



The Nameless Grimoire





The Nameless Grimoire

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Additional illustrations by Nate Marcel (pages 62, 64-65, 79, 98, and 109).

Cover by George Cotronis.

Vancouver, Canada.

December, 2017.

Special thanks to Ian Forbes, Lester B. Portly, Paolo Greco, and Stephen Wood.

Direct Inspirations

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Wonder & Wickedness, by Brendan Strojcek.

And others too numerous to list.



A world groans beneath the weight of its wizards.

The Nameless Grimoire

A magic sourcebook for The Nightmares Underneath.

2017
Vancouver
Canada

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Part One

Getting Reacquainted with the **Arcane**

Making Things More Magical

This book does not constitute a complete role-playing game in and of itself. It is merely a grimoire of additional rules for *The Nightmares Underneath*, and although it can be used with other games as well, it does require an actual game system to be fully functional. These rules all relate to magic and the arcane—spells, magical monsters, divine patrons, and supernatural lineages—and thus they will increase the prominence of those elements in your game if they are used.

Contents

The Nameless Grimoire is divided into five sections. This section, **Part One**, contains all the basic rules of magic. **Part Two** contains all the new rules that players will be concerned with, and consists of three distinct chapters. **Part Three** is a small collection of new monsters for the GM to use. **Part Four** contains some additional random tables, and **Part Five** contains the index.

Although *The Nightmares Underneath* includes the rules for casting spells and using magic, they have been reprinted here in **Chapter 1: Casting Spells Revisited**, in a slightly expanded and clarified format. Some changes have been made in order to take the rest of the rules and content in this book into account, but they are fairly minor. This chapter will also allow you to use this book with a different set of rules, should you prefer, since the vast list of spells relies on these rules specifically.

Chapter 2: Magical Devices to Plague and Delight includes the rules for magical items as well as some more examples. It is a rather short chapter.

Chapter 3: New Paths for the Brave and Foolish to Pursue introduces new professions for players to use, as well as marks of heritage to make characters more unique and stand out from each other. None of these new rules are necessary for this game to work—the character creation rules in *The Nightmares Underneath* are perfectly adequate as-is—but these newer options may hopefully provide some additional utility, and entertainment as well.

Chapter 4: Patrons in Whose Service One Might Toil introduces an entirely different way to gain and exercise arcane power. Instead of sorcerous spell formulas, you can devote yourself to a divine entity, obtaining powers from them and doing their bidding on Earth.

Chapter 5: Six Hundred and Sixty-Six Spells and More is the real heart of this book. This list of spells replaces the one in *The Nightmares Underneath*, increasing the variety of magical effects and situations greatly. Most of the new professions and the divine patrons make use of these spells. They are listed in alphabetical order, and many include variations you might prefer, including some named variations. Referencing spells by level requires the proper index at the back of the book, but all of the spell schools are detailed prior to the spell descriptions themselves. These schools also include details for characters that are specialist casters, devoted to one or more specific schools.

Some of the spells in this book reference specific monsters, especially elementals. Those monsters not already described in *The Nightmares Underneath* are included in **Part Three**, the **Sorcerous Monsters** section. It should be noted that none of these monsters are nightmares, nor are they intended to be.

Finally, **A Slight Appendix of Useful Random Tables** contains exactly that: a series of random tables that hopefully will be able to assist you in creating magical creatures and items, as well as colourful names for spells and wizards.

An index has been provided to help you navigate this book, and especially to find and organize the spells you want to use in your game.

Using this Book with Other Games

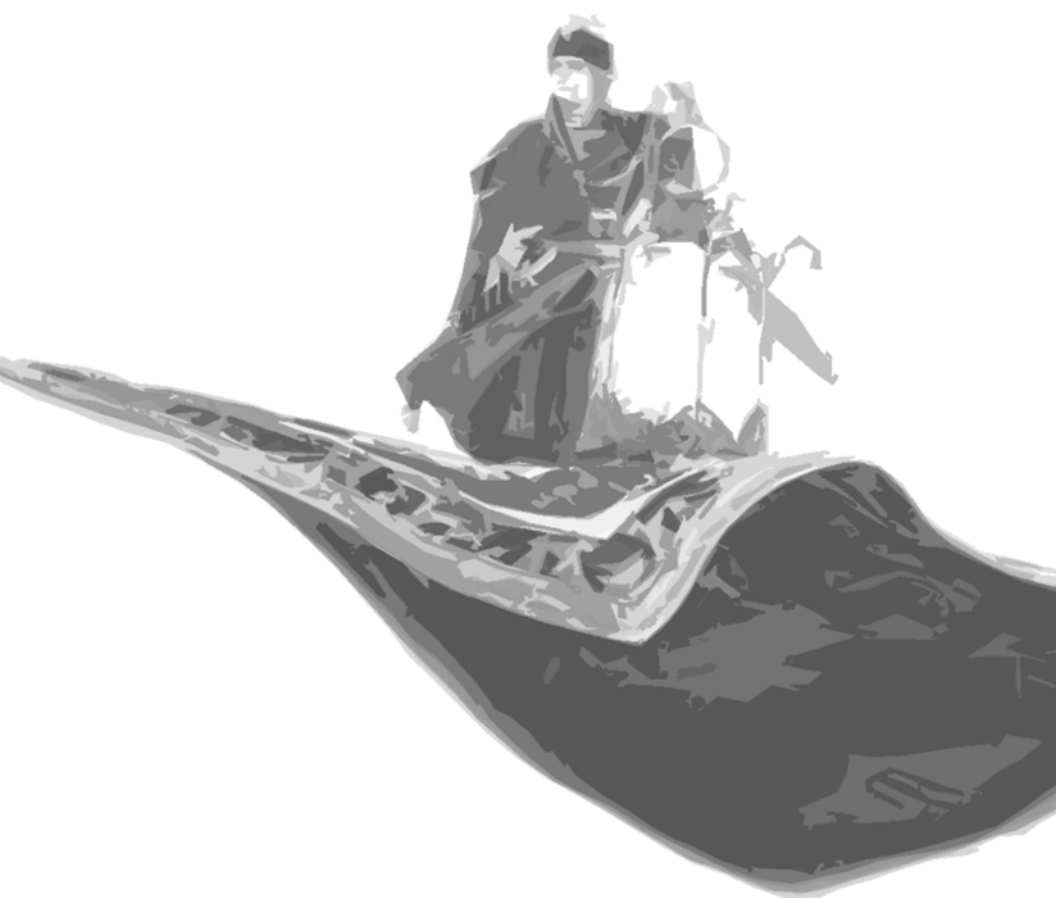
The rules in this book are similar enough to other old school games that you should be able to use them alongside those rules, but they are different enough that some conversion is definitely necessary. To start with, you can assume that Disposition means hit points (except it is re-rolled on a regular basis), Ferocity is Strength, Health is Constitution, and Willpower is Wisdom. Attribute points can be temporarily depleted; assuming the character survives, they return at the rate of 1 point per day of rest (to a maximum of two different attributes).

Saves are made by rolling an attribute score or lower on a d20; or half that score (rounded down) or lower if the level of the effect or enemy is higher than the target. Advantage means you roll an extra die and discard the lowest single die result. Disadvantage means you roll an extra die and discard the single highest die result. Any die roll, including rolls involving multiple dice, can be subject to both advantage and disadvantage, but they do cancel each other out and only a single extra die is ever added.

The Nightmares Underneath allows spellcasters to use spells of any level; if you are using an established spell progression system instead, consult the index of spells by level on pages 416-424. You may need to create your own shorter spell lists separated by level, especially if you are using patrons. If you prefer a much more free-form spellcasting system, you can generate random spell names using the tables on pages 393-409, and compare them to existing spells when deciding on their effects.







Chapter 1.

Casting Spells Revisited



The Nature of Spells

Any character may cast spells, as long as they have the proper tools, though it is by no means always a safe procedure. There are three methods:

- The **easiest** way to cast a spell is to simply **read a magical formula** out loud. It is imperative that you do so correctly, however—you must roll to control the spell, lest it have an effect other than what is intended. Casting a spell from a magical formula like this also destroys the formula.
- The **safest** way to cast a spell is to **perform a ritual**. This requires either a full magical formula or a divine patron, plus a number of hours of ritual performance equal to the spell's level. At the end of this time, you can either roll to control the spell (as if it were a spell of your level or lower, even if it is not), or you can destroy the formula and cast the spell perfectly.
- The **most versatile** way to cast a spell is to **memorize it**, either from a magical formula or via contact with a divine patron, and cast it from memory later. You may memorize a number of spells equal to your level plus your Intelligence modifier (but not less than zero), and doing so takes 1d4 hours, regardless of how many spells you choose to memorize at a time. You can memorize spells you have mastered by using any kind of magical formula, but a synecdoche does not allow you to memorize a spell you have not mastered. **Once you have memorized a spell**, you may cast it at any time. This is not as safe as performing a ritual usually is, and you must roll to control the spell when you cast it. Once you have cast the spell, it is gone from your memory and you may not cast it again until you re-memorize it (unless you are a wizard, or have a similar ability to retain a cast spell in your memory).

Divine Patrons and Spells

If you have been granted spells by your patron—the pagan god you worship, the saint whose footsteps you follow in, or the demon you have bargained away your soul to—you have no need for spell formulas, nor do your spells count as mastered. When you have one of your patron's spells memorized, you may cast it as a spell or perform a ritual.

If you cast it as a spell, it is no different than any other spell being cast. **If you perform a ritual**, it takes a number of hours equal to the spell's level and then you must roll against your full Intelligence to control it, as if it were your level or lower. You have no spell formula to destroy, and you cannot make one, so you must always roll to control it, but performing a ritual does not cause you to forget the spell. Once you no longer have the spell memorized, you cannot cast it through a ritual. Your patron must put it back into your memory first.



Magical Formulas

Spells are living creatures from the realm of magic that lies beyond even dreams and nightmares. Written magical formulas are gateways through which these spells pass into reality, so that they might work miracles here, and are designed so that the spell burrows into the mind of anyone examining its formula. As such, a formula is a necessity for casting spells through the power of your own will. Collections of these written formulas are called spellbooks.

Creating a Magical Formula

In order to create a magical formula, you need to have mastery over a spell. Any spell you have mastered is a spell you may construct a magical formula for, though this takes time and money. **To write out a complete magical formula**, you must spend weeks equal to the spell's level and money equal to its level $\times$ 100 cyphers. Spells of variable level count as Level $1d6+3$, and you must roll again each time you create a formula. **To write out an abbreviated synecdoche of a magical formula or brew a potion**, or create some other kind of simplified magical formula, it takes only days equal to the spell's level, but the same amount of money (level $\times$ 100 cyphers).

Synecdoches and Scrolls

Normally, a spell formula is a long and complicated thing, but it is also possible to create a synecdoche—a short version that references the full formula and can be used for some (but not all) of the same purposes. These are also sometimes called “scrolls,” because they are usually scrawled upon loose pieces of paper or parchment for ease of use. Scrolls typically function as one-use spells or truncated spellbooks for use in the field. You cannot use a synecdoche to perform a ritual—the formula is too simple—and you can only memorize a spell from its synecdoche if you have mastered it.

Potions

Yet another way to get the effect of a spell is to consume or otherwise utilize a substance that has a spell suspended inside it. The most common examples of this method are potions—drink the potion, get the effect of the spell. The potion itself is merely a receptacle and a delivery system for the spell, and functions more like a magical item than a magical formula. Once the potion is drunk, the spell takes effect, and if anything remains of the actual liquid, it is no longer magical.

It does not have to be a potion, *per se*, that delivers the spell. It can be a powder that is snorted or wafers that are eaten, a salve that is rubbed on the skin, or a liquid dropped into the eyes. The point is that it delivers a spell effect to the recipient—whichever is affected by the substance is affected by the spell.

Memorizing Spells

Memorizing a spell requires access to a spell formula or a divine patron. You can use a scroll to memorize a spell, but only if you have mastered that spell. You need access to a complete magical formula to memorize a spell you have not mastered. **When you study a magical formula**, which contains the essence of a particular spell in it, the spell is transferred to your mind in the form of knowledge. **When your divine patron grants you spells**, they are inserted into your memory in much the same way. **When you cast the spell**, which takes but a moment, it escapes from your memory into the physical world and becomes a supernatural effect—but you must also roll to control it.

The maximum number of spells you can memorize at any one time is equal to your level plus your Intelligence modifier. If the total is less than 1, you may not memorize any spells at all. You may memorize spells of any level, but you may not memorize the same spell more than once. Some patrons and professions allow you to substitute a different attribute modifier instead of Intelligence.

The process of memorizing any number of spells, up to your maximum, takes 1d4 hours. You can choose to forget a spell at any time, without casting it.



Learning a New Spell

Some professions are skilled at using magic: bards, battle wizards, blood casters, champions of chaos, chaos mages, cultists, druids, mystics, scholars, shadowsneaks, spellslingers, witches, and wizards. Avatars receive spells from their patrons, and so do not use formulas. Other spellcasters can also get their spells from divine patrons instead of spell formulas, in which case the following rules do not apply to them either.

If your profession is a magical one, you may roll to learn a new spell (beyond those you automatically master because of your level and attribute modifier) if you are taught it or if you study it from a complete spell formula. **If the spell is your level or lower**, you must roll equal to or lower than your Intelligence score on a d20 to master it. **If the spell is a higher level than your character**, you must roll equal to or lower than half your Intelligence score, rounded down, on a d20 to master it. This takes a number of days equal to the spell's level, regardless of what you actually roll, and a spell of variable level counts as Level 1d6+3 when you attempt to master it.

If your teacher does not give you a complete spell formula, to keep, you must create one in order to master the spell. Creating a new spell formula takes a number of weeks equal to the spell's level and money equal to the spell's level $\times$ 100c. A spell of variable level counts as Level 1d6+3.

If you are a scholar or a wizard, you may learn a spell from a simplified formula or scroll by attempting to reverse engineer it. This process is the same as learning a spell from a normal spell formula, except for two things: once you have made a successful Intelligence roll, you must also create a new and complete spell formula for it; and if you fail that roll, the synecdoche or scroll is ruined and cannot be used again.

Other magical professions may not master spells from simplified formulas or scrolls unless perhaps they are scrolls from that character's arcane tradition (in which case they would probably have to have been written by a mentor or fellow student).

There also exist scrolls and other written formulas inscribed in languages so foreign to the human mind that they cannot be copied, studied, or reverse engineered at all. They can still be used to cast the spell written on them, however.

Personalizing Spells

You may choose to make any of your mastered spells unique, by giving them a new name and adding some kind of quirk or signature aspect, like a specific colour or an accompanying smell. At the GM's discretion, you may reduce the power of one aspect of the spell—such as damage, duration, effect, or range—in order to increase the power of some other aspect. The GM may also decide to change the spell's level based on the changes you want.

Personalized versions of the same spell count as different spells. You may learn multiple versions and memorize them at the same time. Numerous example variations are included in Chapter 5.



Performing Magic

Spells are the most common form of practical magic, though there are other ways to access supernatural power. By default, other types of magical powers belong only to monsters, so the majority of this section concerns the casting of spells.

Casting a Spell

The principle function of a magical formula is to allow you to cast the spell it was designed for. You do not need to memorize a spell in order to cast it, nor is there any Intelligence requirement to do so. When you cast a spell from memory, though, you need not employ a magical formula, nor even have one nearby.

Performing a Ritual

When you perform a ritual to cast a spell, it takes a number of hours equal to the spell's level. You may choose to spend more time, if timing is important. You must have a full spell formula to consult or be casting a spell granted to you by your patron that you have memorized.

After the ritual, you must roll to control the spell, as if it were your level or lower, even if it is not. A spell of a level higher than your own is just as easy to control when cast as a ritual as any other spell. This is one of the benefits of taking the time to cast it as a ritual.

If you choose to destroy the spell formula, instead of leaving it intact, the spell takes effect as normal, and there is no need to roll to control it. This is because you are not actually casting the spell—the formula is doing that work for you. If you are casting a spell granted by your patron, this is not an option you have.

If you perform a ritual to cast a spell you have memorized, you are not required to forget the spell when you cast it, but you must still use the magical formula as part of the ritual (or be casting a spell granted by your patron).

Reading a Formula

When you cast a spell by reading a spell formula, the formula is destroyed, and the spell is cast immediately. You must roll to control it. Even a formula written over numerous pages in the best of all spellbooks can be destroyed simply by casting the spell contained in it quickly. This method is not as reliable as performing a ritual, and you must roll to control a spell you cast in this manner.

Casting From Memory

When you cast a spell from memory, the process is just like reading a formula. You cast the spell immediately, and you must roll to control it. **If you are a wizard**, you may also be able to retain the spell in your memory, allowing you to cast it again without having to also study its formula again.

Controlling a Spell

When you cast a spell, you must roll to control it. **If the spell is your level or lower**, you must roll equal to or lower than your Intelligence score on a d20 in order to retain control. **If the spell is of a higher level than your character**, you must roll equal to or lower than half your Intelligence score, rounded down, on a d20 to retain control. **If you fail**, roll on the miscasting table below. Some professions have special abilities that allow you to roll against a different attribute to control a spell, or allow you to ignore a failed roll if you reduce one of your attribute scores.

The Memory of Wizards

Once a spell is cast from your memory, it is forgotten, and may not be cast again until it is re-memorized. Battle wizards, blood casters, chaos mages, druids, spellslingers, and wizards have special abilities that can allow them to cast a spell from memory and keep it memorized, instead of forgetting it. **If you keep the spell memorized**, you may cast it again.

Mystics also have a special ability that allows them to cast spells they have mastered (or were granted by a divine patron), but they do not currently have memorized. Like most of the special abilities above, this comes at a cost.

Miscasting

If you cannot control the spell you cast, roll 1d8 and consult the miscasting table:

Roll	Result
1	You cast a different spell on a different target, in addition to your original spell (which works as normal).
2	You cast a different spell on a different target, instead of your intended.
3	You cast a different spell on your original target, in addition to your intended spell (which works as normal).
4	You cast a different spell on your original target, instead of your intended spell.
5	You lose 1d4 points from a random attribute score. If it is not reduced to zero, your spell works as normal.
6	Your spell affects a different target (but otherwise works as normal).
7	Your spell has the opposite effect (GM's discretion).
8	Your spell is roughly half as effective as expected (GM's discretion).

Different spells are determined randomly, from the full spell list. If you accidentally cast a spell that you have memorized, both spells are lost from your memory.

Different targets are determined randomly, from all those that might conceivably be affected. Spells that affect the caster only may be given new targets this way.

Magical Powers

You may be granted special powers through blessings, enchantments, and the use of magical items. **To use a magical power against an unwilling enemy**, roll a d20 and add both your level and an appropriate attribute modifier. If your roll is equal to, or higher than, the attribute score your target is using to resist, your power is successful. Saves against magical powers of this type are not allowed.

Other magical powers may require you to roll against one of your attribute scores, the same as a normal task roll.

Saves Against Magic

The unwilling targets of a spell are allowed to roll a save against its full effects. The attribute they roll against can vary: it should be Willpower if that is what is used to resist the magic, but could be Dexterity in order to avoid a magic missile or something similar. Saving against Ferocity in order to avoid being incapacitated would also be appropriate, for example.

When you save against magic, if both the spell and its caster are your level or lower, you must roll your attribute score or lower on a d20. If either the spell or its caster are of higher level, you must roll equal to or lower than half your attribute score on a d20.

A successful save means you experience half the normal effect of the spell—half the damage, half the attribute loss, etc. If the effect is binary—there is no damage to halve or the effect is all-or-nothing and cannot manifest partially—you avoid it entirely with a successful save, although it still requires you to spend a complicated combat action resisting. Effectively, you lose your action for the current round or the next. Because magic is dangerous and unpredictable, it can have other, minor effects on the environment, even after a successful save.

- Roll equal to or lower than your attribute score to succeed, if both the spell and its caster are your level or lower. Roll equal to or lower than half your attribute score, rounded down, if either the spell or its caster is higher level than you. Modifiers do not apply, although your attributes can be reduced temporarily by damage.

All characters, whether monsters, NPCs, or PCs, are allowed a save against spells that only need to be controlled in order to be cast successfully. If a magical power requires the user to roll against the target's Armour rating or one of their attributes, the target is not allowed to attempt a save on a successful hit. The roll has already been made, but by the attacker.



Spellcasters Quick Reference:

If you have mastery of spells, you have a spellbook containing either full spell formulas or synecdoches (i.e. scrolls) of all your spells, your choice. You can choose to bring this spellbook with you when you go adventuring, or leave it somewhere safe, but if you don't have your spell formulas, you can only work with the spells you already have memorized.

When you embark upon an adventure, choose which spells you are going to memorize. You may only memorize a maximum number of spells equal to your level plus your Intelligence modifier (but not fewer than zero).

If you get your spells from a divine patron, you do not have a spellbook and you do not need to use spell formulas. You can commune with your patron to memorize spells, and you may cast memorized spells via rituals.

When you have a spell memorized, you may...

- Cast the spell as a complicated combat action, unless you have been injured already in the same combat round. You must roll to control the spell as normal, and then you forget the spell. Your profession may give you special abilities that affect these rules.
- Forget the spell at any time. It leaves your memory.

When you have a full or complete spell formula, you may...

- Cast the spell as a ritual. This takes hours equal to the spell's level. If you destroy the formula, the spell is cast and there is no need to roll to control it. If you retain the spell formula, you must roll equal to or lower than your Intelligence score on a d20 to retain control of the spell. If you fail, roll on the miscasting table.
- Read the spell from the formula. The spell is cast immediately and the formula is destroyed. You must roll to control the spell as normal.
- Memorize the spell. It takes 1d4 hours to memorize any number of spells up to your maximum limit, which is equal to your level plus your Intelligence modifier (but not less than zero). Anyone can memorize a spell from a full spell formula.

When you have a simplified formula (a scroll or synecdoche), you may...

- Read the spell from the formula. The spell is cast immediately and the formula is destroyed. You must roll to control the spell as normal.
- Memorize the spell, if you have this spell mastered. It takes 1d4 hours to memorize any number of spells up to your maximum limit.

Casting a Spell Quick Reference:

To cast a spell as a ritual:

- Requires a complete spell formula or a divine patron. A scroll or synecdoche cannot be used.
- Casting time is equal to the spell's level in hours.
- If the formula is destroyed, the spell is cast as expected, no need to roll to control it.
- If the formula is not destroyed, you must roll to control it as if it were a spell of your level or lower (even if it is not).

To cast a spell from its formula (complete or synecdoche):

- Read the spell and roll to control it.
- If you lose control of the spell, roll on the miscast table.
- The formula is destroyed.

To cast a spell from memory:

- Either commune with your patron or study a spell formula (including a synecdoche if you have mastered the spell; must be a full formula if not), and memorize the spell (takes 1d4 hours).
- Cast the spell from memory and roll to control it.
- If you lose control of the spell, roll on the miscast table.
- Lose the spell from your memory.

Spell Formula Quick Reference:

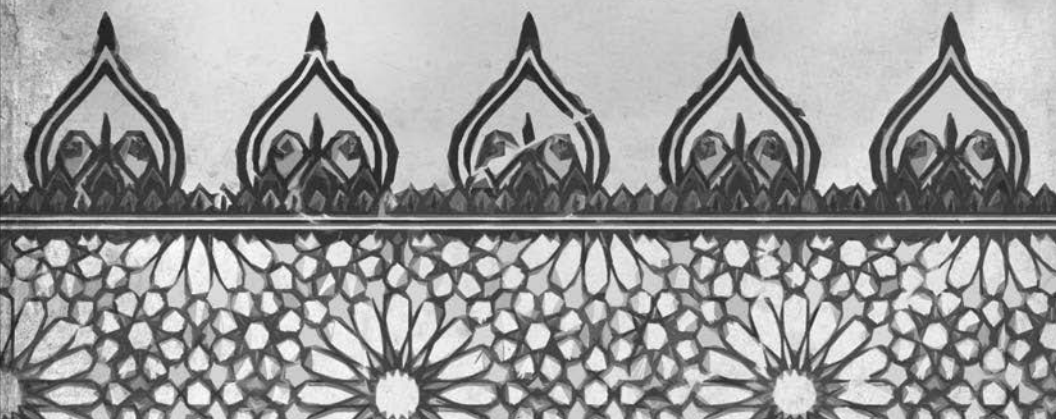
Complete spell formulas:

- Can be cast as a ritual.
- Can be memorized by anyone.
- Can be read out and cast, but are destroyed in the process.
- Any magical profession can master spell formulas: roll Intelligence or less on a d20 if the spell is equal or lower level, or half Intelligence (rounded down) or less on a d20 if the spell is higher level.

Synecdoches (simplified spell formulas):

- Can be read out and cast, but are destroyed in the process.
- Can only be memorized by those who have mastered the spell.
- Cannot be used in a ritual.
- Scholars and wizards can learn spells from scrolls, if they are lucky.







Chapter 2.

Magical Devices

to

Plague and Delight



Magic Items

Magical items are able to break the rules and give special powers to their wielders—or curse them with horrible penalties. **A magical item may...**

- **...break a rule**, explicitly and directly. When you wear the Helm of War, you cannot be ambushed by an enemy—a surprise roll of 6 or less counts as a 7 for you. As long as you wear the Belt Buckle of Supreme Confidence, if you re-roll your Disposition and the result is lower than your current Disposition score, you may ignore the re-roll and keep your current score.
- **...cast spells**, either those it has memorized, those it can cast at any time (much like a special ability), or even those its wielder has memorized.
- **...create a supernatural effect**. The Cloak of Invisibility makes its wearer invisible whenever they want. The Blazing Wand spits a gout of fire when flourished properly.
- **...grant a bonus to your Armour rating**, whether it is a suit or armour or not. This may apply to only certain types of attacks. The Far Shield Broach raises its wearer's Armour by +3, but only against missile attacks.
- **...grant a bonus to attacks**, whether it is a weapon or not. The Ring of Battle gives you advantage to any attack rolls you make with a weapon held in the hand that wears the ring.
- **...store spells** that can be cast by its wielder.

The exact effects of a magical item are up to the GM to determine.

Alignment

Many magical items interact with a person's alignment. **A magical item may...**

- **...grant a bonus (or a greater bonus) to creatures of a specific alignment**. The Tree of Vengeance is a huge, two-handed club that grants its wielder a +1 bonus to their Ferocity score, and, if they are evil, advantage to their damage rolls as well.
- **...impose a penalty (or a greater penalty) on creatures of a specific alignment**. The Armour of Chaos is a suit of heavy armour that gives the wearer an Armour rating of 16, unless they are lawful, in which case they have an Armour rating of 8. Those who pass through the Wall of Ghostfire, once it is invoked, suffer disadvantage to their attack and damage rolls for 1 turn, and those of evil alignment suffer disadvantage to their saves as well.
- **...inflict harm upon creatures of a specific alignment**. The Sword of Defending raises your Armour rating by +2 when you wield it, but if you are evil, the hilt burns you for 1d6 damage and you drop the sword.

Magic items that can only be used by a single alignment should be either extremely rare or omitted entirely. Neutral characters should always be able to use a magic item, even if they cannot gain its full benefits.

Crafting Magical Items

Making your own magical items requires time, effort, and money—and a bit of luck, as well. Enchanting an item so that it produces a magical effect or has magical properties requires magical **antecedents**—ingredients harvested from magical creatures, locations, or processes that have properties related to the effect you are trying to achieve. To create a flaming sword, for example, you might require a dragon scale, a phoenix feather, or the blood of a salamander. A scrying mirror might require water retrieved from a clear mountain spring beneath a solar eclipse.

The antecedents you need are determined by the GM, but you don't always require exactly specific ingredients. Anything with a tangible relation to the effect should suffice, as long as it is powerful enough. Every new monster you fight may give you ideas for things to make from its body. Nightmares cannot be used as antecedents (they can only affect the material world while “alive”), but items, monsters, and people retrieved from nightmare incursions can be.

Only arcane characters may craft magical items. Scholars and wizards can create any type of effect, as long as they have mastered similar spells or they have access to writings describing what they envision. Other characters may only create items whose effects are related to their methods, philosophies, and the spells they have mastered.

Permanent Properties

To permanently enchant an item, you require 1 antecedent per level of the effect the item will create. Use the spell descriptions to decide on the level, if the effect does not match a specific spell. Increase the level by +1 or +2 if the item can create this effect several times per day, and by +3 if the effect is always in effect. All antecedents are destroyed in the creation of the magic item they contribute to.

Creating this item also takes 1 week per level of the effect (or even longer, at the GM's discretion), and require a monetary expenditure of 100 cyphers per level of the effect. These expenses cover workspace, tools, and more mundane substances. If you have reasons to spend less money, succeed at a skill roll to lower the price.

Finally, once you have finished crafting the item, you must save against your Willpower, or the item also has some additional side-effect that can be annoying, harmful, negative, or revealing in nature. The GM decides what this is, based on the antecedents used and any shortcuts taken in the crafting process.

Crafting Single Use Items

Aside from writing scrolls and using the Create Potion spell on page 220, arcane characters can make a single-use magic item if they have 1 rare antecedent and a number of common antecedents equal to the level of the effect (chemicals, drugs, herbs, or mundane objects). The GM can either give you a list or charge you 10 cyphers per level of the effect you want the item to create. Crafting the item takes days equal to the level of the effect. Once you are done, you must save against your Willpower, or the item has an additional, minor side-effect chosen by the GM.

Anti-Magic Quicksilver

A powerful substance developed by the alchemists of the ancient world. Few understand how to craft it in this day and age, and they guard their secrets closely, for the ranks of wizards are rife with spite and envy. A single, small vial of anti-magic quicksilver is enough to absorb the arcane energies of one spell or similar magical effect, after which it becomes harmless (though not edible). It must be exposed to the open air in order to take effect, however, and while it is still quicksilver, it is also still poisonous. Modern alchemists typically fashion durable vials or metal containers that will protect the liquid until it is meant to be used.

Anti-magic quicksilver only cancels spells or effects from the following schools: Alteration, Animals, Astral, Battle, Chaos, Correspondences, Divination, Enchantment, Entropy, Healing, Illusion, Mind, Necromancy, Plants, Prophecy, and Revelation.

Paradoxically, if you imbibe a vial of anti-magic quicksilver before casting a Quintessence spell, as long as you are not also casting any spells from schools it cancels at the same time, you get advantage on your roll to control the Quintessence spell and its effects are doubled (if possible).





Demon-Haunted Urns

Despite the name, none of these urns are haunted by an actual demon. Instead, they produce invisible, hallucinogenic vapour that replicates the memories of people who died while being chased by a demon before it was exorcised from the world. They produce no vapours during the day, but in darkness, they become active—as long as they have been in the same location for more than a week. An urn that moves around is an urn that becomes dormant.

When you fall asleep breathing vapours from a demon-haunted urn, you experience a terrible nightmare in which you are chased by a demon. In order to escape this demon, you must overcome two obstacles, chosen by the GM from this list: a collapsing floor, a deep hole or well, an enormous tree, a ledge on a high building, a rickety bridge over a ravine, a tall fence or wall. **If the demon catches you,** the dream ends and you awaken suddenly. Your Disposition for the remainder of the day is equal to your level and you cannot increase it by resting or eating. **If you fall,** the dream ends and you awaken with very real wounds: lose 1d6 points of Health. **If you overcome both obstacles,** you awaken normally.



Good Luck Charms

Every culture knows how to make its own charms and talismans granting good luck, for those going into danger to make use of. Most good luck charms are purely psychological in nature, acting on the placebo effect, but there are those that occasionally possess real magic in them. Good luck charms made by talented hedge wizards and real enchanters contain a limited number of “charges,” each of which will give you advantage on a single roll, should you choose to use one of those charges. Once a good luck charm is devoid of charges, its power can either be replenished by its creator, or any other sorcerer who knows how, or it can become a mere decoration, the same as any other charm.

Roll 1d6 to determine how many charges a particular good luck charm has left, and 1d20 to determine what types of rolls you can expend those charges to gain advantage on:

Roll Charm Advantage			
1	Any combat roll.	11	Damage rolls.
2	Any roll involving Charisma.	12	Disposition rolls.
3	Any roll involving Dexterity.	13	Evasion rolls.
4	Any roll involving Ferocity.	14	Healing rolls.
5	Any roll involving Health.	15	Initiative rolls.
6	Any roll involving Intelligence.	16	Orienteering rolls.
7	Any roll involving Willpower.	17	Research rolls.
8	Any roll involving magic.	18	Search rolls.
9	Any social roll.	19	Spellcasting rolls.
10	Attack rolls.	20	Surprise rolls.

Alternately, a good luck charm might give you a better Armour rating against certain types of enemies, or impose disadvantage on attacks made against you, spells cast upon you, or social machinations arrayed to malign your name. Or it might have one of the following miscellaneous benefits in addition to, or instead of, granting advantage to rolls (choose or roll 1d12):

Roll Miscellaneous Benefit			
1	Alerts the bearer to magic.	7	Points north.
2	Attracts a type of animal.	8	Repels a type of animal.
3	Attracts a type of monster.	9	Repels a type of monster.
4	Causes a magical effect.	10	Reveals a type of illusion.
5	Identifies a type of foe.	11	Reverses a magical effect.
6	Is magnetic or adhesive.	12	Smells nice.

The Harmonious Harp

Made in ancient times by the great sorceress Inyalla for one of her queens, this wooden instrument is a glossy, warm beige in colour, and more durable than steel. It has been lost and recovered over the course of several expeditions into the wasteland of Shahrazar, and no one know where it lies now.

If a bard plays upon this harp for companions who are resting, those allies may re-roll any Disposition dice that land on a 1 or 2, even before removing the lowest die (because of the advantage conferred by the bard). Dice may be re-rolled only once, and if you re-roll a 2 and get a 1, tough luck.

If a character who is not a bard plays upon this harp for their companions, as long as they succeed at a skill roll, their allies gain advantage to their Disposition rolls, exactly as if they had a bard with them.





Spellbooks

Wizards rely heavily on written formulas, which means they need somewhere to keep them. Since these spellbooks require time and money to create, obtaining one can represent a significant payday for thieves and scavengers, and the loss to the spellcaster is not insignificant.

How useful and valuable a spellbook is depends largely on the author. Bards, druids, scholars and shadowsneaks have a number of spells in their spellbooks equal to their level. Battle wizards, blood casters, champions of chaos, cultists, mystics, spellslingers, witches, and wizards have twice as many. High-level casters are usually better able to protect their spellbooks, and many wizards carry only synecdoches when in the field, specifically to prevent their ritual formulas from being stolen.

To randomly generate a spellbook or other arcane text, roll 1d4, 1d6, 1d8, 1d10, 1d12, and 1d20 and consult the following tables, rolling again on selected tables if you need any additional details:

Roll	Author	1d8
1	Adventuring wizard.	
2	Amateur arcanist.	
3	Cultist.	
4	Inhuman entity.	
5	Powerful archmage.	
6	Scholar.	
7	Shaman.	
8	Specialist wizard.	

Roll	Condition	1d6
1	Beat to shit.	
2	Damaged somehow.	
3	Encrusted with grime.	
4	Perfectly pristine.	
5	Slightly dirty.	
6	Well-worn but clean.	

Roll	Form	1d10
1	Cheap paper book.	
2	Cloth or knotted ropes.	
3	Leather sheets (loose or bound).	
4	Loose sheets of paper.	
5	Metal sheets (loose or bound).	
6	Papyrus scroll(s).	
7	Parchment book.	
8	Parchment scroll(s).	
9	Quality paper book.	
10	Stone slabs or rocks.	

Roll	Length	1d4
1	Expansive.	
2	Long.	
3	Short.	
4	Very short.	

The author's level can be generated by rolling 1d4, 1d6, or 1d8, depending in the possible range. Add a bonus for more-experienced or powerful authors, or a penalty for amateurs. For example, a powerful archmage is most likely level 6 or higher, so roll 1d4+5. For a self-taught wizard with no available mentors, you might roll 1d4 and subtract 1 if you roll 2 or higher.



Roll	Special Qualities	1d20
1	Actually a living creature.	11 Lavishly illustrated.
2	Bound in human skin.	12 Made from a fantastic beast.
3	Consists of multiple volumes.	13 Magically locked or protected.
4	Constantly reorders its contents.	14 Oddly compact and portable.
5	Dedicated to a specific entity.	15 Perfumed and scented.
6	Engraved and decorated.	16 Poorly but copiously illustrated.
7	Fragile or falling apart.	17 Stolen from a powerful wizard.
8	Has an infamous reputation.	18 Toxic to touch or handle.
9	Heavily annotated.	19 Written by demons.
10	Large and cumbersome.	20 Written in human blood.

Roll	Writing	1d12
1	No language; arcane geometries only.	
2	No language; pictures and diagrams only.	
3	Obtuse or metaphorical language obscures the content.	
4	Plainly written in a popular dialect.	
5	Printed on a press, with additional handwritten content.	
6	Terrible handwriting obscures the content.	
7	Verbosely written in a popular dialect.	
8	Written in an alien or inhuman language.	
9	Written in an ancient dialect or dead language.	
10	Written in code or an invented script.	
11	Written in a foreign language.	
12	Written in an obscure dialect using a popular script.	

Random tables for wizard names can be found in the appendix, on pages 407-409.







Part Two

The Novelty of
**Special
Rules**

A Wealth of Eldritch Lore

The purpose of *The Nameless Grimoire* is to expand the amount of magic and the supernatural in your campaign—to make it both more expansive and more detailed—and the new rules in this section are the core of how it does that.

Heritage

Marks of heritage are just like the supernatural lineage options of the fey knight and the morphological features of the halfling in *The Nightmares Underneath*, only here they have been expanded to cover a great many more circumstances, and they can be part of any character, not just these two professions. Signs, which can be found in both the patrons section and the spell school descriptions, are basically identical to marks of heritage in form and function, though more restricted in terms of which characters can take them.

The point of introducing marks of heritage is to allow for characters with particularly significant backgrounds—whether it be a particular trauma, special training, or a supernatural lineage—to have an impact on the rules. This method also accomplished that without having to also require stereotyping, racial essentialism, or the erasure of biracial experiences.

Instead of trying to define what “an elf” or “a dwarf” is, and especially not what “a *real* elf” is or what makes someone “*really* a dwarf” or not, these rules allow you to decide for yourself how much impact your character’s background, ethnicity, and history has on how they interact with the rules. A player who wants pointy ears need only describe their character’s appearance that way, while the one who wants a unique mix of beastling features and demon blood, with the special abilities to match, will have enough drawbacks that the two characters can function on an equal footing in the same campaign.

If you want a game where marks of heritage take more of a central role, consider allowing characters to have one advantage per level, without requiring they be bound by the disadvantage. That way, players will feel like their individual histories have more of an impact on the game.

New Professions

Not surprisingly, all of the new professions introduced in this book work with magic, to one degree or another. There are numerous ways to handle spellcasting and arcane powers—certainly more ways than are featured in *The Nightmares Underneath*. There are other ways to build martial characters as well, of course, but this book is about the magic.

Even the options presented here are not exhaustive. You might see numerous ways to make your own professions based on these, or to take inspiration from the spell schools and adapt one of the existing professions to a particular type of magic (just like the battle wizard and the chaos mage do).

Patrons and Followers

Because it is such an intrinsic trope of fantasy literature, it makes sense to provide the characters the option of receiving their magic from pagan gods instead of from magical spell formulas. And once we have divine patrons on the table, it only makes sense to detail them further and give them special abilities. While a cult can be handled by the rules for social institutions, a god (or a demon, or something worse) as a patron is wholly different beast.

And just because idolatry is (usually) illegal in the Kingdoms of Dreams doesn't mean it stops people from worshipping gods, with or without receiving divine intervention in their affairs. Besides, you might be playing a game in a slightly different setting, with different assumptions, where the gods are fully integrated into society. In that case, you may have even more use for these rules.

Spells

The main vehicle by which magic enters the game is through spells. Various professions have access to mastered spells, and all characters (except those with poor Intelligence scores and low levels) have the ability to cast and memorize spells when there is a spell formula available. This book provides a much larger list of spells to choose from, which means more variety in the kinds of things spells and their casters can do. The individual spell school lists allow players to customize their spellcasters simply by narrowing the list of spells available to them. As much as playing a blood caster or a shadowsneak can be a novel change from playing a wizard, customizing spell lists can make two wizard characters feel vastly different, even with the same casting rules.

This collection of spells is also presented as a resource to the GMs (or players) who want to create their own custom schools and spell lists, or even create a custom list of spell effects for their own settings. There is no reason why you need to use the whole list, other than you want to. Make some schools more popular and others entirely non-existent, as long as it fits the game you want to be playing.

Disposable Spells

One option for using the full spell list without letting it dominate the campaign is to litter your setting with single-use scrolls, that cannot be reverse-engineered and mastered by even scholars and wizards. If the players' characters are able to learn a vast array of spells and share them between each other, they can turn into something more akin to technological devices, whereas only being able to use a bizarre spell effect once can better retain the air of chance and mystery that surrounds magic.

These can be scrolls, potions, or some other type of magical artifact that causes the spell to be cast. It works best if anyone can use them, and you might decide that spells cast in this way do not require a roll to be controlled. Perhaps they work as expected every time? They only work once, after all.







Chapter 3.

New Paths

for the

Brave and Foolish

to

Pursue





New Options

A setting even more replete with magic and sorcery than the Kingdoms of Dreams normally are also deserves more options for players to choose from.

Marks of Heritage

These options can be used to customize your character, defining their supernatural lineage or special background. Each contains both a special bonus as well as a downside, so that players who take them do not gain any undue advantage over players who choose to ignore these rules.

New Professions

Although *The Nightmares Underneath* features several magical professions already, even these have not exhausted the possibilities for sorcerous characters.

Avatars are those who not only follow a divine patron, but derive more of their special powers from that patron than other followers do.

Battle Wizards fight with spells and steel both, expending their Ferocity to boost their sorcery, much as other wizards spend their Willpower.

Blood Casters are magicians who can power their magic with blood, carving wounds in their own flesh or sacrificing the lives of others.

Chaos Mages embrace the uncertain nature of magic. Unlike other wizards, they are not afraid of the many random magical effects that follow them around.

Druids are magicians of the wilderness, the natural world, and the animals in it. They have special powers, in addition to spells, much like disciples (and followers of patron deities) do.

Mystics are used to giving themselves over to powers greater than themselves, but they also know how to offer assistance to other spellcasters.

Shadowsneaks are sorcerous thieves, their special powers cloaking them in darkness or granting them entrance to places where they should not go. Like druids, they also have both spells and special abilities.

Spellslingers are troublemakers and thrill-seekers, able to cast their spells in the middle of violence much better than other wizards are.

Witches are spellcasters who have tied their soul to a familiar, a creature that is either a once-mundane, now-sorcerous animal, or something of a more magical nature.



Marks of Heritage

Characters can also have special abilities based on their cultural, magical, or genetic heritage. Or perhaps they have unique special abilities that need to be expressed by special rules. To reflect this, you can add these heritage rules to your characters if you want. Each one gives you a special bonus as well as a weakness, to prevent them from providing unfair advantage. Characters who have them remain at roughly the same power level as characters without them.

Marks of heritage may represent a supernatural lineage or special circumstances in your history. Perhaps your incredible strength of will was forged in the fires of the last great religious war? Or maybe your demonic traits are not the fruits of infernal seductions, but result from deals you made unwittingly, as a child? Backgrounds can represent cultural upbringing, work history, or past experiences. Your lineage could be noble, or famous, as opposed to supernatural in nature. Or you could have been touched by some kind of magic, whose marks have never left you.

The signs that followers of divine patrons exhibit are similar to marks of heritage, as are the signs that identify wizards who specialize in specific schools.

Angelic Heritage

Not every Messenger of Creation is able to enter the physical plane without the clothes of imperfect flesh. And even if they do, they can still fall from grace. When the nefiliyyim sojourned upon the Earth, for example, they lay with mortal women. And so the features of their lineage can still be seen today, though it is by no means common. Choose 1 or more of the following to indicate your angelic nature:

- **Angel Magic:** You get advantage on rolls to control Healing and Law spells, but disadvantage on rolls to control Evocation and Illusion spells. You cannot cast, master, or memorize Summoning spells at all.
- **Bastion Against the Darkness:** When you fight specifically to defend someone, you have advantage to your attack and damage rolls, but your damage die is one size lower during a fight if your side started it.
- **Enemy of Hell:** You can tell by conversing with someone if they are of chaotic or evil alignment, but dwellers in the deep, the undead, and those of evil alignment never fail their morale tests when they fight you.
- **Heavenly Beacon:** You always get advantage when rolling against Charisma or when your Charisma modifier is involved, but you cannot hide from demons, dwellers in the deep, or the undead.
- **Herald:** You can fly, but you are always surprised by chaotic and evil enemies, even when you know they are coming.
- **Leader of Men:** You may command the loyalty of twice as many hirelings as normally allowed, but you may never knowingly take command of those whose alignment is chaotic or evil.



Arachnoid Lineage

Often thwarted by their own quickly-mutating biologies, arcanists among the giant spiders have developed sorcerous means of breeding their kind together. Sometimes, though, they get other creatures involved. When this happens, their weird, inhuman features spread far and wide. Choose 1 or more of the following to represent your arachnoid parts:

- **Chitinous Hide:** Your naked body gives you Armour 14 but you cannot wear normal armour. Custom-made armour costs at least 10 times the normal price.
- **Hollow Fangs:** Your bite is venomous, and deals double damage if your target fails to save against the poison, but you suffer double damage from all liquid- and water-based harm (including poisoned beverages).
- **Many Eyes:** You have advantage on rolls to spot hidden things and search, but disadvantage on initiative rolls and saves against being blinded.
- **Poison Resistant:** You have advantage on all saves against poison, but you suffer double damage from cold and frost-based attacks.
- **Wall Crawler:** You can climb sheer surfaces with your adhesive touch, but you suffer disadvantage on rolls to socialize in settlements not run by arachnoids.
- **Web Spinner:** You can produce sticky spider silk, at the cost of 1 point of Health per 50 feet, but your Resentment score in non-arachnoid settlements always starts at 1.

