d6 subdual damage.

FUTURE FATIGUE I, MASS

Level: 5 Foresight

Effect: As Future Fatigue I, except affecting a number of characters up to your Casting Level.

FUTURE FATIGUE II

Level: 4 Foresight

Effect: As Future Fatigue I, except inflicting 1d6 subdual damage + 1 per Casting Level (maximum +10).

FUTURE FATIGUE II, MASS

Level: 8 Foresight

Effect: As Future Fatigue II, except affecting a number of characters up to your Casting Level.

GASEOUS FORM

Level: 4 Shapeshifting

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates scene

Effect: You and a number of allies up to your Casting Level become misty and translucent, drifting through the air. Your gear does *not* shift, falling to the ground when you transform.

While in gaseous form, a character gains DR 10/magic, doesn't breathe, and can't be exposed to disease or poison (any disease or poison already in his system is held in suspension until he changes back). A gaseous character can't attack or make skill checks (including Spellcasting checks), nor can he speak or make other sounds. He also can't pick up, manipulate, activate, or otherwise use objects.

A gaseous character flies at a Speed of 10 ft. and can pass through any opening through which air can pass. He can't Run or enter liquids, however, and he's also vulnerable to wind, automatically moving in the direction of a 2- or higher action die wind effect (*see Fantasy Craft, page 369*).

Spotting a gaseous character requires a successful Notice or Search check opposing your Spellcasting result (+20 if the character is in or among like gases).

Changing back takes 1 full round, even if the change occurs as a result of the spell ending.

GEAS

Level: 4 Charm (Curse)

Casting Time: 1 round

Distance: Close

Duration: 1 day per Casting Level (dismissible, enduring)

Saving Throw: Will negates (terminal)

Effect: You compel a single character who can hear and understand you to follow a specific set of instructions, or to refrain from a specific set of actions. You cannot direct the target to commit suicide or perform acts that would result in certain death.

If the target is prevented from obeying the instructions for 24 hours, he suffers 2 temporary impairment with each attribute. This impairment increases by 2 per day he's prevented from obeying (maximum penalty of 8 to each, to a minimum score of 1 in each). This impairment is lost when the target is once again able to obey.

This spell ends when dismissed, when the target completes the instructions, or when the Duration ends, whichever comes first.

GENTLE REPOSE

Level: 0 Blessing

Casting Time: 10 minutes

Distance: Touch

Duration: 1 day per Casting Level (dismissible, enduring)

Effect: By respectfully tending to the remains of one dead character, you extend his Resurrection window by the spell's Duration.

GLAD TIDINGS I

Level: 1 Foresight

Casting Time: 1 minute

Distance: Close

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates (harmless)

Effect: Your portrayal of coming moments rouses of a number of allies up to your Casting Level, granting each a +1 morale bonus with action die rolls.

GLAD TIDINGS II

Level: 3 Foresight

Casting Time: 1 minute

Distance: Close

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates (harmless)

Effect: A number of allies up to your Casting Level gain 1 bonus action die. This die is lost if not spent when this spell ends.

GLITTERDUST

Level: 1 Creation

Casting Time: 1 half action

Distance: Personal

Area: 10 ft. cone

Duration: 1 round per Casting Level

Saving Throw: Will negates (condition)

Effect: A cloud of glittering particles explodes out from your hands and blankets the Area, sticking to every exposed person and surface within. Characters in the Area are *blinded* for 1d6 rounds and suffer a –20 penalty with Blend and Sneak checks for the Duration.

GLOW I

Level: 0 Energy (Light)

Casting Time: 1 half action

Distance: Touch

Area: 30 ft. sphere (bright light) + 30 ft. sphere (dim light)

Duration: 10 minutes per Casting Level (dismissible)

Effect: One target object glows, lighting the Area. This effect moves with the target and is concealed if the target is covered.

GLOW II

Level: 3 Energy (Light)

Area: 60 ft. sphere (intense light) + additional 60 ft. sphere (bright light) + additional 60 ft. sphere (dim light)

Effect: As Glow I, except as noted.

GLYPH OF PROTECTION I

Level: 3 Seals

Casting Time: 10 minutes

Distance: Touch

Area: 1 object or up to 5 ft. × 5 ft. per Casting Level penetrating caster-defined

Duration: Permanent (dismissible)

Saving Throw: Reflex half (damage) or as triggered spell

Preparation Cost: 2

Effect: You create a magical trap safeguarding an object or area. You define the trap's trigger, which is typically when a character opens or touches the object, or enters the area, but it can be further refined by intruder Alignment, species, Type, and/or physical characteristics (such as height and weight). You may also establish a verbal password that disables the trap. An object or area may only be protected by one magical trap at a time.

Finally, you may apply one of two protective glyphs.

- *Blast Glyph:* When triggered, the trap inflicts 1d8 damage per 2 Casting Levels (maximum 5d8) to all characters within 5 ft. You may set the damage type as acid, cold, fire, force, electricity, or sonic.
- *Spell Glyph:* When triggered, the trap automatically casts a harmful spell (up to Level 3) that you know. The spell's Area, if any, is centered on the intruder. Spell effects are determined using your Casting Level when the glyph is placed. If a Spellcasting check is called for, it's equal to your Spellcasting bonus + 10. If the spell summons characters, they appear as close as possible to the intruder and attack.

GLYPH OF PROTECTION II

Level: 6 Seals

Preparation Cost: 5

Effect: As Glyph of Protection I, except a blast glyph inflicts up to 10d8 damage and a spell glyph can store a single spell up to Level 6.

GOOD FORTUNE I

Level: Foresight 0

Casting Time: 1 minute (Downtime only)

Duration: Instant

Effect: You gain a glimpse of future opportunities or hidden wealth, doubling the silver earned with a check made to earn income during Downtime (*see Fantasy Craft, page 68*). This spell doesn't earn you any money on its own — it merely increases the yield of a concurrent Downtime effort. This spell may not be used to earn Reputation or improve an attempt to foster good will.

GOOD FORTUNE II

Level: Foresight 3

Effect: As Good Fortune I, except tripling the silver earned.

GOOD FORTUNE III

Level: Foresight 6

Effect: As Good Fortune I, except quadrupling the silver earned.

GOODBERRY

Level: 2 Nature

Casting Time: 1 half action

Distance: Touch

Duration: 1 day per Casting Level

Effect: You gain 2d6 magical berries that each operate as any 1 food the eater desires (the choice is made when the berry is consumed). The berries spoil when the Duration ends.

GRANT SPELL ABILITY I

Level: 4 Glory

Casting Time: 10 minutes

Distance: Touch

Duration: 1 hour per Casting Level (dismissible)

Saving Throw: Will negates (harmless)

Effect: You grant one character with an Intelligence score of at least 7 the ability to cast one Level 0 spell in your repertoire. When the chosen spell is cast, the target character generates the Spellcasting result with either your Spellcasting bonus or his Resolve bonus, whichever is lower. If your spellcasting is permitted only so long as you adhere to a code of conduct (as is the case with some Alignments), the target character is beholden to the same requirements and limitations. This effect ends and the chosen spell is lost immediately after it is cast.

GRANT SPELL ABILITY II

Level: 6 Glory

Effect: As Grant Spell Ability I, except you may alternately grant a Level 1 spell. You pay the chosen spell's costs (e.g. spell points and Preparation Cost, if any) when you cast Grant Spell Ability and may not regain spell points spent for this purpose until you dismiss Grant Spell Ability or the target character is killed or casts the granted spell.

GRANT SPELL ABILITY III

Level: 8 Glory

Effect: As Grant Spell Ability II, except you may alternately grant a Level 2 spell.

GREASE

Level: 2 Creation

Casting Time: 1 half action

Distance: Close

Area: 10 ft. sphere

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Reflex partial (*see Effect*)

Effect: Slick grease covers exposed objects and surfaces in the Area.

- **Objects:** A character can pick a greased item up with a full action and no check, or grab it normally and/or try to use it, in which case he must make a Reflex save, failure indicating he drops the item and a critical failure also causing it to slide 1d3 squares in a random direction, per the Deviation rules (*see Fantasy Craft, page 214*).
- **Surfaces:** Characters may move across a greased surface at 1/4 Speed (rounded down) without incident, but moving faster requires a successful Balance check against your Spellcasting result. With failure the character remains upright but can't move again in that round, while a critical failure results in a fall.

GRIPPING CLOUD

Level: 6 Weather (Air)

Casting Time: 1 full action

Distance: Remote

Area: 20 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Effect: The Area floods with dense, clinging fog, reducing Speed and visual range increments to 1/2 normal (rounded up). Hurlled attacks are impossible within the cloud.

The cloud may be stationary or move 10 ft. away from you each round (choose when the spell is cast). Its vapors are heavier than air and sink, even pouring down through openings. The cloud can't penetrate liquids. Wind disperses it in 4 rounds and a tornado disperses it immediately. The cloud burns away in 2 rounds when exposed to 20+ fire damage.

GUARDS & WARDS I

Level: 3 Warding

Casting Time: 30 minutes

Distance: Local

Area: 100 ft. per Casting Level caster-defined

Duration: 2 hours per Casting Level (dismissible)

Saving Throw: Varies (*see Effect*)

Effect: One Holding gains any 2 of the following defensive benefits (your choice when the spell is cast). All benefits must fit within the Area, even if the Holding doesn't. These benefits must be countered separately, as this spell may not be directly countered.

- *Alarm*: An Alarm is placed in a designated spot in the Holding.
- *Confusion*: Each time an intruder or group of intruders must choose one of two or more paths in the Holding, they must make a Sense Motive check opposed by your Spellcasting result. With failure, they go in a random unintended direction. With a critical failure, this happens until they leave the Holding and take at least 1 minute to reorient themselves.
- *Dancing Lights*: A set of Dancing Lights appears in a designated spot in the Holding.
- *Fog*: Dense fog fills the corridors on one floor, decreasing visual range increments to 1/2 normal (rounded down) and inflicting a –4 penalty with Notice and Search checks.
- *Glow*: A number of objects up to your Casting Level light up with Glow I.
- *Ice Slick*: The corridors on one floor or stairs between two floors are covered with an Ice Slick.
- *Illusion*: An Illusionary Image I is placed in a designated spot in the Holding.
- *Intruder Anxiety*: Uninvited guests on one floor suffer Ill Omens I.
- *Intruder Fatigue*: Uninvited guests on one floor suffer Future Fatigue I.
- *Magic Mouth*: A Magic Mouth I appears in a designated spot in the Holding.

GUARDS & WARDS II

Level: 6 Warding

Effect: As Guards & Wards I, except granting 2 additional benefits (total 4), which may also include the following.

- *Arcane Locks*: A number of doors, windows, or other portals up to your Casting Level are sealed with an Arcane Lock.
- *Circle of Protection*: A Circle of Protection is placed in a designated spot in the Holding.
- *Darkness*: A patch of Darkness I is placed in a designated spot in the Holding.
- *Glyph of Protection*: A Glyph of Protection I is placed in a designated spot in the Holding.
- *Gust of Wind*: A Gust of Wind blows through 1 corridor of your choice.
- *Hidden Doors and Windows*: A number of doors and windows up to your Casting Level are concealed with an Illusionary Wall.
- *Illusion*: An Illusionary Image II is placed in a designated spot in the Holding.
- *Stinking Cloud*: A Stinking Cloud appears in a designated spot in the Holding.
- *Webs*: The corridors on one floor or stairs between two floors are filled with Webs.
- *Zone of Truth*: One room in the Holding becomes a Zone of Truth.

GUARDS & WARDS III

Level: 9 Warding

Effect: As Guards & Wards II, except granting 2 additional benefits (total 6), which may also include the following.

- *Crippling Cloud*: A Crippling Cloud appears in a designated spot in the Holding.
- *Dulling Cloud*: A Dulling Cloud appears in a designated spot in the Holding.
- *Illusion*: An Illusionary Image III is placed in a designated spot in the Holding.
- *Invisibility Suppression*: One room in the Holding becomes a zone of Invisibility Suppression.

GUIDANCE

Level: 0 Glory

Casting Time: 1 half action

Distance: Touch

Duration: 1 minute per Casting Level

Effect: One character gains a +1 morale bonus with a single attack, save, or skill check (chosen before he rolls).

This spell ends when the bonus is applied.

A character may only benefit from 1 Guidance spell at a time.

GUST OF WIND

Level: 2 Weather (Air)

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. long line, 15 ft. wide

Duration: 1 round

Effect: Unanchored characters and objects are hit by a Huge Bull Rush result equal to the Spellcasting result. If a character or object hits an obstruction, the damage is 1d6 lethal + 1 per 2 Casting Levels (maximum +6).

HARM

Level: 6 Necromancy (Darkness)

Casting Time: 1 half action

Distance: Personal (undead caster) or Touch attack (other character)

Duration: Instant

Saving Throw: Will half

Effect: You flood 1 character with negative energy, inflicting 10 points of damage per Casting Level (maximum 150). This cannot reduce a special character's wounds to less than 1.

HASTE

Level: 3 Compass

Casting Time: 1 half action

Distance: Close

Duration: 1 round per Casting Level

Effect: One character gains 1 additional half action per round and a +1 magic bonus with attack checks and Reflex saves. Each character may be targeted by only 1 Haste spell at a time.

This spell counters Slow.

HEAL

Level: 5 Healing

Casting Time: 1 full action

Distance: Personal or Touch

Duration: Instant

Effect: One character recovers from disease, poison, and attribute impairment, and loses 3 conditions of your choice.

HEAL, MASS

Level: 9 Healing

Casting Time: 1 full action

Distance: Close

Effect: As Heal, except targeting a number of characters up to your Casting Level.

HEROES' FEAST

Level: 6 Creation

Casting Time: 10 minutes

Distance: Close

Duration: 12 hours

Effect: You serve up a great magical feast, including a magnificent table and chairs, servants, and food and drink for 1 character per Casting Level. The feast takes 1 hour to consume and fully sustains each character for the day. It also cures all disease, removes the *sickened* condition, and grants DR 10 against the next hit that each character suffers during the current scene. For the next 12 hours each character also becomes immune to poison and gains a +1 morale bonus with attack checks and Will saves.

If the feast is interrupted for any reason, the spell is ruined and the characters gain no benefit.

HEROISM I

Level: 3 Blessing

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Effect: One character gains a +2 morale bonus with attack checks, saves, and skill checks. He also gains Spell Defense 20 against Shadow spells.

HEROISM II

Level: 6 Blessing

Effect: As Heroism I, except the bonus is +4 and the Spell Defense is 30.

HEROISM III

Level: 9 Blessing

Effect: As Heroism I, except the bonus is +6 and the Spell Defense is 40.

HIDE IN PLAIN SIGHT

Level: 1 Warding

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Saving Throw: Will negates (harmless)

Effect: One character cannot be sensed through any means, magical or otherwise, so long as he remains motionless, takes no action, and isn't moved or attacked. The character is still present and is noticed by anyone entering his square.

HIDEOUS LAUGHTER

Level: 2 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: 1 round per Casting Level (repeatable, dismissible)

Saving Throw: Will negates (repeatable, terminal)

Effect: One character with an Intelligence score of 7 or higher laughs uncontrollably, remaining *sprawled* for the Duration.

HIDEOUS LAUGHTER, MASS

Level: 5 Affliction (Curse)

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Hideous Laughter, except affecting a number of characters in the Area up to your Casting Level.

HINDSIGHT

Level: 7 Divination

Casting Time: 10 minutes

Distance: Personal

Area: 20 ft. sphere

Duration: Concentration + 1 minute per Casting Level

Preparation Cost: Varies (*see Effect*)

Effect: You project your vision and hearing back in time at your current location. You may observe events in real time or skim them at up to 60 times their normal rate (e.g. observing a minute in a second). The maximum time you may project back is 24 hours per 1 Preparation Cost.

HOLD ANIMAL

Level: 2 Nature

Casting Time: 1 half action

Distance: Local

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Will negates (repeatable, terminal)

Effect: One animal becomes *paralyzed*.

HOLD ANIMAL, MASS

Level: 4 Nature

Effect: As Hold Animal, except targeting a number of animals up to your Casting Level.

HOLD MONSTER

Level: 4 Seals

Casting Time: 1 half action

Distance: Local

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Will negates (repeatable, terminal)

Effect: One character who doesn't share a Type with you becomes *paralyzed*.

HOLD MONSTER, MASS

Level: 9 Seals

Effect: As Hold Monster, except targeting a number of characters up to your Casting Level.

HOLD PERSON

Level: 2 Charm

Casting Time: 1 half action

Distance: Local

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Will negates (repeatable, terminal)

Effect: One character who shares a Type with you becomes *paralyzed*.

HOLD PERSON, MASS

Level: 7 Charm

Effect: As Hold Person, except targeting a number of characters up to your Casting Level.

HOLD PORTAL

Level: 1 Compass

Casting Time: 1 half action

Distance: Local

Duration: 1 minute per Casting Level (dismissible)

Effect: This spell holds shut a door, gate, window, or shutter as if it were securely closed and normally locked with a +5 magic bonus to the DC to force open the portal.

HOPE

Level: 4 Blessing

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Will negates

Effect: One character gains a +2 morale bonus with attack and skill checks, as well as damage rolls and saves.

This spell counters Despair.

HOPE, MASS

Level: 7 Blessing

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Hope, except affecting a number of characters in the Area up to your Casting Level. This spell counters Despair and Mass Despair.

HORRID WILTING

Level: 8 Conversion

Casting Time: 1 half action

Distance: Long range

Area: 60 ft. penetrating sphere

Duration: Instant

Saving Throw: Fortitude half

Effect: Moisture rapidly evaporates in the Area, inflicting 1d6 lethal damage per Casting Level (maximum 18d6) on living characters within. This damage increases to 1d8 per Casting Level (maximum 18d8) for characters with the Plant type and those made primarily of fluids (like water elementals).

HYPERCOGNITION

Level: 6 Divination

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +6 magic bonus with Search and Sense Motive checks. As a half action, you may end this spell early to gain a +12 magic bonus with a single Investigation check.

ICE SLICK

Level: 1 Weather (Ice)

Casting Time: 1 half action

Distance: Close

Area: 15 ft. sphere

Duration: 1 round per Casting Level

Effect: Slick ice coats the Area, requiring a successful Balance check (DC 15) to move faster than 1/2 normal Speed (rounded up).

IDENTIFY I

Level: 1 Artifice

Casting Time: 8 hours

Distance: Touch

Duration: Instant

Preparation Cost: 1

Effect: You learn whether an object is magical (and if so what it does, how to activate it, and any remaining charges).

IDENTIFY II

Level: 6 Artifice

Casting Time: 1 full action

Duration: 3 rounds

Preparation Cost: 3

Effect: As Identify I, except targeting 1 object per round.

IDIOCY

Level: 2 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: 10 minutes per Casting Level

Effect: One character suffers 2 temporary Intelligence, Wisdom, and Charisma impairment.

ILL OMENS I

Level: 1 Foresight

Casting Time: 1 half action

Distance: Close

Duration: Instant

Saving Throw: Will half (disbelief)

Effect: You harangue one character with portents of ruin, inflicting 1d6 stress damage.

ILL OMENS I, MASS

Level: 5 Foresight

Effect: As Ill Omens I, except affecting a number of characters up to your Casting Level.

ILL OMENS II

Level: 4 Foresight

Effect: As Ill Omens I, except inflicting 1d6 stress damage + 1 per Casting Level (maximum +10).

ILL OMENS II, MASS

Level: 8 Foresight

Effect: As Ill Omens II, except affecting a number of characters up to your Casting Level.

ILLUSIONARY IMAGE I

Level: 1 Illusion

Casting Time: 1 half action

Distance: Remote

Area: 10 ft. per Casting Level penetrating cube

Duration: Concentration + 1 round

Saving Throw: Will negates (disbelief)

Effect: You create a visual illusion of any size and shape. The illusion doesn't exhibit sound, smell, texture, or temperature but it can move and animate, so long as it remains entirely in the Area.

ILLUSIONARY IMAGE II

Level: 2 Illusion

Duration: Concentration + 2 rounds

Effect: As Illusionary Image I, except the illusion may include minor sounds (but not speech).

ILLUSIONARY IMAGE III

Level: 3 Illusion

Duration: Concentration + 3 rounds

Effect: As Illusionary Image II, except the illusion may include speech, smell, and non-damaging heat.

ILLUSIONARY IMAGE IV

Level: 4 Illusions

Duration: 1 minute per Casting Level (dismissible)

Effect: As Illusionary Image III, except the illusion may follow a script, eliminating the need for you to concentrate.

ILLUSIONARY IMAGE V

Level: 5 Illusion

Duration: Special (*see Effect*)

Effect: As Illusionary Image IV, except the illusion remains dormant until a trigger of your choice occurs (typically someone entering or approaching the Area), after which it lingers for 1 round per Casting Level. The trigger must rely on things that can be seen, heard, smelled, or felt in the Area.

ILLUSIONARY IMAGE VI

Level: 6 Illusion

Duration: Permanent

Effect: As Illusionary Image V, except the illusion is permanent. You may control the illusion while concentrating, leave, and return to concentrate and control it again. The illusion resumes its script when you're away.

IMPLOSION

Level: 9 Conversion

Casting Time: 1 half action

Distance: Close

Duration: Concentration (up to 4 rounds)

Saving Throw: Fortitude negates scene (terminal)

Effect: Each round of concentration causes one character's body to collapse in on itself, resulting in instant death (–10 wounds). Elementals and spirits, as well as gaseous, liquid, and *incorporeal* characters, are immune to this effect.