Courtly Background

The life of a royal court can be deceiving. From the outside, it looks idyllic, leisurely, and sumptuous. Those on the inside, however, know all too well what kind of savage jungle it is. Choose 1 or more of the following to represent your life at court:

- **Concubine:** You are skilled at seduction. You get +1 Charisma and -1 Ferocity.
- **Dissembler:** You get advantage on your rolls to socialize when you lie or flatter, but disadvantage on your rolls when you tell the unvarnished truth.
- **Éminence Grise:** When you help someone socialize, they get advantage on any rolls they make to influence others, but if your Resentment score is zero, it always increases to 1 after you do so.
- **Janissary:** You get +1 Dexterity or +1 Intelligence (your choice), but your social status is -3 in any place where your master is not well-respected.
- **Minion:** When you follow someone else's orders, you get advantage on the first roll you make while doing so, but if you take charge of others to get them to do what you want, you have disadvantage on the first roll you make to do so.
- **Vizier:** When you advise someone on how to spend their money, they need to spend 20 percent less money to make a social institution notable, significant, or exceptional. On your own, however, you need to spend 20 percent more money to increase the importance of a social institution.

Demonic Heritage

It is said that, during his reign, King Zuleiman bound a thousand demons to his service. But he could not keep those demons from associating with his other subjects, nor could he keep the ambitious and curious away from his charges forever. And thus, the traits of demons were passed down through the generations, and though this king has been forgotten by many, the Zuleimani still exist. Choose 1 or more of the following to represent your demonic heritage:

- **Chaos Lord:** You get advantage to attack and damage rolls against lawful foes, but disadvantage on damage rolls against those who are good or neutral.
- **Demonic Fury:** You have advantage on your damage rolls, but you are always surprised by good or lawful enemies, even when you know they are coming.
- **Friend of Fire:** You get advantage to saves against fire and heat, but disadvantage to saves against cold and frost.
- **Heart of Darkness:** You get advantage when moving stealthily or skulking in darkness, but your resentment always starts at 1 whenever you arrive at a new settlement (though it can be reduced to zero once you are there).
- **Hellhound:** When searching a location, you get advantage on your rolls if it is a dangerous place, but if it is civilized it always counts as higher level than you.
- **Horns:** You have horns on your head. They can be used as weapons, but are also quite distinctive and may prove awkward in some situations.
- **Ill-Tempered:** Your prickly nature gives you +1 Ferocity and -1 Charisma.
- **Infernal Sorcery:** Choose 1 spell you always have memorized. To cast it, you must lose 1d4 points of Willpower and roll against your Intelligence to control it. It does not count against your normal limit of memorized spells. You always fail your saves against other spells of the same school.
- **The Mouth of Hell:** You get advantage on rolls to control Astral, Chaos, and Summoning spells, but you cannot cast, master, or memorize Law, Protection, or Radiance spells.
- **Prince/ss of Lies:** You get advantage on rolls to control Enchantment, Illusion, and Mind spells, but you cannot cast, master, or memorize Battle, Evocation, or Necromancy spells.
- **Ruiner:** You get advantage on rolls to control Darkness, Entropy, and Necromancy spells, but you cannot cast, master, or memorize Abjuration, Enhance, or Healing spells.
- **Tempting:** Your persuasive tongue gives you +1 Charisma, but -1 Intelligence.
- **Urges:** Your demonic blood gives you +1 Health and -1 Willpower.
- **War Devil:** You get advantage on rolls to control Battle, Evocation, and Manipulation spells, but you cannot cast, master, or memorize Alteration, Transmutation, or Wards and Runes spells.



Dwarven Lineage

Though they are far better suited to the colder northern climes, there are icy mountains all over the world for the dwarves to mine. Choose 1 or more of the following to represent your dwarven nature:

- **Built Like a Brick:** Your sturdy frame gives you +1 Health and -1 Dexterity.
- **Great Stamina:** You can go for a month without food before you suffer any ill effects, but you must pay double for your lifestyle during the following season.
- **I Smell Gold:** You may roll to search without spending a full turn (like a thief), but you only find gems and precious metals. You also have disadvantage on all social rolls regarding hirelings and other employees of yours.
- **Oathkeeper:** Your stubbornness gives you +1 Willpower and -1 Charisma.
- **Shaped from Earth and Stone:** When you have earth or stone beneath your feet, you get advantage to your saves, but in the air or at sea, or when mounted, you suffer disadvantage to your saves instead.
- **Stout and Sturdy:** Your Speed score is 1 lower than normal (i.e. 6 plus your Dexterity modifier), but your encumbrance allowance is 5 plus your Health modifier.

Elemental Heritage

Angels and demons are not the only arcane influence on human biology. There are also those touched by the magic of the primal elements. Choose 1 or more of the following to represent your elemental nature:

- **Alchemical Spirit:** You get advantage on rolls to control Evocation and Transformation spells, but disadvantage on rolls to control Illusion, Law, and Summoning spells.
- **Born of Fire:** You are immune to fire, but you suffer double damage (or double effect) from cold-based attacks, and have disadvantage when you save against cold or frost.
- **Child of the Earth:** Metal weapons do half damage to you, but you suffer double damage from fire and lightning.
- **Elementalist:** You get advantage on rolls to control Air, Earth, Fire, and Water spells, but you cannot cast, master, or memorize Enchantment, Mind, or Summoning spells.
- **Heart of Ice:** You are immune to the cold, but you suffer double damage from fire and heat-based harm.
- **Stormborn:** You are immune to lightning and the effects of bad weather, but rolls you make to fight or use magic under a calm, clear sky are always at a disadvantage.
- **Waterborn:** You can breathe underwater, but you suffer double damage from fire and lightning.

Elven Lineage

The oldest of the sun-loving races, and children of the stars, the elves are grace personified. And yet, dwelling on the other side of the faerie veil, they can seem cruel and strange to humans who misunderstand their ways. Choose 1 or more of the following to represent your elven nature:

- **Elfin Grace:** Your movements are always fluid and controlled. You get +1 Dexterity and either -1 Ferocity or -1 Health, your choice.
- **Fair and Statuesque:** Your Speed score is 2 higher than normal (i.e. 9 plus your Dexterity modifier), but your encumbrance allowance is only 3 plus your Health modifier.
- **First Born:** You always get advantage when you roll to search or to spot something, but you always have disadvantage when trying to lie or manipulate others through deception.
- **Golden Age:** You have mastery over 1 addition spell per level, but you take double damage from weapons made of iron.
- **The Seelie Look About You:** Blessed with preternatural calm and beauty, you get +1 Charisma but -1 Ferocity.
- **Silver Age:** You always get advantage when attacking with bows and arrows, spears, or swords (unless they are made of iron), but any weapon made of iron that harms you gets advantage on its damage roll.

Goblinoid Lineage

The goblins of the unseelie courts are all that the elves are not. Most often hostile to humans they meet, their innate greed can lead them into unlikely alliances. Choose 1 or more of the following to represent your goblinoid features:

- **The Faerie's Grudge:** You get advantage on all attack rolls against other faeries, but disadvantage to attacks against golems and the undead.
- **Iron Age:** You take half damage from weapons made of iron, but double damage from spell effects. Magical weapons deal damage as normal.
- **Loathsome and Twisted:** You always get advantage on your damage rolls, but you always have disadvantage when you try to convince, persuade, or influence others socially without the use of intimidation.
- **Lynx-Eyed, Like Burning Coals:** You can see in the dark, but you suffer disadvantage to all non-violent rolls you make in direct sunlight.
- **Orcish Brutality:** You get +1 Ferocity and +1 Health, but also -1 Charisma and -1 Intelligence.
- **Poisonous Magic:** When you cast a harmful spell, you get advantage on your damage rolls, but you cannot cast, master, or memorize Healing or Protection spells.

Halfling Lineage

The small folk are often loathe to get involved with the affairs of the longshanks, simply because they are never treated as equal. But the larger world does not always leave them alone. Choose 1 or more of the following to represent your halfling features:

- **Always Hungry:** You may carry 1 additional encumbering item worth of food and not count it against your encumbrance limit, but two-handed weapons count as 1 more encumbrance than normal.
- **Tiny and Nimble:** You get +1 Dexterity and +1 Health, but also -1 Ferocity and -1 Willpower.

Marks of Privilege

Not everyone is born to toil in the dirt. Not everyone is cursed to live a short and brutish life. There are those who rule over all of us, from atop their high hills, their fine horses, and their gilded thrones. Choose 1 or more of the following to represent your privileged social class:

- **Noble Upbringing:** You get +1 Charisma and -1 Health.
- **Regal Bearing:** You get advantage on your rolls to socialize with the upper classes, but disadvantage on your rolls to socialize with the lower classes.

Scholarly Background

The lust for knowledge can drive even the most bookish intellectuals into dungeons full of death. Choose 1 or more of the following to represent your learned nature:

- **Lecturer:** Your rhetorical experience gives you +1 Charisma and -1 Ferocity.
- **Studious:** Your extensive scholarship gives you +1 Intelligence and -1 Ferocity.
- **Theorist:** You have advantage on your rolls to study magic and magical items, but disadvantage on your rolls to use magical items in the middle of combat.

Serpentine Heritage

Lawful people would like to believe the ophidians are limited to the city of monsters, but those kissed by the dragon roam farther and wider than suspected. Choose 1 or more of the following to represent your serpentine nature:

- **Cold Blooded:** You suffer half damage from fire and heat, but your Speed is 1 lower than normal (i.e. 6 plus your Dexterity modifier).
- **Scaly:** You suffer half damage from blades and cutting weapons, but double damage from cold and frost-based attacks.
- **Slithering:** Your lithe movements give you +1 Dexterity and -1 Charisma.
- **Spitfire:** You can unleash your breath weapon in close combat. It is exhausting, however, and you suffer the same damage as your foes. You may target a number of nearby enemies equal to your level. Roll once for damage; they can save for half damage, you cannot.

A Tragic Past

In books from the ancient world, preserved in the greatest of libraries, it is written that the great god of the sky has two jars at the foot of his throne. One jar is full of good things; the other full of evil. Not everyone gets something from the first jar, but all people everywhere get something from the second. Choose 1 or more of the following to indicate a tragic or violent history:

- **Enslaved and Tortured:** You have been grossly mistreated before. As a result, you get +1 Ferocity and -1 Willpower.
- **Hardened by Suffering:** You have advantage on all rolls to resist the effects of pain and injury, but disadvantage on rolls to sway or influence hirelings.
- **A History of Violence:** Your past wrongs give you +1 Ferocity and -1 Health.

Wild Heritage

The whole point of civilized society is to escape the wild, to build something stable and orderly, where each day is as predictable as the last. But there are those who reject that order, those who were born to the wild and are owned by it, and those who find it creeping into their bones against their will. Choose 1 or more of the following to represent your wild nature:

- **Cat-Like Reflexes:** You get advantage to surprise and initiative rolls, but disadvantage to saves against mind control and emotional magic.
- **Great Horns:** You can attack with your horns if you have no other weapons, but spells that only affect animals can always affect you too.
- **Stride of the Horse:** As a complicated combat action, you may move twice as far as your Speed indicates, and you have advantage in any pursuit situation that involves running, but any wounds to your legs automatically result in them being maimed.
- **Lunar Fever:** At night, under the moonlight, both of these are true: you have advantage on any attacks you make, and disadvantage on both reaction rolls and any other attempts to manipulate or socialize with civilized people.
- **Ranger:** You get advantage to skill rolls for travelling and finding food and shelter in the wilderness, but you have disadvantage on rolls for influencing people in settlements.
- **Speed of the Wolf:** Your Speed score is 1 higher than normal (i.e. 8 plus your Dexterity modifier), but you take double damage from silver weapons.
- **Wild Magic:** You get advantage on rolls to control Healing and Transformations spells, but disadvantage on rolls to control Enchantment and Quintessence spells that do not reference animals. Additionally, you cannot cast, master, or memorize Law spells at all.
- **Winged:** You can fly, but you suffer double damage from blunt weapons. Clothes and armour cost you twice as much as normal, if they cover your back.





Avatar

Everybody needs someone to look up to, someone to protect them, someone to show them the way. But not everyone is able to commit to the path such a patron might demand. The avatar is more than just a champion of some ideal or principle, they are the embodiment of the divine patron they follow.

Hit Die: 1d6.

Primary Attributes: None. Your experience points are not modified by your attribute scores. When you roll to increase your attribute scores, choose any two and treat them like primary attributes for the purposes of determining how much they increase.

Restrictions:

- You must devote yourself to a patron, taking their alignment and selecting 1 boon and 1 taboo from their lists, in addition to your special abilities.

Skills: Avatars have skills relevant to the functions they perform for, and on behalf of, their patron. They might also have skills gained before devoting themselves. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play. When you use one of your skills in a risky manner, you must roll equal to or lower than one of your attribute scores on a d20 to successfully perform your task. The GM will tell you which attribute score to use.

Special Abilities:

- You get 1 additional boon per level from your patron's list, without having to balance it with a taboo. You may select more boons if you like, as long as you take a taboo for each as well (and you must do so at least once when you devote yourself in the first place). If you run out of boons to take, you gain the ability to cast (an additional) 2 spells from those your patron grants instead.

You get one additional special ability based on your alignment:

- If you are **chaotic**, you have mastery over 1 spell per level, plus spells equal to your Intelligence modifier. Determine them randomly from your patron's list.
- If you are **evil**, add your level to your attack rolls.
- If you are **good**, you may give your Disposition away to your allies as a complicated combat action. Choose how many points of Disposition you lose, and one of your allies gains twice as many points added to their Disposition.
- If you are **lawful**, you may help an ally perform an action, instead of taking action yourself. They get advantage to rolls they make while you are helping.
- If you are **neutral**, when you spend a turn to search a location, you find anything hidden if the dungeon level is equal to or lower than your own, and you may roll against your full Dexterity score if it is not.



Battle Wizard

Most people flinch or spit at the thought of wizards, and all right-thinking people pray they never have to deal with one. But they also think of wizards as weaklings, simpering milksops who turn to magic from a lack of physical strength or courage. And yet sorcery is just one skill, like so many others, and there are those who wade into battle with a sword in one hand and a spell in the other. Whether scything through the enemy's ranks or driving ranks of soldiers before them, the battle wizard is no stranger to the ways of war.

Hit Die: 1d8.

Primary Attributes: Ferocity and Intelligence.

Restrictions:

- You can't be of good alignment.
- You may neither cast, master, nor memorize spells of the Healing and Illusion schools.

Skills: Battle wizards are skilled in the arcane arts and the ways of soldiering. They know how to keep both types of equipment, those used for letters and those used for bloodshed, in good working order. When you use one of your skills in a risky manner, you must roll equal to or lower than one of your attribute scores on a d20 to successfully perform your task. The GM will tell you which attribute score to use.

You may also be skilled in other areas, depending on your background and history—banking, forestry, or navigation, for example. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- Add your level to your attack rolls.
- When you cast a spell and fail to control it, you may choose to ignore your failed roll and lose 1d4 points of Ferocity instead. If this does not reduce your Ferocity to zero, you retain control over your spell.
- When you cast a spell you have memorized, you may retain it in your memory, instead of forgetting it, if you lose points of Ferocity equal to the spell's level.
- You have mastery over 2 spells per level, plus spells equal to your Intelligence modifier.

For each spell you have mastered, you may choose to roll on the full table (ignoring Healing and Illusion spells) or on the Battle school's sub-table.





Blood Caster

Some wizards are willing to pay a higher price than the time and effort that studying ancient tomes requires. They grow pale and sickly as the life bleeds out of them and into their spells, leaving them bruised and battered, as if they had wrestled their magic into obedience. But this is magic, so the power is worth the price.

Hit Die: 1d6.

Primary Attributes: Health and Intelligence.

Restrictions:

- You can't fight while wearing a suit of plate.
- You must roll to cast spells like any other character when you are encumbered, wearing a suit of plate, or using a shield.

Skills: Blood casters follow a magical tradition that allows them to give up their own life energy to fuel their magic. They can know all the same academic disciplines as other wizards, or be more experienced in butchery, surgery, and the like instead. If you use this expertise in a risky situation, you must roll equal to or lower than an appropriate attribute score on a d20 to do so successfully.

You may also be skilled in other areas, depending on your background and history—hunting, music, or strategy, for example. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- If you kill someone while performing a ritual, you cast it correctly without having to roll. You may slaughter a human-sized animal in lieu of a person.
- When you cast a spell and fail to control it, you may choose to ignore your failed roll and lose 1 point of Health instead (this does not count as an injury). If you are still alive, you retain control over your spell.
- When you cast a spell from memory, you may lose 1 point of Health and retain the spell in your memory, instead of forgetting it, if you rolled to control it and succeeded. If you failed to control it or spent Health to do so, you may lose 2 points of Health to retain the spell in your memory instead of forgetting it. Neither of these losses counts as an injury.
- You have mastery over 2 spells per level, plus spells equal to your Intelligence modifier. If the total of your level and modifier is less than 1, you have mastery of no spells. Roll on the full table to determine your spells.
- You have Psychic Armour. Roll a number of Hit Dice (d6s) equal to your level and add them together to determine your Psychic Armour score, just as you do for Disposition. You are not required to re-roll this score when you take a rest, but you may, if you like.







Chaos Mage

Where the rule of law and order is safe and stifling, so full of sameness, the lure of chaos is strongly felt. What could be more exciting than the thrill of sheer chance? What is more uplifting than channelling the transformative power of sorcerous chaos through your own body and soul? The path of chaos is only for those with a will as strong as iron and supple as the sea. On the other side of this crucible, no one stays the same.

Hit Die: 1d4.

Primary Attributes: Intelligence and Willpower.

Restrictions:

- You can't be of lawful alignment.
- You can't fight while wearing a suit of plate.
- You do not receive a damage bonus for wielding a two-handed weapon.
- Whenever you cast a spell, it is subject to the influence of chaos.

Skills: Chaos mages are skilled in the arcane arts of alchemy and thaumaturgy, as well as cleaning, mending, and putting out fire. When you use one of these skills in a risky manner, you must roll equal to or lower than one of your attribute scores on a d20 to successfully perform your task. The GM will tell you which attribute score to use.

Special Abilities:

- When you cast an additional spell because of a miscasting or the results of wild magic, you may choose to cancel its effects, if you also lose 1d4 points of Intelligence.
- When you cast a spell by performing a ritual or reading a spell formula (any kind), you roll against your Intelligence to control it, just like anyone else, but you also roll for the influence of chaos.
- When you cast a spell you have memorized, use the wild magic casting rules instead of rolling against your Intelligence, as well as rolling for the influence of chaos. You may retain a spell in your memory, instead of forgetting it, if you also lose 1d4 points of Intelligence.
- You have mastery over 1d4 spells per level, plus spells equal to your Intelligence modifier. Re-roll all your spells every time you gain a level, except a number of spells of your choice equal to your level, which you may retain. Determine which other spells you now have mastery over randomly.
- You have Psychic Armour. Roll a number of Hit Dice (d4s) equal to your level and add them together to determine your Psychic Armour score, just as you do for Disposition. You are not required to re-roll this score when you take a rest, but you may, if you like.

The Influence of Chaos

Every time you cast a spell, no matter the type of spell or the manner of casting, roll a d8 and consult the table below to see how the spell is different this time:

Roll	Effect on Spell
1	The area of effect or the number of targets affected by the spell is decreased by half.
2	The area of effect or the number of targets affected by the spell is doubled.
3	The duration of the spell is decreased by half.
4	The duration of the spell is doubled.
5	The range of the spell is decreased by half.
6	The range of the spell is doubled.
7	The strength of the spell's effect is decreased by half.
8	The strength of the spell's effect is doubled.

If a parameter cannot be increased or decreased—because it already only affects 1 target, the duration is instantaneous, range is caster only, etc.—you cast a random, additional spell on a the same target, instead of modifying he original spell. If this random spell is caster only, they count as the caster.

Wild Magic

When you cast a spell you have memorized, roll 2d6 and add your Willpower modifier, then consult the table below. These results are different from miscasting, and, unlike other magic-users, you do not forget a spell if you don't end up actually casting it, nor do you forget a spell you have memorized if you cast it as the result of a random result.

Roll	Result
0-3	You cast 2 random spells on different random targets instead of the spell you intended to cast.
4-6	You cast 1 random spell on a random target instead of the spell you intended to cast.
7-9	You cast the spell you intended to cast, as well as 1 random spell on a random target.
10-11	You cast the spell you intended to cast.
12+	You cast the spell you intended to cast and another spell of your choice, from those you have mastered. You are not required to have this spell memorized, but if you do, it is not forgotten.



Druid

Unlike most people, who huddle in their cities and villages, the druid is well at home in the wilderness. The forests are their cities, the valleys their streets, and the caves are their homes when the stars cannot be their roof. And yet they are just as threatened by the nightmares that come to this world from the outer darkness as their urban counterparts. But civilized people are a slow threat to the wilds, and if a druid must band together with them to fight these forces from afar that would lay waste to the land and leave their four-footed friends extinct, then so be it.

Hit Die: 1d6.

Primary Attributes: Health and Intelligence.

Restrictions:

- You can't use your special abilities while encumbered or wearing a suit of plate.

Skills: Druids have extensive knowledge of plants and animals, and all aspects of the natural world. They are skilled at surviving in the wilderness, though some landscapes will be more familiar than others.

You may also be skilled in other areas, depending on your background and history—hunting, music, or strategy, for example. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- Add your level to attack rolls you make when you have magically taken the form of another animal (if you have the ability to do so).
- You have mastery over 1 spell per level, plus spells equal to your Intelligence modifier. If the total of your level and modifier is less than 1, you have mastery over no spells. Determine each spell by rolling 1d20 on the Druid Spell School table and then again on the sub-table indicated.
- You have a number of Druidic powers equal to your level.
- You may retain a spell in your memory after casting it, or cancel a spell from a non-druidic school that results from your casting, but you lose 1d4 points from your Intelligence score in order to do so.

Roll	Druidic Spell School	Roll	Druidic Spell School
1-3	Air (page 135).	12-13	Healing (page 152).
4-7	Animals (page 138).	14-17	Plants (page 159).
8-10	Earth (page 145).	18-19	Water (page 170).
11	Fire (page 151).	20	Roll on the full table.





Druidic Powers

Druids have unique special powers related to the natural world. If you take the form of an animal, you can't cast spells of a higher level than your own, or perform rituals.

Animal Companion

You are accompanied by a mundane animal, which you play as a second character that counts as one level lower than you. If it is large, its Hit Die is 1d8. If it is medium-sized, its Hit Die is 1d6. If it is small or tiny, its Hit Die is 1d4. It has the normal abilities of any specimen of its type and counts against your hiring limit.

Animal Summoner

You may lose 1 point of Intelligence to summon an animal to your presence. The animal does not arrive by magic, but once present, you may command it to undertake tasks for you if you give it food and lose 1 additional point of Intelligence per command you give it.

Elementalist

You have mastery over 1 additional Air, Earth, Fire, Water, or Winter spell per level. Roll on any of those tables (your choice) for each spell. You may not cast, master, or memorize spells of the Illusion or Necromancy schools.

Form of Claws

You can change into a dangerous animal, but doing so lowers your Intelligence by 2. Your Hit Die in this form is 1d8. Re-roll your Disposition. When you change back, return to your old Disposition if it was lower.

Form of the Sea

You can change into an aquatic animal. If your new form is larger than human-sized, your Hit Die is now 1d8 and you lose 2 points of Intelligence; otherwise you lose only 1 point. Re-roll your Disposition. When you change back, return to your old Disposition if it was lower.

Form of Wings

You can change into a bird form, which allows you to fly, but doing so lowers your Intelligence by 1. Until you change back, your size is small or tiny.

Friend to the Fey

You can recognize faerie creatures and magic, and you can tell where gates to the fey lands are located. Creatures of faeries never react in a hostile manner when they meet you, unless you have already wronged them, and you have advantage on all rolls to socialize with them.

Herbalist

Given one day to harvest materials, you may brew 1d4 doses of either a healing potion that grants advantage to Disposition or healing rolls; or a poison that causes 1d6 damage when ingested (which can also be smeared on weapons to give advantage to damage rolls for half a day). You are also immune to poisons derived from plants and animals.

King of Life

You have mastery over 1 additional Animals, Healing, Plants, or Radiance spell per level. Roll on any of those tables (your choice) for each spell. You may not cast, master, or memorize spells of the Battle, Chaos, or Darkness schools.

The Land Provides

When you live in the wilderness, it counts as living well between adventures, and you heal lost attribute points twice as fast as normal. If you have been maimed or mutilated, the land gives you advantage to your healing roll (which also counts as being healed by magic). You can share these benefits with one other person or animal if they choose to live in the wilderness with you.

The Land Shows the Way

You never get lost in the wilderness, and you can query the stones and rivers to lead you toward your intended destination, as long as it is part of this world.

Low Speech

You can speak to animals, and employ them as followers just as you would humans, only using your Willpower instead of Charisma. You may have human and animal retainers at the same time.

Nature Sense

You know the exact features of the physical environment around you, up to a radius of 10 feet per level, without needing to see or touch it. You do not also gain awareness of living creatures unless they are actively altering the landscape.

Nature's Shield

In a natural environment, including natural caves but not any kind of built structure, the trees and elements themselves protect you from harm, giving you an Armour rating of 12 plus half your level (rounded down).

Primal Instincts

When you wear no armour, you have advantage on your initiative and surprise rolls, as well as rolls to resist the negative effects of pain and injuries.



Mystic

While your typical wizard is a studious type of bookworm, there are those who eschew such intellectual rigours for a more spiritual path toward the arcane. To become a mystic is to be open to the universe, to become a conduit for powers greater than yourself. But the mystic is no slave to magic. Instead they act as focus and a window, bringing into this world what light it needs from afar.

Hit Die: 1d4.

Primary Attributes: Charisma and Willpower.

Restrictions:

- You can't fight or cast spells while encumbered or wearing a suit of plate.

Skills: Mystics are skilled in giving themselves over to forces greater than themselves, which may include the practice of astral projection, automatic writing, divination, meditation, religious rituals, séances, and witchcraft, as well as knowledge of art, literature, music, and philosophy. When you use one of these skills in a risky manner, you must roll equal to or lower than either your Charisma score (if you are performing) or your Willpower score (if you are not) on a d20 to successfully perform your task.

You might also be skilled at some craft or trade that does not pay you particularly well, such as acting or writing. Discuss your character's background and history with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- When you lend psychic aid to someone, according to your philosophies, they get advantage on their rolls. You may only aid a single character at a time, and you may do nothing else while you do so.
- You have mastery of 2 spells per level, plus additional spells equal to your Charisma modifier. If the total of your level and modifier is less than 1, you have mastery over no spells. When you cast a spell that you have mastered, roll against your Charisma score instead of your Intelligence in order to control it. You may memorize a number of spells equal to your level plus your Willpower modifier (not your Intelligence modifier).
- You have Psychic Armour. Roll a number of Hit Dice (d4s) equal to your level and add them together to determine your Psychic Armour score, just as you do for Disposition. You are not required to re-roll this score when you take a rest, but you may, if you like.
- You may cast a spell you have mastered but not memorized, without performing a ritual, but you lose 1d4 points of Willpower when you do so. Unless your Willpower is reduced to zero, you may cast the spell as if it were memorized, but your patron (if you have one) always manifests its presence on a miscast.







Shadowsneak

There are thieves, and then there are *thieves*. The shadowsneak transcends the limits of human skullduggery in order to take fraud, larceny, and skulking around in the shadows to a whole new level entirely.

Hit Die: 1d6.

Primary Attributes: Dexterity and Willpower.

Restrictions:

- You can't use your special abilities while wearing a suit of plate or while you are encumbered due to your equipment. If you are encumbered due to treasure, however, you may use your powers normally.

Skills: Shadowsneaks are skilled at climbing, hiding, moving silently and stealthily, palming objects, picking locks, and picking pockets, as well as knowledge of one or more magical disciplines, which might include the ability to read and write. Or it might not. When you use one of these skills in a risky manner, if you have the proper tools (darkness, lock picks, rope, etc), you must roll equal to or lower than your Dexterity or Intelligence score on a d20 to successfully perform your task. If you lack the proper tools but have something that might work instead, you may still succeed if you roll equal to or lower half your attribute score, rounded down, on a d20 to be successful. The GM will tell you which attribute to roll against.

You may also be skilled in other areas, depending on your background and history—appraisal, counterfeiting, disguise, or smuggling, perhaps. You might even be a legal expert, specializing in the forcible repossession of stolen goods! Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned these other skills.

Special Abilities:

- You get 1 shadow power per level, plus shadow powers equal to your Willpower modifier. If the total of your level and modifier is less than 1, you have no shadow powers.
- You have mastery of 1 spell per level, plus additional spells equal to your Dexterity modifier. If the total of your level and modifier is less than 1, you have mastery over no spells. When you cast a spell that you have mastered, roll against your Dexterity score instead of your Intelligence in order to control it. You can memorize a number of spells equal to your level plus your Dexterity modifier (not your Intelligence modifier).

For each spell you have mastered, you may choose to roll on the full table, or on the sub-table for one of the following schools: Correspondences, Darkness, Enchantment, Entropy, or Illusion.

Shadow Powers

In addition to spells, shadowsneaks get a number of unique special powers both mystical and stealthy, all the better to aid them in getting into, and out of, trouble.

Arcane Assistance

You may lose 1 point of Willpower to give another character advantage to a single roll they make with regards to magic. It could be a save against hostile magic or a roll to control a spell, as long as you can hear, see, or touch them.

Arcane Shield

When you take damage from a magical effect or spell, you may lose 1 point of Willpower in order to take half damage, or no damage if a successful save has already reduced it by half.

Cloak of Shadows

You may lose 1 point of Willpower in order to turn invisible, along with whatever you are wearing and all that you carry. This lasts 1 turn (5-10 minutes) or until you attack someone or cast a spell that affects someone else. A spell that affects no one other than yourself does not end the invisibility.

Cloud Mind

When you activate this power against a target you can sense, lose 1 point of Willpower, then roll a d20 and add both your level and your Dexterity modifier. If your total is equal to or greater than your target's Intelligence score, choose an effect:

- They are stunned for 1d6 rounds or until they are attacked.
- They fail to notice your presence as long as you concentrate and refrain from interacting with them in any way.

Death from the Shadows

When you ambush a foe or attack them from behind (even with magic), instead of rolling you may lose 1 point of Willpower to hit them automatically and inflict your damage twice, as if you had made two successful attacks.

Echosentience

You know the exact features of the physical environment around you, up to a radius of 10 feet per level, without needing to see or touch it.

Hands of a Thief

You may lose 1 point of Willpower in order to roll for searching a location without spending the required time to do so. If you fail the roll, you can still spend time in order to roll again.

The Leaping Darkness

You may lose 1 point of Willpower to perform a superhuman athletic feat. You might balance upon a string, climb a sheer wall, leap an immense chasm, or swim for longer than you can normally hold your breath.

Mind Reading

When you activate this power and concentrate on someone you can sense, roll a d20 and add both your level and your Intelligence modifier. If your total is equal to or higher than their Willpower score, you may either read their surface thoughts until your concentration breaks, or you may ask a question about them and find the answer inside their mind.

Precognition

You may lose 1 point of Willpower in order to receive a vision of the immediate future when you are faced with a relatively simple choice or decision to make. The vision shows you the most likely result of the next few minutes. If you witness your death in this vision, you lose an additional 1d4 points of Willpower.

Psychic Armour

You have Psychic Armour. Roll a number of d3s (instead of your Hit Dice) equal to your level and add them together to determine your Psychic Armour score. You are not required to re-roll this score when you take a rest, but you may, if you like.

Shadow Key

You may lose 1 point of Willpower to instantly open any lock within arms reach, even one sealed by magic. You need not touch the lock to open it.

The Shadow of Memory

After you cast a spell, whether you retained control of it or not, you may lose 1d6 points of Willpower in order to retain the spell in your memory. If your Willpower is not reduced to zero, the spell stays memorized and you may cast it again.

Slippery

You may reduce your Willpower by up to 6 points in order to raise your Armour rating by the same amount. This effect lasts for 1 turn (5-10 minutes).

Spell Control

When you cast a spell you have mastered and fail to control it, you may choose to ignore your failed roll and lose 1 point of Willpower instead (or 2 points if the spell is higher level than you are). If this does not reduce your Willpower to zero, you retain control over your spell.



Spellslinger

The consummate trickster and troublemaker, you are no stranger to making problems and getting into trouble. But with magic at your disposal, you can turn yourself into a problem-solving troubleshooter your critics cannot help but admire. Or can you? Maybe you just leave trouble behind in your wake for other people to solve.

Hit Die: 1d6.

Primary Attributes: Dexterity and Intelligence.

Restrictions:

- You can't fight or cast spells while encumbered, wearing a suit of plate, or using a shield.

Skills: Spellslingers are good at travelling and surviving in the wilderness; gambling, stage magic, and minor sleight of hand tricks; and a roguish style of persuasion and showmanship. You may have knowledge of one particular tradition of magic, but you are not so much an academic.

You might also be skilled at some other profession that does not pay you particularly well, such as acting or writing. Discuss your character's background and history with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- In combat, you may cast a spell as a simple action, or instead of moving. Thus, you may attack, dodge, or move and still cast a spell in the same round. You may also cast a spell in the same round you are injured.
- When you cast a spell you have memorized, whether you retain control or not, you may lose points of Dexterity in order to keep it in your memory, instead of forgetting it. If the spell is your level or lower, lose 1 point of Dexterity. If the spell is higher level than you are, lose 2 points of Dexterity.
- You have mastery of 2 spells per level, plus additional spells equal to your Intelligence modifier. If the total of your level and modifier is less than 1, you have mastery over no spells.
- You have Psychic Armour. Roll a number of Hit Dice (d6s) equal to your level and add them together to determine your Psychic Armour score, just as you do for Disposition. You are not required to re-roll this score when you take a rest, but you may, if you like.

For each spell you start with, you may either roll on the full table or roll on the specific school table of your choice. When you gain new spells upon advancing a level, you must roll on the full table to determine each of them.



marcew





Witch

Other people go through life alone. Sorcerers lock themselves inside their arcane laboratories for weeks on end, while hedge wizards roam the hills where no other people go. But the witch is never by herself. Every witch has a familiar, their souls bound together by an unbreakable bond. Where you see one, look for the other.

Hit Die: 1d4.

Primary Attributes: Your sole primary attribute is Intelligence. If your Intelligence is 8 or lower, you suffer a -10 percent penalty to your experience points. If your Intelligence is 13-15, you gain a +5 percent experience point bonus, and if your Intelligence is 16 or higher, you gain a +10 percent experience point bonus. Each level, you must roll to increase your Intelligence, as well as one other attribute of your choice.

Restrictions:

- You cannot cast spells when you are encumbered, wearing a suit of plate, or using a shield.

Skills: Witches are skilled in arcane arts such as alchemy, herbalism, and negotiating with supernatural beings, as well as skulking around the fringes of civilization and speaking authoritatively in public (especially when pronouncing curses). When you use one of your skills in a risky manner, you must roll equal to or lower than one of your attribute scores on a d20 to successfully perform your task. The GM will tell you which attribute score to use.

You may also be skilled in other areas, depending on your background and history—accounting, farming, or prostitution, for example. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

Special Abilities:

- You have a familiar, which you can play like a second character.
- You have mastery over 2 spells per level, plus spells equal to your Intelligence modifier. If the total of your level and modifier is less than 1, you have mastery of no spells. For each of your spells, you may either roll on the full table, or on the sub-table of any of the following schools: Animals, Darkness, Divination, Enchantment, Illusion, Plants, Prophecy, Revelation, or Summoning.
- You have Psychic Armour. Roll a number of Hit Dice (d4s) equal to your level and add them together to determine your Psychic Armour score, just as you do for Disposition. You are not required to re-roll this score when you take a rest, but you may, if you like. Your Psychic Armour can be used to defend your familiar as well as yourself.

A Witch's Familiar

You have a familiar, which you can play like a second character. It is an animal or an inhuman spirit bound in flesh (a faerie queen, prince of Hell, or some eldritch intelligence from beyond time and space, for example) that follows your orders and acts independently of you. You can see through its eyes and hear through its ears. It is not like the kind of familiar you get when you cast the Familiar spell.

It is the same level and alignment as you and uses your attributes and initiative scores, but has its own Hit Die and Disposition score. It cannot employ hirelings. You may cast a spell through your familiar as if it were part of your body, but it cannot cast your spells when you are unable to cast them.

If it suffers damage after its Disposition score is reduced to zero, you can choose to let it die, or suffer the damage to your own Health instead. If your familiar dies, reduce your Health score by 1, permanently, and choose another familiar. It takes a full lunar month to obtain a new familiar.

When you or your familiar is affected by a spell, cast by yourself or someone else, you may lose 1 point of Intelligence, or 2 points of Intelligence if the spell is higher level than you are, to have the spell affect both of you as if you were the same person, as long as that makes sense. A spell cannot emanate from both yourself and your familiar and then affect another creature, item, or location twice.

There are four sizes of familiars: large, small, tiny, and a doppelgänger that is the same size as your are. When you choose your familiar, choose its size and its type. When you reach Level 4, you may choose a second special ability from any of the sizes, as long as it makes sense. When you reach Level 7, you may choose a third.

Doppelgänger

Your familiar is a magical twin that looks like a creepy version of you. Its Hit Die is 1d4 and it can talk but has disadvantage on any social rolls it makes because it has trouble behaving like a normal person. Choose 1 special ability, based on what type of creature this doppelgänger is:

- **Alluring:** Your familiar is able to speak to, converse with, and persuade others normally (even if you choose this for an animal), instead of suffering disadvantage. It can also cast your spells when you are unable to.
- **Earthen:** Your familiar is made of crystal, metal, or stone. It has Armour 17, and takes half damage from acid, fire, lightning, and piercing weapons.
- **Enabler:** When your familiar helps you or someone else do witchy things, it grants advantage to any rolls made. It can only help one person at a time and it may do nothing else at the same time.
- **Shadow:** Your familiar is a shadow, and thus insubstantial. It cannot affect the physical world or talk without magic, nor can it be harmed by mundane things.

Large

Your familiar is larger than a human—something like an ox, a lion, or a crocodile, perhaps. Its Hit Die is 1d8. Choose 1 special ability your familiar has, based on whether it is either a predator or a steed:

- **Predator:** Add your level to your familiar's attack rolls.
- **Steed:** You can ride your familiar. It moves as if it had Speed 12.

Small

Your familiar is smaller than a human and its Hit Die is 1d6. Choose 1 special ability, your familiar has, based on what type of animal it is (or choose a similar animal):

- **Goat:** When your familiar fights alongside someone else (including you), it grants them advantage to attack rolls because it can sneak up and ram people.
- **Hawk:** Your familiar is able to fly.
- **Jackal:** Your familiar may track by scent.
- **Leopard:** Add your level to your familiar's attack rolls.

Tiny

Your familiar's Hit Die is 1d4 and it cannot attack creatures larger than itself. It is skilled at being stealthy and fitting into small spaces. Choose 1 special ability your familiar has, based on what type of animal it is (or choose a similar animal):

- **Cat:** Your familiar always goes first in the initiative order, and so do you.
- **Crow:** Your familiar is able to fly.
- **Monkey:** Your familiar has hands that can manipulate objects.
- **Snake:** Your familiar is poisonous, so it may attack larger creatures.
- **Toad:** Your familiar allows you to memorize 1 additional spell.

Fantastic Familiars

Alternately, you might prefer to start with a more powerful familiar right away. Maybe it is a supernatural creature, like a pegasus or manticores. Each level, you can choose to either gain 2 more mastered spells, as normal, or you can choose an additional special ability for your familiar instead.

Or, instead of choosing additional special abilities, you may instead choose marks of heritage for your familiar, to reflect its true nature. Demonic, serpentine, and wild heritages are particularly apt.

Random Wizard Equipment

If you are playing a sorcerous character, you can either follow the procedures for equipping your character in *The Nightmares Underneath*, or roll 3d6 on the following table to determine your starting gear. Use the same roll to determine your social class.

Roll Result

- | | |
|----|---|
| 3 | You have fancy clothes that are stolen and bloodied, 50 feet of silk rope with a 50/50 chance of a grappling hook on the end of it, a bottle of something or other, a dagger, a diary or journal (is it yours or someone else's?), a hooded cloak, a jumbled memory, and the face of a well-known slave... of the sultan. |
| 4 | You have a blank notebook and a bottle of ink (but no quills), a handful of fake gemstones, a set of tools for the low-class occupation of your choice, and a bottle of cheap moonshine liquor. |
| 5 | You have 1d6 doses of antitoxin, 1d6 throwing knives, a club, a crowbar, a dozen candles and some matches, a handful of caltrops, a sledgehammer, a small mirror, thieves' tools, and a few symbolic implements of a cult you don't belong to. |
| 6 | You have an animal trap, a chainmail shirt (light armour), a fake hand of glory, a wanted poster you tore off a signpost, and 1 of the following: <ul style="list-style-type: none"> • 1d6 vials of acid hidden inside a taxidermied animal. • 2 shot glasses and a bottle of poor-quality spirits you happen to like. • A bronze knife and a sealed clay jar, stolen from another wizard. |
| 7 | You have 1 week worth of food, 1d6 doses of drugs (your choice what type), a bedroll, a compass, a lantern and 1 flask of oil for it, a mace, a necklace worth 10c, and a lock of hair from a little boy. |
| 8 | You have a book of poetry, climbing gear, a dozen pieces of chalk, a dagger, a dozen torches, a hand mirror, the musical instrument of your choice, a tinderbox, a vial of holy water, and eyes as black as night now. |
| 9 | You have a dubious university degree, a jar of glowing insects, lots of tattoos, a purse with 25 cyphers worth of foreign coins in it, a weird mask, and the enmity of your mentor. |
| 10 | You have a backpack, a bottle of wine, the close combat weapon of your choice, a living plant, a spare change of clothes, a whistle, and a random spell you have not mastered lodged in your memory. |
| 11 | You have a backpack, the close combat weapon of your choice, a vial of perfume, and 1 of the following: <ul style="list-style-type: none"> • Brightly-coloured hair and a silk fan that matches. • A flask of vinegar, some smelling salts, and a trepanation drill. • A letter of introduction to a local noble. • A small memento of your brother. |

Roll Result

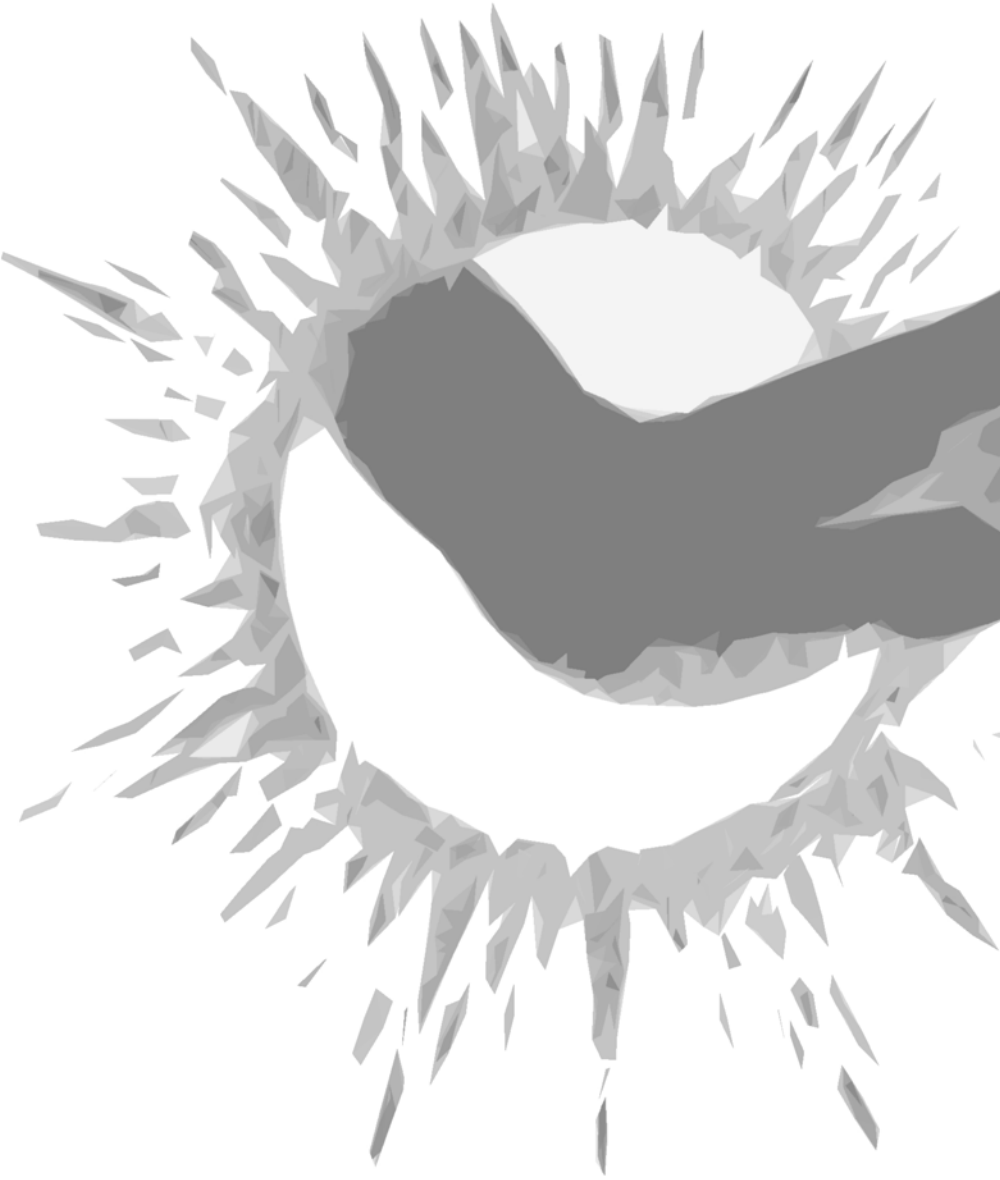
- | | |
|----|---|
| 12 | You have a monogrammed silk handkerchief, a metal helmet that you wrap your keffiyeh around, a short bow, a quiver with 2 dozen arrows in it, a vial of powder that creates brightly-coloured smoke when burned, and a single piece of art, you say what. |
| 13 | You have a bedroll, clothes in need of mending, a deck of cards, a dog, an empty wineskin, paints and brushes, unkempt hair, a walking stick, and the inescapable knowledge that your parents are deeply, deeply ashamed of you. |
| 14 | You have finely-tailored light armour, a healing potion that will restore 1d8 points of lost Health and allow you to re-roll your Disposition when drunk, a shoulderbag containing 1d6 letters that you find hard to read and 2 books (on the subjects of your choice), a sword, and 1 nightmare curse. |
| 15 | You have 2 dozen bullets and a powder horn, a hand-drawn map, a lantern and a flask of oil for it, a pistol, and several photographs of dead bodies. |
| 16 | You have a birthmark, a legitimate hand of glory, a random hireling, a set of writing tools, a spyglass, a sword, and an easy familiarity with both the cultured speech of nobles and the rough dialects of your family's peasants. |
| 17 | You have 1d6 useless baubles or trinkets of your choice, several impressive scars, a shoulderbag, a whisper torch, and a gruesome story about the doom that befell your noble house. |
| 18 | You have 1d6 books about a variety of confusing subjects, a signet ring, a small riding horse with a comfortable saddle and sturdy saddlebags, and a songbird in a cage. |

And probably more, depending on your profession:

- **If you are an avatar or a cultist**, you also have 1 item symbolic of your cult or patron. You and the GM decide together what that item is.
- **If you are a bard**, you also have a musical instrument, if you want one.
- **If you are a battle wizard**, you also have 1 additional weapon, and two dozen pieces of ammunition (e.g. arrows or bullets) if it is a ranged weapon.
- **If you are a blood caster**, you also have bandages, a dagger, and a bloodstained ritual vessel (such as a cup or bowl).
- **If you are a chaos mage**, roll again until you get a different entry and give yourself 1 random item from this second equipment list.
- **If you are a druid**, you also have a pouch of herbs and a small knife.
- **If you are a mystic**, you also have 1d6 doses of drugs (your choice what type).
- **If you are a shadowsneak**, you also have thieves' tools.
- **If you are a spellslinger**, you also have 1 additional close combat weapon.
- **If you are a witch**, you also have 1d6 doses of antitoxin and 1d6 vials of the poison of your choice.
- **If you have mastered spells**, you also have a spellbook that reflects your personality (with full spell formulas or synecdoches of your spells, your choice).