INCENDIARY CLOUD

Level: 8 Creation (Air)

Casting Time: 1 half action

Distance: Local

Area: 20 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Effect: The Area floods with smoke and burning embers. Each character and object suffers 2d6 fire damage when entering and at the start of each round they remain.

The cloud may be stationary or move 10 ft. away from you each round (choose when the spell is cast). Its vapors are heavier than air and sink, even pouring down through openings. The cloud can't penetrate liquids. Wind disperses it in 4 rounds and a tornado disperses it immediately. The cloud turns to harmless steam in 2 rounds when exposed to 20+ cold damage.

INDOMITABLE BODY

Level: 1 Blessing

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Effect: One character may ignore the next 5 points of Strength, Dexterity, or Constitution impairment he would normally suffer.

INDOMITABLE MIND

Level: 1 Blessing

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Effect: The character may ignore the next 5 points of Intelligence, Wisdom, or Charisma impairment he would normally suffer.

INSANITY I

Level: 2 Charm

Casting Time: 1 full action

Distance: Touch

Duration: 1 round per Casting Level

Saving Throw: Will negates (repeatable)

Effect: One character behaves randomly for the Duration. At the start of the target's Initiative Count each round, roll 1d20 and consult Table 2.XX: Insanity.

Table 2.XX: Insanity

Result	Behavior
1–2	Character is unaffected
3–8	Character becomes <i>stunned</i>
9–14	Character becomes <i>frightened</i> of the caster
15–20	Character becomes <i>enraged</i>

INSANITY II

Level: 5 Charm

Distance: Local

Duration: 1 minute per Casting Level

Effect: As Insanity I, except targeting 1 character and all other characters adjacent to him.

INSANITY III

Level: 8 Charm (Curse)

Distance: Local

Duration: 1 day per Casting Level (dismissible, enduring)

Saving Throw: Will negates (terminal)

Effect: As Insanity I, except as noted.

INSIGHT

Level: 1 Divination

Casting Time: 1 minute

Distance: Personal

Duration: Instant

Effect: You gain a GM hint relating to the goals of the current scene. This spell may only be cast once per scene.

INSTANT SUMMONS

Level: 7 Compass

Casting Time: 1 hour per item, 1 half action to summon

Distance: Unlimited

Duration: Instant

Preparation Cost: 1 per item per pound (minimum 1)

Effect: You prepare a single non-living, non-magical item to be summoned directly to you when you spend a half action uttering a trigger incantation (decided when the spell is cast). The spell point and Preparation Costs are paid when you prepare the item but the Spellcasting check is not made until you call for it. If the Spellcasting check fails or the item is held or worn when you summon it, the spell ends and the item remains in its location (though you learn that location and who's holding or wearing the item, if anyone); otherwise it teleports into your hand or onto any surface within 10 ft. of you.

INVISIBILITY

Level: 3 Secrets

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: One character or object weighing no more than 100 lbs. per Casting Level become *invisible*. Gear carried by a target character also becomes *invisible*, though items dropped or put down become visible again. Items picked up disappear if tucked into an invisible character's clothing or bags.

This spell ends when the target character makes an attack.

INVISIBILITY, MASS

Level: 8 Secrets

Distance: Remote

Effect: As Invisibility, except targeting a combined number of characters and objects up to your Casting Level. The effect is mobile with the group and the spell ends when anyone in the target group attacks. Individuals in the group cannot see each other.

The spell also ends for any individual who moves more than 400 ft. from the nearest other member of the group. If only two individuals are affected, the one moving becomes visible. If both are moving away from each other, they both become visible.

INVISIBILITY SUPPRESSION

Level: 4 Warding

Casting Time: 1 half action

Distance: Personal

Area: 5 ft. per Casting Level penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Effect: Within the Area, *invisible* characters and objects become visible, and spells causing invisibility are suppressed.

IRON BODY

Level: 8 Shapeshifting

Casting Time: 1 half action

Distance: Personal

Duration: 1 minute per Casting Level

Preparation Cost: 5

Effect: Your body becomes living iron, making you a construct with DR 15 and Slam III. Your Strength score rises by 6 and you suffer only 1/2 fire and acid damage (rounded up). However, your Dexterity score drops by 6, your Speed drops to 1/2 normal (rounded up), and you suffer a –8 Armor Check Penalty (*see Fantasy Craft, page 173*). Your weight is multiplied by 10.

IRONWOOD

Level: 6 Conversion

Casting Time: 1 minute per pound transmuted

Distance: Touch

Duration: 1 day per Casting Level (dismissible, enduring)

Effect: You transmute an existing wooden object weighing up to 5 lbs. per Casting Level into ironwood, a magical substance as strong, heavy, and fire resistant as steel (its weight is doubled). A weapon transmuted to ironwood grants a +3 magic bonus with damage rolls, and a shield or suit of armor transmuted gains 3 Fire Resistance.

IRRESISTIBLE DANCE

Level: 5 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Will negates (repeatable, terminal)

Effect: One character with an Intelligence score of 7 or higher dances uncontrollably, suffering a –4 penalty to Defense and with Reflex saves. He also moves 1 square in a random direction at the start of each round, per the Deviation rules (*see Fantasy Craft, page 214*). Each time he moves each adversary adjacent to his new location gets 1 free attack against him (*see Fantasy Craft, page 205*).

IRRESISTIBLE DANCE, MASS

Level: 8 Affliction (Curse)

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Irresistible Dance, except affecting a number of characters in the Area up to your Casting Level.

JAM CONSTRUCT

Level: 1 Artifice

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Saving Throw: Fort negates (terminal)

Effect: One construct is *stunned* for 1d4 rounds.

JUMP

Level: 1 Shapeshifting

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: One character gains a magic bonus with Jump checks equal to $3 \times$ your Casting Level (maximum +30).

Also, his Jump distances aren't limited by his height.

KEEN EDGE

Level: 3 Conversion

Casting Time: 1 half action

Distance: Local

Duration: 10 minutes per Casting Level

Effect: One edged weapon or 50 ammo becomes magically sharp, gaining a +2 magic bonus to threat range.

KNOCK

Level: 2 Force

Casting Time: 1 half action

Distance: Touch

Duration: Special (*see Effect*)

Effect: One door, lock, container, or restraint is opened or released if your Spellcasting result beats its Complexity. Alternately, one Arcane Lock is suppressed for 1 minute per Casting Level.

LEVITATE

Level: 2 Force

Casting Time: 1 half action

Distance: Personal or Close

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates (harmless)

Effect: Once per round as a half action, you may vertically move 1 unanchored character or object weighing up to 100 lbs. per Casting Level at a Speed of 20 ft. You may not move the target horizontally but a target character may propel himself along an available surface at 1/2 his Speed (rounded up).

A levitated character who attacks finds himself increasingly unstable, suffering a cumulative –1 penalty (–1 with the first attack, –2 with the second, and so on, to a maximum of –5). He may spend 1 full round to stabilize himself, negating this penalty.

LIBRARY OF SOULS

Level: 8 Word

Casting Time: 10 minutes

Distance: Personal

Duration: 1 hour

Preparation Cost: 1

Effect: You call upon the wisdom of those who have come before for temporary arcane knowledge. Choose one or more spells with total combined Spell Levels of 8 or less. The Spell Levels of non-Seer spells are doubled for this purpose (e.g. a Level 3 Channeler spell counts as Spell Level 6). You know and may cast these spells normally for the Duration.

LIFT CURSE I

Level: 3 Blessing

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Effect: One character or object loses curses with a Casting Level + Spell Level equal to or less than your Casting Level + 3.

LIFT CURSE II

Level: 6 Blessing

Effect: As Lift Curse I, except removing curses with a Casting Level + Spell Level equal to or less than your Casting Level + 6.

LIFT CURSE III

Level: 9 Blessing

Effect: As Lift Curse I, except removing curses with a Casting Level + Spell Level equal to or less than your Casting Level + 9.

LIGHTNING BOLT I

Level: 4 Weather (Lightning)

Casting Time: 1 half action

Distance: Personal ranged attack

Area: 100 ft. + 10 ft. per Casting Level line

Duration: Instant

Saving Throw: Reflex half

Effect: You discharge powerful electrical energy across the Area, inflicting 1d6 electrical damage per 2 Casting Levels (maximum 10d6).

LIGHTNING BOLT II

Level: 6 Weather (Lightning)

Area: 10 ft. per Casting Level caster-defined

Effect: As Lightning Bolt I, except the first target hit suffers 1d6 electrical damage per Casting Level (maximum 14d6), and each target hit thereafter suffers 4 less damage than the target before him.

LIGHT'S GRACE

Level: 5 Blessing (Light)

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level

Effect: One character gains 25 Resistance against damage from Darkness spells.

LINE OF FIRE

Level: 6 Energy (Fire)

Casting Time: 1 half action

Distance: Personal ranged attack

Area: 10 ft. per Casting Level caster-defined area

Duration: Instant

Saving Throw: Reflex negates

Effect: You discharge fire across the Area, inflicting 1d6 fire damage (AP 5) per Casting Level (maximum 14d6).

LIQUID FORM

Level: 4 Shapeshifting

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates scene

Effect: You and a number of allies up to your Casting Level become fluid and opaque, splashing to the ground. Your gear does *not* shift, falling to the ground when you transform.

While in liquid form, a character gains DR 10/magic, doesn't breathe, and can't be exposed to disease or poison (any disease or poison already in his system is held in suspension until he changes back). A liquid character can't attack or make skill checks (including Spellcasting checks), nor can he speak or make other sounds. He also can't pick up, manipulate, activate, or otherwise use objects.

A liquid character may flow along any surface up to a 45° incline at a Speed of 10 ft. and can pass through any opening through which liquid can pass. He can't Run, however, and he's also vulnerable to currents, automatically moving in the direction of any river or similar body of water he enters.

Spotting a liquid character requires a successful Notice or Search check opposing your Spellcasting result (+20 if the character is in or among like liquids).

Changing back takes 1 full round, even if the change occurs as a result of the spell ending.

LIVING LIBRARY I

Level: 2 Divination

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +2 magic bonus with Research checks. As a half action, you may end this spell early to gain a +2 magic bonus with a single Knowledge check.

LIVING LIBRARY II

Level: 5 Divination

Effect: As Living Library I, except you gain a +4 magic bonus with Research checks and may end the spell early to gain a +4 magic bonus with a single Knowledge check.

LIVING LIBRARY III

Level: 8 Divination

Effect: As Living Library I, except you gain a +10 magic bonus with Research checks and may end the spell early to gain a +10 magic bonus with a single Knowledge check.

LOCATE OBJECT

Level: 2 Divination

Casting Time: 1 minute

Distance: Unlimited

Duration: 1 hour per Casting Level

Effect: You sense the direction of a familiar object, or the nearest object of a general type (e.g. sword, coin, jewel, etc.).

LOCATE PERSON

Level: 4 Divination

Casting Time: 1 minute

Distance: Unlimited

Duration: 1 hour per Casting Level

Saving Throw: Will negates scene

Effect: You sense the direction of a familiar person, or the nearest person of a particular species.

LULLABY

Level: 0 Charm

Casting Time: 1 half action

Distance: Local

Area: 10 ft. penetrating sphere

Duration: Concentration + 1 round per Casting Level (dismissible)

Saving Throw: Will negates

Effect: Characters in the Area become drowsy and inattentive, suffering a –4 penalty with Notice checks.

MAGE ARMOR

Level: 2 Force

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 hour (dismissible)

Effect: An invisible but tangible field of force surrounds the target, granting him a +4 gear bonus to Defense.

MAGE CRAFT I

Level: 4 Creation

Casting Time: Special (*see Effect*)

Distance: Close

Duration: 1 hour per Casting Level (enduring)

Effect: One non-living, non-magical item takes form over a number of minutes equal to its Complexity. The item's Complexity may not exceed your Casting Level (rounded up). The item fades away if left unattended for 1 hour.

MAGE CRAFT II

Level: 6 Creation

Effect: As Mage Craft I, except the item's Complexity may not exceed 10 + your Casting Level.

MAGE CRAFT III

Level: 8 Creation

Effect: As Mage Craft I, except the item's Complexity may not exceed 20 + your Casting Level.

MAGE DAWN

Level: 9 Energy (Light)

Casting Time: 1 half action

Distance: Remote

Area: 20 mile sphere (daylight)

Duration: 10 minutes per Casting Level (dismissible)

Saving Throw: Reflex partial (condition), Will partial (banished, terminal)

Preparation Cost: 15

Effect: A brilliant magical sun appears up to 2 miles in the air, forcing all characters within 100 ft. to make a successful Reflex save or become *blinded* for 3d6 rounds. Within 50 ft. of the sphere, each ooze and undead suffers 20d6 lethal damage, and each outsider must make a successful Will save or be banished.

MAGE HAND I

Level: 5 Force

Casting Time: 1 half action

Distance: Local

Duration: 1 round per Casting Level (dismissible)

Effect: A 10 ft. × 5 ft. magic hand appears adjacent to 1 opponent on the side closest to you. It always remains between the two of you regardless of where you move or how the opponent tries to get around it. Nothing can fool the hand — it even recognizes the target if he changes appearance, magically or otherwise. If the opponent pushes the hand toward you, he moves at 1/2 Speed (rounded down). If he moves beyond the spell's Distance, the hand hovers between you at the spell's Distance.

The hand grants you 1/2 scenery cover against the opponent, even when he's adjacent to you. Its Defense is 20 and it suffers damage like a special character with vitality and wound points starting at your maximums. The hand makes saving throws with your bonuses.

As a half action, you may redirect the hand to any new opponent in the spell's Distance.

MAGE HAND II

Level: 6 Force

Effect: As Mage Hand I, except the hand may also Bull Rush the opponent with an Athletics (Str) bonus equal to your Casting Level + 5.

MAGE HAND III

Level: 7 Force

Effect: As Mage Hand II, except the hand may also Grapple the opponent with an Athletics (Str) bonus equal to your Casting Level + 5. The hand may not be Grappled in return and may only pin and perform the Disarm, Move, and Sprawl Grapple benefits.

MAGE HAND IV

Level: 8 Force

Effect: As Mage Hand III, except the hand may also make full action attacks against the opponent with a bonus equal to your Casting Level + 5. With a hit, the opponent suffers 5d6 lethal damage.

MAGE HAND V

Level: 9 Force

Effect: As Mage Hand IV, except also forcing each target hit to make a successful Fortitude save or become *stunned* for 1 round.

MAGE SCRIBE I

Level: 1 Word

Casting Time: Varies (*see Effect*)

Distance: Touch

Duration: Permanent (dismissible)

Effect: You create script and images on any surface at the rate of 1,000 words or 1 image per hour, or copy an existing document at the rate of 1,000 words or 1 image per minute. The words may be written in any language you know other than arcane script.

MAGE SCRIBE II

Level: 4 Word

Effect: As Mage Scribe I, except you may embed 1 of your Interests into the script. The next character without the Interest who reads the text in full gains the Interest until the end of the current adventure. The script may only transfer the Interest once; thereafter, it acts as described in Mage Scribe I.

MAGE SCRIBE III

Level: 7 Word

Effect: As Mage Scribe I, except you may embed your bonus with 1 skill into the script. The next character with a lower bonus in the skill who reads the text in full gains the skill bonus until the end of the current adventure. The script may only transfer the Interest once; thereafter, it acts as described in Mage Scribe I.

MAGIC AURA

Level: 1 Secrets

Casting Time: 1 half action

Distance: Touch

Duration: 1 day per Casting Level (dismissible)

Saving Throw: Will negates (disbelief)

Effect: When identified, one item weighing up to 5 lbs. per Casting Level may appear non-magical, magical with Essence(s) and Charm(s) of your choice, or the target of a spell you choose.

MAGIC FANG I

Level: 4 Nature

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level

Saving Throw: Will negates (harmless)

Effect: One character with one or more natural attacks gains a +2 magic bonus with attack checks and damage rolls with one of its natural attacks.

MAGIC FANG II

Level: 8 Nature

Effect: As Magic Fang I, except the bonus is +5 with one natural attack or +2 with each of the character's natural attacks.

MAGIC MISSILE

Level: 1 Force

Casting Time: 1 half action

Distance: Short range

Duration: Instant

Effect: You may fire 3 missiles at targets you can see, each missile inflicting 1d6 force damage.

MAGIC STONE I

Level: 1 Conversion (Earth)

Casting Time: 1 half action

Distance: Touch

Duration: 1 hour (dismissible)

Effect: You transmute up to 3 pebbles into magic hurled ammunition (used with a sling, blowgun, or any other hurled weapon that uses ammo). Each of these magic stones inflicts a different type of damage, chosen when the spell is cast.

MAGIC STONE II

Level: 4 Conversion (Earth)

Effect: As Magic Stone I, and also doubling the damage inflicted by each stone (e.g. 3 damage becomes 6 damage). These stones explode with a hit and have a blast increment of 1 square (*see Fantasy Craft, page 212*).

MAGIC VESTMENT I

Level: 0 Conversion

Casting Time: 1 full action

Distance: Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: You imbue a set of clothes, a piece of armor, or a shield with a +1 magic bonus to Defense.

MAGIC VESTMENT II

Level: 3 Conversion

Duration: 1 hour (dismissible)

Effect: As Magic Vestment I, except granting a +1 magic bonus per 4 Casting Levels.

MAGIC VOLLEY

Level: 4 Conversion

Casting Time: 1 half action

Distance: Local

Duration: 10 minutes per Casting Level

Effect: 50 arrows or bolts inflict acid, bang, electrical, fire, flash, force, or sonic damage instead of their standard damage type.

MAGIC WEAPON I

Level: 1 Conversion

Casting Time: 1 full action

Distance: Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: You grant a weapon or 50 ammo a +1 magic bonus with attack checks and damage rolls. You can't cast this spell on natural attacks, extraordinary attacks, or unarmed attacks.

MAGIC WEAPON II

Level: 4 Conversion

Duration: 1 hour (dismissible)

Effect: As Magic Weapon I, except granting a +1 magic bonus per 4 Casting Levels.

MANTLE OF THE MUNDANE

Level: 4 Artifice

Casting Time: 1 full action

Distance: Touch

Duration: 1 round per Casting Level

Saving Throw: Will negates

Effect: All magic bonuses affecting one character and all adjacent characters and objects decrease by 1 per 5 Casting Levels (minimum 1).

MARK OF JUSTICE

Level: 5 Seals (Curse)

Casting Time: 10 minutes

Distance: Touch

Duration: 1 day per Casting Level (dismissible, enduring)

Effect: You draw an indelible mark on a character and identify an action that triggers it. When the character performs the action, the mark curses him, targeting him with a successful Bestow Curse spell.

MAZE

Level: 8 Compass

Casting Time: 1 half action

Distance: Close

Duration: 10 minutes

Effect: You imprison one character in a labyrinthine gap between worlds. The spell ends early if the character makes a successful 1-minute Knowledge check (DC 15 + your Casting Level), or if the character is targeted with a successful spell that transfers him back to this world.

At the character's return, he appears at his previous location, or in the nearest unoccupied square.

METAL & WOOD

Level: 7 Conversion (Earth)

Casting Time: 1 half action

Distance: Local

Area: 5 ft. per Casting Level penetrating sphere

Duration: Permanent

Effect: Non-living, non-magical wood objects and scenery are transformed into metal, or vice-versa. This increases or decreases an object or scenery item's Damage save by +2 or -2, respectively, and reduces the DR of primarily metal armor to 1/2 normal (rounded up).

Primarily metal weapons in the Area lose the *bleed*, *heavy*, and *keen* qualities if they have them, and primarily wood weapons lose the *lightweight* quality if they have them. The reverse is not true in either case (i.e. primarily wood weapons transformed to metal do *not* gain *bleed*, *heavy*, or *keen*, nor do primarily metal weapons gain *lightweight*, even if the weapons originally had them before a reverse transformation).

METEOR SWARM

Level: 9 Creation (Fire)

Casting Time: 1 half action

Distance: Long range attack

Duration: Instant

Saving Throw: Reflex half

Effect: Four backpack-sized meteors spring from your outstretched hands and streak in straight lines to targets within the Distance. Each meteor inflicts 8d6 explosive damage on impact.

MIND BLANK

Level: 8 Secrets

Casting Time: 1 half action

Distance: Close

Duration: 24 hours

Saving Throw: Will negates (harmless)

Effect: One character's thoughts and emotions can't be read. Also, the character can't be magically observed in his location and Divination spells targeting him automatically fail.

MIND PROBE

Level: 9 Divination

Casting Time: 1 full action

Distance: Touch

Duration: 1 minute

Saving Throw: Will negates (repeatable, terminal)

Preparation Cost: 20

Effect: You telepathically bond with one character and mentally probe their mind, forcing them to truthfully answer 1 question per round.

MIRROR IMAGES

Level: 2 Illusion

Casting Time: 1 half action

Distance: Personal

Duration: 1 minute per Casting Level (dismissible)

Effect: You create multiple illusory copies of yourself, masking your true location. You create 1d4 copies + 1 per 3 Casting Levels (maximum 8). The copies spread out but each remains within 5 ft. of either you or another copy at all times. The copies mimic your actions as you take them. They can pass through each other and you through them, though they feel solid to others.

It's impossible to visually discern you and the copies from each other so a random target is determined each time someone engages any of you. Each copy has a Defense of 10 + your Dexterity modifier and immediately vanishes when hit.

MISSILE STORM

Level: 9 Force

Casting Time: 1 round

Distance: Personal

Area: 400 ft. + 40 ft. per Casting Level cone

Duration: Instant

Effect: You may target each character in the Area with a massive salvo of Magic Missiles. Each target is hit by 3d6 missiles + 1d6 additional missiles per Size category above Medium.

MODIFY MEMORY I

Level: 4 Charm (Curse)

Casting Time: Varies (*see Effect*)

Distance: Touch

Duration: 1 week per Casting Level (dismissible, enduring)

Saving Throw: Will negates scene (terminal)

Effect: You implant, suppress, or rewrite a number of minutes of one NPC's memory up to 1/2 your Casting Level (rounded up), spending the same amount of time casting this spell. If the altered memory is nonsensical or illogical it may be dismissed as a dream or idle fancy. Unless made permanent, modified memories often re-emerge slowly and can trigger traumatic or disturbing episodes.

MODIFY MEMORY II

Level: 6 Charm (Curse)

Effect: As Modify Memory I, except implanting, suppressing, or rewriting a number of minutes of memory up to your Casting Level.

MOVE EARTH

Level: 5 Conversion (Earth)

Casting Time: 1 full action

Distance: Remote

Duration: Permanent

Effect: For every 10 minutes you concentrate (to a maximum of 1 hour), you reshape a different flat patch of soil (e.g. clay, dirt, loam, or sand). Each patch may be up to your Casting Level × 10 ft. on a side and up to 10 ft. deep. The reshaping forms wavelike crests and troughs but has no impact on stone and can't dramatically reform the land. Trees, buildings, rock formations, and other solid landmarks are unaffected outside elevation and relative topography. You cannot use this spell to tunnel and it's too slow to trap or bury others. Its primary uses are digging moats, reshaping rivers, and adjusting terrain contours before a battle (collapsing embankments, moving hillocks, shifting dunes, and the like).

MOVE WATER

Level: 4 Conversion (Water)

Casting Time: 1 full action

Distance: Remote

Duration: Concentration, up to 1 hour

Effect: You reshape or redirect a cubic volume of liquid up your Casting Level × 10 ft. on a side and may hold it in any shape, even against gravity. You can pull air through the surface of the liquid to form breathable air pockets. You can also create whirlpools, eddies, and other natural currents in the liquid, requiring a successful Swim or Ride check (DC 20 + your Casting Level) to avoid or escape.

NATURAL ATTUNEMENT

Level: 5 Nature

Casting Time: 10 minutes

Distance: Personal

Duration: Instant

Preparation Cost: 3

Effect: You become one with nature, gaining knowledge of the surrounding region (out to 1 mile per Casting Level). You gain 3 hints about the terrain, animals, plants, minerals, bodies of water, the general state of the natural setting, and the presence of unnatural characters (constructs, horrors, and undead).

This spell may only be cast once per scene.

NATURE'S ALLY I

Level: 1 Nature

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: You summon 1 of the following animals as a standard NPC with a Threat Level equal to your Casting Level. With GM approval, you may modify your choice, choose an animal from the Bestiary, or build a new NPC, so long as it has the Animal Type and a maximum XP value of 40.

The precise nature of this servant should match your style of magic. At the GM's discretion, it could be a temporary familiar, a spirit guide, an arcane creation, or something else entirely.

A summoned character cannot summon other characters and is banished when killed or when the spell that summoned it ends (whichever comes first). Certain spells and other effects can banish a summoned character earlier. A banished character's body and possessions dissolve in 1d4 rounds.

The animal may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions the animal falls under the GM's control, though it continues to serve you as best it perceives it can (e.g. avians scout the area, mounts get you to safety, predators attack whatever seems to be your enemy, etc.).

Avian I (Tiny Animal Flyer/Walker — 36 XP): Str 10, Dex 12, Con 10, Int 4, Wis 12, Cha 6; SZ T (Reach 1); Spd 50 ft. winged flight, 10 ft. ground; Init III; Atk II; Def II; Res II; Health II; Comp —; Skills: Acrobatics II, Notice II, Search II; Qualities: *Cagey II*, *darkvision I*, *improved sense (hearing, vision)*, *rend*

Attacks/Weapons: Gore I (dmg 1d3 lethal; threat 19–20; qualities: *bleed*), Talon I (dmg 1d3 lethal; threat 20)

Mount I (Large Animal Any — 36 XP): Str 14, Dex 10, Con 12, Int 2, Wis 10, Cha 8; SZ L (1×2, Reach 1); Spd 40 ft. ground or 40 ft. swim or 40 ft. burrow or 40 ft. flight; Init III; Atk III; Def IV; Res IV; Health III; Comp —; Skills: Athletics IV, Notice III, Sense Motive II; Qualities: *Superior traveler I*

Attacks/Weapons: Kick or Slam or Talon I (dmg 1d8+2 lethal; threat 20)

Predator I (Small Animal Any — 36 XP): Str 14, Dex 14, Con 12, Int 6, Wis 12, Cha 10; SZ S (Reach 1); Spd 40 ft. ground or 40 ft. swim or 40 ft. burrow or 40 ft. flight; Init III; Atk IV; Def II; Res II; Health II; Comp —; Skills: Notice II, Search II; Qualities: *Superior runner II*

Attacks/Weapons: Bite I (dmg 1d6+2 lethal; threat 18–20), Claw I (dmg 1d4+2 lethal; threat 20)

NATURE'S ALLY II

Level: 3 Nature

Effect: As Nature's Ally I, except you gain 1 animal (max. 60 XP) or 2 animals (max. 40 XP each).

Avian II (Small Animal Flyer/Walker — 56 XP): Str 10, Dex 14, Con 10, Int 4, Wis 12, Cha 6; SZ T (Reach 1); Spd 70 ft. winged flight, 10 ft. ground; Init III; Atk III; Def III; Res III; Health III; Comp —; Skills: Acrobatics III, Notice III, Search III, Survival II; Qualities: *Cagey II, darkvision I, improved sense (hearing, vision), light sleeper, rend, tricky (Ragged Wound)*

Attacks/Weapons: Gore II (dmg 1d4 lethal; threat 18–20; qualities: *bleed*), Talon I (dmg 1d4+2 lethal; threat 20; qualities: *finesse*)

Mount II (Large Animal Any — 56 XP): Str 16, Dex 10, Con 14, Int 2, Wis 10, Cha 8; SZ L (1×2, Reach 1); Spd 60 ft. ground or 60 ft. swim or 60 ft. burrow or 60 ft. flight; Init III; Atk IV; Def IV; Res V; Health IV; Comp —; Skills: Athletics V, Notice III, Sense Motive III; Qualities: *Improved stability, superior traveler II, tough I*

Attacks/Weapons: Kick or Slam or Talon II (dmg 1d8+3 lethal; threat 19–20; qualities: *keen 4*)

Predator II (Medium Animal Any — 56 XP): Str 16, Dex 16, Con 12, Int 6, Wis 12, Cha 10; SZ M (Reach 1); Spd 40 ft. ground or 40 ft. swim or 40 ft. burrow or 40 ft. flight; Init IV; Atk V; Def II; Res II; Health II; Comp —; Skills: Acrobatics II, Notice II, Search II, Tactics II; Qualities: *Fearsome, superior runner II, swarm*

Attacks/Weapons: Bite II (dmg 1d8+3 lethal; threat 17–20; qualities: *AP 2*), Claw II (dmg 1d6+3 lethal; threat 19–20)

NATURE'S ALLY III

Level: 5 Nature

Effect: As Nature's Ally I, except you gain 1 animal (max. 80 XP), 2 animals (max. 60 XP each), or 4 animals (max. 40 XP each).

Avian III (Small Animal Flyer/Walker — 76 XP): Str 12, Dex 16, Con 10, Int 4, Wis 14, Cha 6; SZ S (Reach 1); Spd 70 ft. winged flight, 10 ft. ground; Init IV; Atk IV; Def IV; Res IV; Health IV; Comp —; Skills: Acrobatics V, Notice IV, Search IV, Survival III; Qualities: *Cagey II, darkvision I, improved sense (hearing, vision), light sleeper, rend, tricky (Ragged Wound)*

Attacks/Weapons: Gore III (dmg 2d4+1 lethal; threat 18–20; qualities: *bleed*), Talon II (dmg 1d4+3 lethal; threat 19–20; qualities: *finesse*)

Mount III (Large Animal Any — 76 XP): Str 18, Dex 10, Con 16, Int 2, Wis 10, Cha 8; SZ L (1×2, Reach 1); Spd 60 ft. ground or 60 ft. swim or 60 ft. burrow or 60 ft. flight; Init IV; Atk V; Def V; Res V; Health V; Comp —; Skills: Athletics VI, Notice III, Sense Motive III; Qualities: *Condition immunity (fatigued), improved stability, knockback, superior traveler II, tough I*

Attacks/Weapons: Kick or Slam or Talon II (dmg 1d8+4 lethal; threat 19–20; qualities: *keen 4*), Trample I (dmg 1d10+4 lethal; threat 20; notes: Medium and smaller only, Fort (DC equal to damage) or become *sprawled*)

Predator III (Medium Animal Any — 76 XP): Str 18, Dex 18, Con 12, Int 6, Wis 12, Cha 10; SZ M (Reach 1); Spd 50 ft. ground or 50 ft. swim or 50 ft. burrow or 50 ft. flight; Init IV; Atk V; Def II; Res II; Health II; Comp —; Skills: Acrobatics II, Notice II, Search II, Tactics II; Qualities: *Fearsome, feat (Wolfpack Basics, Wolfpack Mastery), superior runner II, swarm, tough I*

Attacks/Weapons: Bite III (dmg 2d8+4 lethal; threat 17–20; qualities: *AP 2*), Claw III (dmg 2d6+4 lethal; threat 19–20; qualities: *trip*)

NATURE'S ALLY IV

Level: 7 Nature

Effect: As Nature's Ally I, except you gain 1 animal (max. 100 XP), 2 animals (max. 80 XP each), 4 animals (max. 60 XP each), or 8 animals (max. 40 XP each).

Avian IV (Small Animal Flyer/Walker — 96 XP): Str 14, Dex 18, Con 10, Int 4, Wis 14, Cha 6; SZ S (Reach 1); Spd 70 ft. winged flight, 10 ft. ground; Init V; Atk V; Def V; Res V; Health V; Comp —; Skills: Acrobatics VI, Notice V, Search V, Survival IV; Qualities: *Cagey II*, *darkvision I*, *improved sense (hearing, vision)*, *light sleeper*, *monstrous attack*, *rend*, *tricky (Ragged Wound)*

Attacks/Weapons: Gore IV (dmg 2d4+2 lethal; threat 16–20; qualities: *bleed*), Talon III (dmg 2d4+4 lethal; threat 18–20; qualities: *finesse*)

Mount IV (Large Animal Any — 96 XP): Str 18, Dex 12, Con 18, Int 2, Wis 10, Cha 8; SZ L (1×2, Reach 1); Spd 80 ft. ground or 80 ft. swim or 80 ft. burrow or 80 ft. flight; Init V; Atk VI; Def VI; Res V; Health VI; Comp —; Skills: Athletics VII, Intimidate V, Notice IV, Sense Motive III; Qualities: *Condition immunity (fatigued)*, *improved stability*, *knockback*, *superior traveler II*, *tough II*

Attacks/Weapons: Kick or Slam or Talon III (dmg 2d8+4 lethal; threat 19–20; qualities: *keen 4*), Trample II (dmg 1d10+4 lethal; threat 19–20; notes: Medium and smaller only, Fort (DC equal to damage) or become *sprawled*)

Predator IV (Large Animal Any — 96 XP): Str 20, Dex 20, Con 12, Int 6, Wis 12, Cha 10; SZ L (1×2, Reach 1); Spd 50 ft. ground or 50 ft. swim or 50 ft. burrow or 50 ft. flight; Init V; Atk VI; Def III; Res III; Health III; Comp —; Skills: Acrobatics II, Notice II, Search II, Tactics III; Qualities: *Fearsome*, *feat (Wolfpack Basics, Wolfpack Mastery)*, *superior runner III*, *swarm*, *tough II*

Attacks/Weapons: Bite IV (dmg 2d10+5 lethal; threat 16–20; qualities: *AP 2*), Claw IV (dmg 2d8+5 lethal; threat 18–20; qualities: *trip*)

NATURE'S ALLY V

Level: 9 Nature

Effect: As Nature's Ally I, except you gain 1 animal (max. 120 XP), 2 animals (max. 100 XP each), 4 animals (max. 80 XP each), 8 animals (max. 60 XP each), or 16 animals (max. 40 XP each).

Avian V (Small Animal Flyer/Walker — 116 XP): Str 16, Dex 20, Con 10, Int 4, Wis 16, Cha 6; SZ S (Reach 1); Spd 80 ft. winged flight, 10 ft. ground; Init VI; Atk VI; Def VI; Res VI; Health V; Comp —; Skills: Acrobatics VII, Notice VI, Search VI, Survival VI; Qualities: *Bright*, *cagey II*, *critical surge*, *darkvision I*, *improved sense (hearing, vision)*, *light sleeper*, *monstrous attack*, *rend*, *tricky (Ragged Wound)*

Attacks/Weapons: Gore IV (dmg 2d4+3 lethal; threat 16–20; qualities: *bleed*), Talon III (dmg 2d4+5 lethal; threat 18–20; qualities: *finesse*)

Mount V (Large Animal Any — 116 XP): Str 20, Dex 14, Con 20, Int 2, Wis 10, Cha 8; SZ L (1×2, Reach 1); Spd 80 ft. ground or 80 ft. swim or 80 ft. burrow or 80 ft. flight; Init VI; Atk VII; Def VI; Res V; Health VII; Comp —; Skills: Athletics VII, Intimidate V, Notice III, Sense Motive III; Qualities: *Condition immunity (fatigued)*, *damage reduction 1*, *fearless*, *improved stability*, *knockback*, *superior traveler II*, *tough II*

Attacks/Weapons: Kick or Slam or Talon III (dmg 2d8+4 lethal; threat 19–20; qualities: *keen 4*), Trample III (dmg 2d10+5 lethal; threat 19–20; notes: Medium and smaller only, Fort (DC equal to damage) or become *sprawled*), Rearing Threat (frightening attack II: Will save DC 15 or become *frightened* for 2d6 rounds)

Predator V (Large Animal Any — 116 XP): Str 20, Dex 20, Con 14, Int 6, Wis 12, Cha 10; SZ L (1×2, Reach 1); Spd 50 ft. ground or 50 ft. swim or 50 ft. burrow or 50 ft. flight; Init VI; Atk VII; Def IV; Res IV; Health IV; Comp —; Skills: Acrobatics II, Notice IV, Search IV, Tactics IV; Qualities: *Fearsome*, *feat (Coordinated Attack, Misdirection Basics, Wolfpack Basics, Wolfpack Mastery)*, *superior runner III*, *swarm*, *tough II*

Attacks/Weapons: Bite V (dmg 3d10+5 lethal; threat 16–20; qualities: *AP 2*), Claw V (dmg 3d8+5 lethal; threat 18–20; qualities: *trip*)

NEUTRALIZE DISEASE

Level: 3 Healing

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Saving Throw: Will negates

Effect: Disease within 1 character or an object measuring up to 1 cubic ft. per Casting Level is rendered harmless. For the spell's Duration, a targeted character becomes immune to disease and a targeted character or item that can produce or convey disease loses that ability.

NEUTRALIZE DISEASE, MASS

Level: 6 Healing

Distance: Close

Effect: As Neutralize Disease, except affecting a number of characters up to your Casting Level.

NEUTRALIZE POISON

Level: 3 Healing

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Saving Throw: Will negates

Effect: Poison within 1 character or an object measuring up to 1 cubic ft. per Casting Level is rendered harmless. For the spell's Duration, a targeted character becomes immune to poison and a targeted character or item that can produce or convey poison loses that ability.

NEUTRALIZE POISON, MASS

Level: 6 Healing

Distance: Close

Effect: As Neutralize Poison, except affecting a number of characters up to your Casting Level.

NIGHTMARE I

Level: 5 Shadow (Curse)

Casting Time: 1 hour

Distance: 20 miles

Duration: 1 day per Casting Level (dismissible)

Saving Throw: Will negates (disbelief)

Effect: You send horrible visions into the sleeping dreams of one character you've previously met, reducing his spell point, vitality, and wound recovery to 1/2 normal (rounded up). The victim may save against this spell once each time he sleeps. Characters who don't sleep are immune to this spell.

NIGHTMARE II

Level: 7 Shadow (Curse)

Distance: 100 miles

Effect: As Nightmare I, except as noted and preventing spell point, vitality, and wound recovery until the victim saves or the spell otherwise ends.

NIGHTMARE III

Level: 9 Shadow (Curse)

Distance: Unlimited

Saving Throw: Will negates (disbelief, terminal)

Effect: As Nightmare II, except the victim also suffers 1d6 lethal and 1d6 stress damage each time he sleeps more than an hour.

OBJECT WISDOM

Level: 2 Artifice

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +2 magic bonus with Crafting checks other than Dismantle. As a half action, you may end this spell early to gain a +4 magic bonus with a single Improvise check.

OBSCURE ALIGNMENT

Level: 0 Secrets

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 8 hours (dismissible)

Effect: One character or object gains Spell Defense equal to your Casting Level + 10 against spells that reveal Alignment.

OBSCURE EMOTION

Level: 2 Secrets

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 8 hours (dismissible)

Effect: One character or object gains Spell Defense equal to your Casting Level + 15 against spells that reveal Disposition.

OBSCURE OBJECT

Level: 2 Secrets

Casting Time: 1 half action

Distance: Touch

Duration: 8 hours (dismissible)

Effect: One object weighing up to 100 lbs. gains Spell Defense equal to your Casting Level + 15 against spells that reveal its location.

OPEN/CLOSE

Level: 0 Compass

Casting Time: 1 half action

Distance: Close

Duration: Instant

Saving Throw: Will negates (held object or portal)

Effect: You open or close a single door, chest, box, window, bag, pouch, bottle, barrel, or other container weighing 30 lbs. or less. The spell fails if anything resists this activity (e.g. a barred door or a locked chest).

ORIENT SELF

Level: 0 Divination

Casting Time: 1 half action

Distance: Personal

Duration: Instant

Effect: You sense the direction of north from your current position and gain a +1 magic bonus with Knowledge checks made to navigate from your current location.

PARIAH

Level: 5 Affliction (Curse)

Casting Time: 1 full action

Distance: Touch

Duration: 1 day per Casting Level (dismissible, enduring)

Saving Throw: Will negates scene

Effect: All Attitudes toward one character are considered 1 grade worse than normal.

PARIAH, MASS

Level: 8 Affliction (Curse)

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Pariah, except affecting a number of characters in the Area up to your Casting Level.

PASS WITHOUT TRACE

Level: 1 Secrets

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 hour per Casting Level (dismissible)

Effect: One character gains a +5 magic bonus with Blend and Sneak checks made to avoid being tracked, and Spell Defense equal to your Casting Level + 10 against spells that reveal traces of his passing.

PASSWALL

Level: 6 Conversion

Casting Time: 1 half action

Distance: Touch

Area: 5 ft. per 3 Casting Levels caster-defined area

Duration: 1 hour per Casting Level (dismissible)

Effect: You create a temporary passage through non-living, non-magical materials. Multiple Passwall spells can be cast to create larger or continuing passages. Any characters within the passage when this spell ends are ejected through the nearest exit.

PERCEIVED REALITY

Level: 6 Illusion

Casting Time: 1 half action

Distance: Personal

Area: 1 mile penetrating sphere

Duration: 5 minutes per Casting Level (dismissible)

Effect: Disbelief save DCs increase by 10 within the Area.

PERMANENCY

Level: 6 Artifice

Casting Time: 1 minute

Distance: Personal or Touch

Duration: Instant

Preparation Cost: $20 \times$ target spell's Level (minimum 20)

Effect: One "enduring" spell becomes permanent and cannot be countered. Your Casting Level must exceed the target spell's Level by 8 for you to cast this spell.

PERSEVERANCE I

Level: 3 Glory

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: One character automatically succeeds with each Fortitude save prompted by less than 5 subdual damage (i.e. he must only roll when he suffers 5 or more subdual damage at once). He still accumulates subdual damage normally and must make a Fortitude save as if suffering subdual damage when this spell ends.

PERSEVERANCE II

Level: 7 Glory

Effect: As Perseverance I, except granting automatic success with Fortitude saves prompted by less than 10 subdual damage.

PHANTASMAL KILLER

Level: 4 Shadow

Casting Time: 1 half action

Distance: Local

Duration: Instant

Saving Throw: Will negates (disbelief), Fortitude partial (death, terminal)

Effect: You create an illusory creature out of one character's worst nightmares. Only that character can see the creature and he may attempt to save or disbelieve its existence. With success, the spell ends; otherwise the character must make a Fortitude save or die. With success against this second save, the character suffers 3d6 stress damage.

You cannot cast this spell on constructs, elementals, spirits, or undead.

PHASE DOOR

Level: 7 Compass

Casting Time: 1 half action

Distance: Touch

Area: 10 ft. per 5 Casting Levels penetrating caster-defined

Duration: 1 week (dismissible, enduring)

Effect: You create an extra-dimensional corridor across or through the Area with open 10 ft. \times 10 ft. doorways at both ends. You disappear when inside the corridor, reappearing when you exit. The corridor is likewise invisible and may overlap with solid matter, allowing you to move freely through walls, hills, and other obstacles.

Any number of other characters may enter or pass through the corridor but only with your permission. You can also set a word, phrase, or action to allow entry when you're not present.