On

Chapter 4.



Patrons
in Whose

Service

One Night Toil



A Life of Service

Having a patron is not the same thing as being a cultist. When you join a cult, you become part of a group who may or may not have any contact with the being or divine concept they worship. Yes, they might have spells, but these are just as likely to be the products of diligent arcane research as they are a gift from on high. A cultist might even worship a being that does not, or cannot, really exist and still enjoy the benefits of sorcery and fellowship within their cult.

A patron, by contrast, is something or someone you must interact with directly if you wish to receive the benefits of their patronage. Patrons normally require service in exchange for their blessings, though some merely transform their followers, both physically and mentally, into beings that more closely resemble them.

In addition to describing what sorts of people (and other creatures) follow them, each patron's description lists a number of important details to keep in mind when fighting, following, or otherwise dealing with them.

Initiation

Some patrons take on human followers at the drop of a hat. Others require complex and sometimes dangerous initiation ceremonies. You cannot take a being as a patron if you do not follow the right procedures.

When you gain a patron, choose one boon and one taboo. Each time you level up, you must choose one sign, and you have the option of choosing another boon as long as you also choose another taboo.

If you begin play with a patron already, choose one boon and one taboo. You may also start play with one sign, if you wish, but it is not required. If you begin play with a patron and your character has spells, you may decide your spells come from your patron instead of magical formulas. See the next section for details.

Alignment

Every patron has its own alignment, though some neutral patrons could be viewed as “alignment-agnostic” or simply abstaining from human morality. This is especially true of those whose mental processes are completely alien.

Some patrons only accept followers of their own alignment, while others care little for the morals their human cultists labour under, instead accepting service from anyone. Patrons may also put limits on the activities of their followers that impact some alignments more than others, without affecting alignment specifically.

Aspects

Every patron is made of narratives, of signifiers, of concepts and aesthetics. When you consider how a patron manifests itself, or what kind of services it requests of its followers, consider its aspects.

Boons

These are special powers and abilities granted by a patron to their followers. **When you become a follower**, you must choose one of these. You have the option of choosing another each time you gain a level, but for each boon you receive (including the first), you must also choose one taboo to abide by.

Only the avatar profession is able to select boons without also selecting taboos to go along with them, because they are embodying the essence of their patron on Earth, and even they must still select at least one taboo

Quests

Even those patrons who lack a sentence require their followers to pursue certain actions and goals. Because every patron is unique, their needs also differ from each other (and possibly from the needs of their followers). Followers may be directed to undertake a quest listed in this section, or something of a related nature, at any time. Followers who refuse to undertake quest will soon find themselves without a patron.

Signs

When you follow a patron and serve their will on Earth, you pick up signs of that patronage—visible expressions or markers of your relationship, the ideals you have committed to, and the influence your patron intends to have upon the world. A sign is neither an outright flaw nor always a benefit. It can be just like a mark of heritage or merely cosmetic. In many cases, it puts you at odds with the law's stance on idolatry.

You are not required to manifest a sign of your patron when you first become a follower, but **you must choose one each time you gain a level**. You may also gain more signs as a result of casting spells or other activities, which vary from patron to patron. You can choose the same sign multiple times if it makes sense to do so.

Spells Granted

Sorcerous followers are not required to give up their spell formulas, though it is an option. If your patron grants you spells, however, you must use the divine casting rules on the following pages instead of magic formulas and determine which spells are available to you by rolling on your patron's unique list of spells.

A patron's spell list can also be used as a guide to determine what sorts of effects a patron might have on the world when they manifest directly or undertake an act of divine intervention.

Taboos

In order to gain power by following a patron, you must abide by certain restrictions. **For each boon you receive from your patron**, you must also select one taboo to abide by. A taboo might make something impossible for you to do, it might impose a punishment if you undertake certain actions, or it might make certain things more difficult for followers to accomplish. You may, of course, choose to abide by taboos you have not selected, as a way of honouring your patron, but they are not binding.



The Magic of the Gods

Not all adepts of supernatural arts must rely upon arcane scholarship to bend the rules of reality. Amongst those who have not accepted the law into their hearts, there are some who maintain a relationship with otherworldly spirits, gods, and demons. Bards pray to the pagan muses for divine inspiration. Cultists worship graven idols and heathen gods. Wizards make pacts of power with infernal entities and alien intelligences. Even scholars may fall from the noble path and devote themselves to the worship of ghosts.

If your profession grants you spells, you may choose to receive them from a patron deity instead of having spells mastered. Choose one of the patrons in this book, or work with your GM to create a new one. Whether the other PCs know about your patron or not is up to you, but if you manifest a great many signs of your relationship, it may be all too obvious.

If your magic comes from a patron deity, the following things are true:

- You have no spells mastered and you cannot master new spells from formulas or synecdoches. Instead, your patron deity grants you the same number of spells as your profession would normally grant you.
- You have no spellbook. Instead, when you commune or consult with your deity for 1d4 hours, your patron deity implants your chosen spells directly into your mind. Once in your memory, you may cast them as normal.
- If you have one of your deity's spells memorized, you may cast it as a ritual, the same as if you were using a spell formula to perform a ritual and not destroying it. You do not forget the spell after the ritual is finished.
- When you fail to control a spell, consult the divine miscasting table on the following page instead of the normal miscasting table.
- When you gain a new spell (either by increasing your level or the relevant attribute), roll on the table in your patron's description.
- You may not be of lawful alignment unless you follow a lawful patron. Receiving spells from a supernatural entity is profane idolatry, anti-social heresy, and strictly illegal throughout the Kingdoms of Dreams—but not every possible patron is a divine intelligence contravening the natural order.
- If you lose your connection to your patron deity, it cannot grant you spells.

You may still cast spells from formulas, and use them to memorize additional spells, the same as any other character (though your total limit for memorized spells remains the same). You cannot memorize spells from synecdoches, even spells that your patron deity is able to grant you, because you have not actually mastered them.

If you have spells mastered and you gain new spells from your patron, these new spells are not mastered and you must use the rules above. When you prepare spells, it still only takes 1d4 hours, as you may combine the normal memorization process and communing with your patron into a single activity.



When you cast a spell granted to you by your patron, you must roll to control it just like any other spell. However, if you fail to control it, roll on the divine miscasting table instead of the normal one.

Divine Miscasting

If you cannot control your patron’s spell, roll 1d12 to determine the results:

Roll	Result
1	You cast a different spell from the full list on a different target, in addition to your original spell (which works as normal).
2	You cast a different spell from the full list on your original target, in addition to your intended spell (which works as normal).
3	You cast a different spell from your patron’s list on a different target, in addition to your original spell (which works as normal).
4	You cast a different spell from your patron’s list on a different target, instead of your intended spell.
5	You cast a different spell from your patron’s list on your original target, in addition to your intended spell (which works as normal).
6	You cast a different spell from your patron’s list on your original target, instead of your intended spell.
7	You lose 1d4 points from a random attribute score. If it is not reduced to zero, your spell works as normal.
8	Your patron briefly manifests its presence on this plane of existence (roll 1d10 on the following table to determine its nature); and roll again on the divine miscasting table. You may roll this result multiple times in a row.
9	Your spell affects a different target (but otherwise works as normal).
10	Your spell is roughly half as effective as expected (GM’s discretion).
11	Your spell works as normal but you gain 1 sign of your patron, determined at random. This sign is permanent.
12	Your spell works as normal but you must undertake a quest on behalf of your patron, determined at random or by the GM.

Different spells are determined randomly, either from the full d1000 spell table, or from your patron’s spell list. If you accidentally cast another spell that you have memorized, that spell is also lost from your memory, in addition to the spell you had intended to cast.

Different targets are determined randomly, from all those that might conceivably be affected. Spells that affect the caster only may be given new targets this way.

If your patron manifests its presence, see the opposite page.

Manifestations

Followers allow a divine patron to reach into the material plane and affect it directly. This can happen as the result of a spell miscasting, complicated rituals, or because of magical items or other influences.

If you undertake a quest given to you by your patron, once it has been completed, you may perform a ritual that causes your patron to manifest its presence in your location. This ritual takes 9 hours and requires an additional sacrifice of art, lives, material goods, resources, or work, as appropriate to the patron. Once this ritual is finished, the patron manifests.

Manifested Presence

If your patron manifests its presence, roll 1d10 to determine the results:

Roll	Result
1	An ally of this patron is bolstered (specific effect determined by the GM).
2	A creature connected to this patron appears.
3-4	An element or situation connected to this patron manifests.
5	An enemy of this patron receives a terrible blow (damage and effect determined by the GM).
6	The entire location surrounding the spellcaster is corrupted or influenced by their patron (permanent effects as determined by the GM).
7-8	A follower of this patron temporarily gains 1d6 new signs of patronage (roll 1d6 twice to determine the duration):
	1 1d6 days. 3 1d6 minutes. 5 1d6 turns.
	2 1d6 hours. 4 1d6 rounds. 6 1d6 weeks.
9	An item or object connected to this patron appears.
10	An item or object opposing this patron is destroyed or ruined.

In addition to the above table's results, when a patron manifests its presence, signs of that presence become obvious. These are small, minor, and temporary unless the location becomes corrupted or influenced, but they can still have a profound effect on witnesses. An influenced location has its shape or features permanently changed, and a corrupted location shows signs of the patron forever after.



Asklepios the Healer

In the ancient world, a host of benevolent deities protected the Earth from the inhuman horrors of the outer darkness. But these days, humans have taken destiny in their own hands, cast down their idols, and awoken to the threat of nightmares. But there are those who cling to the old ways despite what the law would say. There are those who remain faithful to Asklepios and reject the idea that he can be the root of heresy when he provides nothing but health and medicine.

Alignment: Good.

Followers: Those who follow Asklepios and maintain his sacred sites are healers who believe the old ways are still valuable, despite what the law says. They defy the sultans who rule the Kingdoms of Dreams in order to heal the sick and unwell.

Initiation: Those who would take Asklepios as their patron must experience a healing vision at one of his sanctuaries. Only those who have been cured by him are accepted.

Aspects

Asklepios is known by the dream serpents he carries, for the mountain springs and the clear water where his sacred sites are located, and the tiny scalpel by which he can open people up without killing them. He can also be represented by dream symbols.

Quests

Asklepios demands only that his followers heal the sick and tend the injured.

Signs

- You always carry medical supplies wherever you go, whenever you can.
- You always smell of healing herbs and fresh air.
- You dress in the robes of the ancient world's healers and feel uncomfortable in other garb.
- You have a medical procedure, illustration, or text tattooed on your body.
- You have a tattoo of a serpent.
- Your presence is calming whenever you harbour no ill intent.
- Your skull has marks resembling those made by trepanation.

Spells Granted

Asklepios gives access to the Enhance, Healing, and Protection schools. You may choose a spell affecting dreams instead, as long as you complete a quest specifically to learn it first.

Boons of Asklepios

The Doctor

You can diagnose an illness, curse, or other malady simply by looking at someone.

The Exorcist

If you spend 8 hours inducing healing visions in a patient, and successfully save against your Intelligence, you can cure them of one random nightmare curse. The nightmare does not manifest in the real world unless you fail the roll and it chooses to do so. You lose 1d4 points of Willpower after performing this ritual.

The Healer

A number of times per day equal to your level, you can treat a patient, and if you save against your Intelligence and lose 1 point of Willpower, they are cured of a particular mundane malady. Choose 1 additional healing ability each time you take this boon:

- They gain 1d6 Disposition.
- They regain 1d4 points of lost Health.
- You can cure a disease or neutralize poison (but not reverse damage already done).
- You can restore sight to the blind and hearing to the deaf.

The Magus

Asklepios grants you 1 additional spell per level. At least one must be a Healing spell, but otherwise, you may roll on your choice of Enhance, Healing, or Protection spell tables to determine them. You may choose this boon multiple times to gain more spells.

Taboos of Asklepios

Hippocratic Oaths

Each time you select this taboo, choose one of the following restrictions. If you break a restriction, you cannot make use of any power Asklepios has granted you until you heal someone with your own skills at one of his sacred sites.

- Choose 2 schools of spells you can no longer cast, master, or memorize.
- You must always defend someone in your care or that you have sworn to defend.
- You must always heal someone who requests it, no matter how evil they are.
- You must never attack someone who has not attacked you, someone in your care, or someone you have sworn to defend.
- You must never attack someone who is wounded and has stopped fighting.

Peaceful

Reduce your Hit Die by one size (e.g. 1d6 becomes 1d4, 1d8 becomes 1d6). If your Hit Die is already 1d4, you cannot choose this taboo.





The Crawling Chaos

It is said the primal chaos that birthed the world still remains at the centre of Creation, blind but still raging. The Crawling Chaos is a conscious entity, some might even say hyperconscious, composed of millions of minds but it is without conscious thought. It is living chaos, with no control over itself and no capacity to reason.

It sends avatars in more human forms to worlds on many planes, with one express purpose only: to degrade and destroy conscious thought and the civilizations that arise because of it. The Crawling Chaos would have intelligent life exist in a permanent state of emotional panic without the possibility of communication between individuals—or indeed, even between the many parts of a single organism.

Alignment: Chaotic.

Followers: The Crawling Chaos is worshipped by insane cultists in disparate, isolated corners of the world. Most are already insane, hoping to somehow get rid of the thoughts in their heads that pester them. Occasionally, vengeful wizard or passionate revolutionaries make unwise agreements with the Crawling Chaos in order to bring powerful tyrants to heel.

Initiation: To become a follower of the Crawling Chaos, you must send your mind to the middle of the universe, where it thrashes endlessly, surrounded by intense, maddening sound where none should exist. If you can resist being consumed by its bulk completely, you may take it as your patron.

Aside from the spell Contact the Crawling Chaos, cultists have various other ways of sending their minds through the Astral Sea. Some breath psychoactive smokes and vapours, others use ecstatic dance rituals, and the most desperate induce near-death experiences to reach the terrible throne of their unthinking patron.

Aspects

The Crawling Chaos has few symbols attached to it, aside from the scribbled sigils of madmen. It destroys rational thought but not conscious experience, promoting the urges and impulses of the flesh, and the effect that disordered thoughts have on the body. It also forces creatures to meld with each other, so confused thoughts can pass through alien limbs and organs, becoming even more panicked and jumbled.

Quests

Followers of the Crawling Chaos are directed to attack social institutions by inflicting insanity upon their people, especially their leaders. Insidious infiltration through the lowest classes is a means to the corruption of those at the top. Followers typically begin attacking those institutions they are most familiar with, but those who were already xenophobic before joining the cult tend to strike outward instead.



Signs

- **Compelled:** You have a weird look in your eyes, +1 Ferocity, and -1 Willpower.
- **Conduit:** You may cast a spell that the Crawling Chaos can grant you, without having it memorized, but you lose 1d6 points of Willpower in order to do so.
- **Deformed:** Part of your body is warped and misshapen. This sign may be taken multiple times, with a different part being affected each time.
- **Haunted:** Inanimate objects occasionally move in your presence, in odd ways. Choose one weird phenomenon each time you gain this sign.
- **Instinctive:** You get +1 Ferocity and -1 Intelligence.
- **Mad Piping:** Certain sounds become weird in your presence, or occur without a source. Choose one sound effect each time you gain this sign.
- **Savage:** You are often unkempt and you get +1 Ferocity and -1 Charisma.

Spells Granted

Roll 1d100 for each spell the Crawling Chaos is able to grant:

Roll	Spell	Roll	Spell
1-5	Alteration spell (pages 136-137)	55-59	Insanity
6-7	Amalgamation	60-62	Insidious Psychic Attack
8-10	Body Warping	63-64	Irritation
11-12	Cause Mutation	65	Living Spell Conduit
13-14	Cause Pain	66-67	Mental Blast
15	Chaos Field	68	Metamorphosis
16-20	Chaos spell (page 141)	69-70	Mind Blank
21-23	Confusion	71-72	Mind Transfer
24-33	Contact the Crawling Chaos	73-75	The Outer Noise
34-35	Cypher	76	Paranoia Trap
36-38	Debasement	77	Past Thoughts
39-40	Despair	78-79	Psychic Attack Tentacles
41-42	Disable Senses	80-81	Shapechange
43-44	False Memory	82-84	Social Decay
45-47	Feeblemind	85-89	Summoning spell (page 167)
48-49	Fire in the Head	90-92	Temporary Madness
50-51	Forget Me	93-94	Twisted Flesh
52-53	Forgetting	95-96	Union of Flesh
54	Group Mind	97-100	Wasted Mind

Boons of the Crawling Chaos

Chaos Sorcerer

The Crawling Chaos grants you 1 additional spell per level, from its spell table. You may also memorize 1 more spell than normal. **Each time you cast one of these additional spells**, it works as intended and you must also roll on the divine miscasting table. You may choose this boon multiple times, for more spells.

Dangerous

Your Hit Die increases by one size (i.e. from 1d8 to 1d10, from 1d4 to 1d6). You may choose this boon multiple times, until your Hit Die is 1d10 (it cannot become 1d12).

Mutant

Each time you select this boon, you gain a minor mutation of a beneficial nature. You might have acidic spit, claws, fangs, hardened skin or thick fur that acts as light armour, nightvision, or sonar, for example. These mutations are visible and obvious.

Taboos of the Crawling Chaos

Deformity

Each time you select this taboo, you lose some useful part of your body and your Charisma score is permanently lowered by 1. You might have a crippled hand, a club foot, no eyes, or a mangled tongue that prevents you from speaking clearly, for example.

Degenerate

Each time you select this taboo, choose a behaviour that inflicts 1d6 damage on you:

- Assisting the authorities without being forced to by violence.
- Helping another person do anything non-violent.
- Earning money, honouring a contract, or paying the asking price.
- Speaking to a lawfully aligned person, without uttering genuine threats.

Drain

Each time you cast a spell or use a boon that the Crawling Chaos has granted you, reduce your Willpower score by 1d4 points. When your score is zero, you fall unconscious and the Crawling Chaos manifests its presence in your location.

Intolerance

Each time you select this taboo, choose 1 civilized profession that upholds the law and social order (e.g. judges, municipal bureaucrats, police, practicing lawyers, etc). You must attack these people whenever you encounter them, if not with lethal force then at least verbally and viciously.



The Dreamer in the Deep

Inside its prison, deep beneath an ocean somewhere, this alien deity from beyond the realm of human comprehension lies dead, dying, asleep, or some combination of the three. Its unconscious mind seeks a rebirth, and to that end, it throws out dreams into the ether. It has its own people, amphibious and psychic, who feed on thoughts and memories, but they cannot awaken it, so the Dreamer in the Deep reached out further, and found the Earth.

Alignment: Evil.

Followers: Most followers of the Dreamer in the Deep are psychically sensitive people who received visions in their dreams and were unable to resist the compulsions that came with them. Only the most ambitious become cult leaders, though.

Initiation: Only those who receive dreams can follow the Dreamer, but its cultists can send them to people who have never experienced them before, so it is not entirely a matter of chance and sensitivity.

Aspects

Because the Dreamer and its servants dwell in something resembling liquid and their material forms are partly psychic, they have an aquatic or amphibian appearance to human eyes. Their thought tendrils look like tentacles, their filters like gills.

Because the Dreamer is imprisoned in a state similar enough to death that human minds cannot tell the difference, funerary icons and symbols related to tombs are also popular, as they call this entity to mind. These are often mixed with the cyclopean, monumental architecture of the Dreamer's otherworldly servants, covered in their oddly-curving glyphs that look three-dimensional even though they are not.

Quests

Followers of the Dreamer are only ever requested to alter certain events or erect arcane monuments that will align "the stars," creating the conditions for awakening. This can take many forms, from warring with other wizards to drastic urban destruction. The Dreamer sometimes issues commands that seem contradictory, but only it can see the whole pattern of its machinations play out.

Signs

- The cast of your face becomes distinctly fish-like.
- You cover your body in the glyphs of the Dreamer's otherworldly servants.
- You grow additional eyes in strange places. They grant you no significant advantages, sometimes being more of a hindrance than a help.

- You smell faintly of ozone and the sea.
- Your eyes become cloudy, as if covered in cataracts. This does not affect your vision in any noticeable way.
- Your fingers become rubbery and flexible, with odd, hook-like protrusions on the ends of them.
- Your hair becomes like tentacles, forming ringlets or dreadlocks.
- Your skin becomes damp, constantly covered in a clear, tasteless liquid that is neither water nor oil.
- Your voice echoes slightly in places where it should not.

Spells Granted

Roll 1d100 for each spell the Dreamer in the Deep is able to grant:

Roll	Spell	Roll	Spell
1	Aura of Fear	54-56	Mental Blast
2-3	Body Warping	57-58	Message
4-5	Clairaudience	59	Mind Blank
6-7	Clairsentience	60-61	Mind Reading
8-9	Clairvoyance	62-64	Mind spell (page 156)
10-11	Colours From Beyond	65-68	Mind Transfer
12-13	Confusion	69-70	The Outer Noise
14-20	Contact the Dreamer in the Deep	71	Part the Waters
21	Crossbreeding	72	Planar Destabilization
22	Debasement	73-75	Psychic Attack Tentacles
23-25	Detect Invisible	76-77	Scrying Pool
26	Detect Magic	78	The Semblance of Death
27	Dispel Law	79-83	Send Dreams
28-29	Drag the Waters	84	Social Decay
30-32	Divination spell (page 144)	85-87	Summon Planar Monster
33-35	Dream Control	88	Telepathic Hearing
36-39	Dream Vision	89-91	Temporary Madness
40-42	Dreamwalk	92-93	Tentacle
43	Drowning	94	Theft of Memories
44	The Face of All Your Fears	95	Tsunami
45-47	Hypnotic Suggestion	96-97	Visions of the Past
48-50	Insidious Psychic Attack	98-99	Voice of Command
51-53	Mass Delusion	100	Wither



The Dreamer's Boons

At Home in the Depths

Each time you select this boon, you become adapted to one inhuman environment, and are able to survive in it the same as you would on terrestrial ground. You may choose to become aquatic, and resistant to the pressures of the ocean depths, for example; or able to survive in the black void between the stars, without the need for air or the warmth of the sun. This adaptation does not make you immune to any type of attacks; just the environmental effects that would normally be inhospitable.

Banishing Curse

You may abjure a single human at a time, as if you were a cultist and they were your spiritual enemy. This does not affect multiple people at a time, only a single target you can see, hear, or touch.

The Call of the Siren

When you sing out to someone, they feel a great urge to approach you. If they wish to resist, they must spend a full round and save against their Willpower. If they fail, they must move at least a short ways, but they can try again the next round. Once they succeed at a save, they cannot be affected again for at least one day. You may move while singing out to a target, but not attack, and this power only affects one target at a time.

Hex Nihil

When you speak to someone about the utter meaningless nature of human existence, roll a d20 and add your level and your Intelligence modifier. If your roll matches or exceeds their Willpower score, they suffer 1d6 damage. Whatever the result of your roll, you may also voluntarily lose 1d4 points of Willpower to inflict an additional 1d8 damage. If their Disposition is reduced to zero, they attempt suicide.

High Priest of the Dreamer

The Dreamer in the Deep grants you 1 additional spell per level, from its spell table, and 1 nightmare curse. If you roll a nightmare curse you already have, ignore it but do not roll again—you just get lucky this time. You may select this boon multiple times, to gain more spells.

Like the Bottom of the Depths

Parts of your body become encrusted with coral, which counts as light armour. Because the coral is sharp and hard, your unarmed attacks become as effective as if you had a weapon. Any clothes or wearable armour you buy costs at least twice the normal price.



Nightmare Visions

You can pass on nightmares of the Dreamer in the Deep to those who are not followers. If you touch someone and roll their Willpower score or higher on a d20 (add your level and your Intelligence modifier), they are unable to rest the next time they sleep. Because of these nightmares, they lose 1d6 points of Disposition (but not Health), are unable to regain lost attribute points and may not re-roll their Disposition. Additionally, the visions they have of the Dreamer in the Deep cause them to lose 1 point of Intelligence.

Otherworldly Armour

You can sacrifice points of your Intelligence to protect yourself. For each point you lose, your Armour increases by 1 for turns equal to your level. Only minions of the Dreamer in the Deep may ignore this Armour bonus.

Servant of the Deep

The Dreamer in the Deep sends one of its minions to assist you. It is a random dweller in the deep of your level or lower. It obeys your commands and fights for you, but also follows its own compulsions and undertakes your patron's wishes as well. If it is banished, destroyed, or killed, another random dweller in the deep arrives during the next full moon. You may choose this boon more than once.

Speed of the Deep

In a fight that involves any extraplanar creature, you can either use your own initiative roll, or act immediately before any of those extraplanar creatures.

Waking Dreams

You are capable of memorizing 1 additional spell, as long as it was granted to you by the Dreamer in the Deep. This spell is stored inside your dreams and cannot be removed or stolen until you cast it or voluntarily give it up. You may select this boon multiple times.

Zone of Alienation

You can lose 1d4 points of Intelligence in order to create a zone of alienation around yourself. It has a radius of up to 10 feet per level and lasts for 1 turn per level or until dispelled. Every other creature inside this zone feels an oppressive sense of dissociation, sorrow, and "wrongness" pushing down upon them like a great and terrible weight. If they fail to save against their Willpower, they have disadvantage on all their rolls to interact with other creatures (including attack and damage rolls).

Anyone who approaches the centre of the zone (which is you) suffers 1d6 non-lethal damage in the form of madness, and if they are not already suffering disadvantage from the weight, they must save again to avoid it. Once a save has been failed, the disadvantage lasts as long as the zone does.



The Dreamer's Taboos

Alienation

Each time you select this taboo, choose 1 type of location from the list below that you have become alienated from. You have disadvantage on all of your rolls when you are in a location you are alienated from, and your enemies get advantage on their damage rolls against you.

- Apothecaries, barber shops, hospitals, and other places of medicine.
- Banks, mints, pawn shops, treasures, and the offices of moneylenders.
- Forges, foundries, and smithies.
- Houses of law and justice.
- Binderies, book shops, libraries, and printing houses.
- The private homes of people living in a lawful settlement.

Contagious Dreams

Anyone who sleeps in your presence (i.e. the same room, or at least nearby) suffers terrible nightmares. They get disadvantage to their Disposition rolls the next day, and so do you. They cannot heal lost attribute points the next day, and neither can you.

Intensely Disturbing

When you are in a settlement, your Resentment score increases by 1 for each day in which you cast a spell given to you by the Dreamer in the Deep or use one of its boons, in addition to any increases that happen because of what you do.

Lurking in the Shadows

You have disadvantage on all rolls you make in direct sunlight unless you are under the influence of an Astral, Battle, Chaos, or Darkness spell.

Overzealous Madness

Because your insane worship of this alien entity is obvious upon your crazed features, you have disadvantage to Charisma rolls when dealing with normal, civilized people.

Spiritual Enemies

Each time you select this taboo, choose 1 of the following types of monsters, who will attack you on sight and refuse to parley or leave you in peace.

- Beastlings.
- Dwellers in the deep not connected to the Dreamer in the Deep.
- Faeries.
- The undead.



Mog-Mnogoth

Called by a thousand different names in as many lands or more, on the Highland Coast the opener of ways is known as Mog-Mnogoth, the One that is All, and the Web of Ruin. Some say this being is mindless, and its power can be tapped the same as any spell—through arcane rituals—while others say its mind is so far advanced that mere humans have no comprehension of its workings. Among its followers, there are yet others who care nothing for this distinction, so long as Mog-Mnogoth can help them achieve their goals.

Alignment: Chaotic.

Followers: Mog-Mnogoth is not noticeably conscious of its followers, who seem to tap into its power of their own accord. It accepts anyone who survives the initiation rituals, showing favour and demanding action seemingly at random (for no mere mortal can truly understand its motives).

Initiation: The initiation rite is a complex magical procedure that must be performed at a site of some significance to travellers. The rite may or may not include casting the spell *Opening the Way*, depending on the tradition you receive.

In every version of the ritual, you must build a complicated box in a remote wilderness area, then imprison yourself inside it for a week, with only the food and water that will fit in there with you. For the entire time you remain conscious, you must chant the seven hundred ritual phrases of the *Opener of Ways*, until your mind expands and you see the true complexity of the universe smashing its terrible way through your consciousness.

At the end of the ritual, you lose 1d12 points of Willpower, or you can save against half your Intelligence to lose only 1d6 (Mog-Mnogoth counts as higher level than any mortal person). If your Willpower is reduced to zero, you become a slave to Mog-Mnogoth, and your body transforms into an interplanar portal over the course of several days, ending your life. If you survive this ordeal, you become a follower of Mog-Mnogoth.

Aspects

The *Opener of Ways* is generally depicted by a series of interconnected circles and rings, certain interlocking geometric patterns (which can be hidden in orthodox geometries), and a spiralling style of writing. Because the iridescent globes are strongly associated with Mog-Mnogoth (both on the Highland Coast and some other places), rainbow swirls and multicoloured patterns can also be used to indicate a connection to it.

If Mog-Mnogoth manifests physically, as the result of a miscasting, the caster manifests the *Opener of Ways* outside themselves, as described in the spell *Opening the Way* (page 296), and everyone in that location touches it for a single round.





Quests

Mog-Mnagoth demands followers enact its will. Open all the doorways, crash through all the gates, tear down all the walls. Barriers of all kinds offend the Opener of Ways. There are certain limits, however. This being would destroy the barrier between life and death, but the actual state of individual creatures—dead or alive, or undead—are meaningless to it. As much as it can give you the power to travel into the past or the future, Mog-Mnagoth does not see time as a barrier. It does not experience time in a linear or teleological manner, and it cannot die. Space must all become one, but time needs no compressing, and death needs no reversing.

If the Opener of the Way demands a follower destroy a specific barrier, they must try for at least a month and a day, or they lose all powers it grants for a year.

Signs

- **Changing on the Inside:** Your bones transmute into a strange, brittle metal. They are harder than bone but break just the same. Your teeth appear greyish or metallic when they are clean.
- **Daily Aging:** You look your natural age only at dusk and dawn. You appear almost a decade younger at noon, almost a decade older at midnight.
- **Doorways:** You become slightly blurry when you pass through a liminal space, such as a doorway or other passageway.
- **Eyes of the Other World:** There is nothing but darkness in your eyes.
- **Fading:** When you cast spells, have spells cast upon you, or otherwise come into contact with magic, you become slightly transparent.
- **Flexible:** You become extremely double-jointed. Sometimes your limbs even pop out of their sockets and must be put back in.
- **Foresight:** You get advantage to your initiative and surprise rolls but you cannot re-roll your Disposition after a short rest, even if you eat and drink.
- **Limbs of Mog-Mnagoth:** One of your limbs is made of strange cones, rods, and wires all made of metal, with the occasional glass lens, instead of meat.
- **Mind-Gnawing Madness:** You get +1 Willpower but -1 Intelligence.
- **The Opener's Apprentice:** You can pick locks as if you were skilled, and suffer no penalties for using even the most rudimentary of tools when you do so, but you can never intentionally leave a cabinet, door, lid, window, or other portal locked.
- **Preternatural Movements:** You have advantage on evasion rolls and rolls to run, jump, or perform other athletic maneuvers, but your resentment score in any settlement always starts at 1 and cannot be lowered to zero.
- **Transitions:** You become slightly blurry during liminal times, such as twilight, during rituals beginning or ending an activity, or when casting a spell.

Spells Granted

Roll 1d100 for each spell that Mog-Mnogoth is able to grant:

Roll	Spell	Roll	Spell
1	Arcane Connection	40	Magic Pockets
2-6	Arcane Portal	41-43	Mental Map
7-8	Astral Projection	44-46	Message
9-11	Astral spell (page 139)	47-51	Open
12-13	Bridge	52-60	Opening the Way
14	Call to Hand	61	The Outer Noise
15-16	Colours from Beyond	62-64	Secret Space
17-18	Conjuration	65-67	Shadow Walking
19	Conjure Vehicle	68-69	Spell Conduit
20-24	Correspondences spell (page 142)	70-74	Summoning spell (page 167)
25-26	Create Path	75-76	Sympathetic Link
27-31	Create Portal	77-79	Teleport Others
32	Drag the Waters	80-84	Teleport Self
33-34	Ethereal Projection	85-86	Tesseract
35-37	Group Teleport	87-90	Trading Places
38	House of Leaves	91-95	Translocate
39	Instant Return	96-100	Warp Distance

Boons of Mog-Mnogoth

Absolute Knowledge

Mog-Mnogoth grants you 1 additional spell per level, from its spell table. You may select this boon multiple times, for more spells. **When you miscast a spell**, there is a 50/50 chance that a spell you cast by accident is one of Mog-Mnogoth's spells. You may select this boon multiple times, to gain more spells.

Advanced Casting of the Ways

You may cast a spell that Mog-Mnogoth has made available to you but you do not currently have memorized. Roll to control it as normal, then lose 1d6 points of Intelligence. You may select this boon additional times, each time gaining one of the following additional bonuses when you use this ability:

- You get advantage on your roll to control this spell.
- You may cast any spell on Mog-Mnogoth's spell list table above (excluding spell school results), not just those Mog-Mnogoth has made available to you.
- You only lose 1d4 points of Intelligence instead of 1d6.



The Eyes of the Opener

Each time you select this boon, choose 1 of: creatures, locations, or objects. You may use Mog-Mnogoth’s senses to perceive things in the categories you have selected. Name the target you want to perceive and reduce your Willpower by 1d4 points. You experience a vision of the target named—where it is, what is happening there, etc. Then save against your Intelligence. If you are successful, you may ask 1 question about the target for each point of Willpower lost and receive a true answer. If you fail, you have seen too much and you must roll 1d12 on the table below. If any of your attributes are reduced to zero, you are consumed by Mog-Mnogoth, body and soul.

Roll	Seen Too Much Through the Eyes of the Opener
1	For a moment, your mind melds with that of an alien god and you lose 1d12 points of Intelligence.
2	Mog-Mnogoth manifests in your location.
3-4	A random dweller in the deep is summoned, alone, to your location.
5	A random elemental is summoned to your location.
6	You are transported to your target’s location.
7-8	You experience inhuman visions and lose 1d4 points of Intelligence.
9-10	You gain a nightmare curse (even if you are not inside an incursion).
11-12	You lose an additional 1d4 points of Willpower and you must ask a single question about the target for each point lost.

The Longest Reach

Mog-Mnogoth bends space around you, allowing you to run twice as fast and jump twice as far. Your weapon always counts as longer than the weapon of any creature that charges you.

Maps of Mog-Mnogoth

Your sense of direction is unerring. You can never become lost. You always know how to find a place you have been to before, even if you were transported there by magic.

Opening Steps

You may step through solid matter, up to 5 feet per level, in a single step. You lose 1d4 points of Willpower each time. As long as your Willpower is not reduced to zero, you instantly appear on the other side. If the material is too thick, you lose 1 point of Willpower and you cannot step through. You may step through living as well as inert matter, but not energy or invisible forces.

Walking the Angles

Your Speed is 10 plus your Dexterity modifier and you get advantage on your initiative rolls. Space is not the same to you as it is to others.



Taboos of Mog-Mnogo

The Colours from Beyond

When you miscast a spell, you also summon 1d20 iridescent globes, in addition to the normal effects. They appear 1d100 feet away from you in a random direction.

Dehumanizing Assimilation

Lower your Charisma score by 1d6 points, permanently. If this reduces your score to zero, you are consumed by the Opener of Ways and become part of its body, never to be seen or heard from again. You may select this taboo multiple times.

Inhuman Nature

You have seen too much of the universe, in your mind's eye. You are no longer able to communicate the way normal human beings do, or present yourself believably as such. You have disadvantage on all social rolls that do not include threats of severe physical harm or spiritual ruin.

Meaningless Magic

You can no longer cast, master, or memorize spells of the Abjuration and Necromancy schools, unless they are also Correspondences spells. You also cannot produce the same effects through a miscasting; roll again if the results indicate Abjuration or Necromancy spells.

The Mind of Mog-Mnogo

You can no longer cast, master, or memorize spells of the Enchantment and Illusion schools, other than Message. You also cannot produce the same effects through a miscasting; roll again if the results indicate Enchantment or Illusion spells.

Objective Instability

When you cast a spell, one random item you are carrying teleports to a new location 1d100 feet away in a random direction. If the new location is not empty, the teleported item becomes embedded in whatever matter is there. **When a spell is cast upon you**, the same thing happens, both to you and to the person who cast the spell. If you are carrying no possessions (i.e. you are completely naked), you are teleported instead.

Spatial Instability

Each time you select this taboo, choose a type of location, such as bakeries, forges, palaces, or prisons (but not more specific than that). When you enter such a place, you are instantly transported to another location 1d10 × 100 feet away in a random direction. You cannot appear in mid-air, but if this transportation would put you inside a solid object, you lose 1d6 points of Health and appear nearby instead.



Sacred Geometry

Pagan idols are not the only beacons of worship that call out to humanity. Behind the disordered façade of the world, there is an underlying logic, a lawful geometry that is sacred to all of Creation. Those who come to understand this hidden order are able to follow its path to redemption and harmony, instead of being doomed to suffer at the whims of chance and chaos.

Alignment: Lawful.

Followers: It is usually architects, lawyers, and other scholars who dedicate themselves to living the precepts of sacred geometry. They are already dedicated to the law, and have chosen to take that dedication further than others.

Initiation: There is no special means of becoming a follower of sacred geometry aside from studying it. The small organizations that revere it may have complex initiation rites to ensure that new recruits are lawful and trustworthy, but the geometry itself is open to every competent student that wants to devote themself to it.

Aspects

Sacred geometry is represented by meaningful patterns, mathematical formulas, and by imagery of architectural tools. The compass, the mitre, the plumb line, and the sun dial are all important symbols. Mathematical sequences revealing the true nature of law and order can be used as signals to other followers of sacred geometry. Patterns that use specific arabesques in specific orders can likewise be used to indicate a building where those who revere sacred geometry can find like-minded colleagues, or at least other lawful people who support the principles of social order.

Quests

The goal of sacred geometry is to spread the law, and lawful behaviour, across the land. The quests it reveals to its followers are always of that nature: uphold the law, spread the law, and protect the justice of the law as it is practiced by humanity. When you receive the calling, it comes as a concern you cannot ignore (roll 1d6):

Roll	Sacred Geometry Quest
1	A local law is being flaunted, ignored, or misinterpreted.
2	A local law is unjustly being manipulated by those in power.
3	The locals refuse to acknowledge a foreign legal precedent.
4	You must bring the law to a lawless land.
5	You must drive out a group or sect who defy the law.
6	You must promote a universal law from prophetic scripture.

Signs

- When you arrange objects, they are always placed at significant angles and distances relative to each other, in patterns that hold spiritual meaning.
- You are bathed in radiance whenever you cast a spell or use a geometric boon.
- You are constantly uttering stock phrases related to order and geometry.
- You cannot hide your disgust at pagan idolatry. It always shows on your face.
- You have geometric symbols all over your body (tattooed or not).
- You only wear the proper clothing for your activity and station in society.
- You unconsciously arrange your clothes to produce specific geometric patterns.

Spells Granted

Roll 1d100 for each spell that sacred geometry is able to grant:

Roll	Spell	Roll	Spell
1	Anti-Magic Shell	42-43	Identify
2	Anti-Magic Shield	44	Identify Caster
3	Anti-Magic Sphere	45-47	Ideological Suppression
4-5	Arcane Connection	48	Inquiry
6-7	Banish	49-50	Know Alignment
8	Charismatic Aura	51	Last Rites
9	Charismatic Authority	52-54	The Law of the Land
10-11	Circle of Protection	55-66	Law spell (page 154)
12-14	Civilized Demeanour	65-67	Local Customs
15	Cleaning	68	Magic Lock
16-17	Contemplation	69	Maze
18-20	Contract	70	Mending
21-22	Cure Madness	71-72	Message
23-24	Detect Illusion	73-75	Perfect Orientation
25-26	Detect Invisible	76-80	The Power of Law
27-28	Detect Magic	81-82	Prohibition
29-33	Dispel Chaos	83-84	Protection from Chaos
34-35	Dispel Magic	85-87	Sense Nightmares
36	Enlightened Mind	88-89	Solidify Opinion
37-40	Exorcism	90-91	Truth Telling
41	Extract Information	92-100	Wards and Runes spell (page 169)



Geometric Boons

Discernment of Truth and Lies

You can always tell when someone is lying to you, though you cannot automatically discern the nature of the lie. You always know when a person you meet, or a social institution you interact with, is of chaotic or lawful alignment.

Holy Water

You know the subtle sounds and movements that will elevate clean water into something closer to the Creator. You can make any clean water you handle into holy water. You need only move your hands above it or handle its container; touching the water itself is not necessary. If you have mastered the spell *Holy Water*, you may evolve it into a new spell (roll a random sacred geometry spell).

Killing the Mindkiller

By concentrating on geometric patterns in your mind, you can drive out all feelings of fear. You cannot be cowed by fear, lose Disposition due to fear, or be made to flee because of fear.

Lawful Abjuration

Choose a type of monster more specific than beastling, faerie, golem, undead, etc. You are able to abjure these creatures as if you were a cultist and they were your spiritual enemy. You may choose this boon more than once, selecting a different monster each time.

A Living Book

When you devour a spell formula, the spell itself lives on inside your body. It does not count as a memorized spell, but you may cast the spell as if it were memorized. If you roll equal to or lower than your Willpower on a d20, or half your Willpower if the spell is higher level than you are, the spell remains inside your body and you may cast it again later. Once the spell is gone from your body, you cannot cast it again.

Mastering the Law

You get advantage on rolls to control spells from the Law school, and advantage on saves against Law spells whose effects you wish to avoid.

The Ordered Cosmos

You may lose 1 point of Willpower to create a field of order around yourself, with a radius of 5 feet per level. Within this field, rolls to attack, control spells, and do other risky and chaotic actions have disadvantage. Miscast spells have a 50/50 chance of producing no effect whatsoever.

Sympathetic Dispellation

You can forget a spell you have memorized to cancel an ongoing spell effect or magical power, as long as either the spell or the spellcaster are of lower level than the spell you forget. This ability works on summoned creatures, but not curses. It cannot disenchant a magic item.