PHOENIX EGG

Level: 9 Energy (Fire)

Casting Time: 1 hour

Distance: Personal

Duration: 24 hours

Preparation Cost: 25

Effect: You gain an indestructible egg containing an exact replica of your body and soul. Should you die, the egg hatches and you're resurrected with full vitality and wound points at the egg's current location. Your gear remains with your corpse.

PHYLACTERY

Level: 8 Necromancy

Casting Time: 1 week

Distance: Touch

Duration: Permanent

Preparation Cost: 250

Effect: Magic is a vast and confounding field of study no mortal has ever fully grasped, yet many still try. The most fanatical adherents to the craft aren't content with their brief mortal lives and seek to extend them beyond even death. A few master the secrets of phylactery magic, which are responsible for one of the most terrifying adversaries in the adventuring world: the lich (*see Fantasy Craft, page 292*).

The most common road to becoming a lich begins with this spell, which binds your soul to a Tiny or smaller non-living, non-magical object of your choice called a phylactery. With your soul bound to the phylactery, you may continue to control your body remotely at up to 10 ft. per year since your soul was bound. Outside this distance it becomes an automaton with the single-minded desire to return to your field of control (though it's quite content to kill anyone who stands in its way).

Your body gains the Undead type, which alleviates most earthly needs (it no longer ages or needs to eat, sleep, or even breathe), and over time it grows still more detached from the mortal coil, gaining a host of benefits.

1 Year: The forces in your body are just awakening as the first cycle closes, yet you're too arrogant to consider defeat. Your body gains DR 1, *turn immunity*, *condition immunity* (*enraged, frightened*), and Lich Touch (paralyzing touch I: Will DC 10 or become *paralyzed* for 1d6 rounds).

10 Years: Ten cycles in and your body is approaching the stuff of true nightmare. Your body gains an additional DR 2 (total DR 3), *dread*, *damage immunity* (*cold, electrical*), and its Lich Touch increases in power (paralyzing touch II: Will DC 15 or become *paralyzed* for 2d6 rounds).

100 Years: After a century your body lets go of the last vestiges of humanity, fully embracing its place beyond the veil of death. Your body gains an additional DR 2 (total DR 5), *everlasting*, *condition immunity* (*fatigued, shaken*), and its Lich Touch becomes more powerful still (paralyzing touch III: Will DC 20 or become *paralyzed* for 3d6 rounds). You and your body also become an NPC, controlled by the GM. Perhaps it'll use your great-great grandchildren as spell components.

Should your body be killed before it gains *everlasting*, you lose your bond with it and may never again occupy your original mortal form. Your body decays and turns to dust in minutes, the long ages finally catching up with it... yet your soul remains bound to the phylactery. You can effectively persist there forever, though you may only interact with the outside world in one way: by sensing living characters within the same distance you would be able to control your former body, if it still existed (10 ft. per year since your soul was bound). You can sense the species

of these creatures but no other details, not even Career or Threat Level.

Once per month, you may attempt to seize control of a character you sense (chosen by the GM or determined randomly if you sense more than one character with a chosen species). The target must make a successful Will save (terminal) or lose control of his body, his soul becoming a passenger as you take command. The new body may not act during the round of possession but thereafter it but falls (almost) entirely under your control.

While possessing another character's body, you retain your mental attributes, skills, spells, Alignment, and action dice, but otherwise the possessed character's stats replace yours *entirely*. Your new form also prevents actions and abilities it can't normally perform (animals can't speak, for example, though they can understand speech).

Any spell or effect that detects magic reveals the possession, and True Seeing also reveals your identity and the direction and rough distance to your phylactery (within a mile).

The new body operates like your original, except that it doesn't gain the Undead type for 1 week, during which time the body's true owner may make 1 additional Will save per day, each with a DC 1 higher than the last. Success returns control of the body, though only for 1d6 minutes at a moment chosen or randomly determined by the GM. Most owners use this time to warn their friends about what's happening to them, though some have more pressing concerns.

The original owner gets no more chances after the first week, his soul slowly dying over the first year of possession. Unless your control is severed by then (usually by destroying your phylactery), the original owner's soul is consumed to fuel his body's rebirth as your plaything. The original owner may never after be resurrected or otherwise returned to life.

Your second and later bodies also grow in power the longer you remain in control of them, and the process begins anew each time one is killed before it gains *everlasting*. The only way to truly end your reign of terror is to destroy your phylactery, which banishes your soul forever... Or does it?

THE STORY BEHIND THE SPELL

Certain spells, especially in the Necromancy Discipline, practically drip with story potential. Souls trapped in sparkling gems? Body-stealing lichs? That's the stuff of *extremely* high adventure! Opportunities like this are hard to ignore but they're also not a great fit for every party. Introducing them raises the stakes significantly, not only putting greater potential power in the hands of PCs but also their adversaries, who may well use them to nefarious (and frustrating) ends.

Before introducing spells that shift character control, make sure that everyone's comfortable with the possible outcomes, up to and including the very real chance that a long-nurtured character might be lost, potentially forever. Have backup characters ready and most importantly be ready to play out what really should be an amazing adventure with the highest stakes most players will ever know.

PILLAR OF WRATH

Level: 5 Energy (Fire)

Casting Time: 1 half action

Distance: Medium

Area: 40 ft. high pillar, 20 ft. radius

Duration: Instant

Saving Throw: Reflex half

Effect: A geyser of destructive power erupts from the ground in the Area, inflicting either 1d6 fire damage (AP 5) or 1d6 divine damage per Casting Level (maximum 12d6).

PINPOINT

Level: 8 Divination

Casting Time: 10 minutes

Distance: Unlimited

Duration: Instant

Saving Throw: Will negates scene

Effect: You learn the exact location of a familiar character or object.

POISON

Level: 3 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Saving Throw: As poison (dismissible, terminal)

Effect: One character is exposed to any 1 base poison (*see Fantasy Craft, page 165*). This poison may not feature upgrades.

POISON, MASS

Level: 7 Affliction (Curse)

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Poison, except affecting a number of characters in the Area up to your Casting Level. All targets are exposed to the same poison.

POLAR RAY I

Level: 0 Weather (Ice)

Casting Time: 1 half action

Distance: Personal range attack

Area: 15 ft. line

Duration: Instant

Saving Throw: Reflex half

Effect: You release a spray of freezing air across the Area, inflicting 1d6 cold damage.

POLAR RAY II

Level: 4 Weather (Ice)

Area: 75 ft. line

Effect: As Polar Ray I, except inflicting 1d6 cold damage per Casting Level (maximum 10d6).

POLAR RAY III

Level: 8 Weather (Ice)

Area: 150 ft. line

Effect: As Polar Ray I, except inflicting 1d6 cold damage per Casting Level (maximum 18d6).

POLYMORPH OBJECT I

Level: 7 Conversion

Casting Time: 1 minute

Distance: Touch

Area: 5 ft. cube per Casting Level

Duration: Special (*see Effect*)

Saving Throw: Will negates (held object)

Effect: One non-living, non-magical object smaller than the Area assumes the shape of another non-living, non-magical, same-Size or smaller object with a Complexity equal to or lower than its own. The object cannot be split into smaller objects (e.g. you can't turn a blanket into a pile of coins, or for that matter, one coin into a pile of coins).

The process takes a full minute and is obvious throughout (–20 penalty with Blend and Sneak checks to conceal it). Once polymorphed, the object is for all intents and purposes the new object, behaving like it in all ways.

A damaged object remains damaged through this process (i.e. a broken object remains broken and a destroyed object remains destroyed). Any failed Damage saves likewise transfer, which may cause a more fragile object to become broken or destroyed during the process.

Example: A bullseye lantern (Brittle 2) which has failed 1 Damage save is polymorphed into a mirror (Hard 1). One failed Damage save would break the mirror, so the mirror is broken while shifting.

You may make minor cosmetic changes to the new form as the object assumes it (during casting), but it must thereafter retain the same shape until the spell ends. Cosmetic changes may include surface texture and color; height and weight; and dimensions and Footprint; though all changes must be within the limitations of the new object (per GM approval).

Any spell or effect that detects magic reveals the deception, and True Seeing also reveals the object's original form (but doesn't shift it back).

The object retains its new form for 1 round per Casting Level or until it leaves your possession, whichever comes first. The spell ends if the object leaves your possession (i.e. the moment it's not either in your hands or in a pocket or container directly on your person). Changing back takes 1 full round, even if the change occurs as a result of the spell ending, and the return process is just as obvious.

This spell fails (after the spell points are spent and the Casting Time is taken) if assuming the new shape would make the object larger than available space or it would outgrow a container it's in (such as a chest). *Incorporeal* objects cannot be polymorphed. While polymorphed, an object's form and Size may not be magically altered again until it first returns to its normal form.

POLYMORPH OBJECT II

Level: 9 Conversion

Casting Time: 1 half action

Area: 10 ft. per Casting Level

Effect: As Polymorph Object I, except the object retains its new form for 1 minute per Casting Level or until it leaves your possession, whichever comes first.

POLYMORPH OTHER I

Level: 6 Affliction (Curse)

Casting Time: 1 full action

Distance: Close

Duration: 1 round per Casting Level (dismissible, enduring)

Saving Throw: Will negates scene (terminal)

Preparation Cost: 10

Effect: One character within your line of sight with a Career or Threat Level up to 1/2 your Casting Level (rounded down) assumes the shape and statistics of one of the following standard (not special) creatures. With GM approval, you may modify your choice, choose an animal, beast, or plant from the Bestiary (*see Fantasy Craft, page 253*), or build a new creature, so long as it has the Animal, Beast, or Plant Type and a maximum XP value of between 30 and 40.

The process takes a full minute, during which the target is *stunned* (as bones crack and reshape, organs dissolve and shift, skin peels and molds, and worse). Attempts to conceal the process suffer a –20 penalty.

Once polymorphed, the character retains his Intelligence, Wisdom, Charisma, skills, vitality, wounds, Alignment, and action dice, but otherwise the creature's stats replace his *entirely*. His new form also prevents actions and abilities it can't normally perform (animals can't speak, for example, though they can understand speech).

The character's gear is unchanged, so non-magical clothes are shredded by a larger form or drape over a smaller one, possibly falling to the ground; armor and weapons may no longer be usable due to Size, Type, or other changes; and a smaller Size reduces carrying capacity (*see Fantasy Craft, page 154*).

You may make minor cosmetic changes to the form as the character assumes it (during casting), but he must thereafter retain the same shape until the spell ends. Cosmetic changes may include eye, hair, and skin color; height and weight; dimensions and Footprint; and gender; though all changes must be within the limitations of the new species (per GM approval).

Any spell or effect that detects magic reveals the deception, and True Seeing also reveals the character's original form (but doesn't shift him back).

Changing back takes 1 full round, even if the change occurs as a result of the spell ending, and the return process is just as obvious. The character is *stunned* during this period as well.

This spell fails (after the spell points are spent and the Casting Time is taken) if assuming the new shape would make the character larger than available space or he would outgrow magic gear (such as armor). *Incorporeal* characters and spirits cannot be polymorphed. While polymorphed, a character's form and Size may not be magically altered again until he first returns to his normal form.

Bat

[STATS FORTHCOMING]

Dog

[STATS FORTHCOMING]

Lizard

[STATS FORTHCOMING]

Monkey

[STATS FORTHCOMING]

Toad

[STATS FORTHCOMING]

POLYMORPH OTHER II

Level: 9 Affliction (Curse)

Casting Time: 1 half action

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: As Polymorph Other I, except as noted and targeting a character with a Career or Threat Level up to your Casting Level.

POLYMORPH SELF I

Level: 1 Shapeshifting

Casting Time: 1 minute

Distance: Personal

Duration: 1 minute per Casting Level

Saving Throw: Will negates scene (*see Effect*)

Preparation Cost: 5

Effect: You assume the shape of a specific standard (not special) animal, beast, fey, folk, horror, ooze, or plant NPC within your line of sight with a Size within 1 category of yours and an XP value up to 50. You do not learn the NPC's classification (standard or special) or XP value by casting this spell, though the spell fails (after the spell points are spent and the Casting Time is taken) if the NPC is special or its XP value is too high.

The process takes a full minute, during which you're *stunned* (as bones crack and reshape, organs dissolve and shift, skin peels and molds, and worse). Attempts to conceal the process suffer a –20 penalty and if the target becomes aware of your casting at any point during the casting he may make a Will save to disrupt it, preventing you from stealing his form for the rest of the scene.

With a successful casting, you gain the NPC's appearance (but not his Appearance bonus), Size (which impacts Defense only), Reach, Type, Mobility, natural attacks (but not extraordinary attacks), and any of the following qualities it has: *achilles heel, aquatic I, aquatic II, banned actions, blindsight, chameleon I, chameleon II, cold-blooded, damage reduction, darkvision I, darkvision II, diurnal, fatal falls, impaired sense, improved carrying capacity, improved sense, improved stability, light-sensitive, lumbering, natural defense, night-blind, nocturnal, repulsive, shambling, superior climber, superior jumper, superior runner, superior swimmer, and superior traveler*, as well as any other qualities conveying inherent weaknesses, senses, and methods of breathing and moving (per GM approval).

You retain all of your other statistics, including but not limited to attribute scores, Origin, class levels, skills, feats, save bonuses, vitality, wounds, and Alignment. You can still cast spells you know as normal, unless your new form lacks one or more necessary features (i.e. the ability to speak, limbs capable of complex maneuvering, and

opposable thumbs). Your new form also prevents actions and abilities it can't normally perform (animals can't speak, for example, though they can understand speech).

Additional limbs convey no additional actions, attacks, Speed, or other benefits, other than being able to hold more items ready for use (each item still requiring 1 half action to ready).

Your gear is unchanged, which may pose a problem: non-magical clothes are shredded by a larger form or drape over a smaller one, possibly falling to the ground; armor and weapons may no longer be usable due to Size, Type, or other changes; and a smaller Size reduces carrying capacity (*see Fantasy Craft, page 154*).

You may make minor cosmetic changes to the new form as you assume it (during casting), but you must thereafter retain the same shape until the spell ends. Cosmetic changes may include eye, hair, and skin color; height and weight; dimensions and Footprint; and gender; though all changes must be within the limitations of the new species (per GM approval).

Any spell or effect that detects magic reveals your deception, and True Seeing also reveals your original form (but doesn't shift you back).

Changing back takes 1 full round, even if the change occurs as a result of the spell ending, and the return process is just as obvious. You're *stunned* during this period as well.

This spell fails (after the spell points are spent and the Casting Time is taken) if assuming the new shape would make you larger than available space or you would outgrow magic gear (such as armor). *Incorporeal* characters and spirits cannot be polymorphed. While polymorphed, your form and Size may not be magically altered again until you first return to your normal form.

POLYMORPH SELF II

Level: 3 Shapeshifting

Effect: As Polymorph Self I, except allowing you to assume the shape of an NPC worth up to 75 XP.

POLYMORPH SELF III

Level: 5 Shapeshifting

Effect: As Polymorph Self I, except allowing you to assume the shape of an NPC worth up to 100 XP and within 2 Size categories.

POLYMORPH SELF IV

Level: 7 Shapeshifting

Effect: As Polymorph Self I, except allowing you to assume the shape of an NPC worth up to 125 XP.

POLYMORPH SELF V

Level: 9 Shapeshifting

Effect: As Polymorph Self I, except allowing you to assume the shape of an NPC worth up to 150 XP and within 3 Size categories.

TOO MANY FORMS? SCALE IT BACK!

[SIDEBAR — PLACE NEAR POLYMORPH SPELLS]

The [PENDING] and Polymorph spell chains are iconic and long cherished but also incredibly versatile and therefore powerful — quite possibly too powerful for many games. As an interesting alternative, you might want to consider limiting each individual spell to a single NPC type (e.g. beast, folk, etc.), or even a specific breed (e.g. fox, elf, etc.). If you make this change, we recommend you keep all the rules the same, including the spell Disciplines and levels, and simply require characters to acquire each of the splinter spells separately.

This is a great way to create a little more diversity between casters in the same School, and also lets you add story restrictions for any shape-changing spells that should logically be elusive or may upset the story. These restricted spells might only be available during certain epic quests, or through research in remote locales or training with picky masters. They could be gained by slaying unique monsters or imparted by approving guild leaders. The possibilities are (nigh) endless.

POWER WORD: ANGUISH

Level: 7 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice suffer 1d10 stress damage per round for 2d4 rounds, even if they can't hear you.

POWER WORD: BLIND

Level: 6 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice become *blinded* for 2d4 rounds, even if they can't hear you.

POWER WORD: DEAFEN

Level: 3 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice become *deafened* for 2d4 rounds, even if they can't hear you.

POWER WORD: DISTRACT

Level: 3 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice become *flat-footed* and cannot recover for 2d4 rounds, even if they can't hear you.

POWER WORD: HARM

Level: 5 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice suffer 1d6 lethal damage per Casting Level (maximum 12d6), even if they can't hear you.

POWER WORD: KILL

Level: 9 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Preparation Cost: 10

Effect: You and a special character of your choice each suffer enough damage to kill *them*, even if they can't hear you.

Example: Gholin faces off with an ancient sorcerer in a dreadful tomb in the bowels of the world. The sorcerer has 43 vitality and 12 wounds remaining, while Gholin currently has 22 vitality and 16 wounds. The sorcerer casts Power Word: Kill on Gholin, which inflicts 48 damage, enough to kill Gholin (that's 38 damage to bring Gholin to 0 vitality and 0 wounds + another 10 to take him to -10 wounds, or dead). The sorcerer suffers this same damage, which brings her down to 0 vitality and 7 wounds. Hopefully someone in Gholin's party has a Resurrection spell!

If Gholin's combined vitality and wounds were 7 higher when the sorcerer cast the spell it would also have knocked the sorcerer unconscious, and if that combined total were even 1 point higher than that the spell would have left the sorcerer dying. If Gholin's combined vitality and wounds were equal or higher than the sorcerer's the spell would end both their lives.

POWER WORD: NAUSEATE

Level: 5 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice become *sickened* for 2d4 rounds, even if they can't hear you.

POWER WORD: RECALL

Level: 6 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice are teleported to one of your residences, even if they can't hear you. All objects the two of you carry and wear are teleported as well.

POWER WORD: STUN

Level: 8 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice become *stunned* for 2d4 rounds, even if they can't hear you.

POWER WORD: TIRE

Level: 1 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice become *fatigued*, even if they can't hear you.

POWER WORD: WITHER

Level: 4 Word

Casting Time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice suffer 2 points of Strength and Dexterity impairment for 2d4 rounds, even if they can't hear you.

PRAYER

Level: 3 Blessing

Casting Time: 1 half action

Distance: Close

Area: 40 ft. penetrating sphere

Duration: 1 round per Casting Level

Effect: You and each teammate and ally gain a +1 morale bonus with attack checks, damage rolls, skill checks, and Will saves, while each of your foes suffers a –1 morale penalty with those rolls.

PRESCIENCE I

Level: 1 Foresight

Casting Time: 10 minutes

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a powerful sixth sense. Once during the Duration, you may end this spell as a free action to gain a +2 magic bonus with your next attack check, skill check, or saving throw. Alternately, you may end this spell as a free action to gain a +2 magic bonus to Defense for the next attack made against you. In either case you must end the spell and apply the bonus before dice are rolled.

PRESCIENCE I, MASS

Level: 5 Foresight

Effect: As Prescience I, except the effect also extends to a number of allies equal to your Casting Level.

PRESCIENCE II

Level: 4 Foresight

Effect: As Prescience I, except you may end the spell for a +4 magic bonus.

PRESCIENCE II, MASS

Level: 9 Foresight

Area: 30 ft. sphere

Effect: As Prescience II, except the effect also extends to a number of allies equal to your Casting Level.

PRESCIENCE III

Level: 7 Foresight

Effect: As Prescience I, except you may end the spell for a +10 magic bonus.

PRODUCE FLAME

Level: 1 Energy (Fire)

Casting Time: 1 half action

Distance: Personal

Area: 10 ft. sphere (moderate light) + additional 10 ft. sphere (dim light)

Duration: 1 minute per Casting Level (dismissible)

Effect: Flames appear in your palm, lighting the Area. The flames are harmless to you but may be used to make 1 half action melee attack per round. With a hit, the target suffers 1d6 fire damage (AP 5) + 1 per 2 Casting Levels (maximum +4). Each attack decreases the spell's Duration by 1 minute.

PROTECTION FROM ALIGNMENT

Level: 1 Warding (Aligned)

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: One character is surrounded by a magical barrier that moves with him. The barrier grants a +2 gear bonus to Defense and with saves against attacks with an opposing Alignment or made by characters with an opposing Alignment. This bonus increases to +4 against outsiders with an opposing Alignment.

PROTECTION FROM ARROWS

Level: 2 Warding

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Saving Throw: Will negates (harmless)

Effect: One character gains Arrow and Bolt Resistance 5.

PROTECTION FROM LIFE

Level: 6 Warding

Casting Time: 1 round

Distance: Personal or Touch

Area: 10 ft. penetrating sphere

Duration: 10 minutes per Casting Level

Effect: One character is surrounded by a magical barrier that moves with him. Only constructs, elementals, outsiders, spirits, and undead may pass through the barrier. This spell ends if the surrounded character forces the barrier up against any character that cannot pass through it.

PROTECTION FROM PLANTS

Level: 4 Nature

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Effect: One character per 4 Casting Levels gains a +2 gear bonus to Defense against attacks made by plants, as well as saves against attacks made by plants.

PROTECTION FROM SPELLS

Level: 8 Warding

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Preparation Cost: 5

Effect: One character per 4 Casting Levels gains a +8 magic bonus with saves prompted by spells.