Together In Harmony

When you assist another in casting a spell, they get advantage on their roll to control it, and advantage on any rolls to determine its area of effect, damage, duration, number of targets, or any similar parameter. You may do nothing else while assisting, and you may not assist a chaotic spellcaster or in the casting of a spell from the Chaos school.

Geometric Taboos

Passive Before the Law

You have disadvantage on all rolls you make against a person or social institution that is of lawful alignment. This includes attack and damage rolls when you fight a lawful enemy.

Prohibition Against Crime

Each time you select this taboo, choose one of the following actions that becomes prohibited to you:

- Attack someone with the intention of harming, killing, or raping them.
- Give aid or assistance to someone you know is of chaotic alignment.
- Pass yourself off as someone you are not or otherwise commit fraud.
- Steal something that belongs to a member of a lawful society.
- Vandalize property located within a lawful settlement.

If you undertake a prohibited action, you suffer 1d6 damage each round.

The Unlawful is Forbidden

Your rigid devotion to order makes you vulnerable. It is harder to adapt to uncertainty, not only in your everyday life, but also on a metaphysical level. **Each time you select this taboo**, choose one of the following schools that becomes forbidden to you: Chaos, Darkness, Enchantment, Entropy, Illusion, and Necromancy. You can no longer cast, master, or memorize spells of a forbidden school. You also suffer disadvantage to saves you make against spells of a forbidden school and all magical effects created by your miscasting of a spell from any school.







Yuhannah the Revealer

Seven locks and seven keys, she holds inside her hands. Her eyes see everything, and her mind remembers more. Knowledge is the blood in her veins, learning at the heart of her words. Though the law would damn her cult to oblivion, still there are those who turn to her in secret. For the wisdom of Yuhannah the Revealer is great and mighty. It is not for nothing that her symbol is the bison, and she is called the swallower of planets.

Alignment: Neutral.

Followers: Yuhannah attracts those who dedicate their lives to collecting or disseminating knowledge. Booksellers, librarians, and scribes all flock to her. The organized followers of Yuhannah are knit together in a loose confederation of mystery cults, practicing her worship in small covens all across the globe. There are even those who learn of her through ancient books, and are able to track down her rituals and contact her directly, without ever associating with a cult at all.

Initiation: Followers recruit friends and family members as well as business associates and the occasional stranger. Those who join her mystery cult learn more about the goddess and the cult as they rise in rank, eventually bearing witness to the true face of revelation after passing through the seventh of her locks. At this point, or even earlier if they have the magic to contact the goddess directly, they receive the wisdom of her boons and taboos, becoming true followers.

Aspects

Yuhannah is often represented by locks and key, as there are numerous stories about her unlocking sacred wisdom, or by an odd number of eyes in a pattern or complex symbol (she is never represented by an even number, other than by a pair of animals). Crows and bison are both sacred to Yuhannah, though bison are rare south of the Middle Sea. She is said to be the patron of books, scribes, and libraries, as they contribute to the spread of knowledge.

Quests

Yuhannah will occasionally ask her followers to track down specific secrets or pieces of information, but normally she simply exhorts them to learn as much as they can. She calls on them to uncover what is hidden, bring secrets to light, and increase the knowledge of the world and the people in it. Not everyone likes what is revealed, and not everyone wants themselves to be revealed, so naturally Yuhannah has enemies that her followers must struggle against from time to time.

Signs

- **Crow Friend:** Crows pester you for food when they see you.
- **Doom-Sayer:** Your resentment score in a settlement always starts at 1, but you get advantage on rolls to curse someone or harm their reputation.
- **Foresight:** You get advantage on saves against breath weapons, traps, and other dangers you could conceivably dodge away from, but disadvantage on saves against disease, gaze attacks, and poison.
- **Honest to a Fault:** Your hirelings get advantage to their morale rolls but once they leave you, they will never work for you or your comrades again.
- **Marked:** You have eye tattoos all over your body.
- **Passive:** You get +2 Willpower but -1 Dexterity and -1 Ferocity.
- **Studious:** You get +1 Intelligence but -1 Ferocity.
- **Ugly Truths:** You get advantage on rolls to search or to perceive hidden things, but you have disadvantage on rolls to influence hirelings.
- **The Weight of Secrets:** If you reveal all you have learned from a spell that gives you knowledge, you get advantage on your next roll, but if you keep anything secret, you instead have disadvantage on your next roll.
- **Well-Known:** You get advantage on rolls to employ hirelings, but your social class is one lower (though not lower than -3).

Spells Granted

Roll 1d100 for each spell that Yuhannah the Revealer is able to grant:

Roll	Spell	Roll	Spell
1	Arcane Portal	51	Observation Ward
2-3	Crow Monolith	52-53	Open
4-37	Divination spell (page 144)	54-68	Prophecy spell (page 160)
38	Duplicate Documents	69-70	Read Languages
39	Enlightened Mind	71	Read Magic
40	Gift of Memories	72-91	Revelation spell (page 166)
41	Group Mind	92-93	See in the Dark
42	Instant Reading	94	Send Dreams
43	Invisible Writing	95	Speed Research
44-45	Light	96	Summon Ghosts
46-47	Magic Lock	97	Telepathic Hearing
48-49	Message	98-99	Tongues
50	Message Ward	100	Truth Telling



Boons of Yuhannah

Yuhannah offers seven boons to her followers, one for each of her keys.

Crow Messengers

Whenever you want a crow to carry a message to someone, you have but to call out and one (or a pair) will arrive as soon as possible. You can only send a crow away with something it can actually carry. The goddess sustains these crows during this task.

Danger Sense

You always have advantage on your surprise and initiative rolls.

Expanded Memory

Each time you select this boon, choose 1 spell from the Divination, Prophecy, or Revelation schools that you have mastered, or that Yuhannah has granted you, to hold inside your expanded memory. Spells in your expanded memory do not count against your limit of spells memorized, and when you cast one of them, you may lose 2 points of Willpower to retain it in your memory.

Revelations Beyond

Each time you select this boon, choose one of the following schools to be a conduit for: Astral, Divination, Prophecy, Quintessence, Radiance, or Revelation. You may cast a spell from a conduit school that you have mastered but not memorized. When you cast an unmemorized spell, if it is your level or lower, you lose 1d4 point of Willpower; if its level is higher, you lose 1d6 points of Willpower. Unless your Willpower is reduced to zero, you cast the spell as if you had it memorized.

The Searching Gaze

You may lose 1 point of Willpower to make a quick search of your immediate location. This takes almost no time at all, and allows you to search as normal, the same way a thief is able to search quickly. You may use it multiple times in a row, either on the same location or on several areas you move through quickly.

Spells Revealed

Yuhannah grants you mastery of 1 additional spell per level. Roll on her table above to determine each additional spell. You may select this boon multiple times.

Unlocked

You can undo any lock with but a single touch. Locked doors and chests will open for you, no matter what kind of magical protection they have on them. Any traps triggered by lockpicking or other subterfuge are defeated, as if you were opening them properly and legitimately.



Taboos of Yuhannah

Yuhannah demands seven taboos of her followers, one for each of her locks.

Invasive Truth

You are unable to cast, master, or memorize spells from the Abjuration or Illusion schools, and you have disadvantage to saves you make against them. If you miscast and the result is a spell from either school, ignore it and roll two other spells instead.

A Light that Banishes Darkness

You are unable to cast, master, or memorize spells from the Darkness or Entropy schools, and you have disadvantage to saves you make against them. If you miscast and the result is a spell from either school, ignore it and roll two other spells instead.

The Scribe

You cannot willingly destroy a piece of text. If you do so accidentally, you suffer wounds and lose 1d6 points of Health. If you destroy a magical formula while casting a spell, you take no damage, but the spell does not leave the material plane. Instead, it lodges itself in the memory of some random person within a hundred miles. This may cause them problems if they cast it unwittingly.

No Secrets

You can no longer tell a lie, nor can you keep a secret. If you have the opportunity to reveal information, you will. You don't have to go out of your way to do so, however.

True Neutral

You are unable to cast, master, or memorize spells from the Chaos or Law schools, and you have disadvantage to saves you make against them. If you miscast and the result is a spell from either school, ignore it and roll two other spells instead.

Voyeur

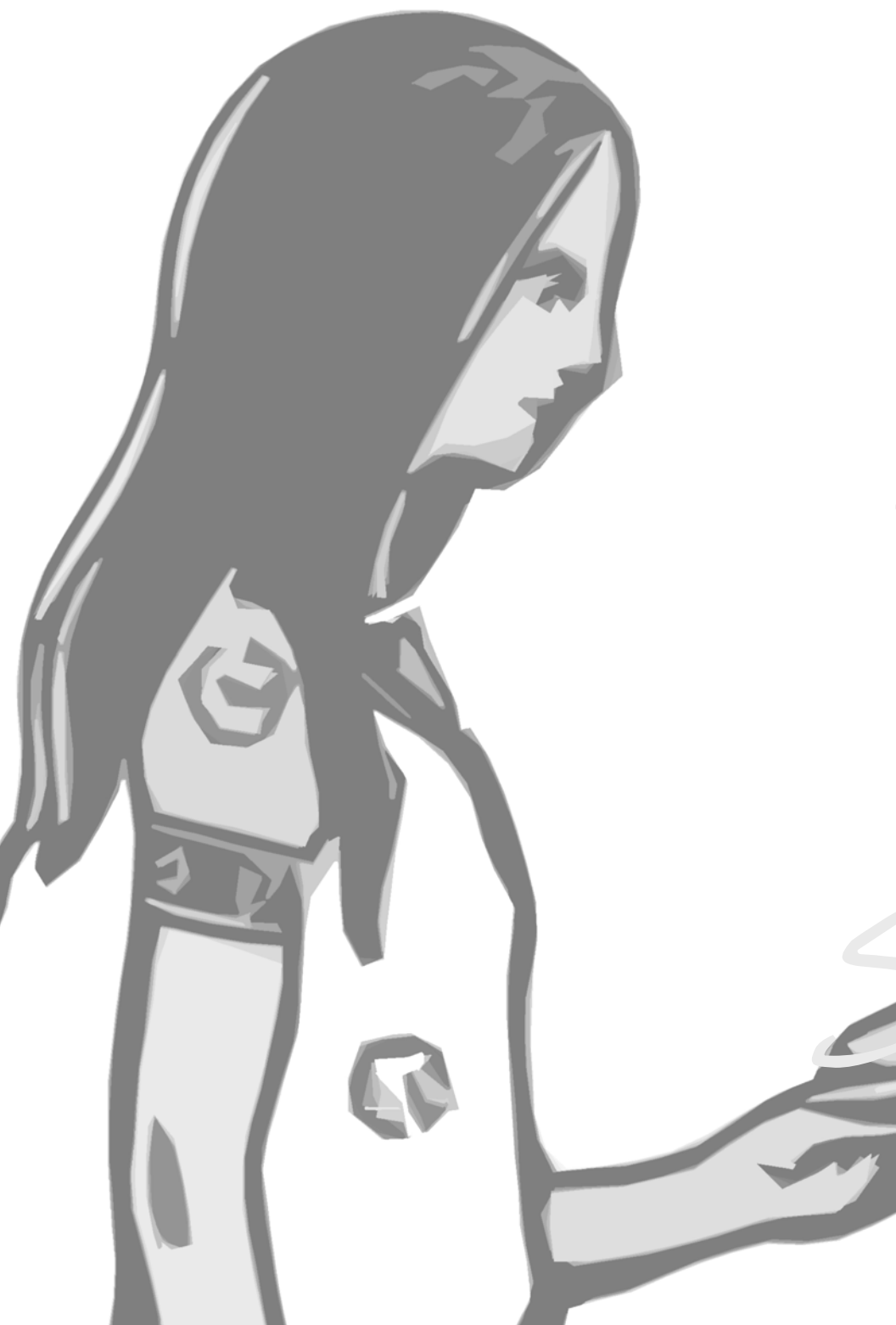
You lose 1d4 points of Dexterity or Ferocity (50/50 chance of either) permanently. If this reduces either attribute to zero, you die and your soul is claimed by Yuhannah. You may select this taboo multiple times.

Vulnerability

Each time you select this taboo, choose an alignment other than neutral to be vulnerable to. You have disadvantage on saves against spells cast by creatures of alignments you are vulnerable to.







Chapter 5.

Six Hundred
and
Sixty-Six Spells
and
More



**All 666 spells in order:**

1. Accurate Weapon
2. Acid Spit
3. Acid Spray
4. Adrenaline
5. Advanced Summons
6. Aging
7. Air Bubble
8. Alacrity
9. Alarm
10. Alert
11. Alter Flesh
12. Alter Items
13. Alter Sex
14. Alter Signal
15. Amalgamation
16. Analgesia
17. Animal Eyes
18. Animal Growth
19. Animal Possession
20. Animal Repellent
21. Animal Restoration
22. Animate the Dead
23. Animate Object
24. Animist Perspective
25. Anti-Magic Shell
26. Anti-Magic Shield
27. Anti-Magic Sphere
28. Antipathy
29. Apathy
30. Arcane Connection
31. Arcane Enhancement
32. Arcane Intuition
33. Arcane Locale
34. Arcane Prowess
35. Arcane Spike
36. Arcane Void
37. Armour
38. Astral Projection
39. Aura of Fear
40. Autoexplosion
41. Automatic Evasion
42. Automaton Transfer
43. Avalanche
44. Bad Luck
45. Banish
46. Barbed Whip
47. Binding
48. Bird Form
49. Black Cloud
50. Blessing and Bane
51. Blinding Light
52. Blink
53. Bloodhound
54. Blur
55. Body Warping
56. Bolster
57. Breathe Fire
58. Bridge
59. Brutal Weapon
60. Butterfingers
61. Call to Hand
62. Cause Disease
63. Cause Fear
64. Cause Hunger and Thirst
65. Cause Mutation
66. Cause Pain
67. Cause Wounds
68. Chain of Possession
69. Chaos Field
70. Charismatic Aura
71. Charismatic Authority
72. Charm Animals
73. Charm Monster
74. Charm Person
75. Chromatic Shield
76. Chromatic Spray
77. Circle of Protection
78. Civilized Demeanour
79. Clairaudience
80. Clairsentience
81. Clairvoyance
82. Cleaning
83. Climbing
84. Cloud of Blades
85. Cloud Walking
86. Cocoon
87. Cold Snap
88. Collapsible Space
89. Colour Change
90. Colours From Beyond
91. Command Shadow
92. Commune with Higher Power
93. Confidence
94. Confusion
95. Conjuraction
96. Conjure Vehicle
97. Conscious Willpower
98. Consuming the Slain
99. Contact the Crawling Chaos
100. Contact the Dreamer in the Deep
101. Contingency
102. Contract
103. Control Fire
104. Control Elemental
105. Control Fungi
106. Control Golem
107. Control Magic Item
108. Control Water
109. Control Weather
110. Control Wind
111. Corrosive Form
112. Corrosive Mist
113. Corrosive Weapon
114. Counterspell
115. Craftwork Intuition
116. Create Air
117. Create Carrion Golem
118. Create Earth Golem
119. Create Fire
120. Create Fire Golem
121. Create Food and Drink
122. Create Gaseous Golem
123. Create Ice Golem
124. Create Liquid Golem
125. Create Magical Double
126. Create Object
127. Create Ooze Golem
128. Create Path
129. Create Portal
130. Create Shadow Golem
131. Create Undead
132. Create Water
133. Create Wood Golem
134. Crossbreeding
135. Crowd Control
136. Crystal Form
137. Cubes of Slime
138. Cultural Antipathy
139. Cure Disease
140. Cure Hunger and Thirst
141. Cure Madness
142. Cure Wound
143. Curse
144. The Curse of Nightmares
145. Curse of Wild Magic
146. Cypher
147. Darkness
148. Dead Weapon
149. Deafening Noise
150. Death Halo
151. Death Rays
152. Death Spell
153. Debasement
154. Deface
155. Defile the Earth
156. Delicious Flavour
157. Desiccate
158. Despair
159. Destroy Corpses
160. Destroy Dream
161. Destroy Objects
162. Destroy Spell
163. Detect Evil
164. Detect Illusion
165. Detect Invisible

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- 166. Detect Magic
 - 167. Devour
 - 168. Disable Senses
 - 169. Discern the Air
 - 170. Disintegrate
 - 171. Dispel Chaos
 - 172. Dispel Evil
 - 173. Dispel Law
 - 174. Dispel Magic
 - 175. Divine Guidance
 - 176. Divine the Path
 - 177. Drag the Waters
 - 178. Drain Heat
 - 179. Drain Spell
 - 180. Dream Control
 - 181. Dream Vision
 - 182. Dreamwalk
 - 183. Drowning
 - 184. Drunken Revel
 - 185. Dry Spell
 - 186. Duplicate Documents
 - 187. Duplicate Images
 - 188. Dust to Dust
 - 189. Earthen Pillar
 - 190. Earthquake
 - 191. Eat Fire
 - 192. Eldritch Darts
 - 193. Enchanted Earth
 - 194. Endure Pain
 - 195. Energy Absorption
 - 196. Enfeeblement
 - 197. Enlarge
 - 198. Enlightened Mind
 - 199. Enrage
 - 200. Entanglement
 - 201. Erase
 - 202. Ethereal Projection
 - 203. Evaporate
 - 204. Excavate
 - 205. Expellation
 - 206. Exorcism
 - 207. Exploit Probabilities
 - 208. Explosion
 - 209. Extinguish
 - 210. Extract Information
 - 211. Faerie Dust
 - 212. Faerie Kingdom
 - 213. Faerie Repellent
 - 214. The Face of All Your Fears
 - 215. The Falling Sickness
 - 216. False Magic
 - 217. False Magnetism
 - 218. False Memory
 - 219. False Prophecy
 - 220. Familiar
 - 221. Far Command
 - 222. Fatal Flaw
 - 223. Fearlessness
 - 224. Feast of Knowledge
 - 225. Feast of Power
 - 226. Featherlight
 - 227. Feeblemind
 - 228. Fiery Hands
 - 229. Find the Dead
 - 230. Find Person
 - 231. Find Poison
 - 232. Find Traps
 - 233. Fireball
 - 234. Fire Form
 - 235. Fire in the Head
 - 236. Flaming Weapon
 - 237. Flare
 - 238. Floating Platform
 - 239. Fly
 - 240. Flying Ship
 - 241. The Fog
 - 242. Fools' Gold
 - 243. Forbidden Zone
 - 244. Foreshadowing
 - 245. Forget Me
 - 246. Forgetting
 - 247. Forlorn Encystment
 - 248. Form of the Fish
 - 249. Form of the Herd
 - 250. Form of the Hunter
 - 251. Form of the Sea Hunter
 - 252. Fortitude
 - 253. The Fountain of Youth
 - 254. Four Arms
 - 255. Freeze Fire
 - 256. Freeze Liquids
 - 257. Frost Beam
 - 258. Frozen Form
 - 259. Gaseous Form
 - 260. Geas
 - 261. Ghost Magnet
 - 262. Ghostly Hands
 - 263. Ghostwalk
 - 264. Gift of Memories
 - 265. Gift of Sacrifice
 - 266. Glowing Objects
 - 267. Golden Halo
 - 268. Gravity
 - 269. Grenades
 - 270. Group Mind
 - 271. Group Teleport
 - 272. Halt the Dead
 - 273. Hammer of Doom
 - 274. Hamstring
 - 275. Harm Attraction
 - 276. Haste
 - 277. The Heat of Metal
 - 278. Heightened Precision
 - 279. Heightened Reflexes
 - 280. Heightened Smell and Taste
 - 281. Heightened Vision
 - 282. Hide
 - 283. Hobble
 - 284. Holy Water
 - 285. House of Leaves
 - 286. Hurricane
 - 287. Hypnotic Gaze
 - 288. Hypnotic Suggestion
 - 289. Hypnotize/Mesmerize
 - 290. Ice Crystals
 - 291. Ice Storm
 - 292. Ice Trap
 - 293. Identify
 - 294. Identify Caster
 - 295. Ideological Antipathy
 - 296. Ideological Conflict
 - 297. Ideological Suppression
 - 298. Ignite
 - 299. Ignore Plants
 - 300. Illusion of Normalcy
 - 301. The Illusion of Prophecy
 - 302. Illusory Appearance
 - 303. Illusory Being
 - 304. Illusory Room
 - 305. Illusory Sensations
 - 306. Illusory Terrain
 - 307. Illusory Vision
 - 308. Immobilize Animal
 - 309. Immobilize Monster
 - 310. Immobilize Person
 - 311. Implant Object
 - 312. Imprison Spirit
 - 313. Indivisible
 - 314. Inflamm Passions
 - 315. Inquiry
 - 316. Insanity
 - 317. Insidious Psychic Attack
 - 318. Inspiration
 - 319. Instant Reading
 - 320. Instant Return
 - 321. Internal Surveillance
 - 322. Invisibility
 - 323. Invisible Servant
 - 324. Invisible Sphere
 - 325. Invisible Writing
 - 326. Iron Will
 - 327. Ironwood
 - 328. Irritation
 - 329. Jump
 - 330. Know Alignment
 - 331. Last Rites
 - 332. The Law of the Land
 - 333. Leave No Trace



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| 334. Levitate | 390. Mind Blank | 446. Protection from Radiance |
| 335. Life Drain | 391. Mind Reading | 447. Protection from Weapons |
| 336. Life Leech | 392. Mind Shield | 448. Protective Abjuration |
| 337. Life Sense | 393. Mind Transfer | 449. Psychic Attack Tentacles |
| 338. Light | 394. Minion | 450. Psychic Movement |
| 339. Lighten Object | 395. Monster Restoration | 451. Purify Food and Drink |
| 340. Lightning Aura | 396. Move Spell | 452. Quicksand |
| 341. Lightning Bolt | 397. My Shadow and Me | 453. Radiant Beam |
| 342. Lightning Hands | 398. Name Your Price | 454. Radiant Touch |
| 343. Lightning Rod | 399. Natural Weapons | 455. Radiant Words |
| 344. Limber Physique | 400. Negate Poison | 456. Raise the Dead |
| 345. Limbs of Darkness | 401. Noise Ward | 457. Random Spells |
| 346. Liquefy | 402. Object Mask | 458. Read Languages |
| 347. Liquid Form | 403. Observation Ward | 459. Read Magic |
| 348. Live Fast Die Young | 404. Omen of the Path | 460. Re-Arrange Items |
| 349. Living Armour | 405. Omnipotent Sphere | 461. Reincarnation |
| 350. Living Putrefaction | 406. One Extra Day | 462. Regenerate |
| 351. Living Spell Conduit | 407. Open | 463. Remove Aspect |
| 352. Local Customs | 408. Opening the Way | 464. Remove Curse |
| 353. Locate Astral Presence | 409. The Outer Noise | 465. Remove Depth Perception |
| 354. Locate Fire | 410. Pacify | 466. Remove Portal |
| 355. Locate Metal | 411. Paralysis | 467. Remove Shadow |
| 356. Locate Object | 412. Paranoia Trap | 468. Remove Water |
| 357. Locate Stone | 413. Parliament of Birds | 469. Repulsion |
| 358. Locate Water | 414. Part the Waters | 470. Reshape Plants |
| 359. Lose Object | 415. Parthenogenic Resurrection | 471. Resist Cold |
| 360. Lost | 416. Past Thoughts | 472. Resist Fire |
| 361. Magic Allergy | 417. Penetrating Vision | 473. Restoration |
| 362. Magic Jar | 418. Perfect Balance | 474. Returning |
| 363. Magic Lock | 419. Perfect Orientation | 475. Rewrite |
| 364. Magic Missile | 420. Performance | 476. Rumour Mill |
| 365. Magic Pockets | 421. Permanency | 477. Sacrificial Weakening |
| 366. Magic Resistance | 422. Petrification | 478. Scaly Form |
| 367. Magic Rope | 423. Petrify Plants | 479. Scatter the Embers |
| 368. Magic Steed | 424. Plague of Vermin | 480. Screaming Pool |
| 369. Magic Weapon | 425. Planar Destabilization | 481. Second Wind |
| 370. Make a Wish | 426. Plant Form | 482. Secret Space |
| 371. Malevolent Mouth | 427. Plant Growth | 483. See in the Dark |
| 372. Manual Dexterity | 428. Pleasing Touch | 484. See Through Air |
| 373. Marathon | 429. Poison Cloud | 485. Self Projection |
| 374. Martial Accuracy | 430. Poison Gaze | 486. The Semblance of Death |
| 375. Martial Inspiration | 431. Pollen | 487. Send Dreams |
| 376. Martial Prowess | 432. Poltergeist | 488. Sense Destiny |
| 377. The Master's Guise | 433. Portents | 489. Sense Emotions |
| 378. Maze | 434. Possessed Automaton | 490. Sense Fear |
| 379. Melancholia | 435. Possession | 491. Sense Messages |
| 380. Meld Matter | 436. The Power of Law | 492. Sense Motives |
| 381. Memory Reading | 437. Precise Thinking | 493. Sense Nightmares |
| 382. Mending | 438. Prestidigitation | 494. Serpents |
| 383. Mental Blast | 439. Prohibition | 495. Servant of Acid |
| 384. Mental Block | 440. Prosthetic Limb | 496. Servant of Ash |
| 385. Mental Map | 441. Protection from Chaos | 497. Servant of Blood |
| 386. Message | 442. Protection from Evil | 498. Servant of Bone |
| 387. Message Ward | 443. Protection from Illness | 499. Servant of Clouds |
| 388. Metamorphosis | 444. Protection from Law | 500. Servant of Darkness |
| 389. Mimic | 445. Protection from Missiles | 501. Servant of Flames |

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- 502. Servant of Ice
 - 503. Servant of Iron
 - 504. Servant of Oil
 - 505. Servant of Quicksilver
 - 506. Servant of Rubber
 - 507. Servant of Sand
 - 508. Servant of Smoke
 - 509. Servant of Soil
 - 510. Servant of Stone
 - 511. Servant of Water
 - 512. Servant of Wind
 - 513. Sever Arcane Links
 - 514. Shade Infection
 - 515. Shadow Form
 - 516. Shadow Monster
 - 517. Shadow Walking
 - 518. Shape the Earth
 - 519. Shape Stone
 - 520. Shapechange
 - 521. Shield
 - 522. Shrink
 - 523. Silence
 - 524. Silver Tongue
 - 525. Simulacrum
 - 526. Skill Mimic
 - 527. Skills of the Wild
 - 528. Skysight
 - 529. Sleep
 - 530. Slime
 - 531. Slow
 - 532. Snowstorm
 - 533. Social Decay
 - 534. Solidify
 - 535. Solidify Opinion
 - 536. Solve Puzzle
 - 537. Soul Container
 - 538. Speak with Animals
 - 539. Speak with the Dead
 - 540. Speak with the Forest
 - 541. Speak with Plants
 - 542. Speak with Stones
 - 543. Speak with Waters
 - 544. Speak with the Works of Hands
 - 545. Speed Research
 - 546. Spell Acquisition
 - 547. Spell Burn
 - 548. Spell Conduit
 - 549. Spell Delay
 - 550. Spell Enabler
 - 551. Spell Extension
 - 552. Spell Filter
 - 553. Spell Immunity
 - 554. Spell Repeat
 - 555. Spell Reversal
 - 556. Spell School Immunity
 - 557. Sphere of Force
 - 558. Spirit Touch
 - 559. Spoil Food and Drink
 - 560. Stamina
 - 561. Stave Off Madness
 - 562. Steal Voice
 - 563. Stigmata
 - 564. Stone Armour
 - 565. Stone Form
 - 566. Stoneskin
 - 567. Stormcrow
 - 568. Stream of Metal
 - 569. Strength
 - 570. Suffocation
 - 571. Summon Air Elemental
 - 572. Summon Animal
 - 573. Summon Beastling
 - 574. Summon Children
 - 575. Summon Creature of Death
 - 576. Summon Dirt
 - 577. Summon Earth Elemental
 - 578. Summon Faerie
 - 579. Summon Fire Elemental
 - 580. Summon Frost Elemental
 - 581. Summon Ghosts
 - 582. Summon Monster
 - 583. Summon by Name
 - 584. Summon Planar Intelligence
 - 585. Summon Plant
 - 586. Summon Serpentine
 - 587. Summon Skeletal Horde
 - 588. Summon Storm Elemental
 - 589. Summon Swarm of Animals
 - 590. Summon Water Elemental
 - 591. Sunlight
 - 592. Swelling
 - 593. Sympathetic Link
 - 594. Telekinesis
 - 595. Telepathic Hearing
 - 596. Teleport Others
 - 597. Teleport Self
 - 598. Temporal Displacement
 - 599. Temporary Madness
 - 600. Tentacle
 - 601. Tesseract
 - 602. Theft of Fire
 - 603. Theft of Memories
 - 604. Time Cocoon
 - 605. Timidity
 - 606. Tongues
 - 607. Touch the Dead
 - 608. Tracking Ward
 - 609. Trading Places
 - 610. Transfer Spells
 - 611. Transform Earth
 - 612. Translocate
 - 613. Transmute
 - 614. Trap Ward
 - 615. Treacherous Footing
 - 616. Truth Telling
 - 617. The Twins
 - 618. Twisted Flesh
 - 619. Uncoupling
 - 620. Undead Repellent
 - 621. Union of Flesh
 - 622. Unreal Situation
 - 623. Unseen Hand
 - 624. The Urge
 - 625. Uttering the Dread Name
 - 626. Venomous Weapons
 - 627. Ventriloquism
 - 628. Verminous Form
 - 629. Visions of the Past
 - 630. Voice of Command
 - 631. Voice of the Voiceless
 - 632. Volcano
 - 633. Voorish Sign
 - 634. Vorpal Blessing
 - 635. Vulnerability
 - 636. Wall of Blades
 - 637. Wall of Fire
 - 638. Wall of Ice
 - 639. Wall of Iron
 - 640. Wall of Stone
 - 641. Wall of Text
 - 642. War Spell
 - 643. Ward Against Beasts
 - 644. Ward Against Faeries
 - 645. Ward Against Fire
 - 646. Ward Against Ghosts
 - 647. Ward Against Harm
 - 648. Ward Against the Other World
 - 649. Ward Against Serpents
 - 650. Ward Against the Undead
 - 651. Ward Against Water
 - 652. Ward Against the Weather
 - 653. Warp Distance
 - 654. Wasted Mind
 - 655. Water Breathing
 - 656. Water Walking
 - 657. Wave
 - 658. Wave of Corruption
 - 659. Weaken
 - 660. Weapon Hands
 - 661. Web Trap
 - 662. Wheel of Arcane Fortune
 - 663. Wither
 - 664. Wizard Repellent
 - 665. Wizard Sword
 - 666. Zone of Warmth



Spell Schools

Spells are grouped into schools by similar themes. Since there are so many different ones, some spells belong to multiple schools. It is up to the GM to determine if a spell in many schools is affected by a power that affects only one of those spells, or if the spell is only peripherally attached to that school, and thus exempt. Likewise, it is also up to the GM to decide which spell schools exist in the campaign setting. If you have powers or restrictions that apply to a school your game is not using, you should choose an existing school instead.

Specialist Wizards

If you want to be a specialist wizard, choose the particular spell school you want to specialize in. You can always roll on that school's sub-table to determine your spells, and you can manifest the signs of your school. But you must have mastery over at least one spell from this school, and you must choose a rival school whose spells you are unable to cast, master, or memorize. You can still create a spell effect from that school through a miscasting result, but other spellcasters with the same rival school as you will look down on you for this *faux pas*.

Choose your rival school from the options given below:

- **Abjuration:** Chaos, Evocation, Illusion, Necromancy, or Summoning.
- **Air:** Alteration, Animals, Astral, Darkness, Earth, Fire, Manipulation, Wards and Runes, or Water.
- **Alteration:** Astral, Correspondences, Divination, Illusion, Prophecy, Revelation, or Wards and Runes.
- **Animals:** Astral, Divination, Evocation, Manipulation, Necromancy, Prophecy, Revelation, Transmutation, or Wards and Runes.
- **Astral:** Alteration, Battle, Earth, Entropy, Healing, Transmutation, or Water.
- **Battle:** Enchantment, Healing, Illusion, Mind, Plants, or Wards and Runes.
- **Chaos:** Abjuration, Earth, Enhance, Healing, Law, Prophecy, Radiance, or Wards and Runes.
- **Correspondences:** Abjuration, Animals, Chaos, Enchantment, Healing, Illusion, Plants, or Protection.
- **Darkness:** Air, Divination, Fire, Healing, Law, Mind, Prophecy, Protection, Radiance, or Revelation.
- **Divination:** Abjuration, Alteration, Battle, Chaos, Darkness, Enchantment, Evocation, or Illusion.
- **Earth:** Air, Alteration, Animals, Astral, Enchantment, Fire, Illusion, Summoning, Water, or Winter.
- **Enchantment:** Alteration, Battle, Correspondences, Darkness, Evocation, Law, Protection, or Transmutation.
- **Enhance:** Alteration, Correspondences, Entropy, Illusion, Manipulation, Prophecy, or Transmutation.

- **Entropy:** Astral, Correspondences, Divination, Enhance, Evocation, Healing, Protection, Radiance, Revelation, Summoning, or Wards and Runes.
- **Evocation:** Abjuration, Alteration, Darkness, Divination, Healing, Necromancy, or Transmutation.
- **Fire:** Air, Alteration, Animals, Astral, Darkness, Earth, Illusion, Mind, Necromancy, Protection, Wards and Runes, Water, or Winter.
- **Healing:** Abjuration, Battle, Chaos, Entropy, Evocation, Illusion, Necromancy, or Transmutation.
- **Illusion:** Air, Alteration, Divination, Earth, Fire, Law, Manipulation, Protection, Revelation, Summoning, Transmutation, or Water.
- **Law:** Alteration, Battle, Chaos, Enchantment, Illusion, Necromancy, Summoning, or Transmutation.
- **Manipulation:** Alteration, Animals, Astral, Darkness, Enchantment, Healing, Illusion, Necromancy, Plants, Radiance, Summoning, or Transmutation.
- **Mind:** Air, Alteration, Battle, Correspondences, Earth, Evocation, Fire, Manipulation, Transmutation, or Water.
- **Necromancy:** Enhance, Evocation, Healing, Law, Protection, Radiance, or Transmutation.
- **Plants:** Animals, Chaos, Entropy, Evocation, Fire, Illusion, Mind, or Wards and Runes.
- **Prophecy:** Abjuration, Chaos, Darkness, Entropy, Illusion, Manipulation, Summoning, or Transmutation.
- **Protection:** Alteration, Battle, Chaos, Illusion, Summoning, or Transmutation.
- **Quintessence:** Any one school.
- **Radiance:** Alteration, Chaos, Darkness, Entropy, Illusion, Necromancy, Summoning, Transmutation, or Winter.
- **Revelation:** Alteration, Darkness, Enchantment, Entropy, Illusion, Plants, Transmutation, or Winter.
- **Summoning:** Air, Divination, Earth, Fire, Manipulation, Necromancy, Prophecy, Revelation, or Water.
- **Transmutation:** Enchantment, Enhance, Entropy, Healing, Illusion, Law, Manipulation, or Summoning.
- **Wards and Runes:** Battle, Chaos, Fire, Entropy, Plants, or Water.
- **Water:** Air, Battle, Earth, Entropy, Fire, or Wards and Runes.
- **Winter:** Earth, Enhance, Fire, Healing, Plants, or Radiance.

You can specialize in more than one school at the same time. You have to pick a rival school for each of them, and you don't gain any additional spells, but you can always roll on whichever school's sub-table you wish to determine your spells and you can choose signs from all schools you specialize in.

Signs

These function the same way marks of heritage do. If you specialize in a particular school, you may choose one or more signs of its effect on you. If you haven't specialized in a particular school, its signs are not available to you.



Abjuration Spells

Even as the monstrous beings of the outer darkness encroach upon the oasis of the world, there are those who fashion new spells to send them back from whence they came. These defenders of life join the ranks of those sorcerers trained in the arts of banishment and exile, and so it is that these days, the abjurer is skilled at banishing demons, pushing people away, and weaving protective circles.

The city of Geth has built tall towers of metal that call down thunder and lightning upon ghosts from the necropolis who try to sneak back in at night. Through these towers the sultan's wizards can also ward away any interfering gods or demons.

Signs of the Abjurer

- **Intimidating:** You get advantage on rolls to coerce or intimidate people, but disadvantage on rolls to flatter, persuade, or sweet-talk them.
- **Marked:** You have symbols of barriers and exile all over your skin.
- **Unnatural Stillness:** You get +1 Willpower but -1 Ferocity.

Roll 1d100 to determine individual Abjuration spells:

Roll	Abjuration Spell	Roll	Abjuration Spell
1-4	Animal Repellent	56-57	Maze
5-6	Anti-Magic Shell	58-61	Prohibition
7-8	Anti-Magic Shield	62-65	Protective Abjuration
9-10	Anti-Magic Sphere	66-68	Repulsion
11-13	Antipathy	69-70	Sever Arcane Links
14-16	Aura of Fear	71-72	Temporal Displacement
17-20	Banish	73-75	Undead Repellent
21-25	Circle of Protection	76-78	Uttering the Dread Name
26-28	Cultural Antipathy	79-80	Ward Against Beasts
29-31	Dispel Chaos	81-82	Ward Against Faeries
32-34	Dispel Evil	83-84	Ward Against Fire
35-37	Dispel Law	85-86	Ward Against Ghosts
38-40	Dispel Magic	87-88	Ward Against the Other World
41-44	Exorcism	89-90	Ward Against Serpents
45-47	Faerie Repellent	91-92	Ward Against the Undead
48-50	Ideological Antipathy	93-94	Ward Against Water
51-53	Ideological Suppression	95-96	Ward Against Weather
54-55	Lose Object	97-100	Wizard Repellent

Air Spells

The most fundamental element to humanity, yet the one least appreciated, is air. The invisible dancer, ever moving, never still. Elusive and formless, yet all-pervading. The sky, the clouds, the wind, and the rain, carrying the vapours that move all around us. The sky wizard brings the rains that feed the crops. The storm wizard wreaks havoc upon her foes. But the power of air fades as quickly as it rises. Those who study its nature become as flighty as the breeze—or so they say.

Signs of the Air Elementalist

- **Breathy:** There is a distinct breathiness to your voice. It could be husky, or have a pronounced hissing quality to it. Or perhaps many of your sibilants have a whistling quality to them.
- **Elusive:** You get advantage on rolls to hide or conceal something, but disadvantage on rolls to call attention to yourself.
- **Flighty and Aloof:** You get +1 Intelligence but -1 Willpower.
- **Like a Hurricane:** You get +1 Ferocity but -1 Health.
- **Sky Worshipper:** You get advantage to saves against Air, Plants, and Radiance spells, but disadvantage to saves against Earth, Fire, and Water spells.
- **Unseen:** You get advantage on surprise rolls, but disadvantage on rolls related to any kind of public performance or speaking to a crowd.
- **Windy:** Your hair and clothes are tousled by a wind that blows for no one else.
- **Words on the Wind:** Your voice carries much farther than it should, and echoes in places where it shouldn't.

Roll 1d20 to determine individual Air spells:

Roll	Air Spell	Roll	Air Spell
1	Air Bubble	11	Meld Matter
2	Cloud Walking	12	Poison Cloud
3	Control Weather	13	See Through Air
4	Control Wind	14	Servant of Clouds
5	Create Air	15	Servant of Smoke
6	Create Gaseous Golem	16	Servant of Wind
7	Discern the Air	17	Stormcrow
8	The Fog	18	Summon Air Elemental
9	Gaseous Form	19	Summon Storm Elemental
10	Hurricane	20	Ward Against the Weather



Alteration Spells

Because most civilized folk see the fruits of Alteration magic as grotesque and strange, Alterationists often move into the wilderness. They live upon high cliffs, flying about like birds, or underwater, living like whales upon smaller fish. But some of them live among us, working their magic spells in the shadows, changing the shapes of others in order to enslave them.

The Morphokhetes are a tribe of werehyenas living in the hills south of Ferakheen, who trace their traditions all the way back to the early days of the ancient world. Not only do they turn into animals, they also use forbidden rituals to inspire mutations in their bodies, and those among them who have become too warped and twisted to venture into civilized lands remain in the wilderness, interacting with animals more often than with humans.

Deep in the barren province of Shahrazar, at the foot of the Qarqumiyyan Massif, stands a lonely temple that was once dedicated to a different kind of shapechangers. They would alter flesh and bone slowly, gradually, and permanently. Their alchemical pits and ascetic cells still remain there, lightless and cold beneath the high tower at the top of which their most magnificent rituals were performed.

Roll 1d100 to determine individual Alteration spells:

Roll	Alteration Spell	Roll	Alteration Spell
1	Acid Spit	26	Crystal Form
2	Aging	27	Delicious Flavour
3-4	Alter Flesh	28	Energy Absorption
5	Alter Sex	29-31	Enlarge
6	Amalgamation	32	Feast of Power
7	Animal Growth	33-35	Featherlight
8	Automaton Transfer	36	Fire Form
9	Bird Form	37	Form of the Fish
10-12	Bloodhound	38	Form of the Herd
13	Body Warping	39	Form of the Hunter
14	Cause Mutation	40	Form of the Sea Hunter
15-17	Climbing	41	The Fountain of Youth
18	Cloud Walking	42-43	Four Arms
19	Cocoon	44	Frozen Form
20-22	Colour Change	45	Gaseous Form
23	Consuming the Slain	46	Ghostwalk
24	Corrosive Form	47	Hobble
25	Crossbreeding	48	Ignore Plants

Signs of the Alterationist

- **Altered Soul:** You have the eyes of some other creature, perhaps a beast.
- **Arcane Warping:** You can develop marks of heritage from the demonic, elemental, serpentine, and wild heritages even without having that heritage yourself—but you must take two at a time (instead of only one).
- **Eyes on the Back of Your Head:** You get advantage to surprise rolls but disadvantage on saves against confusion or sensory overload.
- **Hands of Change:** One or both of your hands have changed to something unusual. Perhaps you have too many fingers or too many joints in them, or you have dexterous tentacles or pincers instead.
- **Mutant:** You can develop marks of heritage from the dwarven, elven, goblinoid, or halfling lineages even if you lack the lineage itself.
- **Numb to the Feeling:** You get +1 Willpower but -1 Intelligence.
- **Predatory Instincts:** You get +1 Ferocity but -1 Health, because your instincts do not match up with your human diet.
- **Weirdly Coiffed:** Your hair includes feathers or spines.

Roll	Alteration Spell	Roll	Alteration Spell
49	Implant Object	73	The Semblance of Death
50	Ironwood	74	Shadow Form
51-52	Irritation	75-77	Shapechange
53	Lightning Hands	78-80	Shrink
54	Liquid Form	81	Slime
55	Magic Allergy	82	Steal Voice
56	Malevolent Mouth	83	Stigmata
57	Metamorphosis	84	Stone Armour
58-59	Mimic	85-86	Stone Form
60	Mind Transfer	87-88	Stoneskin
61-63	Natural Weapons	89	Swelling
64	Parthenogenic Resurrection	90	Tentacle
65	Petrification	91	Twisted Flesh
66	Petrify Plants	92	Union of Flesh
67-68	Plant Form	93	Verminous Form
69-70	Plant Growth	94-96	Vulnerability
71	Remove Aspect	97-99	Water Breathing
72	Scaly Form	100	Weapon Hands



Animals Spells

The animancer is able to control and influence all kinds of beasts, large and small. The wilderness holds few terrors when its fauna are your friends. But those who would delve the animal kingdoms through their sorceries must beware, lest they become beasts themselves! The people of Geth, by the salt sea (a city older than time itself), are particularly enamoured of tales that feature wizards who transform themselves into animals, either wittingly or not.

Signs of the Animancer

- **Animal Instincts:** You get +1 Ferocity but -1 Intelligence.
- **Beastly Features:** You can take marks of heritage as if you had arachnoid heritage, serpentine heritage, and wild heritage, even if you don't. You can choose additional marks later on, as you continue casting Animals spells.
- **Channelling the Life of the Wilderness:** You get +1 Health but -1 Willpower, and you feel more at home in the wild than you do in a city.
- **Nose for Trouble:** You get advantage on rolls you make to search or identify when you are able to use your sense of smell and taste, but disadvantage on rolls that rely entirely on your eyesight.
- **Sandwalker:** You get advantage to all rolls that deal with animals of the desert, but disadvantage to all rolls that deal with marine animals.

Roll 1d100 to determine individual Animals spells:

Roll	Animals Spell	Roll	Animals Spell
1-5	Animal Eyes	55-57	Immobilize Monster
6-10	Animal Growth	58-60	Monster Restoration
11-15	Animal Possession	61-63	Parliament of Birds
16-20	Animal Repellent	64-66	Plague of Vermin
21-23	Animal Restoration	67-69	Scaly Form
24-26	Bird Form	70-72	Serpents
27-31	Charm Animals	73-77	Speak with Animals
32-34	Charm Monster	78-82	Summon Animal
35-39	Familiar	83-85	Summon Beastling
40-42	Form of the Fish	86-88	Summon Swarm of Animals
43-45	Form of the Herd	89-91	Verminous Form
46-48	Form of the Hunter	92-94	Ward Against Beasts
49-51	Form of the Sea Hunter	95-97	Ward Against Serpents
52-54	Immobilize Animal	98-100	Web Trap

Astral Spells

There are worlds beyond what we know. Worlds above, and worlds below. The realms of the stars, and more beyond even their shining lights, are laid bare when one has the proper magic spells to cast upon them.