PRYING EYES I

Level: 4 Divination

Casting Time: 1 round

Distance: Personal

Duration: 1 minute per Casting Level (dismissible)

Effect: You summon 2 Prying Eyes, each of which looks like a floating eyeball roughly the size of an apple. Each eye scouts an area or direction of your choice. You may only communicate with the Eyes when they're located in your square, so they must return to you to report their findings (a process that takes 1 full round).

PRYING EYE

[STATS FORTHCOMING]

PRYING EYES II

Level: 8 Divination

Effect: As Prying Eyes I, except each eye benefits from True Seeing at all times.

PURGE

Level: 7 Word (Aligned)

Casting Time: 1 half action

Distance: Personal

Area: 40 ft. penetrating sphere

Duration: Instant

Saving Throw: Will half (damage), Will negates (condition, terminal)

Effect: Characters with an opposing Alignment are *sickened* for 1d6 minutes and standard characters with an opposing Alignment suffer 3d6 divine damage. Summoned characters with an opposing Alignment are banished.

PYROTECHNICS I

Level: 3 Creation

Casting Time: 1 half action

Distance: Close

Area: 20 ft. sphere

Duration: 1 round per 4 Casting Levels

Effect: Flashy, playful fireworks erupt over your head, bringing joy to hearts at peace. Onlookers in the Area recover 1d6 stress damage per round. This spell has no effect in combat.

PYROTECHNICS II

Level: 7 Creation

Distance: Local

Area: 1 mile sphere

Effect: As Pyrotechnics I, except casting the fireworks far higher in the sky and granting recovery to onlookers over a much wider Area.

QUAKE TOUCH

Level: 6 Energy (Sonic)

Casting Time: 1 round

Distance: Touch

Duration: 1 round per Casting Level (dismissible)

Effect: Each piece of scenery you touch suffers 1d6 sonic damage per Casting Level (maximum 14d6).

QUENCH

Level: 2 Conversion

Casting Time: 1 half action

Distance: Medium

Area: 20 ft. per Casting Level cube

Duration: Instant

Effect: Fires in the Area are extinguished and fire elementals in the Area suffer 1d6 damage per 2 Casting Levels (maximum 8d6). Each magic item that creates or controls flame loses its fire-based magical abilities for 1d4 hours.

RAGE

Level: 1 Blessing

Casting Time: 1 half action

Distance: Personal or Touch

Duration: Concentration + 1 round per Casting Level (dismissible)

Effect: One character gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus with Will saves, and a –2 penalty to Defense.

RAGE, MASS

Level: 3 Blessing

Distance: Close

Effect: As Rage, except affecting a number of characters up to your Casting Level.

RAMPAGING GLACIER

Level: 9 Weather (Ice)

Casting Time: 1 round

Distance: Local

Area: 25 ft. cube

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Reflex negates (terminal)

Preparation Cost: 10

Effect: Icy blocks appear, grinding and crushing against each other. Once per round as a half action, you may move the glacier up to 60 ft., trampling smaller barriers, obstacles, objects, and characters. With a successful Reflex save, a character or driver evades the glacier, moving to the nearest unoccupied location; otherwise, the character or vehicle is buried and suffers 1d8 lethal damage (AP all) per round.

RAY OF DISRUPTION I

Level: 0 Necromancy

Casting Time: 1 half action

Distance: Short range attack

Duration: Instant

Saving Throw: Will negates

Effect: One undead character suffers 1d6 lethal damage.

RAY OF DISRUPTION II

Level: 3 Necromancy

Effect: As Ray of Disruption I, except inflicting 1d6 lethal damage per Casting Level (maximum 8d6).

RAY OF DISRUPTION III

Level: 6 Necromancy

Casting Time: 1 half action

Distance: Short range attack

Duration: Instant

Saving Throw: Will negates (terminal)

Effect: One standard undead character with a Career or Threat Level up to your Casting Level must make a Will save or be destroyed (instantly reduced to -25 wounds).

RAY OF ENFEEBLEMENT

Level: 1 Affliction

Casting Time: 1 half action

Distance: Short range attack

Duration: 1 minute per Casting Level

Effect: A coruscating ray springs from your hand, inflicting 1 temporary Strength impairment per 2 Casting Levels, rounded up (to a minimum Strength of 4).

READ MAGIC

Level: 0 Word

Casting Time: 1 full action

Distance: Personal

Duration: Instant

Effect: You decipher the arcane script on one object or in one area and may thereafter read it without issue.

ARCANE SCRIPT

Like thieves, spies, and other secretive sorts, spellcasters have developed their own private language. Though it appears “magical” to outsiders, arcane script is in fact just ordinary words. Mages weave messages into the fabric of their spells, translate them into code derived from complex arcane formulae, turn them *invisible*, and visibly jumble them with mystical “logic-locks,” among other methods. There are only so many ways to code messages, even for spellcasters, making it possible for others experienced with magic to decipher them, which is all that the Read Magic spell does.

Reading arcane script conveys a message. This message has no power and triggers no magic, even when it’s woven into a spell. Arcane script is completely unintelligible to those without ranks in the Spellcasting skill, appearing to them to be just another component in the elusive art of magic.

REFUGE

Level: 6 Compass

Casting Time: 1 minute

Distance: Touch

Duration: Permanent (dismissible)

Preparation Cost: 15

Effect: One easily broken object (with 1 Damage save at +5 or lower) is enchanted with one of two effects (*see below*). The effect is triggered by uttering a predetermined command word and destroying the object as a half action.

- *Retreat:* The character triggering the effect and all gear he wears and carries are instantly transported to your nearest residence. This effect fails if the character is overloaded.
- *Reinforce:* You are instantly teleported to within 10 ft. of the character triggering the effect. You may not refuse the transport.

REGENERATE

Level: 7 Healing

Casting Time: 1 minute

Distance: Personal or Touch

Duration: 2d6 rounds

Preparation Cost: 1

Effect: One character heals from all critical injuries and regains all severed body parts. This process takes the spell’s full Duration and no benefit is gained if the spell is interrupted before then.

This spell has no effect on constructs, elementals, spirits, or undead.

REMOVE FEAR

Level: 1 Healing

Casting Time: 1 half action

Distance: Close

Duration: Instant

Saving Throw: Will negates (harmless)

Effect: One character loses the *frightened* condition and becomes immune to it for a number of rounds equal to 1/2 your Casting Level (rounded up).

REMOVE FEAR, MASS

Level: 4 Healing

Effect: As Remove Fear, except affecting a number of characters up to your Casting Level.

REPELLING WAVE I

Level: 6 Force

Casting Time: 1 half action

Distance: Personal

Area: 40 ft. cone

Duration: Instant

Effect: A wave of energy pushes unanchored characters and objects up to Large Size 40 ft. away from you, inflicting 1d8 force damage + 1 per Casting Level (maximum +14). Larger and anchored characters and objects suffer half this amount (rounded down).

REPELLING WAVE II

Level: 8 Force

Area: 60 ft. sphere

Effect: As Repelling Wave I, except pushing characters and objects up to Huge Size 60 ft. away from you, inflicting 1d12 force damage + 1 per Casting Level (maximum +18).

REPULSION I

Level: 4 Force

Casting Time: 1 half action

Distance: Personal

Area: 10 ft. sphere

Duration: 10 minutes per Casting Level (dismissible)

Saving Throw: Will negates

Effect: An invisible barrier rises up around you, pushing other characters to the edge of the Area.

REPULSION II

Level: 6 Force

Effect: As Repulsion I, except characters who make their Will save and remain in the Area suffer 2d6 force damage + 1 per Casting Level (maximum +14).

RESILIENT SPHERE I

Level: 4 Force

Casting Time: 1 half action

Distance: Close

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Reflex negates (terminal)

Effect: An airtight globe of force encloses 1 character up to Large Size. During each round, the globe absorbs damage inflicted on the target equal to your Casting Level + 30. The character may not leave the sphere and the sphere may not be damaged, though it may be annihilated.

RESILIENT SPHERE II

Level: 8 Force

Effect: As Resilient Sphere I, except that once per round as a half action you may move the sphere — and the character within — up to 30 ft.

RESIST ENERGY

Level: 2 Warding

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Effect: One character or object gains Acid, Cold, Electrical, Fire, Heat, or Sonic Resistance equal to your Casting Level (your choice).

RESIST ENERGY, MASS

Level: 5 Warding

Distance: Personal

Area: 30 ft. penetrating sphere

Effect: As Resist Energy, except affecting a number of characters in the Area up to your Casting Level.

RESISTANCE

Level: 0 Warding

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 round per Casting Level (dismissible)

Effect: One character gains Acid, Cold, Electrical, Fire, **or** Sonic Resistance 2.

RESTORATION I

Level: 2 Healing

Casting Time: 1 minute

Distance: Personal or Touch

Duration: Instant

Effect: One character heals 1 *fatigued* grade and 1d4 impairment with 1 attribute of your choice.

RESTORATION II

Level: 4 Healing

Preparation Cost: 1

Effect: One character heals all *fatigued* grades and attribute impairment.

RESURRECTION I

Level: 5 Blessing

Casting Time: 10 minutes

Distance: Touch

Duration: Instant

Preparation Cost: 60

Effect: You restore life to a dead character whose body is whole and present, whose soul is free and willing to return, and who's been dead no longer than 1 day per Casting Level. The character wakes with 1 wound point and vitality points equal to his Career or Threat Level. Any attributes of 0 are set to 1. Poisons and diseases in his system are neutralized but any critical injuries remain.

RESURRECTION II

Level: 7 Blessing

Preparation Cost: 100

Effect: As Resurrection I, except it may target a character who's been dead for 1 year per Casting Level. Also, the target's body may be mostly destroyed, so long as you have at least some remains (e.g. a fingernail, hair, etc.). The character wakes with full wounds and vitality, no longer suffering from critical injuries or impairment.

RESURRECTION III

Level: 9 Blessing

Distance: Close

Preparation Cost: 150

Effect: As Resurrection II, except it may target a character who's been dead for 5 years per Casting Level, and whose body has been fully destroyed.

REVERSE GRAVITY

Level: 7 Force

Casting Time: 1 half action

Distance: Local

Area: 10 ft. per 2 Casting Levels penetrating cube

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Reflex negates

Effect: Gravity reverses in the Area, causing all unanchored characters and objects to fall upward. When the spell ends, or if any character or object leaves the Area, standard gravity and falling rules apply. Flying and levitating characters ignore this effect.

RIDE THE LIGHTNING

Level: 3 Weather (Lightning)

Casting Time: 1 half action

Distance: Personal

Area: 100 ft. + 10 ft. per Casting Level caster-defined area

Duration: Instant

Effect: A bolt of lightning appears beneath your feet, carrying you to any location in the Area you can see. This lightning cannot cause damage, nor may it penetrate objects or barriers, though it may thread between objects and through openings if you can fit.

RIDE THE LIGHTNING, MASS

Level: 7 Weather (Lightning)

Saving Throw: Reflex negates

Effect: As Ride the Lightning I, but also carrying a number of other characters up to your Casting Level, each to an independent destination.

RIGHTEOUS AURA

Level: 2 Word (Aligned)

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +2 magic bonus with Intimidate checks made against characters with an opposing Alignment. As a half action, you may end this spell early to gain a +6 magic bonus with a single Intimidate check made against a character with an opposing Alignment.

ROCK & MUD

Level: 5 Conversion (Earth)

Casting Time: 1 half action

Distance: Local

Area: 5 ft. per Casting Level penetrating sphere

Duration: Permanent

Effect: Natural, uncut or unworked rock in the Area is transformed into mud, or vice-versa. This spell has no effect on worked stone, as seen in most dungeons and castles, nor does it affect magical substances, though it may transform structures made of packed and other semi-worked earth at the GM's discretion.

Transformed substances shift and settle according to physical laws, mud piling and/or pooling, and rock tumbling or falling into logical place. The GM can and should apply mudslide and landslide effects without spending action dice as a result (*see Fantasy Craft, page 369*), and anyone immersed hip-deep or further in mud also moves at 1/2 normal Speed (rounded up) and suffers a –2 penalty with attack checks and to Defense.

ROPE TRICK I

Level: 1 Compass

Casting Time: 1 half action

Distance: Close

Duration: 1 minute per Casting Level

Effect: A length of rope or a non-living rope-like object up to 1 inch in diameter and 50 ft. in length is animated and follows your simple mental commands, such as “coil,” “knot,” “loop,” and the like. Per the GM's discretion, the rope may perform one action or move up to 30 ft. per round. The rope cannot attack and can only secure a helpless target.

ROPE TRICK II

Level: 2 Compass

Effect: As Rope Trick I, except you may take a half action to command the rope to perform one of the following actions.

- *Attack:* The rope acts like a barwhip or bullwhip (chosen when the spell is cast). You make a separate Spellcasting check for each attack.
- *Stiffen:* The rope shoots out in the direction of your choice (even straight up) and becomes as hard as steel. For all purposes it acts as if both ends are securely fixed to immobile anchors. The rope gains a Damage save of +10 and can support up to its maximum load × your Casting Level.

RUSH

Level: 3 Force

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level

Effect: One character or vehicle's Speed increases by 50% (rounded up).

RUSTING GRASP

Level: 4 Affliction

Casting Time: 1 half action

Distance: Touch

Area: 5 ft. sphere

Duration: 1 round per Casting Level

Effect: Each round, non-living, non-magical metal in the Area you touch is destroyed, becoming rusted, pitted, and worthless. Touching a metallic character inflicts 25 points of lethal damage that ignores Damage Reduction.

SACRED AURA

Level: 8 Warding (Aligned)

Casting Time: 1 half action

Distance: Close

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Fortitude negates (harmless)

Effect: A flickering aura surrounds up to one character per Casting Level, granting three effects.

- +4 magic bonus to Defense and with saves
- Spell Defense 25 against spells with an opposing Alignment or cast by characters with an opposing Alignment
- Each time an adjacent opponent with an opposing Alignment attacks the character, he must make a Fortitude save or suffer take 1d4 temporary Strength impairment and become *blinded* for 1d6 rounds.

SAFE HAVEN I

Level: 3 Creation

Casting Time: 10 minutes

Distance: Local

Area: 10 ft. cube per Casting Level

Duration: 1 hour per Casting Level

Effect: A Holding worth up to 50 Reputation appears, its structure and desired surroundings taking up the Area (*see Fantasy Craft, page 192*). This Holding is normal in all respects except that any contents and NPCs created with it vanish if removed.

SAFE HAVEN II

Level: 5 Creation

Effect: As Safe Haven I, except creating a Holding worth up to 100 Reputation.

SAFE HAVEN III

Level: 7 Creation

Effect: As Safe Haven I, except creating a Holding worth up to 200 Reputation.

SAFE HAVEN IV

Level: 9 Creation

Effect: As Safe Haven I, except creating a Holding worth up to 300 Reputation.

SANCTUARY

Level: 1 Warding

Casting Time: 1 half action

Distance: Touch

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Will negates

Effect: Opponents suffer waves of uncertainty when attacking one character of your choice. The first time each opponent attempts to attack the protected character, he must first make a Will save. With failure, the opponent loses his action and cannot take attack actions targeting the protected character for the spell's Duration; otherwise, the opponent ignores the spell and may act without restriction.

This spell ends if the protected character takes any attack action.

SAVING GRACE

Level: 0 Warding

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 round per Casting Level (dismissible)

Effect: One character gains a +1 magic bonus with saves.

SCARE I

Level: 1 Shadow

Casting Time: 1 half action

Distance: Close

Duration: Instant

Saving Throw: Special (*see Effect*)

Effect: One character becomes *frightened* for 1d6 rounds. With a successful Will save, he becomes *shaken* instead.

This spell has no effect on undead.

SCARE II

Level: 2 Shadow

Distance: Local

Effect: As Scare I, except affecting up to 1 character per 3 Casting Levels.

SCINTILLATING PATTERN

Level: 8 Illusion

Casting Time: 1 half action

Distance: Close

Area: 20 ft. penetrating sphere

Duration: Concentration + 1d6 rounds

Saving Throw: Will negates (disbelief)

Effect: An oddly compelling pattern of colored lights floods the Area, drawing the attention of those within. Characters in the Area who can see must make a Will save or fall unconscious (if Career or Threat Level 6 or lower), become *stunned* (if Career or Threat Level 7–12), or become *baffled* (if Career or Threat Level 13+). This effect lasts 1d6 rounds.

SCORCHING RAY

Level: 2 Energy (Fire)

Casting Time: 1 half action

Distance: Short range attack

Duration: Instant

Effect: You fire 3 rays at targets you can see, each inflicting 1d4 fire damage (AP 5) per 2 Casting Levels (maximum 6d4).

SCRYE I

Level: 1 Divination

Casting Time: 10 minutes

Distance: Remote

Duration: 1 minute per Casting Level (dismissible)

Effect: You project your vision and hearing to 1 fixed, familiar location. While projecting, you cannot see and hear from your body.

SCRYE II

Level: 3 Divination

Distance: Personal

Effect: As Scrye I, except that you may alternately project your vision and hearing through a 1 in. diameter invisible sensor that appears next to you. While projecting you may move the sensor with a flying Speed of 30 ft. (otherwise it hovers in place).

SCRYE III

Level: 5 Divination

Effect: As Scrye II, except that while projecting you may also cast spells up to Level 3 as if you're located at your point of view.

SCRYE IV

Level: 7 Divination

Saving Throw: Will negates

Effect: As Scrye I, except you may alternately project your vision and hearing through 1 character you can see (or 1 character you know if you have a personal effect belonging to them).

SCRYE V

Level: 9 Divination

Effect: As Scrye II or IV (your choice), except that while projecting you may also cast spells up to Level 8 as if you're located at your point of view.

SCULPT SOUND

Level: 3 Illusion

Casting Time: 1 half action

Distance: Close

Duration: 1 hour per Casting Level (dismissible)

Saving Throw: Will negates (repeatable)

Effect: You alter the sounds produced by 1 character or object per Casting Level. You may create, deaden, or transform sounds, though you must be familiar with the sounds you impose (per the GM's discretion). Once modified, sounds may not be adjusted by the same casting.

SEARING RAY

Level: 3 Energy (Light)

Casting Time: 1 half action

Distance: Medium range attack

Duration: Instant

Effect: Light emits from your open palm, inflicting 1d8 lethal damage per 2 Casting Levels (maximum 8d8). This attack ignores dodge bonuses to Defense and has AP 10.

SEE INVISIBLE

Level: 3 Divination

Casting Time: 1 half action

Distance: Personal

Duration: 10 minutes per Casting Level (dismissible, enduring)

Effect: You clearly see *invisible* characters and objects as translucent shapes.

SENSE WEAKNESS

Level: 5 Divination

Casting Time: 1 half action

Distance: Close

Duration: 1 minute per Casting Level

Saving Throw: Will negates

Effect: One character's Spell Defense decreases by 10.

SHADOW WALK

Level: 7 Shadow (Darkness)

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 hour per Casting Level (dismissible)

Saving Throw: Will negates

Effect: You and a number of allies up to your Casting Level may step partially into any available shadow within your line of sight and move in a single direction or toward a specific location at 50 MPH. Your course must take you through shadows that are touching or separated by no more than 10 ft. of faint or dim ambient light.

It's difficult to perceive details from the material world while traveling through shadows and there's no guarantee you'll arrive where you want; unless you succeed with a Survival check (DC 15 with a synergy bonus from Spellcasting), you wind up a number of miles equal to the difference in a random direction, per the Deviation Rules (*see Fantasy Craft, page 214*).

Upon arrival, you rise through the nearest available shadow. Should a shadow be eliminated while you're moving through it, you're immediately ejected through the nearest remaining shadow.

SHADOW WEAPON I

Level: 2 Shadow (Darkness)

Casting Time: 1 half action

Distance: Personal

Duration: 1 round per Casting Level (dismissible)

Effect: A weapon composed entirely of shadow appears in your hand. The weapon has the appearance and statistics of any melee weapon with which you're proficient and each hit inflicts lethal damage equal to the weapon's normal damage + 1 per 2 Casting Levels (maximum +6), ignoring Damage Reduction. With a critical hit, the target also suffers 1 temporary Constitution impairment.

This spell cannot be countered.

SHADOW WEAPON II

Level: 6 Shadow (Darkness)

Duration: 1 minute per Casting Level (dismissible)

Effect: As Shadow Weapon I, but inflicting lethal damage equal to the weapon's normal damage + 1 per Casting Level (maximum +14) which ignore damage reduction.

SHAPE STONE

Level: 3 Conversion (Earth)

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Saving Throw: Will negates (held object)

Effect: You reshape an existing piece of stone up to 10 cubic ft. + 1 cubic ft. per Casting Level. While you can make crude coffers, doors, and the like, fine detail and moving parts aren't possible.

SHAPE WOOD

Level: 2 Conversion

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Saving Throw: Will negates (held object)

Effect: You reshape an existing piece of wood up to 10 cubic ft. + 1 cubic ft. per Casting Level. While you can make crude coffers, doors, and the like, fine detail and moving parts aren't possible.

SHATTER

Level: 1 Energy (Sonic)

Casting Time: 1 half action

Distance: Close

Area: 1 square

Duration: Instant

Saving Throw: Reflex negates (damage)

Effect: All characters and objects in the Area up to 1 lb. made of crystal, glass, ceramic, porcelain, or a similar substance are destroyed. Each heavier character and object of the same composition suffers 1d6 sonic damage per 2 Casting Levels (maximum 4d6).

SHIELD

Level: 1 Force

Casting Time: 1 half action

Distance: Personal

Duration: 1 minute per Casting Level (dismissible)

Effect: An invisible, mobile disk of force hovers in front of you, granting you 1/2 personal cover and negating Magic Missiles cast at you.

SHIELD OTHER

Level: 2 Glory

Casting Time: 1 half action

Distance: Close

Duration: 1 hour per Casting Level (dismissible)

Preparation Cost: 1

Effect: One character gains a +1 magic bonus to Defense and saves, and suffers only 1/2 incoming damage (rounded down). The remainder is transferred to you, ignoring DR and Resistances.

This spell ends if the character moves more than 50 ft. from you.

SHOCKING GRASP

Level: 1 Weather (Lightning)

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Effect: With a hit, the target suffers 1d6 electrical damage per 2 Casting Levels (maximum 4d6). If the target wears metal armor or carries more than 10 lbs. of metal objects, his Defense drops by 4 against this attack.

SHOOTING STARS

Level: 6 Energy (Light)

Casting Time: 1 half action

Distance: Short range attack

Duration: Instant

Saving Throw: Reflex half (divine damage only)

Effect: You fire luminous projectiles at 3 targets you can see. Each projectile inflicts 2d6 divine damage and detonates, inflicting 3d6 explosive damage (both doubled against undead and oozes).

SHOUT I

Level: 2 Energy (Sonic)

Casting Time: 1 half action

Distance: Personal

Area: 10 ft. cone

Duration: Instant

Saving Throw: Fortitude half

Effect: Each character and object in the Area suffers 1d6 sonic damage + 1 per 2 Casting Levels (maximum +6). This damage is doubled against characters and objects made of crystal, glass, ceramic, porcelain, and similar substances.

SHOUT II

Level: 4 Energy (Sonic)

Area: 30 ft. cone

Effect: As Shout I, inflicting 1d6 sonic damage per 2 Casting Levels (maximum 10d6).

SHOUT III

Level: 6 Energy (Sonic)

Area: 60 ft. cone

Saving Throw: Fortitude negates (condition)

Effect: As Shout I, inflicting 1d6 sonic damage per Casting Level (maximum 14d6). Also, each character must make a successful Fortitude save or become *stunned* for 1 round.

SHRINK CHARACTER I

Level: 4 Compass

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Fortitude negates

Effect: One character's Size decreases by 1 category (*see Fantasy Craft, page 217*), and his weight decreases by 50%. Except for Defense, none of the character's statistics change (specifically not vitality, wounds, Speed, or Reach). His gear is unchanged, so non-magical clothes drape over him, possibly falling to the ground; armor and weapons may no longer be usable; and the character's new Size may no longer allow him to carry as much (*see Fantasy Craft, page 154*).

You define the character's specific dimensions within the new Size category (and his Footprint, if the character is now Large or bigger), but his shape and proportions remain the same.

While shrunk, a character's form and Size may not be magically altered again until he first returns to his normal form and Size.

This spell counters Enlarge Character I.

SHRINK CHARACTER II

Level: 6 Compass

Effect: As Shrink Character I, except decreasing one character's Size by up to 2 categories.

This spell counters Enlarge Character I and II.

SHRINK ITEM I

Level: 1 Compass

Casting Time: 1 half action

Distance: Touch

Duration: 1 day per Casting Level (dismissible)

Effect: One non-magical item's Size decreases by 1 category (*see Fantasy Craft, page 217*) and its weight decreases by 50%. The item's Damage save bonus and the number of Damage saves it may fail before it becomes broken and destroyed are adjusted by the difference between Size categories, as shown on Table 4.5: Item Damage Saves (*see Fantasy Craft, page 155*).

Example: A Small object becomes Tiny. Its Damage save bonus drops by +2, the number of saves it must fail before it becomes broken drops by 1, and the number of saves it must fail before it becomes destroyed drops by 2.

You define the item's specific dimensions within the new Size category (and its Footprint, if the item is now Large or bigger), but its shape and proportions remain the same.

While shrunk, an item's form and Size may not be magically altered again until it first returns to its normal form and Size.

This spell counters Enlarge Item.

SHRINK ITEM II

Level: 3 Compass

Effect: As Shrink Item I, except decreasing one item's Size by up to 2 categories.

This spell counters Enlarge Item I and II.

SILENCE

Level: 2 Secrets (Silence)

Casting Time: 1 half action

Distance: Remote

Area: 20 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates

Effect: Complete silence prevails in the Area. Sounds aren't heard, whether they originate within or outside, or simply pass through. This effect is stationary when cast on a location or moves with a character.

SLAYING CIRCLE

Level: 6 Affliction (Curse)

Casting Time: 10 minutes

Distance: Touch

Area: 1 square

Duration: 10 minutes per Casting Level (dismissible, enduring)

Saving Throw: Fortitude negates (death), Fortitude half (Con impairment)

Preparation Cost: 5

Effect: You create a magical trap safeguarding a single a single (5 ft. × 5 ft.) square. A standard character who touches the safeguarded Area must make a Fortitude save or die, while a special character who touches it suffers 1d4 temporary Constitution impairment (Fort save for 1/2, rounded down). An area may only be protected by one magical trap at a time.

SLEEP I

Level: 1 Charm

Casting Time: 1 round

Distance: Close

Area: 10 ft. penetrating sphere

Duration: 1 round per Casting Level

Saving Throw: Will negates (repeatable, terminal)

Effect: Characters in the Area fall asleep.

SLEEP II

Level: 3 Charm

Area: 20 ft. penetrating sphere

Effect: As Sleep I, except as noted.

SLEEP III

Level: 5 Charm

Duration: 1 minute per Casting Level

Saving Throw: Will negates (terminal)

Effect: As Sleep II, except as noted.

SLIDE I

Level: 2 Compass

Casting Time: 1 half action

Distance: Personal or Touch

Area: 10 ft. per Casting Level

Duration: Instant

Effect: You and one additional willing character per 3 Casting Levels are transported anywhere in the Area to which you have line of sight. No sliding characters may be overloaded. All characters must be in physical contact with each other and at least 1 of them must be in physical contact with you.

Sliding is not an exact science; unless you succeed with a Survival check (DC 20 with a synergy from Spellcasting), you wind up a number of squares equal to the difference in a random direction, per the Deviation rules (*see Fantasy Craft, page 214*). Should this result in any character occupying the same space as another character or object, they merge and all characters in the merged mass are immediately killed.

SLIDE II

Level: 5 Compass

Effect: As Slide I, except line of sight is not required and if any characters wind up occupying the same space as another character or object, they are instead shifted far enough in a random direction to avoid the merge (and death).

SLOW

Level: 3 Compass

Casting Time: 1 half action

Distance: Close

Duration: 1 round per Casting Level

Saving Throw: Fortitude negates

Effect: One character is *slowed*. This spell counters Haste.

SMASH!

Level: 4 Artifice

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +4 magic bonus with damage rolls against objects. As a half action, you may end this spell early to gain a +10 magic bonus with a single damage roll against an object.

SNARE/PIT

Level: 2 Nature

Casting Time: 1 minute

Distance: Touch

Duration: Permanent

Saving Throw: Reflex negates

Effect: Roots, burrowers, and other natural elements transform 1 square into a 40-XP non-magical trap (*see Fantasy Craft, page 338*).

- *Snare:* Vines creep and branches bend to become a tension trap that loops around an intruder's ankle, dragging him up off the ground to hang 5 ft. in the air. Mechanism: Magical Sensor; Difficulty: Simple; Concealment: Poor; Target: Triggering Character; Effect: 1d6 lethal damage & captured (Athletics DC 20 to escape).
- *Pit:* A 10 ft. deep maw forms in the earth and a blanket of interwoven leaves covers it, creating a crude pit trap. Mechanism: False Ground; Difficulty: Simple; Concealment: Poor; Target: Triggering Character; Effect: 1d6 falling damage & captured (Climb DC 20 to escape).

This spell may only be cast in areas with vegetation and/or trees.

SOFTEN EARTH

Level: 2 Conversion (Earth)

Casting Time: 1 half action

Distance: Close

Area: 10 ft. per Casting Level penetrating sphere

Duration: Instant

Effect: All non-living, non-magical, non-worked earth and stone in the Area becomes soft and malleable (if originally stable enough to traverse without impediment) or fluid (if originally shifting, like sand or loose dirt). Malleable earth can be molded and shaped, so long as support is provided to hold it in place. Fluid earth acts like quicksand, with anything mostly on its surface sinking at a rate of 1 ft. per round (or 2 ft. per round if a character struggles, which is required — along with a successful full action Athletics check (DC 15) — to avoid sinking and move up to 5 ft. in any direction). Both act according to gravity, which probably means a cave collapse in a natural tunnel (*see Fantasy Craft, page 369*).

SOLITUDE I

Level: 5 Secrets

Casting Time: 1 minute

Distance: Personal

Area: 30 ft. penetrating cube

Duration: 1 hour per Casting Level

Saving Throw: Will negates (disbelief)

Effect: An immobile blanket of gray fog descends over the Area, entirely concealing it from outside scrutiny. No one can see in or hear any sounds made within, while those inside can see and hear as if the fog weren't present. Those within cannot be targeted with spells or other effects, except as you allow. The fog has no mass, however,

and characters and objects can enter and leave as they wish. This spell ends if you leave the Area.

SOLITUDE II

Level: 7 Secrets

Effect: As Solitude I, except the fog is replaced with a cloaking field, rendering characters and objects within *invisible*.

SONIC RUPTURE

Level: 9 Energy (Sonic)

Casting Time: 1 half action

Distance: Personal

Area: 30 ft. cone

Duration: Instant

Saving Throw: Fortitude half

Effect: Your ultrasonic screech ruptures blood vessels, inflicting 2d4 Constitution impairment on living beings in the Area. Constructs, elementals, outsiders, and undead are unaffected.

SOUL BIND

Level: 9 Necromancy

Casting Time: 1 half action

Distance: Close

Duration: Permanent

Saving Throw: Will negates scene (terminal)

Preparation Cost: 100

Effect: You trap the soul of a character who's been dead no longer than 1 day and has not yet been resurrected, reincarnated, or otherwise brought back to life. The soul may be imprisoned in any Tiny or smaller non-living, non-magical object. A bound soul can only return to life if either the object to which it's bound is destroyed, or through spells and other effects that make use of a bound soul, such as the Clone II spell.

SOUL DRAIN

Level: 9 Affliction

Casting Time: 1 full action

Distance: Close

Duration: Instant

Saving Throw: Fortitude negates scene (terminal)

Effect: If a standard character fails his save he instantly dies. A special character who fails his save suffers a –10 penalty to his maximum vitality and loses 1 action die. If this reduces his maximum vitality to 0 or less, the character dies. A special character may recover from all soul drain with 8 hours' sleep. Constructs, elementals, spirits, and undead are unaffected by this spell.

SPEAK WITH ANIMALS

Level: 0 Nature

Casting Time: 1 full action

Distance: Personal

Duration: 1 minute per Casting Level

Effect: You can comprehend and communicate with animals. Having a maximum Intelligence score of 6, an animal's knowledge and comments are usually quite limited.

SPEAK WITH PLANTS

Level: 3 Nature

Casting Time: 1 full action

Distance: Personal

Duration: 1 minute per Casting Level

Effect: You can comprehend and communicate with plants. Possessing only one sense — touch — a plant's knowledge and comments are usually quite limited.

SPEAK WITH STONES

Level: 6 Nature

Casting Time: 1 full action

Distance: Personal

Duration: 1 minute per Casting Level

Effect: You can comprehend and communicate with dirt, rocks, and stones, even if they're worked. Possessing only one sense — touch — the earth's knowledge and comments are usually quite limited.

SPEAK WITH THE DEAD

Level: 3 Necromancy

Casting Time: 10 minutes

Distance: Close

Duration: 1 minute per Casting Level

Saving Throw: Will negates

Effect: You grant a semblance of life and intellect to a corpse with an intact head and may ask it up to 1 question per 2 Casting Levels. Unless the corpse's Alignment was the same as yours, it may make a Will save to resist your questions, remaining silent. The corpse only knows what it knew during life, including the languages it spoke (if any), and can't converse outside these specific questions. Answers are usually brief, cryptic, or repetitive.

You may only cast this spell once on each corpse.

SPELL BIND I

Level: 5 Artifice

Casting Time: As target spell or 10 minutes, whichever is longer

Distance: Touch

Duration: Permanent (dismissible)

Preparation Cost: 1 × target spell's Level (minimum 1)

Effect: You record a Level 1–4 spell you know into an object you can carry in one hand (spending the spell points and Preparation Costs of *both* Spell Bind *and* the target spell when Spell Bind is cast). Tricks may not be applied to bound spells at any time. You may cast a bound spell as a full action, generating a new Spellcasting result if one is required to determine the bound spell's effect.

You may only Spell Bind one item at a time.

SPELL BIND II

Level: 8 Artifice

Casting Time: 1 hour

Effect: As Spell Bind I, except you may bind a Level 1–7 spell.

SPELL IMMUNITY I

Level: 4 Warding

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level

Effect: One character gains Spell Defense 50 against 1 specific spell per 4 Casting Levels you have. Each spell must be Level 4 or lower.

Each character can only be the target of a single Spell Immunity spell at a time.

SPELL IMMUNITY I, MASS

Level: 6 Warding

Effect: As Spell Immunity I, except targeting a number of characters up to your Casting Level.

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SPELL IMMUNITY II

Level: 8 Warding

Effect: As Spell Immunity I, except chosen spells may be up to Level 8.

SPELL TURNING I

Level: 7 Warding

Casting Time: 1 round

Distance: Personal

Duration: 1 minute per Casting Level (dismissible)

Effect: Each time you're the target of a Level 0–6 spell and either your Spell Defense beats the Spellcasting result or your saving throw negates the spell's effect, the spell is turned back on its caster (he must deal with the spell as if it were successfully cast on him using his own stats and Spellcasting result).

SPELL TURNING II

Level: 9 Warding

Effect: As Spell Turning I, except affecting Level 0–8 spells and allowing you to redirect a turned spell to any character within the spell's Area, as if you'd successfully cast it yourself. The original caster's stats and Spellcasting result are used to determine the spell's effect).

SPIKES

Level: 2 Nature

Casting Time: 1 half action

Distance: Local

Area: 5 ft. per Casting Level penetrating sphere

Duration: 1 hour per Casting Level (dismissible, enduring)

Saving Throw: Reflex partial (critical injury)

Effect: Ground-level surfaces in the Area become jagged patches of magically concealed spikes that are only spotted ahead of time with a successful Notice check opposing your Spellcasting result. Characters move through the Area at 1/2 Speed (rounded up) and suffer 1d6 lethal damage per 5 ft. traveled. For every 30 ft. traveled a character must also make a Reflex save or suffer a battered leg critical injury (*see Fantasy Craft, page 207*).

SPIRIT LORE

Level: 2 Calling

Casting Time: 1 minute

Distance: Personal

Duration: Instant

Effect: Summoned spirits provide clues to information you desire. After casting this spell you may immediately make 1 Knowledge check, gaining a +5 magic bonus.

SPIRIT PROJECTION I

Level: 4 Shadow

Casting Time: 10 minutes

Distance: Personal

Duration: 1 minute per Casting Level

Effect: Your spirit is freed from your body and may move freely as an *incorporeal* entity. Your spirit may roam no further than 10 ft. per Casting Level from your body. Should your body suffer any damage the spell ends, your spirit immediately snaps back into your body, you become *sickened* for 1d6 rounds, and you suffer 1 stress damage per 10 ft. your spirit traveled to return.

SPIRIT PROJECTION II

Level: 8 Shadow

Distance: Touch

Effect: As Spirit Projection I, except you may bring along 1 additional character per 2 Casting Levels, so long as you're all holding hands in a circle when the spell is cast. The spell ends if this circle is broken or any character suffers damage, with all travelers suffering the same effects.

SPIRITUAL WEAPON I

Level: 2 Force

Casting Time: 1 half action

Distance: Close

Duration: 1 round per Casting Level (dismissible)

Effect: A weapon composed of force appears and attacks 1 target you can see in the spell's Distance. The weapon always strikes from your direction and cannot flank. It has the appearance and statistics of any melee weapon with which you're proficient and attacks with a magic bonus equal to your Casting Level + 5. Each hit inflicts force damage equal to the weapon's normal damage + 1 per 2 Casting Levels (maximum +6). The weapon continues to attack the chosen target once per round, though you may spend a half action to redirect the weapon to a new opponent in the spell's Distance.

This spell cannot be countered.

SPIRITUAL WEAPON II

Level: 7 Force

Distance: Local

Duration: 1 minute per Casting Level (dismissible)

Effect: As Spiritual Weapon I, inflicting force damage equal to the weapon's normal damage + 1 per Casting Level (maximum +16).

STABILIZE

Level: 0 Healing

Casting Time: 1 half action

Distance: Personal or Touch

Duration: Instant

Effect: One character is immediately stabilized and stops *bleeding* (see *Fantasy Craft*, pages 207 and 212, respectively).

STARTLE

Level: 0 Shadow

Casting Time: 1 half action

Distance: Close

Duration: Concentration, up to 1 round per Casting Level (dismissible)

Saving Throw: Will negates repeatable (disbelief)

Effect: One character is consumed with dread about his current location, exiting the square at the next opportunity. He cannot re-enter the square until he succeeds with a Will save or the Duration ends.

STATUS

Level: 2 Divination

Casting Time: 1 half action

Distance: Close

Duration: 1 hour per Casting Level

Saving Throw: Will negates (harmless)

Effect: You remain mentally aware of one character's relative position, damage, and conditions.

STATUS, MASS

Level: 6 Divination

Effect: As Status, except targeting a number of characters up to your Casting Level.

STINKING CLOUD

Level: 3 Creation (Air)

Casting Time: 1 half action

Distance: Local

Area: 20 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Fortitude negates (condition)

Effect: The Area floods with reeking fog. Each character must make a Fortitude save or become *sickened* when entering and at the start of each round they remain. A character sickened by a Stinking Cloud doesn't recover until 1d4 rounds after they leave the cloud.

The cloud may be stationary or move 10 ft. away from you each round (choose when the spell is cast). Its vapors are heavier than air and sink, even pouring down through openings. The cloud can't penetrate liquids. Wind disperses it in 4 rounds and a tornado disperses it immediately. The cloud burns away in 2 rounds when exposed to 20+ fire damage.

SUMMON SPIRITS I

Level: 1 Shadow

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: You summon 1 of the following spirits as a standard NPC with a Threat Level equal to your Casting Level. With GM approval, you may modify your choice, choose a spirit from the Fantasy Craft Bestiary (*see Fantasy Craft, page 253*), or build a new NPC, so long as it has the Spirit Type and has a maximum XP value of 40.

The appearance of this servant should match your style of magic. At the GM's discretion, it could take the form of a traditional ghost, a perverted or corrupted phantom, an utterly alien specter, or something else entirely, though this choice has no effect on the NPC's stats.

A summoned character cannot summon other characters and is banished when killed or when the spell that summoned it ends (whichever comes first). Certain spells and other effects can banish a summoned character earlier. A banished spirit and its possessions vanish instantly.

The spirit may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions the spirit falls under the GM's control, though it continues to serve you as best it perceives it can (e.g. attacking whatever seems to be your enemy, bringing you things it thinks will help you, etc.).

Fallen Adventurer I

[STATS FORTHCOMING]

Spectral Monster I

[STATS FORTHCOMING]

Otherworldly Apparition I

[STATS FORTHCOMING]

SUMMON SPIRIT II

Level: 3 Shadow

Effect: As Summon Spirit I, except you gain 1 spirit (max 60 XP) or 2 spirits (max. 40 XP).

Fallen Adventurer II

[STATS FORTHCOMING]

Spectral Monster II

[STATS FORTHCOMING]

Otherworldly Apparition II

[STATS FORTHCOMING]

SUMMON SPIRIT III

Level: 5 Shadow

Effect: As Summon Spirit I, except you gain 1 spirit (max 80 XP), 2 spirits (max. 60 XP), or 4 spirits (max. 40 XP).

Fallen Adventurer III

[STATS FORTHCOMING]

Spectral Monster III

[STATS FORTHCOMING]

Otherworldly Apparition III

[STATS FORTHCOMING]

SUMMON SPIRIT IV

Level: 7 Shadow

Effect: As Summon Spirit I, except you gain 1 spirit (max 100 XP), 2 spirits (max. 80 XP), 4 spirits (max. 60 XP), or 8 spirits (max. 40 XP).

Fallen Adventurer IV

[STATS FORTHCOMING]

Spectral Monster IV

[STATS FORTHCOMING]

Otherworldly Apparition IV

[STATS FORTHCOMING]

SUMMON SPIRIT V

Level: 9 Shadow

Effect: As Summon Spirit I, except you gain 1 spirit (max 120 XP), 2 spirits (max. 100 XP), 4 spirits (max. 80 XP), 8 spirits (max. 60 XP), or 16 spirits (max. 40 XP).

Fallen Adventurer V

[STATS FORTHCOMING]

Spectral Monster V

[STATS FORTHCOMING]

Otherworldly Apparition V

[STATS FORTHCOMING]

SUMMON LEGION I

Level: 1 Calling

Casting Time: 1 round

Distance: Close

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: You summon 1 of the following legions as a standard NPC with a Threat Level equal to your Casting Level. With GM approval, you may modify your choice or build a new NPC, so long as it has the *legion* template and a maximum XP value of 40.

Though legions hail from other worlds and are fundamentally alien, their presence here forces them to take shapes we can comprehend. Their adopted appearance should match your magic style, though most legions take shapes that are at least mildly unsettling: vermin, insects, and worse.