The Saturnian Brotherhood, a secret society based out of Azzadabad, believe that mental travel through the Astral Sea is more productive when done after the body is exhausted by sexual excess. Their wealth buys them many secrets, and the emir protects them, in exchange for protection from pagan gods and demonic spirits (and, some say, his political rivals). But there are always rumours about those they pay to attend their festivals of perversion.

The oracles of Geth, in sharp contrast, deny the flesh what it craves until their whispers are strong enough to float from planet to planet. And who can say their techniques are wrong? Everyone in Geth knows: a whisper on the right breeze is stronger than the sword, more magical than any spell. Of course, there are some that go missing without a trace, and those who say it is because they consorted with demons, but the life of any wizard is fraught with constant danger. Perhaps none can know, for certain, of their fates.

Signs of the Astral Wizard

- **As Patient as a Stone:** You get +1 Willpower but -1 Ferocity.
- **Sickly and Wasted:** You get +1 Intelligence but -1 Health.
- **Like the Sky at Night:** Tiny stars twinkle in the darkness about you, in the shadows that you cast, or in the black fabrics of your clothes.
- **Windows to the Soul:** The colours or appearance of your eyes is unsettling, as if there were vast gulfs of space and time inside of them.

Roll 1d20 to determine individual Astral spells:

Roll	Astral Spell	Roll	Astral Spell
1	Astral Projection	11	Planar Destabilization
2	Banish	12	Possessed Automaton
3	Clairsentience	13	Protective Abjuration
4	Contact the Crawling Chaos	14	Spirit Touch
5	Contact the Dreamer in the Deep	15	Stave Off Madness
6	Exorcism	16	Summon Demon
7	Imprison Spirit	17	Summon Planar Intelligence
8	Locate Astral Presence	18	Summon Planar Monster
9	Maze	19	Uttering the Dread Name
10	Opening the Way	20	Ward Against the Other World



Battle Spells

As long as there is both war and wizards in the world, there will be wizards who choose to join in battle with their mundane fellows, serving their lord for love of coin or loyal courage. Some merely encourage others to fight, adding strength to their limbs, while others wade into the fray themselves, with swords made of light or fire. Yet others are even better than artillery, calling down lightning from the sky or rending the earth to pieces.

The revolutionaries of Hedrastapur employed large numbers of battle wizards during the war to rid themselves of the yoke of colonialism. Once the war was over, many of the more opportunistic of their numbers were no longer welcome, and so they have spread out through the other Kingdoms of Dreams, working as mercenaries and soldiers-of-fortune. And so often, their reputations precede them.

Signs of the Battle Wizard

- **Battlefield Aura:** There is a slight and unearthly glow or shimmer about your weapons, that sets them (and you) apart from others.
- **A Furious Rage:** You get +1 Ferocity but -1 Willpower.
- **Immovable:** You get +1 Ferocity but -1 Dexterity.
- **Unthinking Violence:** You get +1 Ferocity but -1 Intelligence.

Roll 1d100 to determine individual Battle spells:

Roll	Battle Spell	Roll	Battle Spell
1-3	Accurate Weapon	49-51	Hamstring
4-6	Arcane Spike	52-54	Lightning Aura
7-9	Autoexplosion	55-58	Magic Weapon
10-12	Barbed Whip	59-62	Martial Accuracy
13-16	Blessing and Bane	63-66	Martial Inspiration
17-19	Brutal Weapon	67-69	Martial Prowess
20-22	Cloud of Blades	70-72	Mental Blast
23-25	Corrosive Weapon	73-75	Natural Weapons
26-28	Dead Weapon	76-79	Protection from Missiles
29-32	Eldritch Darts	80-83	Protection from Weapons
33-35	Explosion	84-87	Vorpal Blessing
36-38	Far Command	88-90	Wall of Blades
39-42	Flaming Weapon	91-93	War Spell
43-45	Grenades	94-96	Weapon Hands
46-48	Hammer of Doom	97-100	Wizard Sword

Chaos Spells

Slaves to the law believe their world will be safer when it is regulated, unsurprising, boring. They would cut out surprise by the roots, strangle it in its crib, bury it at the crossroads. But those who embrace the path of sorcery must turn themselves away from a well-ordered cosmos, because sorcery shows us the truth: that there isn't one. And there never will be.

Signs of the Chaos Sorcerer

- **Chaos Field:** When you cast a spell, 1d6-2 nearby people are also affected by the spell (but not fewer than zero). Targets are determined randomly.
- **Chaos Reins:** When you miscast a spell, you also cast a Chaos spell on a random target, in addition to any other effects. You may not lose attribute points to avoid this effect, if that is one of your special abilities.
- **Chaotic Channeller:** When you cast a spell, roll another die. If the result is odd, the strength of the spell (or one of its parameters) is doubled. If the result is even, the strength of the spell (or one of its parameters) is halved.
- **Openly Chaotic:** You get advantage on rolls to deal with chaotic social institutions but disadvantage on rolls to deal with lawful social institutions.
- **Too Chaotic to Live:** You get advantage on damage rolls caused by your spells, but disadvantage on saves against lawful magic.

Roll 1d100 to determine individual Chaos spells:

Roll	Chaos Spell	Roll	Chaos Spell
1-3	Arcane Locale	51-53	Opening the Way
4-8	Bad Luck	54-56	Paranoia Trap
9-11	Chaos Field	57-59	Plague of Vermin
12-16	Chromatic Shield	60-62	Planar Destabilization
17-21	Chromatic Spray	63-65	Poltergeist
22-24	Cocoon	66-70	Protection from Law
25-26	Contact the Crawling Chaos	71-75	Random Spells
27-28	Contact the Dreamer in the Deep	76-78	Re-Arrange Items
29-31	Create Magical Double	79-83	Rumour Mill
32-36	Dispel Law	84-86	Social Decay
37-40	Ideological Conflict	87-89	Summon Creature of Death
41-44	Ideological Suppression	90-92	Union of Flesh
45-47	Living Spell Conduit	93-95	Uttering the Dread Name
48-50	Malevolent Mouth	96-100	Wheel of Arcane Fortune



Correspondences Spells

Sight-beyond-sight is a popular goal for wizards to strive after, but only the bravest of them explore the ways spaces and the flow of time correspond with each other. They can warp and manipulate where people, places, and things are situated, moving themselves to impossible locations or looking deep into the past and future. No place is safe when you fight a magician who can manipulate their own correspondences.

Signs of the Correspondences Magician

- **Moving Things:** You are skilled at sleight of hand, but you can never place an object in the exact same spot you have seen it in before.
- **Unstable:** Sometimes, you seem larger than you really are. At other times, you seem much smaller. This is an optical illusion, and does not affect your reach or your actual mass.

Roll 1d100 to determine individual Correspondences spells:

Roll	Correspondences Spell	Roll	Correspondences Spell
1-2	Alter Signal	51-52	Magic Pockets
3-6	Arcane Connection	53-54	Maze
7-10	Arcane Portal	55-56	One Extra Day
11-12	Blink	57-58	Opening the Way
13-14	Call to Hand	59-60	Perfect Orientation
15-16	Clairaudience.	61-62	Psychic Movement
17-18	Clairsentience	63-66	Remove Portal
19-20	Collapsible Space	67-68	Restoration
21-22	Create Portal	69-70	Scrying Pool
23-24	Dreamwalk	71-72	Secret Space
25-26	Ethereal Projection	73-74	Shadow Walking
27-28	Exploit Probabilities	75-78	Slow
29-32	Fly	79-80	Teleport Others
33-34	Flying Ship	81-84	Teleport Self
35-36	Gravity	85-86	Temporal Displacement
37-38	Group Teleport	87-88	Tesseract
39-42	Haste	89-90	Time Cocoon
43-44	Instant Return	91-94	Trading Places
45-46	Internal Surveillance	95-98	Visions of the Past
47-50	Levitate	99-100	Warp Distance

Darkness Spells

Some believe that darkness is merely an absence of light. They think a shadow is a lacuna, an effect created by blocking light. But magic says otherwise. The arcane arts can teach you how to pull solid darkness out of the ether, to erase the light, to make the shadows come alive.

In ages past, a nameless sect of assassins held sway over kingdoms to the east of the Highland Coast. They wrapped darkness around themselves and wielded shards of it like weapons. They collected rubies, shaped like droplets of blood, as a sacrifice to the gods of death they worshipped. Their influence was ended when the Resurrectionists, another group of wizards, drove them out of their mountain stronghold, and they were forced to flee across the ocean to some other land.

In more recent years, the serpent-women of Issad Wahiyl tried to send their spies into Geth, disguising them as mere shadows. At least one noble family was ruined when their mercantile secrets were stolen and revealed, but the sultan rooted them out and sent them packing before the city's main shipping conglomerations could be harmed. Now, the city is even better defended against arcane interlopers.

Signs of the Darkness Summoner

- **Creature of Darkness:** You get advantage on rolls to control Darkness spells and other spells that have anything to do with removing light, but you suffer double damage from fire, lightning, and radiance (but not heat).
- **Darker:** The shadows cling to you more than any other surface, making you look slightly darker, and more menacing. But only enough to be unnerving.
- **Monotone:** The colour has been sucked out of your being. You resemble a black and white photograph, or a person seen in twilight.
- **Subtle Darkness:** You may attack someone with your shadow instead of your body. This takes the same amount of effort, you may not do anything else at the time, and your shadow can only attack someone whose shadow it can reach. But the damage dealt is magical darkness, instead of your weapon.
- **Telltale:** Your shadow is a slightly different shape than your body.

Roll 1d20 to determine individual Darkness spells:

Roll	Darkness Spell	Roll	Darkness Spell
1-3	Command Shadow	11-13	See in the Dark
4	Create Shadow Golem	14	Servant of Darkness
5-6	Darkness	15	Shade Infection
7-8	Limbs of Darkness	16-17	Shadow Form
9	My Shadow and Me	18	Shadow Monster
10	Remove Shadow	19-20	Shadow Walking



Divination Spells

With arcane words and an iron will, you peer into the fabric of existence, looking for answers. You will learn what others cannot, in ways they have never even dreamt of. The diviner sees what others are blind to, hears what cannot be heard, and knows what cannot be known by normal means.

Signs of the Diviner

- **Blind:** Your eyes do not work, yet somehow you can still see. Unless you give yourself away, most will assume you are completely blind.
- **Entrancing Visions:** You get advantage on rolls to search or perceive hidden things, but you have disadvantage on saves against emotional magic.

Roll 1d100 to determine individual Divination spells:

Roll	Divination Spell	Roll	Divination Spell
1-2	Bloodhound	53-55	Know Alignment
3-4	Chain of Possession	56-57	Life Sense
5-6	Clairaudience	58-59	Locate Astral Presence
7-8	Clairsentience	60-61	Local Customs
9-10	Clairvoyance	62-63	Locate Fire
11-12	Craftwork Intuition	64-67	Locate Object
13-15	Detect Evil	68-69	Locate Stone
16-18	Detect Illusion	70-72	Locate Water
19-21	Detect Invisible	73-74	Memory Reading
22-25	Detect Magic	75-76	Mental Map
26-27	Discern the Air	77-78	Name Your Price
28-29	Divine the Path	79-80	Penetrating Vision
30-31	Dream Vision	81-82	Scrying Pool
32-33	Find the Dead	83-84	See Through Air
34-35	Find Person	85-86	Sense Emotions
36-37	Find Poison	87-88	Sense Fear
38-40	Find Traps	89-90	Sense Messages
41-44	Identify	91-92	Sense Motives
45-46	Identify Caster	93-94	Sense Nightmares
47-48	Inquiry	95-96	Skysight
49-50	Instant Reading	97-98	Tracking Ward
51-52	Internal Surveillance	99-100	Visions of the Past

Earth Spells

Geomancers and cave sorcerers have a strong connection to the ground and the chthonic underworld. They know the secrets of rocks and soils, the dust and the stones, even crystals and sand. Arcanosmiths beat metals into impossible shapes and forms, infusing them with sorcerous energies.

Signs of the Earth Elementalist

- **Crystalheart:** You may store 1 additional Earth spell inside a special crystal, but you may not cast, master, or memorize Air or Enchantment spells.
- **Earthenfriend:** You take half damage from stone and metal weapons, but double damage from cold and frost-based attacks, as well as fire (but not heat).
- **Face of the Earth:** You look like you are made of stone.
- **Geomancer:** You get advantage on rolls to control Earth spells, but disadvantage on rolls to control Enchantment, Mind, and Summoning spells.

Roll 1d100 to determine individual Earth spells:

Roll	Earth Spell	Roll	Earth Spell
1-2	Avalanche	51-52	Quicksand
3-4	Create Clay Golem	53-54	Servant of Ash
5-6	Create Crystal Golem	55-56	Servant of Iron
7-8	Create Dirt Golem	57-58	Servant of Quicksilver
9-12	Create Path	59-60	Servant of Sand
13-14	Create Stone Golem	61-62	Servant of Soil
15-16	Crystal Form	63-64	Servant of Stone
17-18	Dust to Dust	65-68	Shape the Earth
19-20	Earthen Pillar	69-72	Shape Stone
21-22	Earthquake	73-76	Speak with Stones
23-24	Enchanted Earth	77-80	Stone Armour
25-28	Excavate	81-82	Stone Form
29-32	The Heat of Metal	83-84	Stream of Metal
33-36	Liquefy	85-86	Summon Dirt
37-40	Locate Metal	87-88	Summon Earth Elemental
41-42	Locate Stone	89-92	Transform Earth
43-44	Meld Matter	93-94	Volcano
45-46	Petrification	95-96	Wall of Iron
47-50	Petrify Plants	97-100	Wall of Stone



Enchantment Spells

Where once the islands of the Middle Sea were riddled with enchanters and enchantresses—from hedge wizards in exile to archmages building their own private kingdoms of sycophants and slaves—these days, the Gethian navy polices the waves. Those who wish to place webs of magical influence over others face a tough choice: clear out and find some other ocean to live in, or swear fealty to the sultan and abandon their hopes of kingship.

Roll 1d100 to determine individual Enchantment spells:

Roll	Enchantment Spell	Roll	Enchantment Spell
1-2	Aura of Fear	52	Geas
3-4	Bad Luck	53-54	Golden Halo
5-6	Butterfingers	55-56	Hypnotic Gaze
7-8	Cause Fear	57	Hypnotic Suggestion
9-10	Cause Hunger and Thirst	58-59	Hypnotize/Mesmerize
11-12	Cause Pain	60-61	Imprison Spirit
13-14	Charismatic Authority	62-63	Inflame Passions
15-16	Charm Animals	64-65	Inspiration
17-18	Charm Monster	66-67	Lost
19-20	Charm Person	68-69	Magic Jar
21-22	Civilized Demeanour	70-71	Melancholia
23-24	Confidence	72-73	Mental Block
25-26	Confusion	74-75	Pacify
27-28	Contract	76-77	Paralysis
29-30	Crowd Control	78-79	Performance
31-32	Curse	80-81	Reincarnation
33-34	Curse of Wild Magic	82-83	Rumour Mill
35-36	Cypher	84-85	Silver Tongue
37-38	Debasement	86-87	Sleep
39-40	Despair	88-89	Soul Container
41-42	Drunken Revel	90-91	Stormcrow
43-44	Enrage	92-93	Steal Voice
45	Expellation	94-95	Timidity
46-47	Extract Information	96	Tracking Ward
48-49	Fearlessness	97-98	Truth Telling
50-51	Forget Me	99-100	The Urge

Enhance Spells

Wizards who make things better for people find work easily. Grant strength to the sultan's champion, speed to his chariot, and deftness to his arrows—and you will add coins to your purse. But not every wizard desires a life of servitude. Not every wizard wants to be a lackey. Some wish only to improve their own performances through magic, using it to carry them through the flames of war, the darkness of nightmares, or the madness of an alien god's mind. The ability to enhance one's own self through a few mere words is of interest to all wizards, making this one a popular school.

Roll 1d100 to determine individual Enhance spells:

Roll	Enhance Spell	Roll	Enhance Spell
1-2	Adrenaline	51-52	Heightened Vision
3-4	Advanced Summons	53-54	Iron Will
5-6	Alacrity	55-56	Jump
7-8	Arcane Intuition	57-58	Limber Physique
9-10	Arcane Prowess	59-60	Live Fast Die Young
11-12	Automatic Evasion	61-62	Manual Dexterity
13-14	Bloodhound	63-64	Marathon
15-16	Blur	65-66	Martial Prowess
17-18	Bolster	67-68	Mending
19-20	Charismatic Aura	69-70	Perfect Balance
21-22	Charismatic Authority	71-72	Performance
23-24	Civilized Demeanour	73-74	Pleasing Touch
25-26	Confidence	75-76	Precise Thinking
27-28	Conscious Willpower	77-78	Resist Cold
29-30	Consuming the Slain	79-80	Resist Fire
31-32	Defile the Earth	81-82	Sacrificial Weakening
33-34	Enlightened Mind	83-84	See in the Dark
35-36	Exploit Probabilities	85-86	Silver Tongue
37-38	Feast of Power	87-88	Skill Mimic
39-40	Fortitude	89-90	Skills of the Wild
41-42	The Fountain of Youth	91-92	Stamina
43-44	Harm Attraction	93-94	Stave Off Madness
45-46	Heightened Precision	95-96	Strength
47-48	Heightened Reflexes	97-98	War Spell
49-50	Heightened Smell and Taste	99-100	Wasted Mind



Entropy Spells

The flame that sparks to life is soon extinguished. A tool is used until it breaks. Every living creature is born only to die. The mountains crumble beneath the seasons as they come and go. Time ruins everything, and so, too, does magic.

The entropist is an unpopular companion for adventurers, unwanted by rulers as a court sorcerer, and regarded with suspicion by common folk. Even warlords prefer the flashy, unsubtle nature of battle wizards, evocators, and pyromancers. But there are gods, and cults, who favour the arts of ruin and woe. As long as they last, so too does the school of Entropy.

The Cult of the Void, a secret society of magic based out of Azzadrabad, sends its zealots to attack rival temples in the Gethian underworld. They use entropic magic to gradually erase their own personalities, until they find true oblivions, but they have become infected by an alien intelligence that reached this universe through strange angles. If their spells are strong enough, this entity will also break down and decay. If not, however, their free will is so eroded they cannot resist its compulsions.

It is common for all types of entropists, cult-affiliated or not, to make a pilgrimage to the dead city of Ardoussarlis, far to the north. Many come back with new powers, drawn from what remains of the creeping death that destroyed the city's inhabitants and drove King Geddorah away when he came searching for treasure.

Signs of the Entropist

- **Detritus:** You leave ashes and dust behind in your footprints.
- **Quiet:** Your voice refuses to echo.
- **Slowly Dying:** You get +1 Willpower but -1 Health.
- **Suffused by Decay:** Your skin is ashen and taut, your hair grey and thinning. You appear like someone on their deathbed, even when your health is fine.

Roll 1d100 to determine individual Entropy spells:

Roll	Entropy Spell	Roll	Entropy Spell
1	Aging	57-58	Feeblemind
2	Apathy	59	Forget Me
3-5	Arcane Void	60	Forgetting
6	Avalanche	61	Harm Attraction
7-8	Black Cloud	62	Hobble
9-10	Butterfingers	63	Hypnotize/Mesmerize
11	Cause Disease	64	Insanity
12-13	Cause Pain	65-67	Leave No Trace
14	Corrosive Form	68	Living Putrefaction
15	Corrosive Mist	69	Lost
16	Corrosive Weapon	70-71	Mind Blank
17	Death Halo	72	Pacify
18-19	Death Rays	73	Planar Destabilization
20	Death Spell	74	Poison Gaze
21-22	Debasement	75	Remove Depth Perception
23-25	Deface	76	Remove Water
26-28	Defile the Earth	77	Servant of Acid
29-31	Desiccate	78-79	Sever Arcane Links
32	Destroy Corpses	80	Shade Infection
33	Destroy Dream	81-83	Silence
34-37	Destroy Objects	84-86	Slow
38	Destroy Spell	87-88	Social Decay
39-40	Disable Senses	89-90	Spoil Food and Drink
41	Disintegrate	91	Stigmata
42	Drowning	92	Suffocation
43-44	Dust to Dust	93	Timidity
45-46	Enfeeblement	94-95	Uncoupling
47-48	Erase	96	Venomous Weapons
49-50	Evaporate	97	Wave of Corruption
51-55	Extinguish	98-99	Weaken
56	Fatal Flaw	100	Wither



Evocation Spells

While many wizards are subtle, the work of the evocator appears miraculous and magical in nearly every case. The conjuration of matter and forces out of nothing is a feat that few can ignore.

Signs of the Evocator

- **Agitated:** Your hair and clothes seem tousled by a wind that affects no one else, your body cannot stay still, and your possessions sometimes move on their own.
- **Bursting at the Seams:** Others nearby feel a slight pressure emanating from you.
- **Chromatose:** You change colours or glow when you cast spells.

Roll 1d100 to determine individual Evocation spells:

Roll	Evocation Spell	Roll	Evocation Spell
1-2	Acid Spit	54-55	House of Leaves
3-4	Acid Spray	56-59	Light
5-6	Arcane Spike	60-62	Magic Missile
7-9	Bridge	63-64	Magic Rope
10-11	Chromatic Shield	65-66	The Outer Noise
12-13	Chromatic Spray	67-68	Poison Cloud
14-15	Cloud of Blades	69-70	Radiant Beam
16-17	Colours From Beyond	71-72	Scatter the Embers
18-19	Corrosive Mist	73-74	Simulacrum
20-23	Create Air	75-76	Sphere of Force
24-27	Create Fire	77-78	Stream of Metal
28-29	Create Magical Double	79-80	The Twins
30-31	Create Object	81-82	Ventriloquism
32-35	Create Water	83-84	Wall of Blades
36-37	Cubes of Slime	85-86	Wall of Fire
38-39	Deafening Noise	87-88	Wall of Ice
40-41	Duplicate Documents	89-90	Wall of Iron
42-43	Earthen Pillar	91-92	Wall of Stone
44-46	Eldritch Darts	93-94	Wall of Text
47-49	Floating Platform	95-96	Web Trap
50-51	Frost Beam	97-98	Wizard Sword
52-53	Ghostly Hands	99-100	Zone of Warmth

Fire Spells

The consuming flame. The hypnotic light of the dancing destruction. What would humankind have without fire? It is our oldest ally, and perhaps our most dangerous, but for as long as there has been fire, there have been those who would risk destruction to gain its powers for their own.

The pyromancers of the Azzujaji Mountains, to the south of the Highland Coast, were once formidable overlords of the area. But when their leader sought to destroy the sultan of Neth, he was slain by the hero Mansur the Mighty, a general now far more famous than even the sultans of his day. But while these pyromancers were driven out of the mountains, their spellbooks were never found. Were they smuggled away by surviving fragments of the cult, who meant to rebuild their power elsewhere? Or were they sold on the black market by unscrupulous merchants, like any other precious artifact?

Signs of the Pyromancer

- **Burned:** Your skin is covered in burn scars.
- **A Fire Inside:** The reflection of flames can always be seen in your eyes.
- **Ifrit:** Thin wisps of smoke escape from your mouth when you speak.
- **In Flames:** The touch of fire does not burn you unless you wish it to, but you suffer double damage from cold, ice, and frost-based attacks, and you suffer disadvantage to rolls made against any kind of magical darkness.

Roll 1d100 to determine individual Fire spells:

Roll	Fire Spell	Roll	Fire Spell
1-3	Breathe Fire	50-53	Ignite
4-7	Control Fire	54-57	Locate Fire
8-12	Create Fire	58-60	Resist Cold
13-16	Create Fire Golem	61-65	Resist Fire
17-19	Eat Fire	66-69	Scatter the Embers
20-23	Extinguish	70-73	Servant of Ash
24-27	Fiery Hands	74-77	Servant of Flames
28-31	Fireball	78-81	Servant of Smoke
32-34	Fire Form	82-85	Summon Fire Elemental
35-38	Flaming Weapon	86-88	Volcano
39-42	Flare	89-92	Wall of Fire
43-45	Freeze Fire	93-96	Ward Against Fire
46-49	The Heat of Metal	97-100	Zone of Warmth



Healing Spells

Who is more prized than the healer? Only the magician who can restore what has been lost as well as cure the sick. A fire-flinging sorceress and an earth-shaking geomancer might seem like your best allies in the heat of battle, but when you are lying in a pool of your own blood in stygian darkness deep below the earth, there is only one type of magic you long for—the kind that knits torn flesh back together again.

Many settlements in the Kingdoms of Dreams will put aside the law’s injunctions against idolatry if the idol includes some healing powers. The most zealous authorities will move against the priests of Asklepios and others, but most people live hard lives, and they welcome some respite. If this pagan god will offer to make a person whole again, asking no evil in return, what harm could there be? Besides, we all go back to the law in the end, if we want to enjoy the sultan’s protection.

The Resurrectionists were once a powerful sect in the east, but the coming of the law cut away at their power. Those that held to idolatrous beliefs were forced to flee, and so their numbers were much reduced. Those that embraced the law were unable to regain their former heights, even as they performed miracles of healing on a regular basis, even raising the dead to life in a few rare cases. They have splintered further in recent years, with some leaving to become viziers, rather than live as mendicants.

Signs of the Healer

- **Herbalist:** You smell of pleasant herbs and weeds.
- **Trustworthy:** You get advantage to reaction rolls and rolls to deal with good or lawful social institutions, but you get disadvantage on all your damage rolls.

Roll 1d100 to determine individual Healing spells:

Roll	Healing Spell	Roll	Healing Spell
1-4	Analgesia	51-54	Marathon
5-8	Animal Restoration	55-58	Monster Restoration
9-12	Bolster	59-62	Negate Poison
13-17	Cure Disease	63-66	Parthenogenic Resurrection
18-21	Cure Hunger and Thirst	67-70	Prosthetic Limb
22-25	Cure Madness	71-75	Purify Food and Drink
26-30	Cure Wound	76-79	Raise the Dead
31-34	Drain Spell	80-83	Reincarnation
35-38	Eat Fire	84-87	Regenerate
39-42	Endure Pain	88-92	Remove Curse
43-46	Gift of Sacrifice	93-96	Restoration
47-50	Indivisible	97-100	Second Wind

Illusion Spells

Just because you see it, doesn't mean it's real. Just because you feel it, doesn't mean it's there. The senses can be fooled. This is no mere sleight of hand—no parlour trick, the illusionist's art. No, it is the sorcerer's trick that leaves them baffled and trapped inside a web of lies. Why change your face when you can change your appearance? Why conjure the fire when the sight is good enough? It will seem to be what you want it to be, and seeming is as good as being if it achieves the same results.

The Solipsomnasts believe that illusions are merely temporary realities, that last until the magic is dispelled, and that dreams are a type of illusion. They create worlds inside their heads to test their reactions, to forge them into new people. They can mimic others, duplicated by their mental regimens, and they can train to perform wondrous physical feats in the same way. But their powers and conditionings, like illusions, fade away over time. "Nothing lasts forever but the end" is their motto.

Signs of the Illusionist

- **Illusory Residue:** The colours of your clothes seem brighter when you wear them, the sparkle of your buttons somewhat brighter.
- **Unrealish:** You seem to blur around the edges when you move around quickly.

Roll 1d100 to determine individual Illusion spells:

Roll	Illusion Spell	Roll	Illusion Spell
1-3	Blur	51-54	Illusory Room
4-6	Deafening Noise	55-57	Illusory Sensations
7-10	Detect Illusion	58-60	Illusory Terrain
11-14	Duplicate Images	61-63	Illusory Vision
15-17	Faerie Dust	64-66	Invisibility
18-20	Faerie Kingdom	67-69	Invisible Sphere
21-23	The Face of All Your Fears	70-72	Invisible Writing
24-26	False Magic	73-75	The Master's Guise
27-29	False Prophecy	76-79	Message
30-32	Fools' Gold	80-82	Object Mask
33-35	Glowing Objects	83-85	Paranoia Trap
36-38	Hide	86-88	Prestidigitation
39-41	Illusion of Normalcy	89-91	Remove Depth Perception
42-44	The Illusion of Prophecy	92-94	Self Projection
45-48	Illusory Appearance	95-97	The Semblance of Death
49-51	Illusory Being	98-100	Ventriloquism



Law Spells

Magic is neither inherently evil nor chaotic. It is but another force in the universe, and one that humankind may harness and master. Lawful magic focuses on the cosmic and natural order, on harmony and discipline. It command. It protects. It drives out the wicked and those who would harm civilization.

Outside of the twin cities of Geth and Neth, the network of lawful scholars studying this school of magic exert great influence over the Kingdoms of Dreams. As lawyers and sorcerers both, their sway is wide and they communicate with each other regularly. But the sultan of Geth denies them authority in his city, and elsewhere within his empire (where he can), in order to deny them the ability to reduce his own power. Geth is powerful enough that his interpretation of the law cannot be challenged without repercussions, whether they like it or not.

The nobles of Neth normally do the opposite of Geth. They like what the Gethians do not, they reject what the Gethians hold dear. In this instance, however, the sultan of Neth wants his rule challenged as much, or rather as little, as the sultan of Geth does, so the scholars of law are unable to operate with impunity in Neth just the same.

Signs of the Lawful Wizard

- **The Law of Magic:** You get advantage on rolls to control spells of the Law school, but you have disadvantage on saves against spells of the Chaos school and spells cast by chaotic spellcasters.
- **More and Less Predictable:** When you miscast a spell from the Law school, roll twice and choose the result you prefer, but when you miscast a spell from a different school and cause a different spell to happen, you instead cause two different spells to be cast.

Roll 1d20 to determine individual Law spells:

Roll	Law Spell	Roll	Law Spell
1	Binding	11	Immobilize Person
2	Dispel Chaos	12	Imprison Spirit
3	Dispel Evil	13	Indivisible
4	Extract Information	14	Last Rites
5	Forlorn Encystment	15	The Law of the Land
6	Holy Water	16	The Power of Law
7	Ideological Conflict	17	Protection from Chaos
8	Ideological Suppression	18	Protection from Evil
9	Immobilize Animal	19	Returning
10	Immobilize Monster	20	Voice of Command

Manipulation Spells

There are those who think the use of will to manipulate objects is the simplest of all sorcerous arts. But those who pursue it also know it is also the most useful. For what elevates humans above the beasts of the woods? The use of spells and tools both.

Roll 1d100 to determine individual Manipulation spells:

Roll	Manipulation Spell	Roll	Manipulation Spell
1-3	Animate Object	51	Implant Object
4-6	Call to Hand	52	Instant Reading
7-9	Chain of Possession	53-55	Invisible Writing
10-12	Cleaning	56-57	Lose Object
13-14	Cloud of Blades	58	Magic Jar
15	Collapsible Space	59-62	Magic Lock
16-18	Colour Change	63	Magic Pockets
19	Conjure Vehicle	64	Manual Dexterity
20	Control Elemental	65-68	Mending
21	Control Golem	69-72	Open
22	Control Magic Item	73	Poltergeist
23-24	Create Earth Golem	74	Possessed Automaton
25	Create Gaseous Golem	75	Prosthetic Limb
26	Create Ice Golem	76-78	Read Languages
27	Create Liquid Golem	79	Re-Arrange Items
28	Create Ooze Golem	80	Returning
29	Create Wood Golem	81	Rewrite
30-32	Destroy Objects	82	Secret Space
33-35	Drag the Waters	83-85	Shape the Earth
36-38	Dry Spell	86-88	Shape Stone
39	Duplicate Documents	89	Soul Container
40-42	Entanglement	90	Speak with the Works of Hands
43	Erase	91-92	Telekinesis
44	The Falling Sickness	93	Treacherous Footing
45	Flying Ship	94-96	Uncoupling
46	The Heat of Metal	97	Unseen Hand
47	House of Leaves	98	Voice of the Voiceless
48-50	Ignite	99-100	Wall of Blades



Mind Spells

The mentalist is one of the subtlest of sorcerers, controlling the minds of others for their own benefit, or exploring their thoughts surreptitiously. Even as the ascetic wizard, expanding self-consciousness out in the desert, is a figure of respect, the insidious bender of minds elicits more revulsion than nearly any other sorcerer.

Roll 1d100 to determine individual Mind spells:

Roll	Mind Spell	Roll	Mind Spell
1-2	Alter Signal	50-51	Mental Block
3-4	Apathy	52-53	Mental Map
5	Automaton Transfer	54-55	Mind Blank
6	Contact the Dreamer in the Deep	56-57	Mind Reading
7-8	Craftwork Intuition	58-59	Mind Shield
9-10	Cure Madness	60-61	Mind Transfer
11	Destroy Dream	62-63	Name Your Price
12-13	Dream Control	64-65	Paranoia Trap
14-15	Dream Vision	66-67	Past Thoughts
16-17	Dreamwalk	68-69	Possession
18-19	Enlightened Mind	70-71	Precise Thinking
20-21	Ethereal Projection	72-73	Psychic Attack Tentacles
22-23	The Face of All Your Fears	74	Remove Aspect
24-25	False Memory	75	Remove Depth Perception
26-27	Familiar	76-77	Send Dreams
28-29	Feeblemind	78-79	Sense Emotions
30	Fire in the Head	80-81	Sense Fear
31	Forget Me	82-83	Sense Motives
32-33	Forgetting	84-85	Solidify Opinion
34-35	Gift of Memories	86-87	Speed Research
36-37	Group Mind	88-89	Spell Acquisition
38-39	Hypnotic Suggestion	90	Stave Off Madness
40-41	Hypnotize/Mesmerize	91-92	Telepathic Hearing
42-43	Insanity	93-94	Temporary Madness
44-45	Insidious Psychic Attack	95-96	Theft of Memories
46-47	Memory Reading	97-98	Tongues
48-49	Mental Blast	99-100	Unreal Situation

Necromancy Spells

On the borderlands between life and death, the death conjurer risks everything to defy the greatest barrier humanity has ever faced. A certain kind of arrogance is necessary to master the spells of this school. But not every necromancer is some kind of depraved villain. Some seek to impose order on a world thrown into chaos by death and destruction, while others merely want to take advantage of the cheap labour provided by animated corpses (but never learned to create golems). Others are simply desperate to know the mysteries of the soul, and consider themselves beyond good and evil.

The great necropolis of Geth attracts necromancers of all stripes, who infest the city's criminal underworld. Those who create zombies are easiest to root out, but those who whisper to the ghosts have little trouble operating with impunity. The city has magic and technology to keep these ghosts out, but no barrier is foolproof.

Signs of the Necromancer

- **Corpse-Like Stiffness:** You get +1 Willpower but -1 Dexterity.
- **Pale:** You look a lot like a corpse.
- **Perfumed:** You smell faintly of the grave.

Roll 1d100 to determine individual Necromancy spells:

Roll	Necromancy Spell	Roll	Necromancy Spell
1-3	Animate the Dead	51-53	Life Drain
4-6	Cause Disease	54-56	Life Leech
7-9	Cause Wounds	57-59	Living Putrefaction
10-12	Consuming the Slain	60-62	Parthenogenic Resurrection
13-15	Create Carrion Golem	63-65	Possessed Automaton
16-19	Create Undead	66-68	Reincarnation
20-22	Dead Weapon	69-71	The Semblance of Death
23-25	Death Halo	72-74	Soul Container
26-28	Death Rays	75-78	Speak with the Dead
29-31	Death Spell	79-81	Summon Creature of Death
32-34	Destroy Corpses	82-84	Summon Ghosts
35-37	Ethereal Projection	85-87	Summon Skeletal Horde
38-41	Find the Dead	88-90	Touch the Dead
42-44	The Fountain of Youth	91-93	Undead Repellent
45-47	Ghost Magnet	94-96	Ward Against Ghosts
48-50	Halt the Dead	97-100	Ward Against the Undead



Plants Spells

That which grows in the earth is the start of all life. Without the world of plants, what chance does the flesh have to thrive? Wizards of both the civilized world and wilderness revere the flora that surrounds them, learning to influence and control the natural world.

The sultan of Geth has a collection of greenhouses tended by arcane arborists to supply the palace with the most succulent of produce year-round. The view from inside these greenhouses becomes bizarre and otherworldly on days of heavy smog, when the oily charcoal clouds crawl their way across the outside of their glass walls. The air inside the glass remains warm, humid, and clean year-round as the arborists walk the rows, tending their fruits and vegetables. They are less revered by far than Geth's battle wizards, but they have much greater access to the palace.

In the wastelands of Shahrazar, where few people live, there are wizards whose skins become prickly, like a cactus. Some of them have claimed to even pass for plants by remaining motionless when adventurers passed by them. If you can find one of these cactus wizards when you are stranded out in the desert, perhaps they will give you water, which they can find in even the driest of places, so that you don't die.

Signs of the Vegemancer

- **Bacchante:** Your hair is full of vines and leaves.
- **Ent-like:** Your skin has the colour and texture of bark.
- **Forest Friend:** You get advantage on orientation rolls in lush wilderness, but disadvantage on orientation rolls in deserts and wastelands.
- **Herbal:** Your hair is like leaves or moss.
- **Life Speaks to Life:** Plants seem to reach out to you with their leaves when you pass by them.
- **Loamy:** You smell of the deep forest.

Roll 1d20 to determine individual Plants spells:

Roll	Plants Spell	Roll	Plants Spell
1	Control Fungi	10	Plant Form
2	Create Ooze Golem	11-12	Plant Growth
3-4	Create Path	13	Pollen
5	Create Wood Golem	14-15	Reshape Plants
6	Ignore Plants	16	Servant of Rubber
7	Ironwood	17	Speak with the Forest
8	Living Armour	18-19	Speak with Plants
9	Petrify Plants	20	Summon Plant



Prophecy Spells

Not merely the ability to see into the future, prophecy also includes statements of the divine, and laws set down by the Creator. Because the law is revealed to humanity through prophecy, the Kingdoms of Dreams are very concerned about being able to differentiate legitimate prophecy from charlatanism and false visions caused by pagan idolatry.

These truth-finders train rigorously in order to separate what is honest from what is merely illusion. When they meet each other, they have a habit of telling each other lies, with the expectation that members should be able to tell, or even have foreseen the lies before they even happen. Those who believe the lies are not considered skilled enough to rise in rank in their organization.

The lie-finders of Geth are the most famous examiners of prophecy, for now their primary task is to assist magistrates in judging legal cases. It has been centuries since a prophet was taken seriously inside the city of Geth, and this attitude permeates the city's whole empire. These days, the lie-finders attune themselves to the emotions of suspects and witnesses to root out their falsehoods and ascertain their reliability. If they pass the test, their testimony is accepted as fact—if not, they face the additional charge of perjury, which the sultan's officials find particularly offensive.

Some lie-finders have learned quite a bit of prophecy themselves. Some have become famous for divining the results of a trial or a person's testimony in advance of their examination, already knowing which statements are false. And then, the ability to identify criminals before they commit a crime is, sometimes, even more valuable to the sultan than the ability to solve it after.

Signs of the Prophet

- **Beacon of Truth:** You get advantage on all rolls to interact with lawful communities, but you cannot tell a lie.
- **Conduit:** You get +1 Intelligence but -1 Ferocity.
- **Prophetic Tongue:** In the presence of magic and the supernatural, you speak with two voices at once.
- **Resigned to Fate:** You get +1 Willpower but -1 Ferocity.

Roll 1d10 to determine individual Prophecy spells:

Roll	Prophecy Spell	Roll	Prophecy Spell
1	Divine the Path	6	Local Customs
2	Fatal Flaw	7	Name Your Price
3	Foreshadowing	8	Omen of the Path
4	The Illusion of Prophecy	9	Portents
5	Inquiry	10	Sense Destiny

Protection Spells

One can easily be forgiven for assuming that wizard-protectors would be more represented among those who fight nightmares. But really, if you can manage to be reliable with your magic, you can make a lot more money just bodyguarding nobles. And bodyguarding is a lot less dangerous than nightmare incursions are.

In Zhu-Fabaal, on the northern side of the Middle Sea, the roads are guarded by toll wizards. They collect money from travellers, keep bandits out of the kingdom, and crack down on smugglers. Instead of traps or wards promising exile, they simply defend themselves from harm with their magic as they go about their work. They aren't flashy, but they are effective.

Signs of the Wizard-Protector

- **Arcane Wards:** Your Armour rating is always 1 point higher than it should be, but your Speed score is always 1 point lower (i.e. 6 plus your Dexterity modifier).
- **Bulwark:** When you fight specifically to defend a place or the people in it, you have advantage to your attack rolls, but if you attack someone who is not antagonizing you or your allies, you have disadvantage to your damage rolls.
- **Hardened:** You get advantage on saves against spells that cause damage, but you also have disadvantage on damage rolls caused by your magic.

Roll 1d100 to determine individual Protection spells:

Roll	Protection Spell	Roll	Protection Spell
1-4	Alarm	50-53	Protection from Evil
5-8	Anti-Magic Shell	54-57	Protection from Illness
9-12	Anti-Magic Shield	58-60	Protection from Law
13-16	Armour	61-64	Protection from Missiles
17-19	Automatic Evasion	65-68	Protection from Radiance
20-22	Blur	69-72	Protection from Weapons
23-26	Circle of Protection	73-76	Protective Abjuration
27-29	Endure Pain	77-80	Shield
30-32	Faerie Repellent	81-83	Stave Off Madness
33-35	False Prophecy	84-86	Stone Armour
36-38	Living Armour	87-89	Stoneskin
39-42	Mind Shield	90-92	Undead Repellent
43-46	Omnipotent Sphere	93-96	Ward Against Harm
47-49	Protection from Chaos	97-100	Wizard Repellent

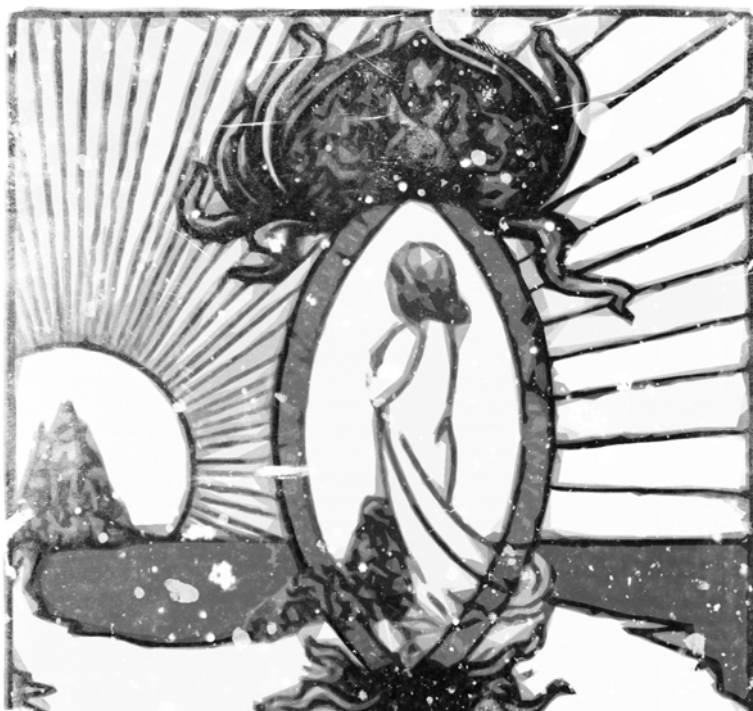
Quintessence Spells

Most people think sorcery is all about the supernatural effects. Crushing mountains, parting the seas, raining fire down on your enemies. But those who dedicate their lives to the sorcerous arts know there is more to it than that. One can spend years studying only how to bend and warp the weaves of magic. One can learn only the ways of manipulating sorcery, and still become more knowledgeable than most. There are spells you cast on people, places, and things—and then there are spells you cast on other spells.

The Imperial College of Wizardry, in lands far to the north of the Middle Sea, supposedly has a program for training wizard-adjuncts: arcanists whose main purpose is to enhance and magnify the spells of other wizards. In some cases, these wizard-adjuncts also act as magical protection, reflecting offensive spells back at their casters and dispelling unwanted enchantments. The sultan of Geth has instructed his own viziers to investigate these techniques so that he, too, can obtain such services for his empire, but so far, they have brought back little information.

Signs of the Wizard Oversaturated with Arcane Forces

- **Adjunct:** You get advantage on rolls to control Quintessence spells, but disadvantage on spells from other schools that affect a living target.
- **Highly Practiced:** When you miscast a spell, there is a 50/50 chance you also cast a random Quintessence spell on any spell effect you produce.



Roll 1d100 to determine individual Quintessence spells, but roll twice and choose between the two results, in case you end up with mastered Quintessence spells that don't work with your spells from other schools:

Roll	Quintessence Spell	Roll	Quintessence Spell
1	Advanced Summons	48	Live Fast Die Young
2	Alter Signal	49	Living Spell Conduit
3-4	Animist Perspective	50	Magic Allergy
5-6	Anti-Magic Shell	51-52	Magic Resistance
7-8	Anti-Magic Shield	53-54	Move Spell
9-10	Anti-Magic Sphere	55-57	Permanency
11-12	Arcane Connection	58	Random Spells
13-14	Arcane Enhancement	59-61	Read Magic
15	Arcane Locale	62	Remove Aspect
16	Arcane Prowess	63	Sacrificial Weakening
17	Arcane Void	64	Sever Arcane Links
18	Autoexplosion	65	Speed Research
19	Chaos Field	66	Spell Acquisition
20-21	Contingency	67-68	Spell Burn
22-23	Control Element	69-70	Spell Conduit
24	Control Magic Item	71-72	Spell Delay
25-26	Counterspell	73-74	Spell Enabler
27-28	Curse	75-77	Spell Extension
29	Curse of Wild Magic	78-79	Spell Filter
30	Death Rays	80-81	Spell Immunity
31	Destroy Spells	82-83	Spell Repeat
32-35	Dispel Magic	84-85	Spell Reversal
36	Drain Spell	86-87	Spell School Immunity
37	Enchanted Earth	88-89	Sympathetic Link
38	Energy Absorption	90-91	Theft of Fire
39	False Magic	92-93	Transfer Spells
40-41	Familiar	94-95	Voorish Sign
42-43	Forbidden Zone	96	War Spell
44-45	Identify Caster	97	Wasted Mind
46	Ideological Conflict	98	Wheel of Arcane Fortune
47	Ideological Suppression	99-100	Wizard Repellent



Radiance Spells

The various lights of heaven are grouped together in the Radiance school: lightning the sun, and all kinds of holy illumination. It is popular among the lawful, but there are others who employ these energies as well.

In the north, where heathens know of the law but still fall prey to idolatry, their Church of Law employs priests and trains them in the ways of pagan sun gods. They call down the fires of heaven and burn their lights in the darkness of these terrible times. There are those who have travelled north to train in these arts, submitting themselves to foreign practices in order to gain knowledge and return to the lawful Kingdoms of Dreams so they can fight the nightmare incursions.

In what some say is the centre of the Voss, that great desert south of Korakoss, sits the ruins of an ancient city. The main temple devoted to worship of the sun still stands, though every other structure has been beaten down by the sands of time—and the sands of the desert all around it. Was there water here at some time? There is none now. Yet still there are those few adventurers who brave the elements to search through nooks and crannies in the ruins, looking for treasures, or perhaps the secrets of the sun mages who ruled this place. There was one expedition whose leader returned alone, wielding the power of the sun, but he also disappeared, not long after his return—just like the rest of his expedition did.

Signs of the Radiant Wizard

- **Creature of Light:** You take half damage from radiance and light-based magic, but double damage from magical darkness.
- **A Light Touch:** Any light source you hold sparkles with a magical quality.
- **Radiant Inside:** Your blood glows with its own light.
- **Shining Aura:** You get +1 Charisma but -1 Dexterity.
- **Sun Caster:** You get advantage on rolls to control spells you cast in daylight, but disadvantage one rolls to control spells you cast in the dark.

Roll 1d20 to determine individual Radiance spells:

Roll	Radiance Spell	Roll	Radiance Spell
1	Blinding Light	12-13	Lightning Hands
2	Energy Absorption	14	Lightning Rod
3	Freeze Fire	15	Protection from Radiance
4-5	Glowing Objects	16	Radiant Beam
6-8	Light	17	Radiant Touch
9	Lightning Aura	18	Radiant Words
10-11	Lightning Bolt	19-20	Sunlight



Revelation Spells

The revelator forces the world—and worlds beyond this one—to give up its secrets. Nature reveals itself and all that it knows, and the revelator need not boast of supernatural perception, but rather of a kind of persuasion. It is the language of the cosmos by which it is persuaded to give up on secrecy.

Amongst the desert nomads of Korakoss, there are those who hire themselves out as sorcerous guides. They can unfold the mysteries of the landscape with mere motions of their hands, speaking to the stones, pulling hidden water from the ground, and discerning the truest paths through the stony hills. Some of them even know the beasts and all the creatures of the desert, and know how to persuade the lions and hyenas to leave them unmolested as they travel through the wilds. There are rumours that some guides even know how to make a person reveal their inner thoughts, and they lead evildoers out into the wastelands to die.

Signs of the Revelator

- **Dungeon Seer:** You have advantage on rolls to search, but disadvantage on rolls to disarm traps and saves against traps.
- **Eyes:** You have a prominent eye symbol tattooed on your skin.
- **A Mind Open to the Gods:** You get advantage on rolls to control Revelation spells, but if you miscast a Divination, Prophecy, or Revelations spell, you are incapacitated for 1d6 rounds by vivid hallucinations.
- **Mouths:** You have prominent symbols of mouths tattooed on your skin.
- **Revelator:** You get advantage on rolls to control Revelation spells but you must reveal the information you find and you cannot lie about it.

Roll 1d20 to determine individual Revelation spells:

Roll	Revelation Spell	Roll	Revelation Spell
1	Alert	11	Past Thoughts
2	Astral Projection	12	Solve Puzzle
3	Commune with Higher Power	13	Speak with Animals
4	Contact the Crawling Chaos	14	Speak with the Dead
5	Contact the Dreamer of the Deep	15	Speak with the Forest
6	Craftwork Intuition	16	Speak with Plants
7	Divine Guidance	17	Speak with Stones
8	Local Customs	18	Speak with Waters
9	Locate Astral Presence	19	Speak with the Works of Hands
10	Mind Reading	20	Voice of the Voiceless

Summoning Spells

There are those who say that summoning creatures from beyond the material world is exactly what brought the nightmare incursions down upon us. But others say there were infernalists long before nightmares walked the earth. Some conjurers point out that they have nothing to do with otherworldly creatures, but most summoners merely remind their lessers of their power, and ignore the debate entirely.

Roll 1d100 to determine individual Summoning spells:

Roll	Summoning Spell	Roll	Summoning Spell
1-2	Advanced Summons	44-45	Servant of Sand
3-4	Conjuration	46-47	Servant of Smoke
5	Conjure Vehicle	48-49	Servant of Soil
6	Contact the Crawling Chaos	50-51	Servant of Stone
7	Contact the Dreamer in the Deep	52-53	Servant of Water
8-10	Create Food and Drink	54-55	Servant of Wind
11	The Curse of Nightmares	56	Shadow Monster
12-14	Invisible Servant	57-59	Summon Air Elemental
15-16	Magic Steed	60-62	Summon Animal
17	Malevolent Mouth	63-64	Summon Beastling
18-19	Minion	65-66	Summon Children
20	Opening the Way	67	Summon Creature of Death
21-22	Parliament of Birds	68-69	Summon Dirt
23-24	Plague of Vermin	70-71	Summon Earth Elemental
25-26	Serpents	72-73	Summon Faerie
27	Servant of Acid	74-76	Summon Fire Elemental
28-29	Servant of Ash	77-78	Summon Frost Elemental
30	Servant of Blood	79-80	Summon Ghosts
31	Servant of Bones	81-83	Summon Monster
32-33	Servant of Clouds	84-85	Summon by Name
34	Servant of Darkness	86-88	Summon Planar Intelligence
35-36	Servant of Flames	89-90	Summon Plant
37-38	Servant of Ice	91	Summon Serpentine
39-40	Servant of Iron	92	Summon Skeletal Horde
41	Servant of Oil	93-94	Summon Storm Elemental
42	Servant of Quicksilver	95-97	Summon Swarm of Animals
43	Servant of Rubber	98-100	Summon Water Elemental



Transmutation Spells

Every alchemist dreams of turning base lead into valuable gold, or at least becoming famous by discovering the philosopher's stone. But real transmuters are loathe to stop at merely creating wealth for themselves. Some are more concerned with mayhem, while others use their magic for as many mundane purposes as possible. Others use their magic to play the alchemist role and swindle as many people as they can.

The newly-incorporated alchemical college at Alazira University in Neth was formed by a pair of alchemists fleeing the far-northern city of Ormok, after suffering violence and persecution. Though the university already has an alchemical college with a long history (older even than Neth itself), the current sultan believes that competition brings out the best in people. He wants all institutions of his city to challenge each other to perform at a higher level, and believes this is the best way to pluck the jewels of the north for himself, and squeeze all the juice out of them as well.

Signs of the Transmuter

- **Alchemical Witch:** Your teeth and nails are made of iron.
- **Dyed in the Wool:** Some part of your body (hair, eyes, a hand, etc) is an odd colour, dyed by the power of your magic.
- **Materialist:** You get advantage on rolls to control spells that change inorganic materials, but disadvantage on rolls to control spells that alter life.
- **Steady Hands:** You get +1 Dexterity but -1 Ferocity.
- **Unhealthy Lifestyle:** You get +1 Willpower but -1 Health.

Roll 1d100 to determine individual Transmutation spells:

Roll	Transmutation Spell	Roll	Transmutation Spell
1-5	Alter Items	51-54	Imprison Spirit
6-9	Delicious Flavour	55-58	Ironwood
10-13	Devour	59-62	Lighten Object
14-17	Disintegrate	63-66	Liquefy
18-21	Dust to Dust	67-70	Meld Matter
22-25	Enlarge	71-74	Petrify Plants
26-29	False Magnetism	75-78	Poison Cloud
30-34	Featherlight	79-82	Quicksand
35-38	Flaming Weapon	83-86	Shrink
39-42	Freeze Liquids	87-90	Solidify
43-46	Glowing Objects	91-94	Transform Earth
47-50	Grenades	95-100	Transmute

Wards and Runes Spells

For centuries, the Kingdoms of Dreams resisting the use of printing presses in favour of hand-scribed books. Calligraphers, highly respected and patronized by rulers everywhere, lent the written word a prestige not enjoyed most places in the world. But alas, the press proved far too useful to languish in the shadows and the simplified scripts required by metal type are commonplace these days.

Yet there are still those who believe in the magic of writing, who draw power from runes and symbols and drawings. The graphomancer leaves pieces of magic where they go, in the form of wards and runes. Their reach is long, they have eyes everywhere, they can literally rewrite history. One day, they will learn to rewrite reality itself!

Signs of the Graphomancer

- **Automatic Writing:** Whenever you speak, your words show up as writing, either appearing as tattoos on your body, or showing up on nearby objects. They fade away after a few moments.
- **Infused Script:** When you write, whatever ink or pencil or charcoal you use, your writing sparkles, is iridescent, or has colours mixed into it, because your magic always leaks into it.
- **Symbolist:** You leave symbols behind in your wake; in your footsteps, the marks left by your hands, how you leave objects lying around, etc. These symbols are permanent, but if they are just marks in the dust or appear as ink, they can be swept away or washed off.

Roll 1d100 to determine individual Wards and Runes spells:

Roll	Wards and Runes Spell	Roll	Wards and Runes Spell
1-5	Alarm	52-56	Trap Ward
6-10	Alert	57-60	Wall of Text
11-14	Cypher	61-64	Ward Against Beasts
15-18	Duplicate Documents	65-68	Ward Against Faeries
19-22	Erase	69-72	Ward Against Fire
23-26	Far Command	73-76	Ward Against Ghosts
27-31	Message Ward	77-80	Ward Against Harm
32-35	Noise Ward	81-84	Ward Against the Other World
36-39	Observation Ward	85-88	Ward Against Serpents
40-43	Read Languages	89-92	Ward Against the Undead
44-47	Rewrite	93-96	Ward Against Water
48-51	Tracking Ward	97-100	Ward Against the Weather



Water Spells

Wizards of water, the sea, and especially the rain are popular with agriculturalists and desert peoples, who respect those with resources they need. But most water wizards are either tied to ships or are specialist alchemists. The oceans provide a bountiful harvest and passage to other lands, but they are harsh and deadly as well. Sorcery that smooths a ship’s travel through the waters is welcomed by every crew.

But the potion-makers of Geth are just as famous as her navy’s sea witches are. Pilgrims come from all over the empire for curatives and intoxicants. Some whisper that there are potions for sale with even more drastic effects: those that expand your mind, reveal the secrets of the dead, or even change your form into the same kind of liquid as the potion.

Meanwhile, on the eastern side of the Qarqumiyyan mountains, there dwells the Eyes of Eternity, a secretive sect of monastic witches. They draw the water out of others by their very presence. Men weep, sweat, and drool profusely just by looking at them. One can see the desiccated corpses of those who could not win their favour lying upon the clifftops, now frozen by the altitude.

Signs of the Water Elementalist

- **Aquatic:** You can breathe underwater, but you take double damage from fire and heat.
- **Salty:** You smell distinctly of the ocean.

Roll 1d100 to determine individual Water spells:

Roll	Water Spell	Roll	Water Spell
1-4	Control Water	54-57	Remove Water
5-7	Create Liquid Golem	58-59	Servant of Blood
8-11	Create Water	60-62	Servant of Clouds
12-15	Desiccate	63-65	Servant of Ice
16-19	Drag the Waters	66-68	Servant of Snow
20-23	Drowning	69-71	Servant of Vapour
24-27	Dry Spell	72-75	Servant of Water
28-31	Evaporate	76-78	Solidify
32-35	Freeze Liquids	79-82	Speak with Waters
36-39	Holy Water	83-86	Summon Water Elemental
40-43	Liquid Form	87-89	Ward Against Water
44-47	Locate Water	90-93	Water Breathing
48-49	Meld Matter	94-97	Water Walking
50-53	Part the Waters	98-100	Wave

Winter Spells

On rare occasions, the witches of the far north make their way to the Highland Coast or the Gethian Empire, inspiring shock and terror in these Southerners whose only knowledge of winter's ravaging is rainstorms upon the Middle Sea. How are desert nomads supposed to comprehend huge balls of ice falling from the sky, bursting heads like melons? Even the freezing cold of the most northern desert at night cannot prepare them for the storms full of sleet.

The Disciples of the North are a group of wizards from all over the world who study the arts of winter. They become immune to cold, and make pilgrimages to the North Pole, where they maintain a monastery. It is inaccessible to those who cannot defend themselves against the freezing temperatures. Rumours have them paying obeisance to a giant flame made of darkness even colder than the ice and snow around it, but no disciple has admitted to this, and the monastery has never been seen by outsiders except those with sorcerous divination.

Some even say that all of these winter witches are conspiring with the god of winter itself, working on a great ritual that will conjure enough ice and snow to freeze the very heart of the world. And if they succeed, not even the sun will be warm enough to keep us all alive.

Signs of the Winter Witch

- **Child of Winter:** You are immune to cold and frost-based attacks, but fire, heat, lightning, and radiance inflict double damage on you.
- **Cold-Hearted:** Your breathe is visible. It coats things in a thin layer of frost.
- **Icy Demeanour:** You get +1 Willpower but -1 Charisma.
- **The Strength of Winter:** You get advantage to saves against Fire spells, but disadvantage to saves against spells that slow you down or immobilize you.

Roll 1d20 to determine individual Winter spells:

Roll	Winter Spell	Roll	Winter Spell
1	Cold Snap	10	Ice Trap
2	Create Ice Golem	11-13	Resist Cold
3	Drain Heat	14	Resist Fire
4	Extinguish	15	Servant of Ice
5	Freeze Liquids	16	Servant of Snow
6	Frost Beam	17	Snowstorm
7	Frozen Form	18	Summon Frost Elemental
8	Ice Crystals	19	Treacherous Footing
9	Ice Storm	20	Wall of Ice



The Full Random Spell Table

Roll 1d1000 to determine a random spell:

Roll	Spell	Roll	Spell
1	Accurate Weapon	47	Arcane Locale
2	Acid Spit	48	Arcane Prowess
3	Acid Spray	49-50	Arcane Spike
4-5	Adrenaline	51	Arcane Void
6	Advanced Summons	52-53	Armour
7	Aging	54	Astral Projection
8-9	Air Bubble	55	Aura of Fear
10	Alacrity	56	Autoexplosion
11-13	Alarm	57	Auto-Forgery
14-16	Alert	58	Automatic Evasion
17-18	Alter Flesh	59	Automaton Transfer
19-20	Alter Items	60	Avalanche
21	Alter Sex	61-62	Bad Luck
22	Alter Signal	63-64	Banish
23	Amalgamation	65	Barbed Whip
24	Analgesia	66-67	Binding
25-26	Animal Eyes	68	Bird Form
27	Animal Growth	69	Black Cloud
28	Animal Possession	70-72	Blessing and Bane
29-31	Animal Repellent	73-74	Blinding Light
32	Animal Restoration	75	Blink
33	Animate the Dead	76-77	Bloodhound
34-35	Animate Object	78-79	Blur
36	Animist Perspective	80	Body Warping
37	Anti-Magic Shell	81-83	Bolster
38	Anti-Magic Shield	84	Breathe Fire
39	Anti-Magic Sphere	85-86	Bridge
40	Antipathy	87	Brutal Weapon
41	Apathy	88	Butterfingers
42-44	Arcane Connection	89-90	Call to Hand
45	Arcane Enhancement	91-92	Cause Disease
46	Arcane Intuition	93-94	Cause Fear



Roll	Spell	Roll	Spell
95-96	Cause Hunger and Thirst	149	Consuming the Slain
97	Cause Mutation	150	Contact the Crawling Chaos
98	Cause Pain	151	Contact the Dreamer in the Deep
99	Cause Wounds	152	Contemplation
100	Chain of Possession	153	Contingency
101	Chaos Field	154-155	Contract
102-103	Charismatic Aura	156-158	Control Fire
104	Charismatic Authority	159	Control Elemental
105-106	Charm Animals	160	Control Fungi
107	Charm Monster	161	Control Golem
108-109	Charm Person	162	Control Magic Item
110-111	Chromatic Shield	163-165	Control Water
112-113	Chromatic Spray	166-168	Control Weather
114-116	Circle of Protection	169-170	Control Wind
117	Civilized Demeanour	171	Corrosive Form
118	Clairaudience	172	Corrosive Mist
119	Clairsentience	173	Corrosive Slime
120-121	Clairvoyance	174	Corrosive Weapon
122-123	Cleaning	175-176	Counterspell
124-125	Climbing	177	Craftwork Intuition
126	Cloud of Blades	178-180	Create Air
127	Cloud Walking	181	Create Body of Water
128	Cocoon	182	Create Bone Golem
129-130	Cold Snap	183	Create Carrion Golem
131	Collapsible Space	184	Create Clay Golem
132-133	Colour Change	185	Create Crystal Golem
134	Colours From Beyond	186	Create Dirt Golem
135-136	Command Shadow	187	Create Earth Golem
137	Commanding Touch	188-190	Create Fire
138-139	Commune with Higher Power	191	Create Fire Golem
140-141	Confidence	192	Create Flesh Golem
142	Confusion	193	Create Food and Drink
143-145	Conjuration	194	Create Gaseous Golem
146	Conjure Vehicle	195	Create Ice Golem
147	Conscious Willpower	196	Create Liquid Golem
148	Constant Din of Terror	197	Create Magical Double



Roll	Spell	Roll	Spell
198	Create Object	245	Destroy Corpses
199	Create Ooze Golem	246	Destroy Dream
200	Create Path	247-248	Destroy Objects
201	Create Portal	249	Destroy Spell
202	Create Shadow Golem	250-252	Detect Evil
203	Create Stone Golem	253-254	Detect Illusion
204-205	Create Undead	255-257	Detect Invisible
206-208	Create Water	258-260	Detect Magic
209	Create Wood Golem	261	Devour
210	Crossbreeding	262	Disable Senses
211	Crow Monolith	263-264	Discern the Air
212	Crowd Control	265	Disintegrate
213	Crystal Form	266-267	Dispel Chaos
214	Cubes of Slime	268-269	Dispel Evil
215	Cultural Antipathy	270-271	Dispel Law
216-217	Cure Disease	272-275	Dispel Magic
218	Cure Hunger and Thirst	276-279	Dispel Particular Magic
219	Cure Madness	280-281	Divine Guidance
220-223	Cure Wound	282-283	Divine the Path
224-225	Curse	284	Drag the Waters
226	The Curse of Nightmares	285	Drain Heat
227	Curse of Wild Magic	286	Drain Spell
228	Cypher	287	Dream Control
229-230	Darkness	288	Dream Vision
231	Dead Weapon	289	Dreamwalk
232-233	Deafening Noise	290	Drowning
234	Death Grip	291	Drunken Revel
235	Death Halo	292-293	Dry Spell
236	Death Rays	294	Duplicate Documents
237	Death Spell	295-297	Duplicate Images
238	Debasement	298-299	Dust to Dust
239	Deface	300	Earthen Pillar
240	Defile the Earth	301	Earthquake
241-242	Delicious Flavour	302-303	Eat Fire
243	Desiccate	304-306	Eldritch Darts
244	Despair	307	Enchanted Earth

Roll	Spell	Roll	Spell
308-309	Endure Pain	357	Find the Dead
310	Enemy Doubles	358	Find Person
311	Energy Absorption	359-360	Find Poison
312	Enfeeblement	361-362	Find Traps
313-314	Enlarge	363-364	Fireball
315	Enlightened Mind	365	Fire Form
316	Enrage	366	Fire in the Head
317	Entanglement	367-368	Flaming Weapon
318-319	Erase	369-370	Flare
320	Ethereal Projection	371-372	Floating Platform
321	Evaporate	373-375	Fly
322	Excavate	376	Flying Ship
323	Expellation	377-378	The Fog
324-325	Exorcism	379	Fools' Gold
326	Exploit Probabilities	380	Forbidden Zone
327	Explosion	381-382	Foreshadowing
328-329	Extinguish	383	Forget Me
330	Extract Information	384	Forgetting
331	Faerie Dust	385	Forlorn Encystment
332	Faerie Kingdom	386	Form of the Fish
333-334	Faerie Repellent	387	Form of the Herd
335-336	The Face of All Your Fears	388	Form of the Hunter
337	The Falling Sickness	389	Form of the Sea Hunter
338	False Magic	390-391	Fortitude
339	False Magnetism	392	The Fountain of Youth
340	False Memory	393-394	Four Arms
341	False Prophecy	395	The Frame is Empty
342-343	Familiar	396	Freeze Fire
344	Far Command	397-398	Freeze Liquids
345-346	Fatal Flaw	399-400	Frost Beam
347-348	Fearlessness	401	Frozen Form
349	Feast of Knowledge	402-403	Gaseous Form
350	Feast of Power	404	Geas
351-353	Featherlight	405	Ghost Lance
354	Feeblemind	406	Ghost Magnet
355-356	Fiery Hands	407-408	Ghostly Hands



Roll	Spell	Roll	Spell
409	Ghostwalk	457-458	Ignite
410	Gift of Memories	459	Ignore Plants
411-412	Gift of Sacrifice	460-461	Illusion of Normalcy
413-414	Glowing Objects	462	The Illusion of Prophecy
415	Golden Halo	463-464	Illusory Appearance
416	Gravity	465	Illusory Being
417	Greater War Spell	466	Illusory Room
418	Grenades	467	Illusory Sensations
419	Group Mind	468-469	Illusory Terrain
420	Group Teleport	470	Illusory Vision
421	Halt the Dead	471	Immobilize Animal
422	Hammer of Doom	472	Immobilize Monster
423	Hamstring	473	Immobilize Person
424	Harm Attraction	474	Implant Object
425-426	Haste	475	Imprison Spirit
427	The Heat of Metal	476-477	Indivisible
428-429	Heightened Precision	478	Inflame Passions
430-431	Heightened Reflexes	479	Initiated in the Mysteries
432-433	Heightened Smell and Taste	480	Inquiry
434-435	Heightened Vision	481	Insanity
436-437	Hide	482	Insidious Psychic Attack
438	Hobble	483-486	Inspiration
439-440	Holy Water	487-488	Instant Reading
441	House of Leaves	489	Instant Return
442	Hurricane	490	Internal Surveillance
443	Hypnotic Gaze	491-493	Invisibility
444	Hypnotic Suggestion	494-495	Invisible Servant
445	Hypnotize/Mesmerize	496	Invisible Sphere
446	Ice Crystals	497-498	Invisible Writing
447	Ice Storm	499-500	Iron Will
448	Ice Trap	501	Ironwood
449-451	Identify	502	Irritation
452	Identify Caster	503	Jump
453	Ideological Antipathy	504	Kiss of Corrosion
454	Ideological Conflict	505-506	Know Alignment
455-456	Ideological Suppression	507-508	Last Rites

Roll	Spell	Roll	Spell
509	The Law of the Land	565-566	Magic Pockets
510	Lazy Shuffle	567-568	Magic Resistance
511-512	Leave No Trace	569-570	Magic Rope
513	Lesser War Spell	571	Magic Steed
514-516	Levitate	572-573	Magic Weapon
517	Life Drain	574	Make a Wish
518	Life Leech	575	Malevolent Mouth
519-520	Life Sense	576	Manual Dexterity
521-523	Light	577	Marathon
524-525	Lighten Object	578	Martial Accuracy
526	Lightning Aura	579	Martial Inspiration
527-528	Lightning Bolt	580	Martial Prowess
529-530	Lightning Hands	581	Mass Delusion
531	Lightning Rod	582	Mass Invisibility
532	Limber Physique	583	The Master's Guise
533	Limbs of Darkness	584	Maze
534-535	Liquefy	585	Melancholia
536	Liquid Form	586	Meld Matter
537	Live Fast Die Young	587	Memory Reading
538	Living Armour	588-590	Mending
539	Living Putrefaction	591	Mental Blast
540	Living Spell Conduit	592	Mental Block
541	Local Customs	593	Mental Map
542	Locate Astral Presence	594-595	Message
543	Locate Fire	596-597	Message Ward
544-545	Locate Metal	598	Metamorphosis
546-548	Locate Object	599	Mimic
549	Locate Stone	600	Mind Blank
550-552	Locate Water	601-602	Mind Reading
553	Lose Object	603-605	Mind Shield
554	Lost	606	Mind Transfer
555	Mad Doppelgänger	607-609	Minion
556	Magic Allergy	610	Monster Restoration
557	Magic Jar	611	Move Spell
558-560	Magic Lock	612	My Shadow and Me
561-564	Magic Missile	613	Name Your Price



Roll	Spell	Roll	Spell
614-615	Natural Weapons	662-663	Poltergeist
616-617	Negate Poison	664	Portents
618-619	Noise Ward	665	Possessed Automaton
620	Object Mask	666-667	Possession
621	Observation Ward	668-669	The Power of Law
622	Omen of the Path	670	Precise Thinking
623-624	Omnipotent Sphere	671-672	Prestidigitation
625	One Extra Day	673-674	Prohibition
626	One Extra Hour	675	Prosthetic Limb
627	One Extra Week	676-677	Protection from Chaos
628-630	Open	678-680	Protection from Evil
631	Opening the Way	681	Protection from Illness
632	The Outer Noise	682-683	Protection from Law
633	Pacify	684-685	Protection from Missiles
634-635	Paralysis	686	Protection from Radiance
636	Paranoia Trap	687-688	Protection from Weapons
637	Parliament of Birds	689-690	Protective Abjuration
638	Part the Waters	691	Psychic Attack Tentacles
639	Parthenogenic Resurrection	692	Psychic Movement
640	Past Thoughts	693-694	Purify Food and Drink
641	Penetrating Vision	695	Questioning Touch
642-643	Perfect Balance	696	Quicksand
644-645	Perfect Orientation	697-698	Radiant Beam
646	Performance	699-700	Radiant Touch
647-648	Permanency	701	Radiant Words
649	Permanent Simulacrum	702	Raise the Dead
650	Petrification	703	Random Spells
651	Petrify Plants	704-705	Read Languages
652-653	Plague of Vermin	706-708	Read Magic
654	Planar Destabilization	709	Re-Arrange Items
655	Plant Form	710	Reincarnation
656-657	Plant Growth	711-712	Regenerate
658	Pleasing Touch	713	Remove Aspect
659	Poison Cloud	714-715	Remove Curse
660	Poison Gaze	716	Remove Depth Perception
661	Pollen	717	Remove Portal

Roll	Spell	Roll	Spell
718	Remove Shadow	767	Servant of Darkness
719	Remove Water	768	Servant of Flames
720-721	Repulsion	769	Servant of Ice
722	Reshape Plants	770	Servant of Iron
723-725	Resist Cold	771	Servant of Oil
726-728	Resist Fire	772	Servant of Quicksilver
729	Restoration	773	Servant of Rubber
730-731	Returning	774	Servant of Sand
732	Rewrite	775	Servant of Smoke
733	Rumour Mill	776	Servant of Snow
734	Sacrificial Weakening	777	Servant of Soil
735	Scaly Form	778	Servant of Stone
736	Scatter the Embers	779	Servant of Water
737	Scented Wind	780	Servant of Wind
738-739	Scrying Pool	781	Sever Arcane Links
740-741	Second Wind	782	Shade Infection
742	Secret Space	783	Shadow Form
743-745	See in the Dark	784	Shadow Monster
746-747	See Through Air	785	Shadow Walking
748	Self Explosion	786-787	Shape the Earth
749	Self Projection	788-789	Shape Stone
750	The Semblance of Death	790	Shapechange
751	Send Dreams	791-793	Shield
752	Sense Destiny	794-795	Shrink
753-754	Sense Emotions	796-797	Silence
755	Sense Fear	798	Silver Tongue
756	Sense Messages	799	Simulacrum
757-758	Sense Motives	800	Six Arms
759	Sense Nightmares	801	Skill Mimic
760	Serpents	802	Skills of the Wild
761	Servant of Acid	803	Skysight
762	Servant of Ash	804-806	Sleep
763	Servant of Blood	807	Slime
764	Servant of Bone	808-809	Slow
765	Servant of Clouds	810	Snowstorm
766	Servant of Crystal	811	Social Decay



Roll	Spell	Roll	Spell
812-813	Solidify	860	Suffocation
814	Solidify Opinion	861	Summon Air Elemental
815	Solve Puzzle	862	Summon Animal
816	Soul Container	863	Summon Beastling
817-818	Speak with Animals	864	Summon Children
819-820	Speak with the Dead	865	Summon Creature of Death
821	Speak with the Forest	866	Summon Demon
822	Speak with Plants	867	Summon Dirt
823	Speak with Stones	868	Summon Earth Elemental
824	Speak with Waters	869	Summon Faerie
825	Speak with the Works of Hands	870	Summon Fire Elemental
826-827	Speed Research	871	Summon Flowers
828	Spell Acquisition	872	Summon Frost Elemental
829-830	Spell Burn	873	Summon Ghosts
831-832	Spell Conduit	874	Summon Monster
833-834	Spell Delay	875	Summon by Name
835	Spell Enabler	876	Summon Planar Intelligence
836-837	Spell Extension	877	Summon Planar Monster
838	Spell Filter	878	Summon Plant
839	Spell Immunity	879	Summon Serpentine
840	Spell Repeat	880	Summon Skeletal Horde
841	Spell Reversal	881	Summon Storm Elemental
842	Spell School Immunity	882	Summon Swarm of Animals
843	Sphere of Force	883	Summon Water Elemental
844	Spirit Touch	884-885	Sunlight
845-846	Spoil Food and Drink	886	Swelling
847	Stamina	887-888	Sympathetic Link
848	Stave Off Madness	889	Telekinesis
849	Steal Voice	890	Telepathic Hearing
850	Stigmata	891	Teleport Others
851	Stone Armour	892-893	Teleport Self
852-853	Stone Form	894	Temporal Displacement
854-855	Stoneskin	895	Temporary Madness
856	Stormcrow	896	Tentacle
857	Stream of Metal	897	Tesseract
858-859	Strength	898	Theft of Fire

Roll	Spell	Roll	Spell
899-900	Theft of Memories	947	Volcano
901	Thief of Time	948	Voorish Sign
902	Time Cocoon	949-950	Vorpall Blessing
903	Timidity	951-952	Vulnerability
904-906	Tongues	953	Wall of Blades
907	Touch the Dead	954	Wall of Fire
908	Touch of Debasement	955	Wall of Ice
909	Touch of Madness	956	Wall of Iron
910	Tower of Babel	957	Wall of Stone
911-912	Tracking Ward	958	Wall of Text
913	Trading Places	959	War Spell
914-915	Transfer Spells	960-961	Ward Against Beasts
916	Transform Earth	962-963	Ward Against Faeries
917	Translocate	964-965	Ward Against Fire
918-920	Transmute	966-967	Ward Against Ghosts
921-922	Trap Ward	968-969	Ward Against Harm
923-924	Treacherous Footing	970-971	Ward Against the Other World
925-926	Truth Telling	972	Ward Against Serpents
927	Tsunami	973-974	Ward Against the Undead
928	The Twins	975	Ward Against Water
929	Twisted Flesh	976-977	Ward Against the Weather
930	Uncoupling	978	Warp Distance
931-932	Undead Repellent	979	Wasted Mind
933	Union of Flesh	980-982	Water Breathing
934	Unreal Situation	983-984	Water Walking
935	Unseen Hand	985	Wave
936	The Urge	986	Wave of Corruption
937	Uttering the Dread Name	987-988	Weaken
938	Venomous Weapons	989	Weapon Hands
939	The Vandal's Curse	990-991	Web Trap
940-941	Ventriloquism	992	Wheel of Arcane Fortune
942	Verminous Form	993	Wither
943	Vision Quest	994-995	Wizard Repellent
944	Visions of the Past	996-997	Wizard Sword
945	Voice of Command	998	Worse Luck
946	Voice of the Voiceless	999-1000	Zone of Warmth

Spell Descriptions

The name, level, duration, effect, range, a school of a spell is listed before a description of the spell's effects. "Caster level" normally refers to the level of the character casting the spell, but if they are using a magical item that creates a spell effect, the item determines what level the spell is cast at and has its own caster level influencing the spell's strength.

Level: Spells with an asterisk can be cast at various levels. Consult the spell description to see if they must be cast at a specific level.

Duration: Instantaneous spells take effect immediately, and the effects are permanent, even after the magic has faded. Spells that last until dispelled can be cancelled by the caster at any time, or by other means (a Dispel Magic spell, for example). Spells with a time duration listed can be stopped by the caster before the duration ends. Spells with multiple durations listed end when either limit has been met.

A spell cast on a target already affected by the same spell does not increase the effects of the spell, except for the duration. Use the new duration, if it would last longer than the original spell.

Effect: This category specifically refers to who or what is affected by the spell, and not to its area of effect, which is listed in the spell's description. A spell that effects the caster only means that either the spell can only affect the caster, or that the origin point of the spell is always the person casting it.

Range: This is either the maximum distance from the caster the target being affected can be, or the maximum range of effects emanating from the caster can travel. The caster can limit the range of effects to less than the maximum. Spells with multiple ranges are limited by all that are listed. The range of touch may include things being touched by creatures that the caster is touching, which the caster is not themself touching (e.g. a circle of people holding hands, one of which is the caster).

School: Each spell belongs to a group of similarly-themed spells. Some characters and monsters may be resistant or vulnerable to certain schools of magic, or they might be able to learn spells from only specific schools.

Variations: After the description, suggestions for alternate forms of the spell are given. The most appropriate version of the spell is the one described in full. Variations may be weaker or stronger versions of the spell, and some may have names of their own. Whether variant spells are allowed, or whether players can invent their own variations based on these examples is up to the group or GM.

Accurate Weapon

Level 1

Duration: 1 turn per caster level.

Range: Touch.

Effect: 1 weapon per caster level.

School: Battle.

For the duration of the spell, anyone attacking with a target weapon has advantage. This will not allow it to harm creatures not affected by mundane weapons. This spell can be applied to arrows and bullets as well as bows and guns, although ammunition so enchanted will only be of single use, unless it is somehow, miraculously, retrieved.

Variations:

- Duration: 1 hour per caster level. Effect: 1 weapon only.
- Level 3. Range: Senses.

Acid Spit

Level 1

Duration: 1d8 + caster level rounds.

Range: 5 feet per caster level.

Effect: Caster only.

School: Alteration, Evocation.

For the duration of this spell, you can spit acid at a target within range, as a normal combat action or attack. If your enemy is unawares, you hit them automatically. Otherwise, roll 1d20 and add your level and your Dexterity modifier. **If your total is equal to or greater than your target's Dexterity score**, choose one or the other:

- The Armour rating of any protection they wear is reduced by 2.
- They suffer 1d4 + caster level damage.

Variations:

- **Kiss of Corrosion:** Range: Touch. Damage is 1d8 + caster level.
- Level 2. Damage is 1d6 + caster level.

Acid Spray

Level 3

Duration: Instantaneous.

Effect: Caster only.

Range: 5 feet per caster level.

School: Evocation.

This spell causes you to project a spray of acidic liquid, in a straight line up to 5 feet per caster level. Whatever it touches is coated and suffers 1d4 damage each round, for rounds equal to caster level. The acid also ruins one piece of a target's equipment each time it deals damage, based on the amount.

Variations:

- **Ghost Lance:** Schools: Evocation, Necromancy. Instead of corrosive spray, this spell summons poltergeists that assault anyone they touch.
- Level 1. Deals 1d4 damage once only.

Roll Result

1	Armour.
2	Clothing.
3	Random piece of other gear.
4	Weapon.

Adrenaline

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

School: Enhance.

This spell allows a target you can see, hear, or touch to forget about their discomfort, fatigue, and weariness. They can re-roll their Disposition score and keep the new score if it is higher (or ignore it if it is lower), and then gain additional Disposition equal to caster level. When the spell ends, their Disposition is reduced to zero.

Variations:

- Level 3. Duration: 1 hour per caster level.
- Level 3. Effect: 1 creature per caster level.

Advanced Summons

Level varies.

Duration: Special.

Range: Senses.

Effect: 1 summoned being.

Schools: Enhance, Quintessence, Summoning.

This spell gives a summoner access to more powerful creatures. The level of a single being you summon is increased by the level this spell is cast at. It must be cast immediately before or at the same time as the summoning spell. If you are summoning a specific being (who already has a level), this spell has no effect.

Aging

Level 2

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

Schools: Alteration, Entropy.

This spell causes one target you touch to age by 1d6 years. They gain no benefits from aging, no experience, and no wisdom, only the physical changes. Their form remains the same—hair and nails do not grow as if those years had actually happened—but age still takes its toll.

Variations:

- **Thief of Time:** Level 7. You regain 1 lost attribute point for each year the target ages.

Air Bubble

Level 2

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature, item, or location.

School: Air.

This spell creates a bubble of breathable air around a target you can see, hear, or touch that is up to 5 feet per caster level in diameter. This air remains clean, even when exposed to dust or smoke, or submerged underwater. The bubble will not stop large pieces of solid debris from entering—only breathable particles, foreign liquids, and toxic gases.

Variations:

- Level 1. Effect: Caster only.
- Level 4. The air bubble is up to 20 feet per caster level in diameter.

Alacrity

Level 3

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

School: Enhance.

For the duration of the spell, the target's Dexterity score is increased by 1d8 points, with their modifier and Speed score increasing accordingly. Once the spell ends, these points disappear immediately. If the target loses points of Dexterity while this spell is in effect, these bonus points are lost first.

Variations:

- Level 1. Effect: Caster only. Range: None.
- Level 2. Range: Touch.

Alarm

Level 1

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 location.

Schools: Protection, Wards and Runes.

You must cast this spell on your own location, though you may leave after doing so. For the duration of the spell, any person or other significant creature that enters or touches this location triggers the alarm. You may choose whether the alarm is a loud sound or silently notifies (and awakens) you, or both.

Variations:

- Level 2. Range: Senses.
- Level 5. Duration: 1 week per caster level.
- Level 9. When the alarm is triggered, you have the option of casting a spell as if you were at the alarm ward's location (including a spell with a range of touch, if you cast it on a target touching the alarm ward).

Alert

Level 5

Duration: Until dispelled.

Range: None.

Effect: Caster only.

Schools: Revelation, Wards and Runes.

When you cast this spell, describe a possible event. When this event occurs, you are alerted, and may experience a short vision of it in your mind.

Variations:

- Level 8. When alerted, you have the option of casting a spell as if you were present for the event that triggered the alert (but not touching anything).

Alter Flesh

Level 1

Duration: Special.

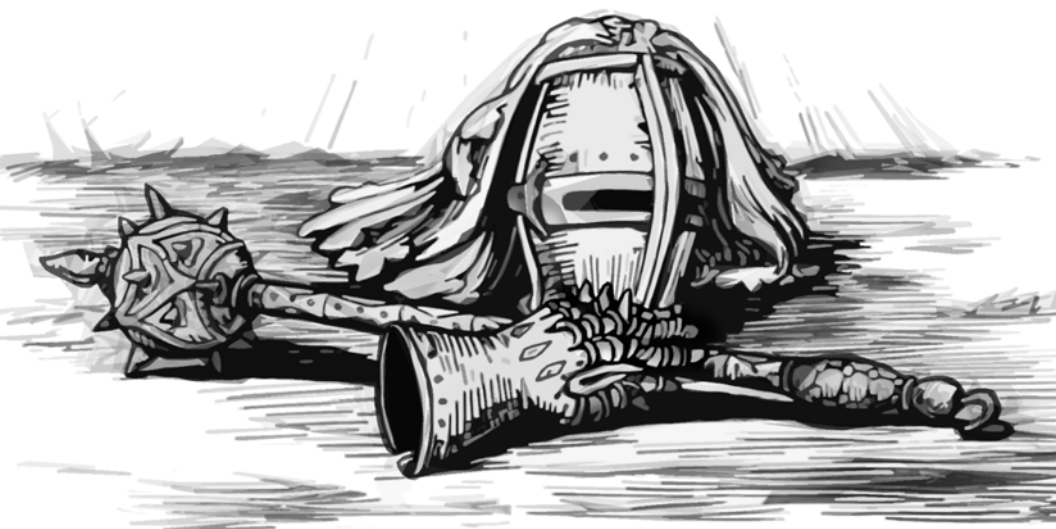
Range: None, or touch.

Effect: Caster only, or 1 creature.

School: Alteration.

This spell permanently alters one small aspect of your appearance. It does not add or subtract weight, though you can use it to change your height. You can also use this spell to change aspects of your appearance back to what they were originally.

Alternately, you may cast this spell on another creature, in which case the effect is only temporary, lasting 1 day per caster level.



Alter Items

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 item per caster level.

School: Transmutation.

This spell transforms mundane, non-magical items you can see, hear, or touch into other mundane items of your choice, as long as they are not substantially larger.

Variations:

- Level 1. Duration: 1 turn per caster level.
- Level 1. Effect: 1 item.
- Level 1. Range: Touch.

Alter Sex

Level 3

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 creature.

School: Alteration.

For the duration of the spell, the biological sex of one target you touch is altered to the state you specify. The new sex can be that of a different species, in which case sexual organs are transformed, but secondary sex characteristics may or may not manifest.

Alter Signal

Level 1

Duration: Concentration.

Range: Senses.

Effect: 1 signal.

Schools: Correspondences, Mind, Quintessence.

This spell alters the contents of a message that you know about. It can be a magical signal, radio waves, spoken language, telepathy, or writing. You do not need to know the original contents of the message or signal to dictate the new contents.

Amalgamation

Level 6

Duration: 1 turn per caster level.

Range: Touch.

Effect: 2 creatures.

School: Alteration.

This spell causes two creatures the caster touches to merge into one. The new amalgamation has the highest attribute, Disposition, and Psychic Armour scores of the two creatures, and all the special abilities of both. The minds of both creatures remain distinct, but are both able to access all the thoughts and memories of either—they can keep no secrets from each other. If they fight over their amalgamated body's actions, they must engage in a contest of Willpower each time (using their original scores). When the spell is over, any damage or injuries suffered by the amalgam remain with both targets, affecting their original attribute, Disposition, and Psychic Armour scores.

Variations:

- Level 8. Range: Senses. You must be able to see, hear, or touch both targets at the same time.
- Level 9. Duration: 1 day per caster level.

Analgesia

Level 2

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature per caster level.

School: Healing.

For the duration of the spell, targets do not feel pain. All attacks that reduce their Disposition inflict 1 less damage than the number rolled.

Variations:

- Level 1. Duration: 1d10 + caster level rounds.
- Level 1. Effect: 1 creature.
- Level 4. Duration: 1 day per caster level.

Animal Eyes

Level 1

Duration: 1d6 + caster level hours.

Range: Touch.

Effect: Caster only (1 animal).

School: Animals.

For the duration of the spell, you can see through the eyes of one target animal that you touch, and hear through its ears. You can still use your own senses, as well. This spell does not allow you to control the animal.

Animal Growth

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 animal.

Schools: Alteration, Animals.

For the duration of the spell, the target grows to as much as double its normal size. It may carry twice as much, and has advantage on damage rolls.

Variations:

- Level 3. Duration: 1 day per caster level.
- Level 4. Effect: 1 animal per caster level.

Animal Possession

Level varies.

Duration: 1 hour per caster level.

Range: Senses.

Effect: Caster only (1 animal).

School: Animals.

This spell allows you to send your mind into the body of a mundane animal and control its body as if it were your own. Your original body remains as if asleep for the duration. You must cast this spell at the same level as your target.

Animal Repellent

Level 1

Duration: 1d6 + caster level hours.

Range: Senses.

Effect: 1 creature, item, or location.

Schools: Abjuration, Animals.

For the duration of the spell, mundane animals of all types, save those individuals or types specifically excluded by name during the casting, stay well away from a target you can see, hear, or touch.

Variations:

- Level 3. Duration: 1 day per caster level.

Animal Restoration

Level varies.

Duration: Instantaneous.

Range: Touch.

Effect: 1 animal.

Schools: Animals, Healing.

This spell restores one animal you touch to complete and perfect health (re-roll Disposition). It must be cast at the same level as the target animal.

Animate the Dead

Level 3

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 corpse per caster level.

School: Necromancy.

You cause a number of corpses to become animated and follow your commands. They cannot understand complex orders, but they can fight for you as skeletons or zombies (depending on how much is left of them).

Variations:

- Level 2. Range: Touch.
- Level 6. Duration: 1 day per caster level.

Animate Object

Level 3

Duration: 1d6 + caster level turns, or
1 task per caster level.

Range: Senses.

School: Manipulation.

Effect: 1 item.

You cause an object to become animated, even flying through the air. It will undertake a number of tasks for you equal to caster level. It can fight as if it were you. If the item undertakes all its actions before the duration is over, the spell ends.

Variations:

- Level 5. Effect: 1 item per caster level.

Animist Perspective

Level varies.

Duration: Instantaneous.

Range: Senses.

Effect: 1 spell.

School: Quintessence.