A summoned character cannot summon other characters and is banished when killed or when the spell that summoned it ends (whichever comes first). Certain spells and other effects can banish a summoned character earlier. A banished legion and its possessions vanish instantly.

The legion may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions the legion falls under the GM's control, though it continues to serve you as

best it perceives it can (e.g. attacking or distracting whatever seems to be your enemy, seeking things it thinks will help you, etc.).

Insect Legion I

[STATS FORTHCOMING]

Rat Legion I

[STATS FORTHCOMING]

Tentacle Legion I

[STATS FORTHCOMING]

SUMMON LEGION II

Level: 3 Calling

Effect: As Summon Legion I, except you gain 1 legion (max 60 XP) or 2 legions (max. 40 XP).

Insect Legion II

[STATS FORTHCOMING]

Rat Legion II

[STATS FORTHCOMING]

Tentacle Legion II

[STATS FORTHCOMING]

SUMMON LEGION III

Level: 5 Calling

Effect: As Summon Legion I, except you gain 1 legion (max 80 XP), 2 legions (max. 60 XP), or 4 legions (max. 40 XP).

Insect Legion III

[STATS FORTHCOMING]

Rat Legion III

[STATS FORTHCOMING]

Tentacle Legion III

[STATS FORTHCOMING]

SUMMON LEGION IV

Level: 7 Calling

Effect: As Summon Legion I, except you gain 1 legion (max 100 XP), 2 legions (max. 80 XP), 4 legions (max. 60 XP), or 8 legions (max. 40 XP).

Insect Legion IV

[STATS FORTHCOMING]

Rat Legion IV

[STATS FORTHCOMING]

Tentacle Legion IV

[STATS FORTHCOMING]

SUMMON LEGION V

Level: 9 Calling

Effect: As Summon Legion I, except you gain 1 legion (max 120 XP), 2 legions (max. 100 XP), 4 legions (max. 80 XP), 8 legions (max. 60 XP), or 16 legions (max. 40 XP).

Insect Legion V

[STATS FORTHCOMING]

Rat Legion V

[STATS FORTHCOMING]

Tentacle Legion V

[STATS FORTHCOMING]

THE LEGION TEMPLATE (+20 XP)

[SIDEBAR — PLACE NEAR SUMMON LEGION CHAIN]

In the sky or spreading across the earth, a dark, teeming cloud is always a sign of bad things to come. Sometimes it's also the last thing a hapless adventurer sees before a seething army of creatures overtakes his position.

Requirements: Tiny or smaller Size (individual creatures), any Size (legion)

Benefit: Though technically comprised of many beings, a legion has a single Size, Footprint, and stat block representing the full mass. It always acts as a single entity, gaining 1 full or 2 half actions in each round, and suffers damage as a single character.

A legion may move through any space large enough for a single creature in the mass, and also ignores adjacency rules, moving freely through occupied squares (and vice-versa). It doesn't make attack checks, instead automatically inflicting damage with 1 of its attacks on each character sharing one or more squares with it at the end of each of its movement actions, and to each character who moves through it or ends a movement action sharing one or more squares with it. Characters inside a legion are *sickened* and cannot concentrate until the start of the round after they leave it.

A legion can't be Bull Rushed or Grappled, is immune to poison and disease, and gains *Achilles heel* (bang, explosive, fire, flash, sonic), *banned action* (Bull Rush, Grapple, Trip), *condition immunity* (bleeding, fatigued, flanked, held, pinned, sprawled), *damage defiance* (edged, ranged), *damage immunity* (subdual, sneak attack), and *splitter* (damage splitter).

A legion can't fall unconscious, instead breaking apart when it drops to 0 or fewer wounds (surviving creatures harmlessly fleeing in all directions).

SUNLIGHT I

Level: 7 Energy (Light)

Casting Time: 1 half action

Distance: Short range attack

Duration: Instant

Saving Throw: Reflex half (damage), Reflex negates (condition)

Effect: You fire dazzling beams of intense light at 5 targets you can see. Each beam inflicts 4d6 lethal damage (doubled against undead) and forces a Reflex save to avoid becoming *blinded* for 1d6 rounds (undead automatically fail this save).

SUNLIGHT II

Level: 8 Energy (Light)

Distance: Long

Area: 80 ft. sphere

Effect: As Sunlight I, inflicting 1d6 lethal damage per Casting Level (maximum 18d6).

SUSPENDED UNREST

Level: 0 Necromancy

Casting Time: 1 half action

Distance: Touch

Duration: 1 day per Casting Level (dismissible, enduring)

Effect: The remains of one dead character do not decay, even if they're only partial. This does not extend the character's Resurrection window.

SWALLOW SOUL I

Level: 4 Necromancy

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Preparation Cost: 1

Effect: You touch a player or special character who died in the current or previous round, draining their dwindling life force and gaining a number of spell points equal to the 1/2 the character's Career or Threat Level (rounded up). You may cast this spell only once on each corpse.

SWALLOW SOUL I, MASS

Level: 6 Necromancy

Casting Time: 1 round

Distance: Personal

Area: 50 ft. penetrating sphere

Preparation Cost: 2

Effect: As Swallow Soul I, except not requiring touch and instead draining the life force of those within the Area. You gain a number of spell points equal to 1/2 the highest Career or Threat Level among those who've died within the last minute (rounded up), plus 1 additional spell point for each additional character who died in the Area within the last minute.

Example: Phane uses the last of his spell points during a desperate battle in which his party dispatches a goblin chieftan and his executioner, plus dozens of their rank and file. The chieftan and executioner are both special characters, as was the chieftan's wife who committed suicide when her husband fell. All three NPCs are within 50 ft. when Phane casts Swallow Soul I, Mass, and so the mage converts all of their life forces into spell points. The chieftan's Threat Level was 7 and the other NPCs had Threat Levels of 5 each, so Phane gains 6 spell points (1/2 the chieftan's Threat Level, rounded up, plus 2 more for the others).

SWALLOW SOUL II

Level: 8 Necromancy

Preparation Cost: 2

Effect: As Swallow Soul I, except allowing you to drain spell points from corpses dead up to 1 hour.

SYMBOL OF DEATH

Level: 8 Seals

Casting Time: 10 minutes

Distance: Touch

Duration: Permanent (dismissible)

Saving Throw: Fortitude negates scene (terminal)

Preparation Cost: 10

Effect: You carve a magical symbol into a surface, which is activated if any character moves within line of sight and the GM determines he looks in its direction. When activated, the symbol flashes and each character with line of sight to it must make a Fortitude save or die, instantly dropping to –10 wounds. After claiming one or more lives, the symbol fades and the spell ends.

An active symbol continues to glow until the spell ends or no living characters remain with line of sight to it for 10 minutes.

SYMBOL OF FEAR

Level: 6 Seals

Casting Time: 10 minutes

Distance: Touch

Duration: Permanent (dismissible)

Saving Throw: Will negates scene (terminal)

Preparation Cost: 5

Effect: You carve a magical symbol into a surface, which is activated if any character moves within line of sight and the GM determines he looks in its direction. When activated, the symbol flashes and each character with line of sight to it must make a Will save or become *frightened* of the symbol. After scaring one or more characters, the symbol fades and the spell ends.

An active symbol continues to glow until the spell ends or no characters remain with line of sight to it for 10 minutes.

SYMBOL OF INSANITY

Level: 8 Seals

Casting Time: 10 minutes

Distance: Touch

Duration: Permanent (dismissible)

Saving Throw: Will negates scene (terminal)

Preparation Cost: 5

Effect: You carve a magical symbol into a surface, which is activated if any character moves within line of sight and the GM determines he looks in its direction. When activated, the symbol flashes and each character with line of sight to it is targeted with a successful Insanity II spell. After driving one or more characters insane (if temporarily), the symbol fades and the spell ends.

An active symbol continues to glow until the spell ends or no characters remain with line of sight to it for 10 minutes.

SYMBOL OF PAIN

Level: 5 Seals

Casting Time: 10 minutes

Distance: Touch

Duration: Permanent (dismissible)

Saving Throw: Fortitude negates scene (terminal)

Preparation Cost: 5

Effect: You carve a magical symbol into a surface, which is activated if any character moves within line of sight and the GM determines he looks in its direction. When activated, the symbol flashes and each character with line of sight to it must make a Fortitude save or endure incredible, distracting pain, suffering a –4 penalty with attack and skill checks, as well as saves, for 1 hour. After harming one or more characters, the symbol fades and the spell ends.

An active symbol continues to glow until the spell ends or no characters remain with line of sight to it for 10 minutes.

SYMBOL OF PETRIFICATION

Level: 9 Seals

Casting Time: 10 minutes

Distance: Touch

Duration: Permanent (dismissible)

Saving Throw: Will negates scene (terminal)

Preparation Cost: 10

Effect: You carve a magical symbol into a surface, which is activated if any character moves within line of sight and the GM determines he looks in its direction. When activated, the symbol flashes and each character with line of sight to it must make a Will save or be transformed into stone by the symbol. After petrifying one or more characters, the symbol fades and the spell ends.

An active symbol continues to glow until the spell ends or no characters remain with line of sight to it for 10 minutes.

SYMBOL OF RAGE

Level: 6 Seals

Casting Time: 10 minutes

Distance: Touch

Duration: Permanent (dismissible)

Saving Throw: Will negates scene (terminal)

Preparation Cost: 5

Effect: You carve a magical symbol into a surface, which is activated if any character moves within line of sight and the GM determines he looks in its direction. When activated, the symbol flashes and each character with line of sight to it must make a Will save or become *enraged* by the symbol. After driving any number of characters into a frenzy, the symbol fades and the spell ends.

An active symbol continues to glow until the spell ends or no characters remain with line of sight to it for 10 minutes.

SYMBOL OF SLEEP

Level: 5 Seals

Casting Time: 10 minutes

Distance: Touch

Duration: Permanent (dismissible)

Saving Throw: Will negates scene (terminal)

Preparation Cost: 5

Effect: You carve a magical symbol into a surface, which is activated if any character moves within line of sight and the GM determines he looks in its direction. When activated, the symbol flashes and each character with line of sight to it must make a Will save or fall asleep for 1 hour, unable to be awakened beforehand except with magical means. After knocking one or more characters unconscious, the symbol fades and the spell ends.

An active symbol continues to glow until the spell ends or no characters remain with line of sight to it for 10 minutes.

SYMBOL OF STUNNING

Level: 7 Seals

Casting Time: 10 minutes

Distance: Touch

Duration: Permanent (dismissible)

Saving Throw: Will negates scene (terminal)

Preparation Cost: 5

Effect: You carve a magical symbol into a surface, which is activated if any character moves within line of sight and the GM determines he looks in its direction. When activated, the symbol flashes and each character with line of sight to it must make a Will save or become *stunned* for 1d6 rounds. After stunning one or more characters, the symbol fades and the spell ends.

An active symbol continues to glow until the spell ends or no characters remain with line of sight to it for 10 minutes.

SYMBOL OF WEAKNESS

Level: 7 Seals

Casting Time: 10 minutes

Distance: Touch

Duration: Permanent (dismissible)

Saving Throw: Fortitude negates scene (terminal)

Preparation Cost: 10

Effect: You carve a magical symbol into a surface, which is activated if any character moves within line of sight and the GM determines he looks in its direction. When activated, the symbol flashes and each character with line of sight to it must make a Fortitude save or suffer 2d6 temporary impairment with an attribute of your choice (determined when you cast this spell). After impairing one or more characters, the symbol fades and the spell ends.

An active symbol continues to glow until the spell ends or no characters remain with line of sight to it for 10 minutes.

SYMPATHY

Level: 8 Charm (Curse)

Casting Time: 1 hour

Distance: Close

Area: 1 object or 1 location (either up to a 10 ft. penetrating cube per Casting Level)

Duration: 2 hours per Casting Level (dismissible)

Saving Throw: Will partial

Effect: You curse an object or location, making it the subject of ultimate desire for characters with one specific Alignment or of one specific Species. Affected characters feel an overpowering urge to possess the object or occupy the area, though with a successful Will save they can overcome this urge, suffering 4 temporary Dexterity impairment for their trouble.

TELEKINESIS I

Level: 0 Force

Casting Time: 1 half action

Distance: Close

Duration: Concentration

Saving Throw: Will negates (held object)

Effect: As a half action, you may move 1 unanchored object weighing up to 5 lbs. at a Speed of 15 ft. Objects may *not* be manipulated in complex ways (e.g. pulling ropes or turning keys).

TELEKINESIS II

Level: 5 Force

Distance: Long

Saving Throw: Will negates (character or held object)

Effect: As Telekinesis I, except you may move 1 or more characters and objects with a total weight up to 25 lbs. per Casting Level at a Speed of 30 ft. You *may* manipulate the target in complex ways, though the GM may require one or more skill checks to do so.

As a half action, you may end this spell effect to hurl any target as a long range attack or use one to make a Bull Rush, Disarm, Grapple, or Trip action with a result equal to your Casting Level + 5.

TELEPATHIC BOND

Level: 5 Word

Casting Time: 1 full action

Distance: Close

Duration: 10 minutes per Casting Level (dismissible)

Preparation Cost: 5

Effect: You forge a telepathic bond between willing characters (up to 1 per 3 Casting Levels). You need not be part of this bond. Bonded characters may communicate at a range of up to 5 miles at all times, even if they don't possess a common tongue.

TELEPORT I

Level: 5 Compass

Casting Time: 1 half action

Distance: Personal or Touch

Duration: Instant

Effect: You and one additional willing character per 3 Casting Levels are transported up to 100 miles per Casting Level. You must have visited the destination before and characters may not be overloaded. All characters must be in physical contact with each other and at least 1 of them must be in physical contact with you.

Teleportation is not an exact science; unless you succeed with a Survival check (DC 20 with a synergy bonus from Spellcasting), you wind up a number of miles equal to the difference in a random direction, per the Deviation rules (*see Fantasy Craft, page 214*).

TELEPORT II

Level: 7 Compass

Effect: As Teleport I, except you may transport yourself and companions across any distance. You need not have visited the destination before but you must have a reliable description of it. Also, the Survival check DC drops to 15.

TELEPORT OBJECTS I

Level: 5 Compass

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Saving Throw: Will negates (held object)

Effect: One or more objects with a combined weight of up to 200 lbs. are transported up to 100 miles per Casting Level. You must have visited the destination before. All objects must be in physical contact with each other.

Teleportation is not an exact science; unless you succeed with a Survival check (DC 20 with a synergy bonus from Spellcasting), the objects wind up a number of miles equal to the difference in a random direction, per the Deviation rules (*see Fantasy Craft, page 214*).

TELEPORT OBJECTS II

Level: 7 Compass

Effect: As Teleport Objects I, except you may transport the objects across any distance. You need not have visited the destination before but you must have a reliable description of it. Also, the Survival check DC drops to 15.

TELEPORTATION CIRCLE

Level: 9 Compass

Casting Time: 10 minutes

Distance: Touch

Area: 1 square

Duration: 10 minutes per Casting Level (dismissible, enduring)

Saving Throw: Reflex negates

Preparation Cost: 5

Effect: You create a magical trap safeguarding a single (5 ft. × 5 ft.) square. A character who touches the safeguarded Area must make a Reflex save or be teleported to within 1d6 miles of a predetermined location of your choice (which must be within 1 mile per Casting Level, and must be a location you've previously visited). Use the deviation rules to determine the teleported character's actual point of arrival (*see Fantasy Craft, page 214*).

TEMPORAL STASIS

Level: 8 Compass

Casting Time: 1 half action

Distance: Close range

Duration: 1 hour (dismissible, enduring)

Saving Throw: Fortitude negates (repeatable, terminal)

Preparation Cost: 10

Effect: One character is held in a state of suspended animation, not aging and requiring no air, food, or drink to survive. The character may still be moved normally.

TIC

Level: 0 Affliction

Casting Time: 1 full action

Distance: Close

Duration: Instant

Saving Throw: Will negates (terminal)

Effect: One living character twitches, sneezes, hiccups or otherwise involuntarily spasms, making concentration difficult. The target must immediately make a Resolve/Concentrate check against a mild distraction (see *Fantasy Craft*, page 80).

TIME STOP

Level: 9 Compass

Casting Time: 1 half action

Distance: Personal

Duration: Instant

Preparation Cost: 10

Effect: Time speeds up for you, making it appear that others are frozen around you. You are free to act for 1d6 rounds of your time, though you can't target other characters with attacks or spells, nor may you move or harm them or anything they carry. Harmful spells that last after Time Stop ends affect others as normal. Fire, heat, cold, gas, and other persistent sources of damage affect you during each of your rounds as normal.

TINKER I

Level: 1 Artifice

Casting Time: 1 full action

Distance: Personal (construct caster) or Touch (other character)

Duration: Instant

Saving Throw: Will half

Effect: You repair a broken object weighing up to 1 lb. Alternately, you manipulate the inner workings of a construct, inflicting 10 damage, repairing 10 damage if the construct is a standard character, or repairing 10 vitality or 1 wound if the construct is a special character (your choice of these three options).

TINKER II

Level: 2 Artifice

Effect: As Tinker I, except that you repair a broken object weighing up to 1 lb. per Casting Level or 1 destroyed object weighing up to 1 lb. Alternately, you inflict 20 damage, repair 20 damage (if the target is standard), or repair 20 vitality or 3 wounds if the target is special.

TINKER III

Level: 3 Artifice

Effect: As Tinker I, except that you repair a destroyed object weighing up to 1 lb. per Casting Level. Alternately, you inflict 30 damage, repair 30 damage (if the target is standard), or repair 30 vitality or 6 wounds if the target is special.

TINKER IV

Level: 4 Artifice

Effect: As Tinker I, except that you repair a broken magic item with a level up to your Casting Level. Alternately, you inflict 40 damage, repair 40 damage (if the target is standard), or repair 40 vitality or 10 wounds if the target is special.

TINKER I, MASS

Level: 5 Artifice

Casting Time: 1 full action

Distance: Close

Duration: Instant

Saving Throw: Will half

Effect: As Tinker I, except you may target a number of broken objects or constructs up to your Casting Level.

TINKER II, MASS

Level: 6 Artifice

Effect: As Tinker II, except you may target a number of broken objects, destroyed objects, or constructs up to your Casting Level.

TINKER III, MASS

Level: 7 Artifice

Effect: As Tinker III, except you may target a number of broken objects, destroyed objects, or constructs up to your Casting Level.

TINKER IV, MASS

Level: 8 Artifice

Effect: As Tinker IV, except you may target a number of broken magic items or constructs up to your Casting Level.

TINY SHELTER

Level: 3 Force

Casting Time: 1 half action

Distance: Personal

Area: 20 ft. sphere

Duration: 2 hours per Casting Level (dismissible)

Effect: An opaque sphere of force appears around you, protecting against Nature's Fury Complications up to 3 dice (a 4-die Nature's Fury Complication immediately destroys it). The hut's exterior is a simple dome of any color you choose but its interior walls are transparent, allowing occupants to see outside. Its interior is always 70° F and provides dim light at your command.

The spell ends if you leave the shelter.

TONGUES I

Level: 3 Word

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 10 minutes per Casting Level (enduring)

Effect: One character may speak, understand, read, and write 1 language of your choice except arcane script. He must still decipher any codes present.

TONGUES II

Level: 6 Word

Duration: 10 minutes per Casting Level

Effect: As Tongues I, except the target grasps *all* non-magical languages.

TOUCH OF LIGHT

Level: 0 Healing (Light)

Casting Time: 1 full action

Distance: Personal or Touch

Duration: Instant

Saving Throw: Will negates (undead damage)

Effect: One standard character heals 1 damage or one special character heals 1 vitality.

UNLIMITED HEALING?

[SIDEBAR — PLACE NEAR TOUCH OF LIGHT]

Touch of Light being a Level 0 spell, it's technically possible for a caster with enough time to fully heal his entire party of lost vitality between combats. The same may become true for wounds if a caster applies the Mage's *spell secret* ability to Cure Wounds I, allowing him to cast it as a Level 0 spell, or if he has the Spell Conversion: Casting Time feat and applies the Careful Casting trick to the same spell. All of these "loopholes" evade the limitations of the Medicine skill, making casters one of the strongest ways to keep your party fully healed at the start of most scenes and fights.

This is intentional but may not work for all groups, in which case we recommend limiting non-combat healing during an adventure. You could apply the same rule as the Medicine skill (each character can be targeted by only 1 healing spell per day), or you could open that up to one casting of each healing spell per day (granting more utility to higher level casters with broader spell libraries). Alternatively, the limit could be 1/2 the damage each character has suffered at any point (i.e. 1/2 the difference between current and maximum vitality and/or wounds), though this can be tricky to track.

If this still isn't enough of a limit, you might want to consider removing Touch of Light from the spell list and probably also disallowing Casting Level reduction with other healing spells, especially Cure Wounds I. If Touch of Light is removed, we recommend replacing it with the following...

SOOTHING TOUCH

Level: 0 Healing (Light)

Casting Time: 1 free action

Distance: Personal or Touch

Duration: Instant

Effect: This spell may only be used in conjunction with a Mend check (*see Fantasy Craft, page 78*) or a Refresh action (*see Fantasy Craft, page 220*). If the check is successful, or the action is uninterrupted, the target heals an additional 1d4 vitality (above and beyond the effects of the check or action).

TOUGHEN CONSTRUCT

Level: 2 Artifice

Casting Time: 1 half action

Distance: Personal (construct caster) or Touch (other character)

Duration: 10 minutes per Casting Level (dismissible)

Saving Throw: Will negates (harmless)

Effect: One construct gains DR equal to 1/4 your Casting Level (rounded down).