This spell changes the target of another spell from a creature to an item or location, or from an item or location to a creature. Caster only spells can be cast on items or locations but not other creatures. The spell effect is the same but the recipient of the spell is different. In the event of confusing results, the exact effects are up to the GM. This spell must be cast at the same level as the target spell.

Anti-Magic Shell

Level 4

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

Schools: Abjuration, Protection, Quintessence.

This spell creates a barrier around you that negates magical effects. Spells do not affect you, and you cannot cast other spells while the anti-magic shell is in effect.

Variations:

- Level 5. Duration: 1 day.
- Level 6. Duration: 1 day per caster level.

Anti-Magic Shield

Level 7

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

Schools: Abjuration, Protection, Quintessence.

This spell creates a magically reflective shield in front of you. For the duration, any spell or magical affect that targets you and is produced from a source in front of you reflects back at its caster, leaving you unaffected. This spell also reflects magical powers that trigger when you gaze upon them.

Anti-Magic Sphere

Level 5

Duration: 1 hour per caster level.

Range: 30 feet per caster level.

Effect: 10 foot per caster level sphere around a creature, item, or location.

Schools: Abjuration, Quintessence.

This spell creates a sphere around a target which magic cannot penetrate. Magic cannot affect anything within the sphere, and spells cannot be cast within the sphere. This sphere can be placed upon a willing creature and will move with them, but cannot be placed upon an unwilling creature.

Variations:

- Level 4. Effect: 10 foot per caster level sphere around a creature. This version of the spell may not be cast upon an item or a location.
- Level 7. Effect: 20 foot per caster level sphere around a creature, item, or location.
- Level 8. Duration: 1 day per caster level.

Antipathy

Level 4

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 item or location.

School: Abjuration.

When you cast this spell, choose a species or classification of monster. They cannot approach the target once they become aware of it. If they see, hear, or touch the target, they must flee immediately. You must touch the target to cast this spell on it.

Variations:

- Level 6. Duration: 1 day per caster level.
- Level 7. Range: Senses.

Apathy

Level 3

Duration: Instantaneous.

Range: Senses, 10 feet per caster level.

Effect: 1 creature.

School: Entropy, Mind.

This spell drains the will from one creature you can see, hear, or touch, causing them to lose 1d6 points of Willpower.

Variations:

- Level 2. Range: Touch.
- Level 4. Range: Senses.
- Level 4. This spell drains 1d8 points of Willpower.
- Level 6. Effect: 1 creature per caster level. Range: Senses.

Arcane Connection

Level varies.

Duration: 1 day.

Range: None.

Effect: Caster only.

Schools: Correspondences, Quintessence.

For the duration of the spell, you may cast spells upon a creature, item, or location if only a piece of the target is within range, but the whole is not. Pieces of a creature can include blood, hair, nail clippings, severed parts, or even prized possessions. Pieces of a location can include samples of dirt or water collected at that location, or pieces of buildings that exist there.

You may choose what level to cast this spell at. It only allows you to cast spells of the same level or lower on the target you have the arcane connection with.

Arcane Enhancement

Level varies.

Duration: Special.

Range: Touch.

Effect: 1 spell.

Schools: Enhance, Quintessence.

The caster level of the next spell you or a target you touch casts is increased by the level arcane enhancement is cast at, but only after the roll to control it is made. This affects all (other) aspects of the spell where level is important.

Alternately, you may cast this spell on a spell formula (either a full formula or a synecdoche), in which case the first person who casts the spell from the formula, or memorizes it from this formula, will experience the increase in caster level. If cast on a potion, the person drinking the potion gains the caster level increase.

Arcane Intuition

Level 7

Duration: 1 day per caster level.

Range: None.

Effect: Caster only.

School: Enhance.

For the duration of the spell, you have advantage to any rolls you make for surprise, searching, and conducting research.

Variations:

- Level 4. Duration: 1 turn per caster level.
- Level 9. Effect: 1 creature. Range: Touch.

Arcane Locale

Level 1d8.

Duration: 1 day per caster level.

Range: Senses.

Effect: 1 location.

Schools: Chaos, Quintessence.

This spell enchants a location the caster can see, hear, or touch, increasing the influence of chaos on magic that occurs there. Any spell cast within this area is cast as if by a chaos mage, and is modified by both the wild magic table and the influence of chaos table (see page 67). Spell-like magical powers are affected likewise. Any magical power, spell or not, that affects anything within the area but is not cast inside it is still affected by the influence of chaos table (but not the wild magic table). When this spell is cast, roll 1d8 to determine what level it must be cast at.

Arcane Portal

Level 5

Duration: 1d6 + caster level rounds.

Range: 5 feet per caster level.

Effect: 5 + caster level feet diameter portal.

School: Correspondences.

This spell opens a doorway between your location and a random point inside a location you specify that cannot be more specific than the size of a city. The portal allows creatures to move between the two places, or push objects through. Environmental features and inanimate objects do not pass through the arcane portal on their own. Inside a nightmare incursion, this spell cannot be controlled and always miscasts.

The portal appears no farther than 5 feet per caster level away from you, but the location on the other side of the portal may be located anywhere.

Variations:

- Level 7. Duration: 1 turn per caster level.

Arcane Spike

Level 1

Duration: Instantaneous.

Range: Senses, 100 feet per caster level.

Effect: 1 creature, item, or location.

Schools: Battle, Evocation.

This spell creates magical energy in the form of a spike, that pierces the target, causing 1d6 + caster level damage or breaking the target item. The arcane spike also reduces the Armour Class of armour worn by a target creature by 1.

Variations:

- Level 3. Effect: 1 creature per caster level.

Arcane Prowess

Level 9

Duration: 1 day per caster level.

Range: None.

Effect: Caster only.

Schools: Enhance, Quintessence.

For the duration of this spell, you have advantage on all rolls you make to control other spells and any saves you make against magic.

Arcane Void

Level varies.

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 item or location.

Schools: Entropy, Quintessence.

For the duration of this spell, one item or location you touch destroys any spell or spell effect that comes into contact with it. It does not affect magical items or innate magical powers. You may cast this spell at any level you like, but it does not affect spells cast at a higher level.

Armour

Level 1

Duration: 2 attacks per caster level, or
1 turn per caster level.

Range: Touch.

School: Protection.

Effect: 1 creature.

For the duration of the spell (whichever is shorter), the target gains a bonus to their Armour rating equal to caster level.

Variations:

- Level 3. Range: Senses.

Astral Projection

Level 4

Duration: 1 question per caster level.

Range: None.

Effect: Caster only.

Schools: Astral, Revelation.

You can send your astral form to any plane of existence in search of beings to answer questions for you. For each question you ask of a specific being that you name, you must roll equal to or lower than your Intelligence on a d20 in order to get a clear answer, otherwise you get a vague answer. If you want a long and detailed answer, you must roll equal to or lower than half your Intelligence score (round down) on a d20 in order to get a clear answer.

Because the astral planes are beyond human comprehension, for each question you ask, you lose 1d4 points of Willpower.

Aura of Fear

Level 5

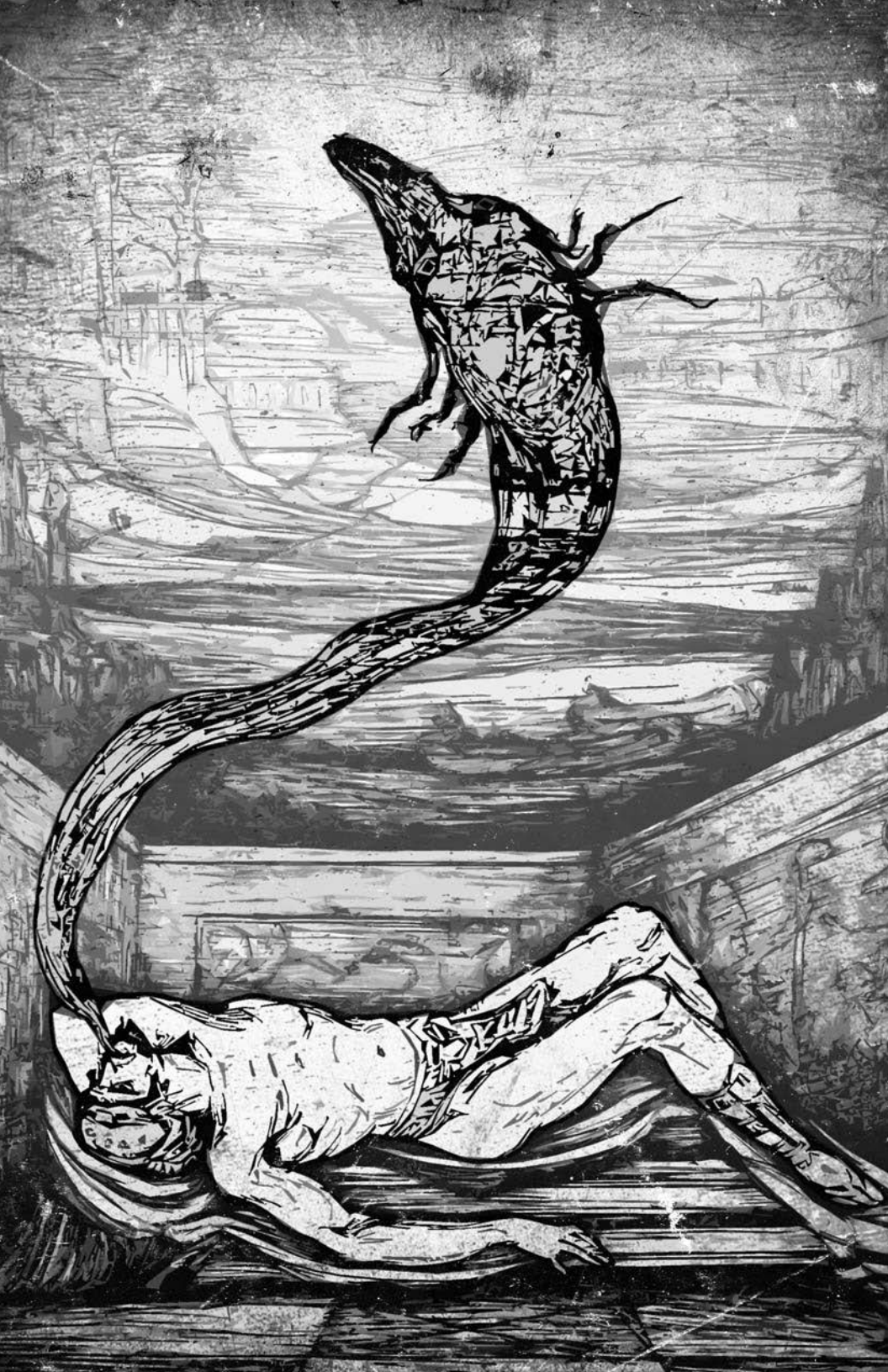
Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Abjuration, Enchantment.

For the duration of the spell, any creature with the capacity to feel fear must save against their Willpower. If they fail, they must either flee from your presence immediately or faint in terror. If they attempt to approach close enough to touch you, they suffer 1d6 damage from the fear.



Autoexplosion

Level 2

Duration: Instantaneous.

Range: 10 feet per caster level.

Effect: Caster only.

Schools: Battle, Quintessence.

This spell causes you to explode with magical energy. Everyone within range, including you, suffers up to 1d4 damage per caster level. Choose how many dice of damage the explosion causes when you cast the spell. Because this damage is magical, you can, of course, reduce your Psychic Armour first.

Variations:

- Choose a particular type of damage (fire, lightning, etc). It can be particularly useful to choose a type that you are resistant to.
- Level 5. Range: 20 feet per caster level.

Auto-Forgery

See Speak with the Works of Hands, page 330.

Automatic Evasion

Level 4

Duration: 1d6 rounds per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Enhance, Protection.

For the duration of this spell, the target is always considered to be dodging, whether they intend to or not—even if they are unconscious. All attack rolls that do not equal or exceed their Dexterity score are considered misses and fail to inflict damage. The target of this spell can still attack and take other actions in addition to dodging. They gain no additional benefit from dodging intentionally.

Variations:

- Level 1. Effect: Caster only. Range: None.
- Level 2. Range: Touch.
- Level 6. Effect: 1 creature per caster level.

Automaton Transfer

Level varies.

Duration: Until dispelled.

Range: Touch.

Effect: 1 creature.

Schools: Alteration, Mind.

This spell transfers the target's mind into an artificial body. This automaton must be similar to their normal body, with the same shape and number of limbs. While their mind is in the automaton, their normal body is seemingly asleep, and their artificial body can move, speak, and has access to the normal human senses. This spell must be cast at double the level of the target.

Avalanche

Level 6

Duration: Instantaneous.

Range: Senses.

Effect: 1 location.

Schools: Earth, Entropy.

This spell causes the rock or earth in one location you can see, hear, or touch to collapse. This spell does not protect you from the avalanche it causes.

Bad Luck

Level 1

Duration: Special.

Range: Senses.

Effect: 1 creature.

Schools: Chaos, Enchantment.

This spell causes one target you can see, hear, or touch to suffer disadvantage on the next roll they make. No save against this spell is permitted.

Variations:

- Level 3. Effect: 1 creature per caster level.
- **Worse Luck:** Level varies. Duration: 1d6 + caster level rounds. For the duration of the spell, the target has disadvantage to all rolls. This spell must be cast at the same level as the target.

Banish

Level varies.

Duration: Instantaneous.

Range: Senses.

Effect: 1 extraplanar creature.

Schools: Abjuration, Astral.

This spell banishes an extraplanar creature you can see, hear, or touch. It returns to its home plane. This spell must be cast at the same level as the creature to be banished.

Variations:

- Some versions of this spell may only affect a specific type of extraplanar creature.

Barbed Whip

Level 2

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Battle.

This spell summons a magical whip into your hands. It can be up to 10 + caster level feet in length. You may always add your level to attacks made with this weapon, and it causes 1d6 + caster level damage with each successful attack. It can also wrap around one of a target's limb, removing their ability to use it unless they spend an action to get free and save against their Ferocity.

Variations:

- Level 4. The whip inflicts 1d8 + caster level damage and you may add your Intelligence modifier to attack and damage roll with it, instead of Ferocity.
- Level 5. A successful attack with the whip means it wraps around the target and constricts them, automatically dealing damage every round until they escape or suffocate.

Binding

Level varies.

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature or item.

School: Law.

One target you can see, hear, or touch is immediately tied up and bound by whatever material is nearby and immobilized, or their bindings fall away, freeing them—your choice. This spell must be cast at the same level as the target (to bind the target), or the same level as the one who did the binding (to free the target).

Bird Form

Level 3

Duration: 1 turn per caster level.**Range:** None.**Effect:** Caster only.**Schools:** Alteration, Animals.

This spell transforms you into the form of any non-magical bird that you have observed before. You gain whatever physical, mundane abilities your new form has, but cannot deal additional damage or use venom. You may not appear to be a specific, individual creature. This spell ends if you suffer harm.

Variations:

- Level 4. Duration: 1 hour per caster level.
- Level 5. You may assume the form of a specific bird you have seen before.

Black Cloud

Level 5

Duration: 1d10 + caster level rounds.**Range:** 20 feet per caster level.**Effect:** Special.**School:** Entropy.

For the duration of this spell, you create and direct a black cloud that infects all it touches with soul-shattering despair. **When it tries to envelope someone**, roll a d20 plus your level and your Willpower modifier. If your total is equal to or greater than their Dexterity score, they lose 1d6 points of Willpower. If they do not move out of the black cloud, they lose an additional 1d6 points of Willpower every round.

Variations:

- Level 8. Duration: 1 turn per caster level.



Blessing and Bane

Level 3

Duration: Concentration.

Range: 10 feet per caster level.

Effect: Caster only.

School: Battle.

While you concentrate, anyone within range who is allied or friendly with you receives advantage to their attack rolls, and anyone who is your enemy suffers disadvantage to their attack rolls.

Variations:

- Level 4. Range: 20 feet per caster level.
- Level 5. Duration: 1d6 + caster level rounds.

Blinding Light

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 location.

School: Radiance.

This spell creates a flash of light that blinds anyone who sees it for 1d6 rounds. The light originates in any specific location you can see, hear, or touch.

Variations:

- Level 2. The flash of light may be focused in one specific direction, and thus only affecting creatures on one side of it, instead of all around it.

Blink

Level 6

Duration: 1 turn per caster level.

Range: 10 feet per caster level.

Effect: Caster only.

School: Correspondences.

For the duration of the spell, you are able to teleport yourself and whatever you carry (but not other people) over short distances. **If you do so in a dangerous situation**, you must save against roll equal to or lower than your Intelligence score on a d20 to teleport correctly.

If you are teleporting to a location you cannot see, you must roll equal to or lower than half your Intelligence, rounded down, on a d20 to do so properly.

This spell cannot cause you to arrive inside solid objects. If you try to teleport into solid matter, or it is too crowded by people already, either the effect fails or you teleport somewhere else nearby (GM's discretion).

Bloodhound

Level 1

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

Schools: Alteration, Divination, Enhance.

For the duration of the spell, the target may track by scent. **If they try to follow a trail that has been deliberately obscured**, they must save against their Intelligence to continue tracking it successfully.

Variations:

- Level 2. Effect: 1 creature per caster level.
- Level 3. Range: Senses.

Blur

Level 1

Duration: 2 attacks per caster level, or
1 turn per caster level.

Range: Senses.

Schools: Enhance, Illusion, Protection.

Effect: 1 creature.

For the duration of the spell (whichever is shorter), one target you can see, hear, or touch gains a bonus to their Dexterity score when dodging equal to caster level, due to the strange blurring that surrounds them. They also gain a +2 bonus to their Armour rating.

Variations:

- Level 5. The target is so blurry, enemies must roll 20 or higher in order to hit, even if the target is standing still.

Body Warping

Level 8

Duration: Instantaneous, or 1 day per
caster level.

Range: Touch.

School: Alteration.

Effect: 1 creature.

This spell causes the target's body to warp and change, becoming a hideous mockery of life. Roll 1d6 and reduce their permanent full Charisma score by the result. For each of their Dexterity, Ferocity, and Health scores, roll 2d8: if the result is even, subtract it from their permanent full attribute score, if the result is odd, add it. You may choose to make this effect permanent or temporary, when you cast it. If it is not permanent, these modifiers vanish when the spell ends and the target resumes their normal appearance.

Bolster

Level 2

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

School: Enhance, Healing.

This spell gives one creature you touch an additional 1d6 + caster level points of Disposition. The bonus lasts until the next time they re-roll their Disposition.

Variations:

- Level 4. Range: Senses.

Breathe Fire

Level 3

Duration: Instantaneous.

Range: 5 feet per caster level.

Effect: Caster only.

School: Fire.

This spell creates a gout of flame a few feet wide and 5 feet per caster level long, that spews from your mouth (or some other part of your body). Anyone caught in this blast suffers 1d6 damage and are set alight if they have any flammable clothing or equipment. Anyone on fire suffers 1d6 damage each round until the fire is extinguished.

This spell is dangerous, however, and you lose 1 point from your Health score each time you cast it.

Bridge

Level 1

Duration: 1 hour per caster level.

Range: 100 feet per caster level.

Effect: 1 location.

School: Evocation.

This spell creates a bridge, up to 5 feet per caster level wide and 100 feet per caster level long, across some distance in front of you.

Variations:

- Level 3. Duration: 1 day per caster level.
- Level 5. Duration: Instantaneous.

Brutal Weapon

Level 1

Duration: 1d6 + caster level rounds.

Range: Touch.

Effect: 1 weapon.

School: Battle.

For the duration of the spell, the target weapon inflicts double damage when it strikes an opponent. This spell can be applied to arrows and bullets, but not to bows and guns, unless you want to club someone with them.

Variations:

- Level 4. Effect: 1 weapon per caster level. Range: Senses.

Butterfingers

Level varies.

Duration: 1 hour per caster level.

Range: Senses, 100 feet per caster level.

Effect: 1 creature.

Schools: Enchantment, Entropy.

For the duration of the spell, one target you can see, hear, or touch suffers disadvantage to any roll they make involving manual dexterity, coordination, or using their hands. Spellcasting rolls are not affected, and neither are damage rolls. You must cast this spell at the same level as the target.

Call to Hand

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 item.

School: Correspondences, Manipulation.

This spell causes an object you can see, hear, or touch to fly through the air into your grasp. The object must be something that can fit into your hand that is not attached to something else. If someone is holding the object, they lose their grip on it.

Variations:

- Level 4. The target item may be of any size.

Cause Disease

Level 4

Duration: Instantaneous.

Range: 60 feet.

Effect: 1 creature.

Schools: Entropy, Necromancy.

You curse the target with a deadly disease. They will die in 2d20 days, they suffer disadvantage to attack rolls, and may not re-roll their Disposition. This disease can be cured by a Cure Disease or Dispel Magic spell.



Cause Fear

Level 3

Duration: 1 turn per caster level.

Range: Senses, 20 feet per caster level.

Effect: 1 creature.

School: Enchantment.

For the duration of the spell, a target you can see, hear, or touch is desperately afraid of you and must flee from your presence.

Variations:

- Level 6. Effect: 1 creature per caster level.

Cause Hunger and Thirst

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

School: Enchantment.

For the duration of the spell, one target you can see, hear, or touch is consumed by hunger and thirst that cannot be quenched.

Variations:

- Level 3. Effect: 1 creature per caster level.
- Level 5. Effect: Anyone you can see, hear, or touch. You may exclude or target people specifically, either before you cast the spell or while it is in effect.

Cause Mutation

Level 3

Duration: Until dispelled.

Range: Senses.

Effect: 1 creature.

School: Alteration.

This spell causes the target to develop minor cosmetic mutations, like webbed feet, optical discolouration, scales, or vestigial gills. The actual mutations developed are random and useless.

Cause Pain

Level 3

Duration: 1d6 + caster level rounds.

Range: Senses, 50 feet per caster level.

Effect: 1 creature.

Schools: Enchantment, Entropy.

This spell causes one target you can see, hear, or touch to feel intense pain, losing 1d6 + caster level from their Disposition, but suffering no wounds. For the duration of the spell, they must save against their Willpower in order to take an action.

Variations:

- Level 1. Range: Touch.
- Level 5. Duration: 1 turn per caster level.

Cause Wounds

Level 3

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

School: Necromancy.

This spell causes 1d6 + caster level damage, directly to the target's Health score.

Variations:

- Level 6. This spell inflicts 1d6 damage per caster level.

Chain of Possession

Level 1

Duration: Instantaneous.

Range: Touch.

Effect: 1 item.

Schools: Divination, Manipulation.

This spell informs you of the identities of the target item's previous owners, in order, and basic details about how the item transferred ownership. You may learn the entire chain of ownership back to the item's creation, or only the pertinent information you are interested in, your choice. You only learn details about these previous owners that are public knowledge, such as their name, appearance, etc. If even their name is secret, you only learn what they look like.

Chaos Field

Level varies.

Duration: 1 turn per caster level.

Range: Senses.

Effect: Caster only.

Schools: Chaos, Quintessence.

For the duration of this spell, any other spell (or spell-like effect) cast by someone you can see, hear, or touch automatically miscasts. Chaos Field may be cast at any level, but only affects spells of the same or lower level, and the spell-like effects of creatures of the same or lower level.

Charismatic Aura

Level 1

Duration: 1 event.

Range: None.

Effect: Caster only.

School: Enhance.

For the duration of the spell, your Charisma score increases by caster level, with your modifier increasing accordingly. Plus, you gain advantage to social rolls that do not directly involve your Charisma. Those you influence during this event may or may not realize later that you were magically assisted.

Variations:

- Level 2. Duration: 1 day per caster level.
- Level 3. Effect: 1 creature. Range: Touch.
- Level 4. Effect: 1 creature. Range: Senses.

Charismatic Authority

Level 2

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 creature.

Schools: Enchantment, Enhance.

For the duration of the spell, the target's Charisma score is increased by 1d6 points, with their modifier increasing accordingly. Once the spell ends, these points disappear immediately. If the target loses points of Charisma while this spell is in effect, these bonus points are lost first.

This spell requires that you give the target some symbol of authority and leadership. If they lose this symbol, the spell ends.

Variations:

- Level 3. The target gains 2d4 points of Charisma.

Charm Animals

Level 2

Duration: 1 turn per caster level.**Range:** Senses.**Effect:** Special.**Schools:** Animals, Enchantment.

This spell causes a number of animals you can see, hear, or touch to become friendly to you and obey your commands, if they can understand them. You may charm levels worth of animals equal to caster level.

Variations:

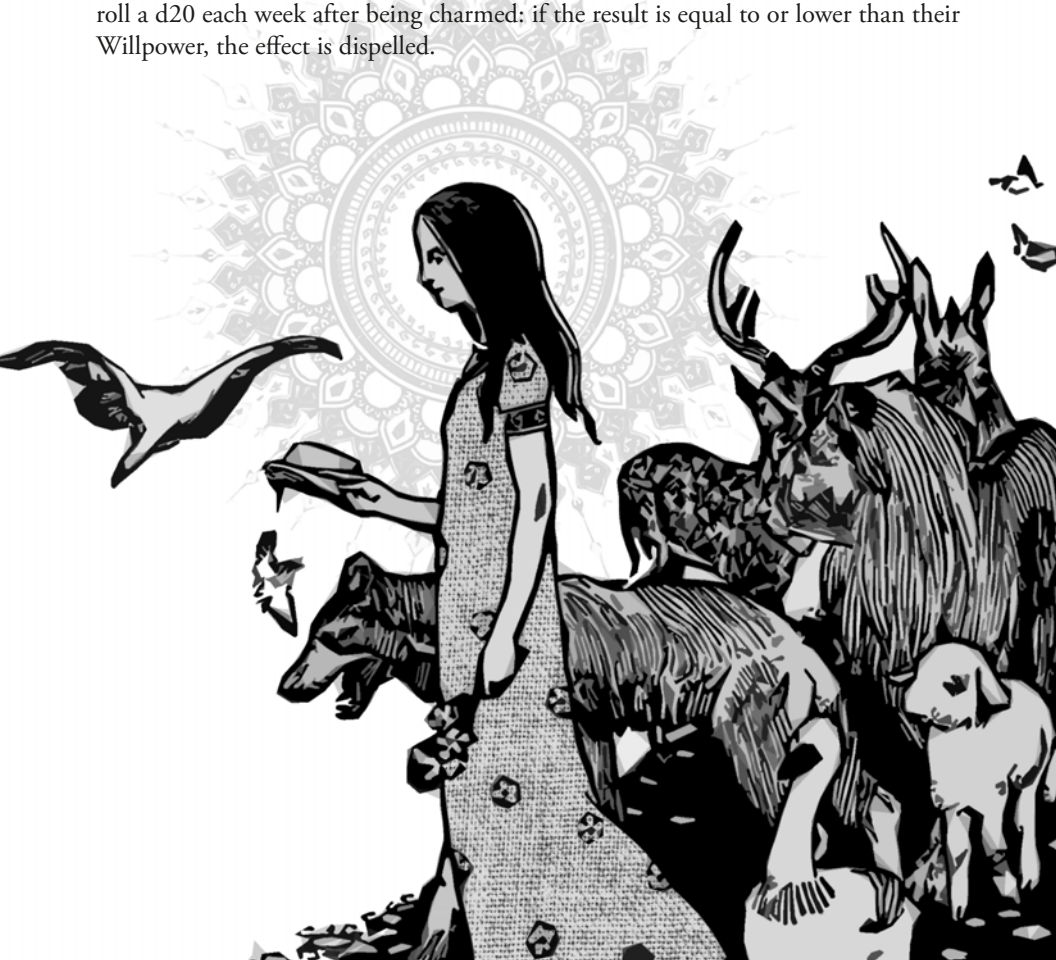
- Level 1. Effect: 1 animal.
- Level 4. You may charm levels worth of animals equal to twice caster level.

Charm Monster

Level 5

Duration: Until dispelled.**Range:** Senses.**Effect:** 1 monster.**Schools:** Animals, Enchantment.

The target believes you to be an ally, and falls under your influence. It will obey commands and follow suggestions that do no conflict with its nature. The target may roll a d20 each week after being charmed; if the result is equal to or lower than their Willpower, the effect is dispelled.



Charm Person

Level 1

Duration: Until dispelled.

Effect: 1 person.

Range: Senses.

School: Enchantment.

This spell causes the target to believe you to be a good and trusted friend of theirs, and they fall under your influence. They will obey commands and follow suggestions that do not conflict with their nature or involve too much danger, and if you betray them, they stop being your friend. The target may roll a d20 each week after being charmed: if the result is equal to or lower than their Willpower, the effect is dispelled.

- Variations:
- Level 4. Effect: 1 person per caster level.

Chromatic Shield

Level 3

Duration: 1 turn per caster level.

Effect: Caster only.

Range: None.

Schools: Chaos, Evocation.

For the duration of the spell, you are surrounded by a shimmering, rainbow sphere. **When you would be harmed**, rolled a d8 twice to see what kinds of harm the Chromatic Shield blocks—if the harm matches either result, it has no effect and leaves you unharmed. If not, the shield is ineffective. Roll again each time your person is endangered.

Roll	Colour
1	Black: life drain and necromancy.
2	Blue: mind-affecting powers.
3	Green: poison.
4	Orange: fire and heat.
5	Purple: acid and corrosion.
6	Red: weapons.
7	White: cold and frost.
8	Yellow: lightning.

Chromatic Spray

Level 3

Duration: Instantaneous.

Effect: 1 creature, item, or location.

Range: Senses.

Schools: Chaos, Evocation.

This spell causes a rainbow to sprout from your hands and deal excruciating harm to one target you can see, hear, or touch. The spell causes 1d6 + caster level damage, but the type of damage is random. Each time you cast the spell, roll a d10 to see what colour your target is struck by (or a d8 multiple times, if the d10 indicates that the target is struck by two or three colours):

Roll	Colour
1	Black: necromantic life drain.
2	Blue: psychic damage.
3	Green: poison damage.
4	Orange: fire damage.
5	Purple: corrosive damage.
6	Red: bloody hemorrhaging.
7	White: frost damage.
8	Yellow: lightning damage.
9	Three colours, all causing damage.
10	Two colours, both causing damage.

Circle of Protection

Level 5

Duration: Until dispelled.

Range: 10 feet per caster level.

Effect: Circle 10 feet + 2 feet per caster level in diameter.

Schools: Abjuration, Protection.

A circle appears upon the ground or another flat(ish) surface within range. For the duration of this spell, creatures that are extraplanar, insubstantial, or have been summoned by any magical compulsion may not pass through the circle of protection or affect it in any way. The circle's barrier extends across the ground it lies upon and above itself in a hemisphere. Light, sound, and air may pass through the circle's barrier, but magic may not, unless produced by the circle's original caster.

Variations:

- Level varies. The circle of protection only bars creatures of the level it is cast at or lower. Range: 5 feet per caster level.

Civilized Demeanour

Level 7

Duration: Until reversed.

Range: None.

Effect: Caster only.

Schools: Enchantment, Enhance.

For the duration of the spell, you gain advantage on all rolls you make to interact with a particular settlement, including initial reaction rolls, lifestyle tests, and rolls for conducting research, dealing with institutions, and recruiting hirelings. Inflation tests, persuasion rolls (after the initial reaction roll), and any rolls involving resentment are not affected. You must choose the particular settlement where you will gain this advantage when you cast the spell. The spell ends when you leave that settlement, or it is dispelled.

Variations:

- Initiated in the Mysteries.** Level 5. This spell gives you advantage on all rolls to interact with members of a specific type of profession, organization, or subculture only. Choose what group it is when you cast the spell. This spell is ended when you cast it on yourself again.
- Level 3. Duration: 1 day per caster level.
- Level 9. Effect: 1 creature. Range: Touch.

Clairaudience

Level 3

Duration: 1 hour per caster level.

Range: Infinite.

Effect: Caster only.

Schools: Correspondences, Divination.

Name a location and for the duration of the spell, you can hear it as if you were there. You can only name locations you know exist, although you can use this spell to hear what is beyond a door you know of.

Variations:

- Level 6. The sounds of the location you name also occur at your location, so that anyone present may hear them as well.

Clairsentience

Level 5

Duration: 1 turn per caster level.

Range: Infinite.

Effect: Caster only.

Schools: Astral, Correspondences, Divination.

Name a location and for the duration of the spell, your astral or ethereal form is transported there. You may see, hear, smell, and touch as if you were there, but you cannot physically affect that location or anything in it. You can only name a location you know exists, but you need not have visited there before.

Variations:

- Level 7. Duration: 1 hour per caster level.

Clairvoyance

Level 4

Duration: 1 hour per caster level.

Range: Infinite.

Effect: Caster only.

School: Divination.

Name a location and for the duration of the spell, you can see it as if you were there. You can only name locations you know exist, but you do not need to have seen them before. You can use this spell to see what is beyond a door you know of, for example.

Cleaning

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature, item, or location.

School: Manipulation.

This spell causes one target creature, item, or location you can see, hear, or touch to be cleaned of all filth, dirt, and mess. Scattered objects are arranged, surfaces are polished, and unwanted smells are removed.

Variations:

- Level 2. Effect: 1 creature per caster level.

Climbing

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

School: Alteration.

For the duration of the spell, one target you can see, hear, or touch can climb or even walk on walls and ceilings with no fear of falling.

Variations:

- Level 2. Duration: 1 hour per caster level.
- Level 3. Effect: 1 creature per caster level.

Cloud of Blades

Level 3

Duration: Instantaneous.

Range: Senses, 30 feet per caster level.

Effect: 1 creature per caster level.

Schools: Battle, Evocation. Manipulation.

This spell hurls a cloud of tiny blades at targets you can see, hear, or touch, inflicting 1d6 + caster level damage to each of them.

Cloud Walking

Level 6

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature per caster level.

Schools: Air, Alteration.

For the duration of the spell, targets you can see, hear, or touch turn into clouds and may float through the air. In this vaporous form, characters are not completely immaterial, but cannot be attacked by mundane weapons. Cloud people can travel through the air at walking speed, or faster if they travel along wind currents.

Variations:

- Level 4. Effect: Caster only. Range: None.

Cocoon

Level 1

Duration: Special.

Range: Touch.

Effect: 1 willing creature.

Schools: Alteration, Chaos.

This spell creates a cocoon around the target, from which they will emerge after 2d6 hours. Upon emerging, they possess a completely different body. Determine appearance, ethnicity, and sex randomly (also species, if you have demihuman and/or non-human races in your game). Their apparent age is 15 + 1d20 years old, according to the normal human life cycle.

Variations:

- Level 4. You may determine one aspect of their appearance, instead of leaving it up to chance.

Cold Snap

Level 1

Duration: 1 day.

Range: Senses.

Effect: 1 location.

School: Winter.

This spell lowers the temperature significantly over an entire location you can see, hear, or touch. Animals flee, plants die, crops are spoiled, and people in the area may suffer frostbite if they are exposed without protection for hours at a time.

Collapsible Space

Level 5

Duration: Until reversed.

Range: Touch.

Effect: 1 room.

Schools: Correspondences, Manipulation.

This spell captures a room that you are touching and transports it to a pocket dimension. This room can no longer be affected by the material world, and appears as a small object about the size of a playing card. When the spell is reversed, at your whim, this object expands and the room returns to the material world, wherever the object is located. If there is not enough space for the room, the spell is not reversed. The pocket dimension cannot hold creatures in it, only inanimate material.

Variations:

- Level 9. This spell may hold creatures in the room. Time does not pass for them unless they are contacted by magic, or until the spell ends.

Colour Change

Level 1

Duration: Caster's choice.

Range: Senses.

Effect: 1 creature, item, or location.

Schools: Alteration, Manipulation.

This spell changes the colour (or colours) of one target you can see, hear, or touch to anything you want, for as long as you want. If you cast this spell upon a creature, only their body is affected, not their clothes or equipment.

Variations:

- Level 3. When you cast this spell on a creature, you may change the colour(s) of both their body and whatever they are carrying and wearing.

Colours From Beyond

Level 2

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 location.

School: Evocation.

One location you can see, hear, or touch becomes saturated with colours lying almost entirely beyond human perception. Any creature within this location that possesses superhuman sight suffers disadvantage to all their rolls for the duration of the spell because of the awful phantasmagoria they are forced to look at.

Command Shadow

Level 1

Duration: 1 task, or 1d6 + caster level rounds.

Range: Senses.

School: Darkness.

Effect: 1 shadow.

For the duration of the spell (whichever is shorter), you may control one shadow that you can see or touch. If it is still attached to someone, they can resist each action you command it to take. If not, the shadow is helpless and must obey.

Variations:

- Level 3. Duration: 1 task per caster level.

Commanding Touch

See Voice of Command, page 356.

Commune with Higher Power

Level 3

Duration: 1 question.

Range: None.

Effect: Caster only.

School: Revelation.

By casting this spell, you make contact with a higher power (your patron deity or someone else), and one question you ask is answered. The more complicated the answer must be, the more vague it is.

Variations:

- Level 1. This spell only allows you to commune with a specific divine patron, and you must be a follower in order for the spell to work.

Confidence

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature per caster level.

Schools: Enchantment, Enhance.

For its duration, this spell creates feelings of competency, courage, happiness, and joy in targets you can see, hear, or touch. They get a bonus to their Disposition and to all morale rolls equal to caster level. Anyone appealing to their interests also gains a bonus to reaction rolls equal to caster level. This spell will not work on anyone already affected by it, and the Disposition bonus is removed once it ends, unless they have already re-rolled it.

Alternately, you may cast this spell on a single target that you touch and increase its duration to 1 day per caster level.

Confusion

Level 2

Duration: 1 round per caster level.

Effect: 1 creature per caster level.

Range: Senses, 10 feet per caster level.

School: Enchantment.

This spell causes targets you can see, hear, or touch to become confused and unable to think clearly. Roll 1d6 for each target to determine what action they take while confused.

Roll	Result of Confusion
1	Attack their allies.
2	Attack their enemies.
3	Do nothing.
4	Investigate their surroundings.
5	Run away.
6	Speak incoherently.

Variations:

- Level 1. Effect: 1 creature.

Conjuration

Level 1

Duration: Instantaneous.

Range: None.

Effect: Caster only.

School: Summoning.

This spell summons to your hand the mundane object of your choice. It appears from out of nowhere. It cannot be unique or especially valuable.

Conjure Vehicle

Level 3

Duration: 1 hour per caster level.

Range: Senses, 10 feet per caster level.

Effect: Special.

Schools: Manipulation, Summoning.

This spell summons to your location a vehicle of a type known to you. It appears from out of nowhere. It cannot be unique or especially valuable (i.e. it cannot be more valuable than a vehicle already is), and it does not come with the steeds necessary to pull it. If it moves on its own, it does so at jogging speed.

Variations:

- Level 5. This vehicle can travel at the speed of a galloping horse.
- Level 6. This vehicle can fly at the speed of a raven.

Conscious Willpower

Level 2

Duration: 1 turn per caster level.
Effect: 1 creature.

Range: Senses, 50 feet per caster level.
School: Enhance.

For the duration of this spell, the target creature cannot be knocked unconscious, stunned, or rendered mentally incapacitated. Even if one of their attribute scores is reduced to zero, it effectively remains at 1 until the spell ends. If the target would have become stunned or incapacitated without this spell being in effect, they lose 1d4 points of Willpower when it ends.

Constant Din of Terror

See Deafening Noise, page 227.

Consuming the Slain

Level varies.

Duration: Instantaneous.
Effect: Caster only.

Range: None.
Schools: Alteration, Enhance, Necromancy.

Cast this spell within 24 hours of killing another creature, and you may eat part of its body to gain its power. If your victim has any attribute scores higher than your own, you may raise one of your lower attribute scores by 1. You may also re-roll your Disposition, if you wish, without needing to rest. In exchange, you gain one feature of your victim, be it a behavioural tic, cosmetic trait, or slight vulnerability—the more powerful your victim, the more prominently you must display it. The GM decides the exact trait. This spell must be cast at the same level as the intended victim.

Contact the Crawling Chaos

Level 5

Duration: Instantaneous.
Effect: Caster only.

Range: None.
Schools: Astral, Chaos, Revelation, Summoning.

This spell puts you in psychic contact with the Crawling Chaos, causing you to lose 1d8 points of Intelligence and 1d8 points of Willpower. If you are still sane, the Crawling Chaos connects you with a network of cultists who worship it. Each time you cast this spell, you can make one attempt to hire, as retainers, a number of cultists equal to 1d4 + caster level. Roll 1d6 for each cultist's retainer type and alignment:

Roll	Retainer Type	Roll	Alignment
1	Citizen.	1-3	Chaotic.
2-3	Foreigner.	4	Chaotic and insane.
4	Professional.	5	Evil.
5-6	Underclass.	6	Neutral and not a follower.

The Crawling Chaos is described on pages 99-101. You need not be a follower of this deity in order to use this spell, but most of the people you meet through it will be. They pursue the agenda of the Crawling Chaos regardless of the agreed upon wages.

Contact the Dreamer in the Deep

Level 8

Duration: Special.

Range: None.

Effect: Caster only.

Schools: Astral, Chaos, Mind, Revelation, Summoning.

When you cast this spell, it puts your mind in contact with that of the Dreamer in the Deep, causing you to lose 1d6 points of Willpower. If you are still determined to pursue the contact, you may either ask 1 question per caster level or request assistance.

If you ask a question, you must roll equal to or lower than your Willpower on a d20 to receive a true answer. If you fail the roll, you lose 1d6 Willpower from a vision that reveals what the Dreamer in the Deep desires, which is incomprehensible to mortals. You must roll for each and every question you ask. You may only ask questions about other dwellers in the deep.

If you request aid, the Dreamer in the Deep sends one of its minions, a type of dweller in the deep (roll 1d8 for its level). If you save against your Intelligence, you may dictate its enemies, which it attempts to destroy for 1d6 minutes, after which it disappears. If you fail the roll, you lose an additional 1d6 Willpower, while the dweller attacks random targets and refuses to leave.

The Dreamer in the Deep is described on pages 102-107. It is not necessary for the Dreamer in the Deep to be your patron in order to use this spell, although many of the minions it sends will be its followers. These minions have physical forms that are repulsive to humans, can seem almost randomly constructed, and may include incomprehensible segments. Assume their stats are as follows (or devise your own):

Level 1d8 evil dweller in the deep.

Armour 10 + level, Hit Die 1d8, Morale +3, Speed 8, Surprise 0.

Ch 0, Dex 12, Fer 12, Hth 12, Int 12, Wil 8.

1 attack as a fighter per round.

Minions have 1 random immunity and 1 random vulnerability.

Contemplation

See One Extra Day, page 295.

Contingency

Level varies.

Duration: Until dispelled.

Range: Touch.

Effect: 1 creature, item, or location.

School: Quintessence.

You must cast this on another spell which you have memorized. Contingency places this other spell upon the creature, item, or location that you touch. The other spell then leaves your memory and lays dormant upon the target until specific conditions of your choosing are met, at which point it is cast in the manner of your choosing, and this spell ends.

Alternately, you may cast Contingency on a spell that a willing ally has memorized, as long as you are touching them as well as the target. Contingency must be cast at the same level as the spell it affects.

Contract

Level 4

Duration: Until dispelled.

Range: Infinite.

Effect: 1 bargain.

School: Enchantment.

When you cast this spell, the last contract you signed with someone becomes magically binding. **If either party breaks the contract**, they cannot re-roll their Disposition scores, and they suffer 1d6 damage each day, until they make good. You may not end this spell voluntarily, though when you cast it you may dictate whether the spell will end when only one party completes their part of the bargain or when all parties have. A Dispel Magic or Remove Curse also cancels the effect. When the spell ends for one party to the contract, it ends for all.

Control Fire

Level 3

Duration: 1 round per caster level, or 1 command.

Range: Senses.

School: Fire.

Effect: 1 large fire or many tiny fires.

This spell allows you to command fire that you can see, hear, or touch, making it dance and move, or extinguishing it. You may command many tiny fires, or a single large fire. You may issue one command, or bend the fire to your will for mere moments. The fire cannot move faster than it would without you commanding it.

Variations:

- Level 1. Range: Touch.
- Level 6. Duration: 1 command per caster level.
- Level 8. Duration: 1 turn per caster level.

Control Elemental

Level varies.

Duration: 1 turn per caster level, or 1 command.

Range: Senses, 20 feet per caster level.

Schools: Manipulation, Quintessence.

Effect: 1 elemental.

This spell allows you to seize control of one elemental you can see, hear, or touch. It will obey one command you give it, either disappearing or returning to its original master's control once it has completed its task or this spell ends, your choice. This spell must be cast at the same level as the elemental to be controlled.

Control Fungi

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: All fungus within range.

School: Plants.

For the duration of the spell, you may control any fungus you can see, hear, or touch. You can make it move at very slow speeds, change its composition, cause it to grow slightly, or kill it. You may also prevent it from releasing harmful spores into the air or glowing with bioluminescent light, if it would normally do such things.

If you are attempting to control sentient fungal creatures, they are allowed a save to resist and the duration is only 1d6 + caster level round.

Control Golem

Level varies.

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 golem.

School: Manipulation.

For the duration of this spell, you may seize control of one golem you can see, hear, or touch. It obeys your orders until the spell ends. You must cast the spell at the same level as the golem it targets. **If you command the golem to betray its master outright**, you must roll the master's Willpower or higher on a d20 plus your level and your Charisma modifier.

Control Magic Item

Level 4

Duration: 1 round per caster level.

Range: Senses.

Effect: 1 magic item.

Schools: Manipulation, Quintessence.

For the duration of the spell, you may control one magical item that you can see, hear, or touch. If you do not know what it does, you may command it to activate and find out.

Variations:

- Level 2. Range: Touch.