TRAP WISDOM

Level: 2 Secrets

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You gain a +2 magic bonus with Notice and Search checks made to find mechanical traps. As a half action, you may end this spell early to gain a +4 magic bonus with a single Disable or Dismantle check targeting a mechanical trap.

TREE STAFF

Level: 7 Nature

Casting Time: 1 round

Distance: Touch

Duration: 1 minute per Casting Level (dismissible, enduring)

Effect: You transform a non-magical quarter staff, long staff, or other Medium or larger piece of wood into 1 of the following as a standard NPC with a Threat Level equal to your Casting Level. With GM approval, you may modify your choice, choose a Rootwalker from the Fantasy Craft Rogue's Gallery (*see Fantasy Craft, pages 244 and 248*), or build a new NPC, so long as it has the Rootwalker Template and has a maximum XP value of 100.

The appearance of this servant should match your style of magic. At the GM's discretion, it may be physically and visually based on any species of tree, though this choice has no effect on the NPC's stats.

This summoned character cannot summon other characters and reverts to its original form when the spell ends. Should it be killed earlier, both it and the wood item it's composed of are destroyed.

The Rootwalker may not act during the round it appears. Thereafter it follows your commands to the best of its ability. In the absence of instructions the Rootwalker falls under the GM's control, though it continues to serve you as best it perceives it can (e.g. attacking whatever seems to be your enemy, bringing you things it thinks will help, etc.).

Ironwood Rootwalker

[STATS FORTHCOMING]

Mistbranch Rootwalker

[STATS FORTHCOMING]

Sunleaf Rootwalker

[STATS FORTHCOMING]

TREE WALK

Level: 6 Nature

Casting Time: 1 half action

Distance: Personal

Duration: 1 hour per Casting Level

Effect: You can enter a tree and, as a full action, shift inside any other living tree of the same type within 1 mile (you automatically sense all other trees of the same type within that distance). Exiting also takes 1 full action, even if you're forced out when the spell ends. Should you remain in a tree until it's cut or burned down, you perish as well.

TRICK OF THE LIGHT

Level: 2 Illusion (Light)

Casting Time: 1 half action

Distance: Close

Duration: Instant

Effect: A distracting glimmer in one character's peripheral vision, targeting him with a Distract action using your Spellcasting result (*see Fantasy Craft, page 219*). This spell has no effect on *blinded* characters and cannot leave you *flat-footed*.

TRUE SEEING

Level: 5 Divination

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level

Saving Throw: Will negates (harmless)

Preparation Cost: 2

Effect: One character sees through illusions, darkness, invisibility, concealment, and other visual effects created by spells and magic items.

TRUE STRIKE I

Level: 1 Divination

Casting Time: 1 half action

Distance: Personal

Duration: Special (*see Effect*)

Effect: The defenses of those around you are laid bare. If your next attack check is made before the end of the next round, you gain a +6 magic bonus and your error range decreases by 2 (minimum 0).

TRUE STRIKE II

Level: 4 Divination

Effect: As True Strike I, except the bonus is +10 and you cannot suffer an error.

TRUE STRIKE I, MASS

Level: 6 Divination

Distance: Close

Effect: As True Strike I, except the same effect applies to a number of allies up to your Casting Level.

TRUE STRIKE II, MASS

Level: 9 Divination

Effect: As True Strike II, except the same effect applies to a number of allies up to your Casting Level.

TRUE STRIKE I, SNAP

Level: 3 Divination

Casting Time: 1 free action

Distance: Personal

Duration: Special (*see Effect*)

Effect: The defenses of those around you are laid bare. If your next attack check is made before the end of the current round, you gain a +6 magic bonus and your error range decreases by 2 (minimum 0).

UNSEEN SERVANT

Level: 1 Force

Casting Time: 1 half action

Distance: Close

Duration: 1 hour per Casting Level

Effect: An invisible, mindless, shapeless force appears next to you, ready to perform simple tasks at your command. It has a Strength score of 5, a Ground Speed of 15 ft., and may exert 20 lbs. of force. It can perform physical skill checks with a DC up to 15 and similar menial labors (fetching things, opening doors and containers, holding chairs, cleaning, mending, etc.). It cannot attack or make saving throws, nor can it perform any action that requires an attack check or saving throw. It may only perform 1 action at a time.

The servant disappears if it suffers 6 or more points of damage.

VAMPIRIC TOUCH

Level: 4 Affliction

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Effect: One character suffers 1d6 lethal damage per 2 Casting Levels (maximum 10d6) and you heal the same amount. You cannot heal more than the target can lose (including the 10 points required to kill him after his wounds drop to 0).

VERDURE

Level: 3 Nature

Casting Time: 1 full action

Distance: Special (*see Effect*)

Area: Special (*see Effect*)

Duration: Instant

Effect: One effect occurs in an area with at least marginal vegetation (your choice).

- *Enrich:* Plants of your choice within half a mile grow twice as fast and crops of your choice within the same distance produce double the normal yield. This effect lasts 1 year.
- *Inhibit:* Plants of your choice within half a mile grow half as fast and crops of your choice within the same distance produce half the normal yield. This effect lasts 1 year.
- *Prune:* Plants of your choice within 1,000 ft. shrink and/or vanish, forming settled terrain.
- *Thicken:* Plants of your choice within 1,000 ft. become thick and overgrown, forming jungle terrain. Within this area Speed drops to 5 ft. for characters up to Medium Size and to 10 ft. for larger characters.

This spell has no effect on plant characters and may counter itself.

VIGOR I

Level: 1 Glory

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 5 rounds + 1 round per 2 Casting Levels

Effect: One living character heals 1 vitality at the end of each round.

VIGOR I, MASS

Level: 5 Glory

Effect: As Vigor I, except affecting a number of characters up to your Casting Level.

VIGOR II

Level: 4 Glory

Effect: As Vigor I, except healing 3 vitality at the end of each round.

VIGOR III

Level: 7 Glory

Effect: As Vigor I, except healing 5 vitality at the end of each round.

VISION OF GREATNESS I

Level: 3 Foresight

Casting Time: 1 hour

Distance: Touch

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates (harmless)

Effect: One character's level in 1 class rises by 1 for the purpose of calculating base attack, save, Defense, and Initiative bonuses *only*. The character does *not* benefit from the new level's Lifestyle, Legend, or spell point increases, nor does he gain the new level's abilities.

Example: Vision of Greatness I is successfully cast on Brungil, a Level 5 Soldier. His base attack, Reflex save, Will save, Defense, and Initiative bonuses each increase by +1.

VISION OF GREATNESS I, MASS

Level: 5 Foresight

Effect: As Vision of Greatness I, except affecting a number of characters up to your Casting Level. All characters must be in physical contact with each other and at least 1 of them must be in physical contact with you.

VISION OF GREATNESS II

Level: 7 Foresight

Effect: As Vision of Greatness I, except increasing one character's level in 1 class by 2 for the purpose of calculating base attack, save, Defense, and Initiative bonuses.

Example: Visions of Greatness II is successfully cast on Brungil, a Level 5 Soldier. His base attack bonus increases by +2 and his Fortitude save, Reflex save, Will save, Defense, and Initiative bonuses each increase by +1.

VISION OF GREATNESS II, MASS

Level: 9 Foresight

Effect: As Vision of Greatness II, except affecting a number of characters up to your Casting Level. All characters must be in contact with each other and at least 1 of them must be in contact with you.

WAIL OF THE BANSHEE

Level: 9 Shadow

Casting Time: 1 half action

Distance: Close

Area: 80 ft. penetrating sphere

Duration: Instant

Saving Throw: Fortitude negates (terminal)

Effect: Your scream strikes mortal fear in the hearts of everyone in the Area. One character per Casting Level must make a Fortitude save or die (drop to –10 wounds), beginning with characters closest to you, in order from lowest to highest Career or Threat Level within each 5 ft. radius.

WAKE

Level: 1 Healing

Casting Time: 1 half action

Distance: Close

Effect: One character within the Distance wakes up.

WAKE, MASS

Level: 4 Healing

Area: 20 ft. penetrating sphere

Effect: As Wake, except affecting a number of characters in the Area up to your Casting Level.

WALL OF BLADES

Level: 6 Force

Casting Time: 1 full action

Distance: Local

Area: 20 ft. long per Casting Level wall, 20 ft. tall, 1 ft. thick

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Saving Throw: Reflex half

Effect: A curtain of whirling blades springs into existence. It provides 1/2 cover and is immune to damage. Each character and object in or moving through the curtain suffers 2d6 edged force damage +1 per Casting Level (maximum +14).

WALL OF COUNTER MAGIC

Level: 5 Warding

Casting Time: 1 full action

Distance: Local

Area: 20 ft. long per Casting Level wall, 20 ft. tall, 1 ft. thick

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Effect: An invisible curtain springs into existence, countering spell effects that pass through it with a Casting Level + Spell Level equal to or less than your Casting Level + 5. Some effects may not be countered, as noted in their descriptions. The curtain is immune to damage but may be countered.

WALL OF FIRE

Level: 4 Energy (Fire)

Casting Time: 1 full action

Distance: Local

Area: 20 ft. long per Casting Level wall, 20 ft. tall, 1 ft. thick

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Saving Throw: Reflex half

Effect: A curtain of fire springs into existence, inflicting a –2 penalty with Notice and Search checks made through the flames. Each character and object in or moving through the curtain suffers 2d6 fire damage +1 per Casting Level (maximum +10). If 20 points of its fire damage are extinguished, a single-square hole is punched through, reforming in 10 minutes.

WALL OF FORCE

Level: 5 Force

Casting Time: 1 full action

Distance: Local

Area: 20 ft. long per Casting Level wall, 20 ft. tall, 1 ft. thick

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Saving Throw: Reflex partial (new position)

Effect: A curtain of invisible force springs into existence, pushing characters and objects into adjacent squares (with a successful Reflex save, a character may wind up on the side of his choice; otherwise, you choose his new location). The curtain is immune to damage. Characters, objects, attacks, and effects may not pass through, with a few exceptions, notably divine damage, flash damage, and gaze attacks.

WALL OF ICE

Level: 4 Weather (Ice)

Casting Time: 1 full action

Distance: Local

Area: 20 ft. long per Casting Level wall, 20 ft. tall, 1 ft. thick

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Saving Throw: Reflex partial (new position)

Effect: A curtain of ice springs into existence, pushing characters and objects into adjacent squares (with a successful Reflex save, a character may wind up on the side of his choice; otherwise, you choose his new location). The curtain provides total cover and inflicts a –6 penalty with Notice and Search checks made through the ice. If it suffers 20 damage a single-square hole is punched through, reforming in 10 minutes.

WALL OF LIGHT

Level: 4 Energy (Light)

Casting Time: 1 full action

Distance: Local

Area: 20 ft. long per Casting Level wall, 20 ft. tall, 1 ft. thick

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Effect: A curtain of light springs into existence, inflicting a –6 penalty with Notice and Search checks made through the illumination. Each undead and ooze in or moving through the curtain suffers 2d6 lethal damage +1 per Casting Level (maximum +10).

WALL OF SOUND

Level: 7 Energy (Sonic)

Casting Time: 1 full action

Distance: Local

Area: 20 ft. long per Casting Level wall, 20 ft. tall, 1 ft. thick

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Effect: A curtain of buzzing sound springs into existence. Each character and object in or moving through the curtain suffers 2d6 sonic damage + 1 per Casting Level (maximum +14). This damage is doubled against characters and objects made of crystal, glass, ceramic, porcelain, and similar substances.

WALL OF STONE

Level: 5 Creation (Earth)

Casting Time: 1 half action

Distance: Local

Area: 20 ft. long per Casting Level wall, 20 ft. tall, 1 ft. thick

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Saving Throw: Reflex partial (new position)

Effect: A curtain of rock rises from the ground, pushing characters and objects into adjacent squares (with a successful Reflex save, a character may wind up on top or on the side of his choice; otherwise, you choose his new location). The curtain can be crudely shaped to produce crenellations along its upper edge, granting 1/4 cover to any kneeling behind. Characters cannot be attacked through the curtain. It has DR 5 and if it suffers 20 damage a single-square hole is punched through, reforming in 10 minutes.

WALL OF THORNS

Level: 6 Nature

Casting Time: 1 full action

Distance: Local

Area: 20 ft. long per Casting Level wall, 20 ft. tall, 1 ft. thick

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Saving Throw: Reflex half (damage) and negates (condition)

Effect: A curtain of thick, thorny vines springs into existence. Each character in or moving through the curtain suffers 2d6 lethal damage +1 per Casting Level (maximum +14) and must make a Reflex save or become *entangled*. If the curtain suffers 20 damage a single-square hole is punched through, reforming in 10 minutes. This spell cannot be countered.

WALL OF WIND

Level: 3 Weather (Air)

Casting Time: 1 full action

Distance: Local

Area: 20 ft. long per Casting Level wall, 20 ft. tall, 1 ft. thick

Duration: Concentration + 1 round per Casting Level (dismissible, enduring)

Effect: A curtain of wind springs into existence, flinging each character and unanchored object up to Medium Size 1d6 squares in a random direction and inflicting 2d6 falling damage + 1 per Casting Level, maximum +8 (with a successful Acrobatics check vs. double the spell save DC, a character may choose his direction and decrease the distance and damage by 1/2, rounded down). This check is also required to pass through or linger inside the curtain. Arrows, bolts, hurled weapons, and gases cannot pass through the curtain.

WAR CRY

Level: 8 Energy (Sonic)

Casting Time: 1 half action

Distance: Personal

Area: 100 ft. + 10 ft. per Casting Level cone

Duration: Instant (damage), 1 minute per Casting Level (bonus)

Saving Throw: Fortitude half (damage)

Effect: Your fearsome battle shout inflicts 1d8 sonic damage per 2 Casting Levels to each opponent in the Area. Each hero who hears it gains a +1 morale bonus with attack checks and Will saves, and recovers lost vitality points equal to his Career or Threat Level.

WATER BREATHING

Level: 3 Shapeshifting (Water)

Casting Time: 1 half action

Distance: Personal or Touch

Duration: Special (*see Effect*)

Effect: Up to 10 characters can breathe water and air interchangeably. This spell's Duration is (2 hours per Casting Level) divided by the number of characters targeted (e.g. if your Casting Level is 10 and you target 5 characters, the spell's Duration is 4 hours).

WATER WALK

Level: 0 Compass (Water)

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level

Effect: One character can tread on fluid as if walking on solid ground. If the character submerges for any reason, he rises 60 ft. per round until standing on the surface.

WATER WALK, MASS

Level: 2 Compass (Water)

Distance: Close

Effect: As Water Walk, except you may target a number of characters up to your Casting Level.

WEAPON POCKET

Level: 2 Compass

Casting Time: 1 half action

Distance: Touch

Duration: 1 hour per Casting Level (dismissible)

Effect: With a half action, you may place a single 1-handed weapon (chosen when the spell is cast) into an intangible, invisible pocket. While in the pocket, the weapon cannot be noticed or found, though Detect Magic and similar spells reveal the pocket's existence.

WEB

Level: 2 Creation

Casting Time: 1 half action

Distance: Close

Area: 10 ft. sphere

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Reflex negates (*see Effect*)

Effect: Strong, sticky webs spray across the Area, causing each character within to become *held* unless he makes a successful Reflex save (in which case he moves to the nearest un-webbed square). Escaping the web requires a successful Athletics check opposing your Spellcasting result, and with success a character moves to the nearest un-webbed square.

A single intervening square of webbing acts as 1/2 cover, while two or more squares act as total cover. The webbing is flammable, a torch burning away 1 square per round. Characters caught in a flaming web suffer 2d6 fire damage as the webs burn away.

WHISPERING WIND I

Level: 2 Word (Air, Sonic)

Casting Time: 1 half action

Distance: Personal

Duration: Varies (*see Effect*)

Effect: You send a verbal message up to 25 words, or a sound up to 1 round in length, to a familiar location within 1 mile per Casting Level. The wind carries the communication 1 mile every 10 minutes. While en route the message feels and sounds like a gentle breeze.

WHISPERING WIND II

Level: 4 Word (Air, Sonic)

Casting Time: 1 minute

Duration: Instant

Effect: As Whispering Wind I, except instantly delivering the message across any distance to a familiar character.

WHISPERS

Level: 0 Word (Sonic)

Casting Time: 1 free action

Distance: Local

Duration: 1 minute

Effect: Your conversation with up to one character per Casting Level becomes a series of faint whispers, inaudible to others. All characters in the conversation must be within the spell's Distance and sound must be able to travel between them, though they needn't see each other.

WILD SIDE I

Level: 2 Shapeshifting

Casting Time: 1 free action

Distance: Personal or Touch

Duration: 1 minute per Casting Level

Effect: One willing character gains bestial features and your choice of a Bite I, Claw I, Gore I, Tail Slap I, Talon I, or Trample I natural attack.

WILD SIDE II

Level: 5 Shapeshifting

Effect: As Wild Side I, except the natural attack is Grade III.

WILD SIDE III

Level: 8 Shapeshifting

Effect: As Wild Side I, except the natural attack is Grade V.

WIND WALK

Level: 7 Compass (Air)

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 hour per Casting Level (dismissible)

Saving Throw: Will negates

Effect: You and a number of allies up to your Casting Level become misty, translucent vapors carried by the wind. You may only be attacked by those capable of targeting *incorporeal* targets and naturally travel 50 MPH in a random direction, per the Deviation Rules (*see Fantasy Craft, page 214*). You may concentrate to control your direction but your speed then drops to only 10 MPH. If you remain vaporous during the last minute of the Duration, you drift gently to the ground over that period.

WINTER'S DOMAIN I

Level: 1 Weather (Ice)

Casting Time: 1 full action

Distance: Personal

Area: 20 ft. sphere

Duration: Concentration + 1 round per Casting Level (dismissible)

Effect: All Fire effects with a Casting Level + Spell Level equal to or less than your Casting Level + 1 are suppressed.

WINTER'S DOMAIN II

Level: 5 Weather (Ice)

Casting Time: 1 free action

Effect: As Winter's Domain I, except suppressing Fire effects with a Casting Level + Spell Level equal to or less than your Casting Level + 5.

WISH I

Level: 3 Word

Casting Time: 1 full action

Effect: Your desire is made reality — one carefully phrased wish is fulfilled to the best of the Game Master's ability. Take heed, however! Even wishes have their limits. Your wish must be grammatically correct and may invoke no more than 1 effect. Also, poorly phrased wishes can go awry, producing unexpected results. The GM is the ultimate arbiter of what wishes can achieve and what specific wishes yield, though some common Wish I effects follow.

- Cast a single spell up to Level 3 (the wisher paying its Preparation Cost, if any)
- Create an item costing up to 10,000s or 10 Reputation, or upgrade an existing item at up to half that amount
- Undo the effect of a single spell up to Level 3 or a single action of any character up to Level 6
- Undo a single event that occurred in the last minute

Wishes are among the most powerful magic in all creation and should only be introduced with great care. For every wish you desire, you must first complete a Quest Subplot customized to the nature of wishes in the campaign world and story (*see Fantasy Craft, page 383*).

This spell cannot be countered.

WISH II

Level: 6 Word

Effect: As Wish I, except with these common effects.

- Cast a single spell up to Level 6 (the wisher paying its Preparation Cost, if any)
- Create an item costing up to 25,000s or 25 Reputation, or upgrade an existing item at up to half that amount (rounded up)
- Undo the effect of a single spell up to Level 6 or a single action of any character up to Level 12
- Undo a single event that occurred in the current scene

WISH III

Level: 9 WordS

Effect: As Wish I, except with these common effects.

- Cast a single spell up to Level 9 (the wisher paying its Preparation Cost, if any)
- Create an item costing up to 50,000s or 50 Reputation, or upgrade an existing item at up to half that amount
- Undo the effect of a single spell up to Level 9 or a single action of any character up to Level 18
- Undo a single event that occurred in the current adventure

WIT I

Level: 2 Blessing

Casting Time: 1 full action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Effect: The character gains a +3 magic bonus to your choice of Intelligence, Wisdom, or Charisma.

WIT II

Level: 4 Blessing

Effect: As Wit I, except the bonus increases to +5.

WIT III

Level: 6 Blessing

Effect: As Wit I, except the bonus increases to +7.

WIT IV

Level: 8 Blessing

Effect: As Wit I, except the bonus increases to +9.

WIT I, MASS

Level: 5 Blessing

Area: 50 ft. sphere

Effect: As Wit I, except that affecting a number of characters in the Area up to your Casting Level.

WRATH

Level: 2 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: 1 round per Casting Level

Saving Throw: Will negates (dismissible)

Effect: One character becomes *enraged*.

WRATH, MASS

Level: 5 Affliction (Curse)

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Wrath, except affecting a number of characters in the Area up to your Casting Level.

WRITE MAGIC

Level: 0 Word

Casting Time: 1 half action

Distance: Personal

Duration: Permanent

Effect: You write arcane script at the rate of 100 words an hour.

ZONE OF TRUTH

Level: 3 Charm

Casting Time: 1 half action

Distance: Close

Area: 20 ft. penetrating sphere

Duration: 1 minute per Casting Level

Saving Throw: Will negates (repeatable)

Effect: All characters in the Area find it difficult to deliberately lie, suffering a penalty with Bluff checks equal to your Casting Level + 3.

ZOT!

Level: 0 Weather (Lightning)

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Saving Throw: Fortitude negates

Effect: One character feels a brief, sharp jolt and must make a Fortitude save or drop all held items. Targets possessing 5 or more points of Electrical Resistance are immune to this effect.