Control Water

Level 6

Duration: 1 turn per caster level, or 1 command.

Range: Senses.

School: Water.

Effect: 1 body of water (or several tiny bodies of water).

This spell allows you to command a body of water that you can see, hear, or touch, making it move or part, or form into impossible shapes. You may issue one command, or shape the water to your will, moving it at a normal walking speed, for a matter of mere minutes. The water cannot be made to leave this plane of existence.

Variations:

- Level 8. Duration: 1 command per caster level.
- Level 8. Effect: 1 mass of liquid, of any kind.
- Level 9. Duration: 1 turn per caster level.

Control Weather

Level 5

Duration: 1 hour per caster level.

Range: 1 mile.

Effect: Caster only.

School: Air.

For its duration, this spell allows you to choose the weather that occurs around you: clear skies, fog, hail, harsh winds, heat wave, overcast, rain, snow, or even a tornado, whatever you want.

Variations:

- Level 2. This spell can only create one type of weather (rain, storm, etc). Choose what type it produces when you learn the spell.

Control Wind

Level 4

Duration: 1 turn per caster level.

Range: 100 feet per caster level.

Effect: 1 location.

School: Air.

For the duration of the spell, you may create raging gusts of wind that will blow away dust and smoke and prevent people from advancing, or even maintaining their ground against the wind. You may also cause any amount of wind to become still for the duration of the spell.

Corrosive Form

Level 5

Duration: 1d6 + caster level rounds.

Range: None.

Effect: Caster only.

Schools: Alteration, Entropy.

For the duration of the spell, you are made of acid, or some other corrosive liquid. Anything you are carrying or wearing is likewise affected, and you may interact with it normally, until it leaves your possession. In this form, you are immune to corrosive substances and have no need to breathe. Anyone that touches you suffers 1d6 damage (1d6 damage per round, if contact is maintained), and any mundane weapon that attacks you has a 1 in 3 chance of being corroded, whether it deals damage or not.

Corrosive Mist

Level 2

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 location.

Schools: Entropy, Evocation.

This spell creates a faintly corrosive mist that slowly breaks down all organic matter it comes in contact with. Fragile materials like cloth and rope are ruined after just 10-20 minutes, while hardwoods take several hours to dissolve completely. People within the mist suffer 1d6 + caster level damage every turn.

Corrosive Slime

See Slime, page 326.

Corrosive Weapon

Level 1

Duration: 1d6 + caster level rounds.

Range: Touch.

Effect: 1 item or weapon.

Schools: Battle, Entropy.

The target item you touch drips corrosive liquid. Every attack with this weapon has a 50/50 chance of reducing the effectiveness of the victim's non-magical armour by 1, and each successful hit inflicts additional damage equal to caster level.

Variations:

- Level 2. Duration: 1 turn per caster level.
- Level 3. Range: Senses.
- Level 4. Effect: 1 item per caster level. Range: Senses.

Counterspell

Level varies.

Duration: 1 turn per caster level, or instantaneous.

Range: Senses.

School: Quintessence.

Effect: Caster only.

You may cast Counterspell upon any spell you can see, hear, or touch, or that is being cast upon you (if it is not your turn to act, you lose your next 2 actions). You must cast it at the same level as the spell you are attempting to counter. If you manage to cast Counterspell properly, the other spell has no effect.

Alternately, you may cast it on yourself, at the level of your choice. The first spell of an equal or lower level cast upon you before the duration ends is countered automatically, and your Counterspell is ended.

Craftwork Intuition

Level 1

Duration: Permanent.

Range: Touch.

Effect: Caster only.

Schools: Divination, Mind.

This spell imparts to you the knowledge and skill of how to create the mundane, mechanical device that you examine while casting it. It does not impart the skill to create a forgery, merely to copy the mechanism.

Variations:

- Level 3. Range: Senses.

Create Air

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: Square space 10 feet per caster level on each side.

Schools: Air, Evocation.

This spell creates breathable air, clouds, haze, smoke or some other type of air or gas that is not deadly poison.

Variations:

- Level 1. Range: Touch (the air or gas is released from your body).
- **Scented Wind:** Level 1. Effect: 1 location. This spell creates the smell of your choice in the air at the target location. This does not eliminate other scents, but may mask them.

Create Body of Water

See Create Water, page 220.

Create Bone Golem

See Create Carrion Golem, page 216.



Create Carrion Golem

Level 9

Duration: Permanent.

Range: Touch.

Effect: 1 golem.

School: Necromancy.

This spell turns a mass of dead animal matter into a golem that obeys your commands. Its level can be no higher than your own. You must shape the bones into a body before it can become a golem. This spell takes twice as long as normal to cast.

Variations:

- **Create Bone Golem:** This spell turns a mass of bone (or coral) into a golem that obeys your commands. It takes the normal amount of time to cast.
- **Create Flesh Golem:** This spell turns a mass of meat and skin (but not bones) into a golem that obeys your commands. It takes the normal amount of time to cast.

Create Clay Golem

See Create Earth Golem, page 217.

Create Crystal Golem

See Create Earth Golem, page 217.

Create Dirt Golem

See Create Earth Golem, page 217.

Create Earth Golem

Level 9

Duration: Permanent.

Range: Touch.

Effect: 1 golem.

Schools: Earth, Manipulation.

This spell turns a mass of earth—be it clay, crystal, dirt, soil, stone—into a golem that obeys your commands. Its level can be no higher than your own. You must shape the earth into a body before it can become a golem. This spell takes twice as long as normal to cast.

Variations:

- **Create Clay Golem:** This spell turns a mass of clay into a golem that obeys your commands. It takes the normal amount of time to cast.
- **Create Crystal Golem:** This spell turns a mass of gems, glass, salt, or other crystalline matter into a golem that obeys your commands. It takes the normal amount of time to cast.
- **Create Dirt Golem:** This spell turns a mass of dirt, gravel, or soil into a golem that obeys your commands. It takes the normal amount of time to cast.
- **Create Stone Golem:** This spell turns a mass of rock or stone into a golem that obeys your commands. It takes the normal amount of time to cast.

Create Fire

Level 1

Duration: Instantaneous.

Range: None.

Effect: 1 handful of fire per caster level. **Schools:** Evocation, Fire.

This spell creates magical fire in your hands and when you let it go, it becomes real in this plane of existence. If there is nothing for it to ignite, it disappears after a moment. A creature struck by this fire suffers damage equal to 1d4 + caster level. You may only throw a maximum of one handful of fire per round.

Create Fire Golem

Level 9

Duration: Permanent.

Range: Touch.

Effect: 1 golem.

School: Fire.

This spell turns a fire into a golem that obeys your commands. Its level can be no higher than your own.

Create Flesh Golem

See Create Carrion Golem, page 216.

Create Food and Drink

Level 1

Duration: Instantaneous.

Range: 10 feet per caster level.

Effect: 6 days of food.

School: Summoning.

This spell creates enough food to feed half a dozen people for a day. It can be any kind of food you are culturally familiar with.

Variations:

- Level 2. This spell creates enough food to feed 24 people for a day.

Create Gaseous Golem

Level 9

Duration: Permanent.

Range: Touch.

Effect: 1 golem.

Schools: Air, Manipulation.

This spell turns a mass of clouds, gas, smoke, or vapour into a golem that obeys your commands. Its level can be no higher than your own.

Create Ice Golem

Level 9

Duration: Permanent.

Range: Touch.

Effect: 1 golem.

Schools: Manipulation, Winter.

This spell turns a mass of ice into a golem that obeys your commands. Its level can be no higher than your own. You must shape the ice into a body before it can become a golem.

Create Liquid Golem

Level 9

Duration: Permanent.

Range: Touch.

Effect: 1 golem.

Schools: Manipulation, Water.

This spell turns a mass of liquid into a golem that obeys your commands. Its level can be no higher than your own.

Create Object

Level 1

Duration: 1 turn per caster level.

Range: Touch.

Effect: Special.

School: Evocation.

This spell creates an inanimate object out of magical energy. The object cannot be larger than 1 cubic foot per caster level, and must be all the same colour. It can be any mundane object you wish, including a mechanical device, but it must be an object you have seen or felt before. This spell can only replicate unique objects if you know what they look and feel like.

Variations:

- Level 3. Duration: 1 day per caster level.
- Level 5. The object can be up to the size of 1 average human per caster level.
- Level 7. Duration: Until dispelled.
- Level 9. The object can be any size the caster desires.

Create Ooze Golem

Level 9

Duration: Permanent.

Range: Touch.

Effect: 1 golem.

Schools: Manipulation, Plants.

This spell turns a mass of mud, ooze, or slime into a golem that obeys your commands. Its level can be no higher than your own.

Create Magical Double

Level 9

Duration: Permanent.

Range: Special.

Effect: 1 creature.

Schools: Chaos, Evocation.

This spell summons a magical double of someone you name (but only their body, not their equipment or possessions). If you cast it at the moment of the target's death, or kill them during the ritual, the double emerges from their body. Roll 1d8 to determine the double's personality.

Roll Personality

1	The double is completely unlike the target, but not their opposite.
2-3	The double is evil and wishes to ruin the target's life.
4-5	The double must obey the caster and do their bidding.
6-7	The double's personality is the opposite of the target.
8	The double wishes to ally with and assist the target.

Variations:

- **Enemy Doubles:** Level 7. Duration: 1d6 + caster level rounds. Effect: 1 creature per caster level. Range: Senses, 10 feet per round. This spell creates doubles of targets you can see, hear, or touch that will fight for you until the spell ends. They have the same mundane equipment, but do not have any magic, special powers, or immunities of the originals. They are the same level and inflict the same amount of damage.
- Level 5. The double created has none of the special powers of the original target, only its appearance.
- **Mad Doppelgänger:** Level 3. Range: Touch. Creates a double of a creature you touch but not their equipment. This naked double is entirely insane and only runs around getting into trouble.

Create Path

Level 5

Duration: Instantaneous.

Range: Senses.

Effect: Special.

Schools: Earth, Plants.

This spell creates a well-worn pathway through difficult terrain. It flattens underbrush, packs down dirt, and carves its way through jagged stone. It extends through a single location, or towards an imagined spot up to 1 mile per caster level away. This spell does not create tunnels or bridges across water.

Create Portal

Level 5

Duration: 1 turn per caster level.

Range: 10 feet per caster level.

Effect: 5 foot diameter hole.

School: Correspondences.

This spell creates a doorway, hallway, or other portal through solid matter, up to a distance of 10 feet per caster level. If cast inside a gigantic creature, the portal is not a wound, but may allow foreign matter to penetrate the creature's insides.

Create Potion

Level 9

Duration: Until dispelled.

Range: None.

Effect: 1 memorized spell.

Schools: Quintessence, Water.

This spell takes another spell you have memorized and infuses it into a small amount of liquid, creating a magic potion that anyone can use. You forget the infused spell, which is cast upon anyone who drinks the potion (caster level is your own level, or any lower level that you specify).

Create Shadow Golem

Level 9

Duration: Permanent.

Range: Touch.

Effect: 1 golem.

School: Darkness.

This spell turns a shadow into a golem that obeys your commands. Its level can be no higher than your own. This spell does not detach the shadow from whatever cast it.

Create Stone Golem

See Create Earth Golem, page 217.

Create Undead

Level varies.

Duration: Until dispelled.

Range: Touch.

Effect: 1 corpse.

School: Necromancy.

This spell turns a corpse into an undead creature under your control. You must cast this spell at the same level you want the undead to be, and you lose 1d4 + spell level points of Willpower in doing so. If your Willpower is reduced to zero, you find yourself at the mercy of an uncontrolled undead, with no will to act.

Create Water

Level 1

Duration: Instantaneous.

Range: 10 feet per caster level.

Effect: 50 gallons.

Schools: Evocation, Water.

This spell creates approximately 50 gallons of water, or enough to hydrate a dozen riders and their mounts for a day.

Variations:

- **Create Body of Water:** Level 5. Effect: 100 gallons per caster level.

Create Wood Golem

Level 9

Duration: Permanent.

Range: Touch.

Effect: 1 golem.

Schools: Manipulation, Plants.

This spell turns a mass of wood into a golem that obeys your commands. Its level can be no higher than your own. You must shape the wood into a body before it can become a golem.



Crossbreeding

Level 8

Duration: Instantaneous.**Range:** Senses.**Effect:** 1 female creature.**School:** Alteration.

This spell causes the target to become pregnant. The child is a biological descendant of the target and your choice of any creature, item, or substance you are touching when you cast the spell, including yourself. The target will become pregnant even if her womb is barren or the child is inhuman. If you cast this spell on yourself, your child can be your twin, if you like. Creatures without wombs are not affected by this spell.

Crow Monolith

See Parliament of Birds, page 297.

Crowd Control

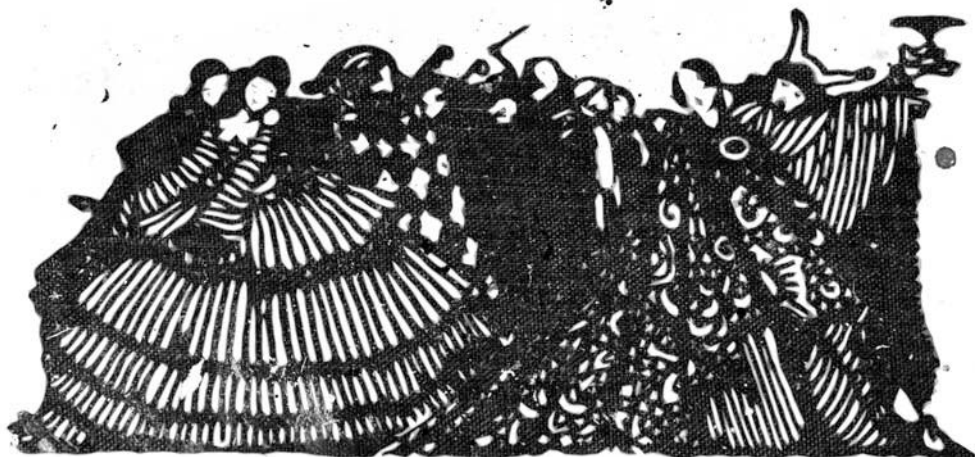
Level 3

Duration: 1 hour per caster level.**Range:** Senses.**Effect:** 1 group of creatures.**School:** Enchantment.

When you cast this spell, name an emotion that you stir in one group of creatures you can see, hear, or touch. It must be a broad emotion like fear, lust, or rage. Everyone in the group is overwhelmed by this emotion—the larger the crowd, the more each individual feels it. Less than a dozen people need not act on this emotion immediately, but crowds larger than a hundred people riot immediately.

Variations:

- Level 1. Range: Touch (you must be within a tightly-packed crowd to target it).
- Level 2. This spell inspires one type of emotion only. Choose which emotion when you learn the spell.
- Level 6. You may direct the crowd's attention toward a particular target, for example: fear of the invaders, hatred toward the sultan, or reverence for the recently unburied heathen idol in the market square. Members of the crowd still determine their own actions and how they will respond to this emotion.



Crystal Form

Level 4

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Earth.

For the duration of the spell, you are made of crystal, as is anything you are carrying. You can still move around normally. In this form, you are immune to acid, blades, cold, fire, and piercing weapons, you do not need to breathe, and you gain a bonus to resist visible spells equal to caster level.

Variations:

- Level 2. Duration: 1d6 + caster level rounds.
- Level 6. Effect: 1 creature. Range: Touch.

Cubes of Slime

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: Caster only.

School: Evocation.

This spell projects sticky cubes of gelatinous slime from your hands towards a location you can see, hear, or touch. The total area affected by these cubes is itself a cube of 5 feet per caster level on each side. Anyone in this area gets covered in very sticky slime and suffers disadvantage to all attack rolls as well as rolls to perform any other tasks that might be impaired.

Cultural Antipathy

Level 3

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 item or location.

School: Abjuration.

When you cast this spell, choose a cultural group, profession, or social class. People of this group cannot approach the target once they become aware of it. If they see, hear, or touch the target, they must flee immediately.

Variations:

- Level 4. Range: Senses, 20 feet per caster level.
- Level 5. Range: Senses.

Cure Disease

Level 1

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

School: Healing.

This spell cures the target of any one disease that afflicts them, and prevents them from developing that same disease again for at least 1 year per caster level.

Variations:

- Level 1. Effect: 1 creature per caster level. Range: Senses. This spell only cures one specific disease or type of disease (e.g. arthritis, the black plague, cirrhosis, eye infections, rickets, etc).
- Level 3. Range: Senses, 10 feet per caster level.
- Level 4. This spell cures the target of all diseases that afflict them.

Cure Hunger and Thirst

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature per caster level.

School: Healing.

This spell causes the targets to become fed and hydrated, regardless of how long they have been parched or starved. This spell does not reverse any organ damage or weight loss already caused by hunger and thirst.

Variations:

- Level 1. Range: Touch.

Cure Madness

Level 7

Duration: 1 day per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Healing, Mind.

For the duration of the spell, one target you can see, hear, or touch is cured of their nightmare curses, infections that affect the mind, and other mental health problems.

Cure Wound

Level 3

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

School: Healing.

This spell heals the target of one wound—restoring sight to an eye, for example, or stopping a cut from bleeding—and restores up to 1d6 + caster level of lost Health points. It does not raise the target's Disposition.

Curse

Level 9

Duration: Permanent.

Range: Senses.

Effect: 1 mortal creature.

Schools: Enchantment, Quintessence.

This spell curses the target with a consequence, inconvenience, or penalty of your choosing. It cannot be fatal, and the target cannot be a ghost or spirit, or any kind of divine, infernal, or otherwise ascended being—only other deities can do that. This curse can be removed by either a Dispel Magic and Remove Curse spell.

Variations:

- Level 5. Duration: 1 day per caster level.
- Level 8. Duration: 1 year per caster level.

The Curse of Nightmares

Level varies.

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

Schools: Summoning.

This spell installs a nightmare curse inside a creature you can see, hear, or touch. Determine which curse randomly; if the target already has the nightmare curse indicated, roll again. This spell must be cast at the same level as the target.



Curse of Wild Magic

Level varies.

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Enchantment, Quintessence.

For the duration of the spell, one target you can see, hear, or touch has disadvantage on all their rolls to control spells. You must cast this spell at the same level as the target. No save against this spell is permitted.

Variations:

- **Range:** Touch. For the duration of the spell, the caster automatically fails all rolls to control spells and must roll twice on the miscasting table; you choose which of the two result counts and which is discarded.

Cypher

Level 2

Duration: 1 turn per caster level, or until dispelled.

Range: Senses.

Schools: Enchantment, Wards and Runes.

Effect: 1 conversation or text.

This spell causes language to be incomprehensible to everyone except those you exempt specifically while casting. If cast upon spoken language, it affects a single conversation or speaker for the duration. If cast upon text, the effect lasts until dispelled.

Variations:

- **Tower of Babel:** Level 3. Effect: 1 location.

Darkness

Level 3

Duration: 1 hour plus 10 minutes per caster level.

Range: Senses, 20 feet per caster level.

School: Darkness.

Effect: 20 foot diameter sphere.

This spell creates a sphere of darkness that light cannot penetrate. Light sources inside the sphere shed no light at all.

Variations:

- Level 4. Effect: 5 foot per caster level diameter sphere.
- Level 7. The darkness takes whatever shape you wish it to, and may move at a slow walking speed if you concentrate.

Dead Weapon

Level 1

Duration: 1d6 + caster level rounds.

Range: Touch.

Effect: 1 corpse (or piece of a corpse).

Schools: Battle, Necromancy.

This spell turns a corpse you touch into a magical weapon. You may wield this corpse like any other weapon, and you may always add your level to your attack rolls (even if your class does not allow you this bonus). This corpse weapon is able to harm creatures immune to mundane weapons.

Deafening Noise

Level 1

Duration: 1 round per caster level.

Range: Senses.

Effect: 1 location.

Schools: Evocation, Illusion.

This spell creates any kind of loud noise you are familiar with. It can vibrate nearby objects and shatter glass, if you want it to.

Variations:

- **Constant Din of Terror:** Level 3. Duration: 1 turn per caster level.

Death Grip

See Unreal Situation, page 353.

Death Halo

Level 5

Duration: 1d8 + caster level rounds.

Range: 3 feet per caster level.

Effect: Caster only.

Schools: Entropy, Necromancy.

For the duration of the spell, you are surrounded by an aura of death that sucks the life out of everything around you. Anyone within this aura suffers 1d8 damage each round. Wounds caused by the death halo are not visible on the victim's exterior.

Death Rays

Level 4

Duration: Instantaneous.

Range: Senses, 10 feet per caster level.

Effect: Caster only.

Schools: Entropy, Necromancy,
Quintessence.

This spell causes black lightning to shoot from your body into the target, killing their soul from the inside by inflicting 1d6 + caster level damage directly to their Health. No physical wounds are caused, and if the target dies, their body continues to live on, without mind or soul.

Death Spell

Level 9

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

Schools: Entropy, Necromancy.

This spell kills one creature that you can see, hear, or touch whose level does not exceed your own. Creatures that are not alive are not affected.

Debasement

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

Schools: Enchantment, Entropy.

This spell causes one target that you can see, hear, or touch to lose 1d6 + caster level points from their Charisma score.

Variations:

- **Touch of Debasement:** Level 1. Range: Touch.

Deface

Level 2

Duration: Instantaneous.

Range: Touch.

Effect: 1 item or location.

School: Entropy.

This spell defaces an object or surface you touch. It becomes stained, pitted, scratched, or otherwise worn and damaged.

Variations:

- Level 4. Range: Senses, 30 feet per caster level.
- **The Vandal's Curse:** Effect: 1 built structure. Schools: Chaos, Entropy. This spell damages only structures erected by lawful creatures or for lawful purposes, including building and monuments, and may cause them to collapse.

Defile the Earth

Level 4

Duration: Instantaneous.

Range: None.

Effect: Caster only.

Schools: Enhance, Entropy.

This spell restores up to 1d6 points of lost attribute points to you, but also causes the earth within 100 feet per point of recovered attribute points to become barren and lifeless.

Variations:

- Level 2. This spell restores points to one specific attribute only. Choose which one when you learn the spell (or determine randomly).

Delicious Flavour

Level 1

Duration: Until dispelled.

Range: Touch.

Effect: 1 creature or item.

Schools: Alteration, Transmutation.

This spell makes the target taste (and smell) delicious. Any creature with taste buds will be eager to sample it.

Variations:

- Level 2. Range: Senses, 20 feet per caster level.

Desiccate

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: Special.

Schools: Entropy, Water.

This spell destroys water. It can be used in several different ways:

- It removes the water in a cubic area no larger than 5 feet per caster level to a side. This does not prevent adjacent water from filling the now-vacant space.
- It destroys one water elemental or liquid golem.
- It causes 1d6 dehydration damage to 1 creature per caster level within range.

Variations:

- Level 6. The cubic area of water removed can be up to 10 feet per caster level to a side and the dehydration damage caused is 1d8 + caster level to 1 creature per caster level within range.

Despair

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature per caster level.

School: Enchantment.

This spell causes targets you can see, hear, or touch to be gripped by black despair. They must re-roll their Dispositions. If they do not roll lower than their current Disposition, ignore the new roll; they lose Disposition equal to caster level instead.

Variations:

- Level 1. Effect: 1 creature. Range: Touch.

Destroy Corpses

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 corpse per caster level.

Schools: Entropy, Necromancy.

This spell causes target corpses to crumble into dust, or distributes a number of d6s equal to caster level of damage amongst target undead who have physical bodies.

Destroy Dream

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 dream or dreamer.

Schools: Entropy, Mind.

This spell cancels a dream in progress, that either you or someone you can see, hear, or touch is experiencing. You may also use this spell if you can only sense the dream itself, and not the dreamer.

Destroy Objects

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 item per caster level.

Schools: Entropy, Manipulation.

This spell destroys mundane, non-magical objects that you can see, hear, or touch. Whether they crumble into powder or shatter dramatically is up to you. Only discrete objects are affected, not buildings or structures, and any object larger than an adult human is merely broken, not completely destroyed.

Variations:

- Level 1. Range: Touch. The destruction of the object is guided by your touch.

Destroy Spell

Level varies.

Duration: Instantaneous.

Range: Senses.

Effect: 1 spell.

Schools: Entropy, Quintessence.

This spell destroys a spell or magical effect that you can see, hear, or touch and in so doing, causes 1d6 damage to its caster. It must be cast at the same level as the target spell. This spell has no effect on the permanent properties of magical items.

Variations:

- This spell causes 1d6 damage to everyone affected by, or connected to, the spell destroyed, in addition to the caster.



Detect Evil

Level 2

Duration: 1 intention per caster level,
1 hour per caster level.

Range: Senses.

School: Divination.

Effect: Caster only.

By concentrating on someone you can see, hear, or touch, you may detect evil intentions in them, such as the intent to harm, steal, threaten someone, or otherwise deliberately inconvenience them. Once you have detected a number of intentions equal to caster level, the spell ends.

Variations:

- Level 1. Duration: Instantaneous. The spell informs you if anyone you can see, hear, or touch is of evil alignment, but gives you no more information than that.
- Level 1. Range: Touch.
- Level 3. The target of the spell glows with a faint red light whenever you detect harmful intentions in them. This can be seen by everyone around them.
- Level 5. Duration: 1 hour per caster level. You may use the spell as much as you like until the duration is over.

Detect Illusion

Level 1

Duration: 1 turn per caster level.

Range: 30 feet per caster level.

Effect: Caster only.

Schools: Divination, Illusion.

For its duration, this spell informs you of any illusions, invisible things, and other magical falsehoods within range. Even if you cannot perceive an illusion with your mundane senses, you will feel its presence, knowing in what direction it lies and approximately how far away from you it is. This spell does not automatically allow you to penetrate the illusions it detects.

Detect Invisible

Level 1

Duration: 1 turn per caster level.

Range: Senses, 50 feet per caster level.

Effect: Caster only.

School: Divination.

For the duration of the spell, you can see creatures and objects that are magically invisible, as well as something else (roll 1d8 each time you cast the spell).

Roll Other Invisible Thing You Can Now Detect

- | | |
|---|---|
| 1 | Concealed traps in your location. |
| 2 | Concealed valuables in your location. |
| 3 | Concealed weapons on the people around you. |
| 4 | The intended meaning of things people in your presence say. |
| 5 | The intentions or motives of the people in your presence. |
| 6 | The relationships of the people in your presence. |
| 7 | The spells people you can see have memorized. |
| 8 | The truth of any magical illusion you can see. |

Detect Magic

Level 1

Duration: 1 thing per caster level,
1 turn per caster level.

Range: Senses.

School: Divination.

Effect: Caster only.

By concentrating on someone, something, or somewhere that you can see, hear, or touch, you may detect whether it has any magical properties or not. By concentrating on a location, you may also detect someone or something that is both hidden and magical. This spell does not identify the precise nature of the magic. Once you have detected a number of magical things equal to caster level, the spell ends.

Devour

Level 2

Duration: 1 meal.

Range: Touch.

Effect: Caster only.

School: Transmutation.

This spell allows you to consume, as if it were food and drink, 1 handful per caster level of material that is not food. For each handful you consume, you may go an additional day without food or water.

Disable Senses

Level varies.

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature or 1 creature per
caster level.

School: Entropy.

For the duration of the spell, one target you can see, hear, or touch loses one of their senses (sight, hearing, smell and taste, or balance, for example).

Alternately, you may target a number of creatures equal to caster level with a duration of 1 round per caster level.

You must cast this spell at the same level as your target, or the highest level of multiple targets.

Discern the Air

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: Caster only.

Schools: Air, Divination.

For the duration of this spell, you can sense all properties of the air: wind speed, composition, weather patterns, the properties of gases, etc.

Disintegrate

Level 4

Duration: Instantaneous.

Range: Senses.

Effect: 1 mundane item.

Schools: Entropy, Transmutation.

This spell disintegrates a single non-living, non-magical item that you can see, hear, or touch. It vanishes forever.

Dispel [Particular] Magic

See Dispel Magic, page 234.

Dispel Chaos

Level 2

Duration: Concentration.**Range:** 10 feet per caster level.**Effect:** Caster only.**Schools:** Abjuration, Law.

This spell causes those of chaotic alignment within range to remove themselves from your presence. If they refuse to go willingly, the spell moves them by force.

Variations:

- Level 3. Duration: 1 turn per caster level. Effect: 1 location. Range: Touch.



Dispel Evil

Level 3

Duration: Concentration.

Range: 10 feet per caster level.

Effect: Caster only.

Schools: Abjuration, Law.

This spell causes those of evil alignment within range to remove themselves from your presence. If they refuse to go willingly, the spell moves them by force.

Variations:

- Level 5. Duration: 1 turn per caster level. Effect: 1 location. Range: Touch.

Dispel Law

Level 4

Duration: Concentration.

Range: 10 feet per caster level.

Effect: Caster only.

Schools: Abjuration, Chaos.

This spell causes those of lawful alignment to suffer 1d4 damage each round, unless they retreat from your presence.

Variations:

- Level 6. Duration: 1 turn per caster level. Effect: 1 location. Range: Touch.
- Level 8. Duration: 1 day per caster level. Effect: 1 location. Range: Touch.

Dispel Magic

Level 3

Duration: Instantaneous.

Range: Senses, 50 feet per caster level.

Effect: Square space 20 feet to each side or a single creature or item.

Schools: Abjuration, Quintessence.

This spell removes the effects of any spells operating in the area of effect, or affecting the target. Magic items and magical formulas are not affected, only ongoing spells or spell-like effects.

Variations:

- **Dispel [Particular] Magic:** Level 1 or 2. Instead of dispelling any spell or magical effect, this version only works on the magic of a single school. If this spell dispels only Astral, Battle, Correspondences, Darkness, Divination, Enhancement, Entropy, Evocation, Illusion, Law, Manipulation, Mind, Prophecy, Quintessence, Revelation, or Winter, it is Level 1. If this spell only dispels Abjuration, Air, Alteration, Animals, Chaos, Earth, Enchantment, Fire, Healing, Necromancy, Plants, Protection, Radiance, Summoning, Transmutation, Wards and Runes, or Water spells, it is Level 2. If this spell dispels only the magic of a particular type of caster, it is Level 3, but if that caster is a specific person or deity, it is only Level 1. See the page opposite to determine randomly what particular magic each spell of this type dispels.
- **End Spell:** Level varies. This spell shows you any spells of the level you cast it at or lower in the target area, and allows you to end one of them per caster level.

Dispel Particular Magic

See Dispel Magic, above.

Dispel Magic continued...

To determine what school or type of caster a Dispel Particular Magic spell affects, roll 1d100:

Roll	School or Caster Type	Roll	School or Caster Type
1-2	Abjuration spells.	51-52	Golem casters.
3-4	Air spells.	53-54	Good casters.
5-6	Alteration spells.	55-56	Healing spells.
7-8	Angelic magic.	57-58	Human casters.
9-10	Animals spells.	59-60	Illusion spells.
11-12	Astral spells.	61-62	Law spells.
13-14	Battle spells.	63-64	Lawful casters.
15-16	Beastling casters.	65-66	Manipulation spells.
17-18	Chaos spells.	67-68	Mind spells.
19-20	Chaotic casters.	69-70	Necromancy spells.
21-22	Correspondences spells.	71-72	Neutral casters.
23-24	Darkness spells.	73-74	Plants spells.
25-26	Demonic magic.	75-76	Prophecy spells.
27-28	Divination spells.	77-78	Protection spells.
29-30	Draconic casters.	79-80	Quintessence spells.
31-32	Earth spells.	81-82	Radiance spells.
33-34	Elemental magic.	83-84	Revelation spells.
35-36	Enchantment spells.	85-86	A specific deity.
37-38	Enhance spells.	87-88	A specific person.
39-40	Entropy spells.	89-90	Summoning spells.
41-42	Evil casters.	91-92	Transmutation spells.
43-44	Evocation spells.	93-94	Undead casters.
45-46	Extraplanar casters.	95-96	Wards and Runes spells.
47-48	Faerie casters.	97-98	Water spells.
49-50	Fire spells.	99-100	Winter spells.

In some cases, you may prefer this spell to target only the magic of a particular association, organization, or chain of teaching—a school of wizards rather than a school of spells. These groups depend on the actual campaign to be defined.

Divine Guidance

Level 7

Duration: Instantaneous.

Range: None.

Effect: Caster only.

School: Revelation.

When you cast this spell, ask a particular deity or supernatural power for guidance. It sends you an omen or sign regarding its wishes. Roll 2d6 plus your Intelligence modifier. Add +1 if you worship this deity, +1 if you sacrifice something of value to it, and +1 if you cast this spell in a location sacred to it.

Roll Results

0-6 You receive terrible visions of the deity's enemies.

7-9 You receive clear information about the deity's wishes.

10+ You receive a boon or gift from this deity, in order to better fulfil its wishes.

Variations:

- **Vision Quest:** Level 4. Instead of contacting a deity or supernatural power, this spell gives you visions of the desires and enemies of a willing mortal creature. The boon or gift you receive is up to the GM (e.g. you might receive a great deal of knowledge from them), but it only lasts days equal to caster level.

Divine the Path

Level 3

Duration: Instantaneous.

Range: None.

Effect: Caster only.

Schools: Divination, Prophecy.

Name a location and this spell shows you the shortest physical path you need to take to get there. If there are special actions that must be taken in order to shorten the path, you are informed of 1 action per caster level. This spell will not send you into areas or obstacles that require special actions that it does not inform you of.

Drag the Waters

Level 3

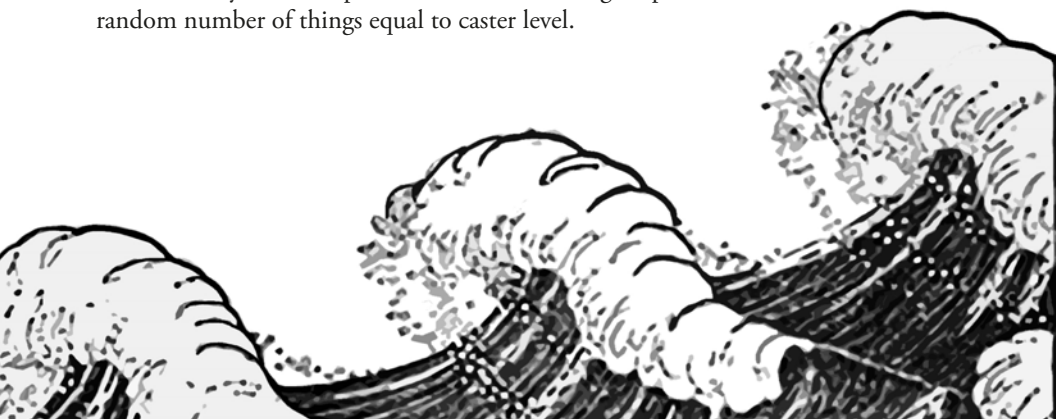
Duration: Instantaneous.

Range: 5 feet per caster level.

Effect: 1 body of water.

Schools: Manipulation, Water.

This spell dredges the bottom of a body of water and deposits what it finds at your feet. You may use the spell to recover something in particular, or it can recover a random number of things equal to caster level.



Drain Heat

Level 2

Duration: 1d8 + caster level rounds.

Range: 5 feet per caster level.

Effect: Caster only.

School: Winter.

For the duration of the spell, you are surrounded by an aura of freezing cold, which you may direct at a creature within range. Roll a d20 plus your level and your Willpower modifier. If the total is equal to or greater than your target's Ferocity score, they suffer 1d6 + caster level damage and you either add 1 to your Disposition or regain 1 point of lost Health.

Variations:

- Level 6. Duration: 1 turn per caster level.

Drain Spell

Level varies.

Duration: Instantaneous.

Range: Senses.

Effect: 1 spell or magical effect.

Schools: Healing, Quintessence.

This spell drains the power of a spell or magical effect and turns it into healing power. The target spell ends and you either regain 1d6 + the spell's level of lost Health points or you may add the same amount to your Disposition. This spell must be cast at the same level as the target spell.

Dream Control

Level 5

Duration: Until dispelled.

Range: Infinite.

Effect: Caster only.

School: Mind.

For the duration of this spell, you gain the ability to control your own dreams, and any dreams that you can see, hear, touch, or have telepathic contact with. When a dream you are experiencing ends, so does this spell.

Dream Vision

Level 3

Duration: Concentration.

Range: Senses.

Effect: 1 creature.

Schools: Divination, Mind.

This spell shows you the dreams of one target you can see, hear, or touch. If they are not currently dreaming, you see only the partial fragments of dreams lodged in their memory.

Dreamwalk

Level 2

Duration: Until dispelled.

Range: Senses.

Effect: 1 creature.

Schools: Correspondences, Mind.

This spell allows you to step into the dreams of a creature you can see, hear, or touch. If the creature is not dreaming when you cast this spell, you must wait inside their mind until their dreams begin before you may act. This spell does not give you the power to control their dreams, but you may interact with anything you find there as if it were real. This spell has no effect on creatures that do not dream.

Drowning

Level 6

Duration: Concentration.

Range: Senses, 10 feet per caster level.

Effect: 1 creature.

Schools: Entropy, Water.

As long as you concentrate, one target you can see, hear, or touch begins to drown as their lungs fill up with water. They lose 1d4 points of Health each round, unless they can breathe underwater.

Variations:

- Level 7. The liquid is blood, instead of water, though it is not the target's blood. This will harm even for those whose lungs can function underwater.

Drunken Revel

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1d20 + caster level creatures.

School: Enchantment.

For the duration of the spell, targets that you can see, hear, or touch feel like they are drunk, and suffer disadvantage to rolls that would be impaired by being drunk. There is no hangover when the spell ends.

Dry Spell

Level 1

Duration: 1 hour per caster level.

Range: Senses, 10 feet per caster level.

Effect: 1 creature or item per level.

Schools: Manipulation, Water.

This spell causes target creatures (including their clothes) or items you can see, hear, or touch to stay dry for the duration, even if rained on or immersed in water. It does not prevent drowning.

Duplicate Documents

Level 2

Duration: Instantaneous.

Range: Touch.

Effect: 1 document.

Schools: Evocation, Manipulation,
Wards and Runes.

This spell creates a copy of a document you hold in your hands, produced from nothing. You may change any of the text or artwork on the document, effectively creating a forgery that says whatever you want it to. Magical properties of the document are not duplicated.

Duplicate Images

Level 3

Duration: 1 turn per caster level.

Range: Self.

Effect: Caster only.

School: Illusion.

This spell creates 1d4 illusions that look exactly like yourself and mimic your actions. Any attack against you hits one of your duplicates instead, causing it to disappear, leaving you unharmed.

Variations:

- Level 5. This spell creates 2d4 illusions.

Dust to Dust

Level 1

Duration: Instantaneous.

Range: Senses, 10 feet per caster level.

Effect: Cube of earth 1 foot per caster level on each side.

Schools: Earth, Entropy, Transmutation.

This spell reduces a cube of inorganic, non-living solid matter to powder.

Earthen Pillar

Level 1

Duration: Instantaneous.

Range: None.

Effect: Caster only.

Schools: Earth, Evocation.

This spell creates a mass of rock to form beneath your feet, raising you up to 20 feet per caster level, or in a horizontal direction up to 5 feet per caster level. This stone pillar remains even after you step off of it.

Variations:

- Level 2. The pillar is made of fragile crystals and will easily shatter into numerous jagged shards and sharp pieces.

Earthquake

Level 7

Duration: Special.

Range: Senses.

Effect: 1 mile per caster level diameter area.

School: Earth.

This spell causes the earth to shake. Buildings collapse and crevasses may appear. The severity of the earthquake increases with the area of effect.

Eat Fire

Level 1

Duration: Instantaneous.

Range: None.

Effect: Caster only.

Schools: Fire, Healing.

This spell increases your Disposition by 1d6 points or restores up to 1d6 lost points of Health, if you are wounded. All lit fires within 100 feet of the caster are extinguished when this spell is cast, and if there are none, it does not work. You may also use this spell to literally eat a small fire and be healed instead of being damaged.

Eldritch Darts

Level 1

Duration: 1d6 + caster level rounds.

Range: Senses.

Effect: Caster only.

Schools: Battle, Evocation.

For the duration of the spell, you can fling bolts of arcane energy at targets you can see, hear, or touch, instead of making a normal attack. Roll a d20 plus your level and your Intelligence modifier. If your total is equal to or greater than your target's Dexterity score, you deal damage equal to your Hit Die plus your Intelligence modifier.

Variations:

- Level 3. Duration: 1 turn per caster level.

Enchanted Earth

Level varies.

Duration: Until dispelled.

Range: Touch.

Effect: 1 spell.

Schools: Earth, Quintessence.

This spell infuses a handful of any kind of earth with another spell you have memorized. You lose both spells from your memory, but only need to roll to control Enchanted Earth. At any point, you—or anyone who has mastered the infused spell—may cast it while holding the enchanted earth, rolling to control it as normal. You must cast Enchanted Earth at the same level as the spell being infused.

Endure Pain

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Healing, Protection.

For the duration of the spell, a target creature you can see, hear, or touch is immune to physical, emotional, and spiritual pain (but not harm). They take half damage from attacks where pain is a large part of the effect (GM's discretion).

Enemy Doubles

See Create Magical Double, page 219.

Energy Absorption

Level 3

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Quintessence, Radiance.

When you cast this spell, choose one type of energy, such as fire, lightning, magical essence, necromantic life drain, or psychic waves. For the duration of the spell, damage from this type of energy increases your Disposition instead of reducing it. Any effect caused by this energy that does not cause damage is also negated, and increases your Disposition by 1d6 points.

Enfeeblement

Level 2

Duration: 1d6 + caster level rounds.

Range: Senses.

Effect: 1 creature, or 1 creature per caster level.

School: Entropy.

This spell either reduces the Ferocity score of one target you can see, hear, or touch by 2d6 points, or it reduces the Ferocity score of more targets by 1d6 points each. Anyone whose Ferocity score is reduced to zero by this spell become too weak to move, but does not die. When the spell's duration is over, these points are regained instantly.

Variations:

- Level 1. Effect: 1 creature. The target creature's Ferocity is reduced by 1d6.
- Level 4. Duration: 1 turn per caster level.
- Level 7. This spell reduces both Dexterity and Ferocity by the same amount.

Enlarge

Level 2

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature or item.

Schools: Alteration, Transmutation.

For the duration of the spell, one target you can see, hear, or touch grows by up to 25 per cent per caster level of its regular size, and their equipment grows with them. For each 25 per cent increase, the target may choose to either increase their damage die by one size (from 1d6 to 1d8, for example), or to reduce their damage die by one size but increase the number of damage dice rolled by one (from 1d12 to 2d10, or from 2d8 to 3d6, for example).

Variations:

- Level 1. The target increases in size but does not inflict additional damage or become heavier.

Enlightened Mind

Level 3

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Enhance, Mind.

For the duration of the spell, the target's Intelligence score is increased by 1d6 points, with their modifier increasing accordingly. Once the spell ends, these points disappear immediately. If the target loses points of Intelligence while this spell is in effect, these bonus points are lost first.

The target does not gain any new spells because of this increase, though they might be able to memorize more, if they take the time to do so.

Enrage

Level 4

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

School: Enchantment.

For the duration of the spell, one target you can see, hear, or touch is consumed by an uncontrollable, blinding rage and must attack the easiest target available. When the spell ends, the rage ends immediately, and the target might suspect they were influenced by magic. Creatures with no emotions are not affected.

Variations:

- Level 1. Range: Touch.

Entanglement

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: Square space 10 feet per caster level to each side.

School: Manipulation.

This spell causes everyone within the area affected to become entangled in whatever items or objects are present in that location. The more stuff there is, the more seriously they become entangled. If this spell is miscast, there is a 1 in 3 chance that targets become emotionally entangled with each other instead of the normal miscasting effects.

Erase**Level 1****Duration:** Instantaneous.**Range:** Senses.**Effect:** 1 text per caster level.**Schools:** Entropy, Manipulation, Wards and Runes.

This spell erases up to the entirety of one magical or mundane text per caster level. A text must be conceptually a single work. You may exempt specific sections or passages, as long as you know of their existence.

Ethereal Projection**Level 4****Duration:** 1 turn per caster level.**Range:** 100 feet per caster level.**Effect:** Caster only.**Schools:** Correspondences, Mind, Necromancy.

Your ghost leaves your body and is free to move around, within range, for the duration of the spell. It is both invisible and intangible. You can see and hear your surroundings, but not touch anything or be seen by anyone. You can move through solid objects that are thinner than your body.

Evaporate**Level 1****Duration:** Instantaneous.**Range:** Senses, 100 feet per caster level.**Effect:** Volume of liquid 10 feet per caster level on each side.**Schools:** Entropy, Water.

This spell instantly transforms one body of liquid you can see, hear, or touch into vapour. The vapour can disappear or remain in vapour form, your choice. If you cannot evaporate an entire body of water at once, the water that evaporates comes off the entire surface at the same time instead of creating a void in one section that the remaining water would then rush in to fill.

Excavate**Level 2****Duration:** Instantaneous.**Range:** 100 feet per caster level.**Effect:** Cube of space 10 feet per caster level on each side.**School:** Earth.

This spell allows you to excavate any kind of earth, whether crystal, soil, rock, or sand, distributing it evenly in a convenient, nearby location. It can also be used to destroy creatures made of earth.

Exorcism**Level varies.****Duration:** Instantaneous.**Range:** Senses.**Effect:** 1 creature.**Schools:** Abjuration, Astral.

This spell forces possessing spirits out of the target creature, leaving only that creature's native soul behind (if any). This spell must be cast at the same level as the highest possessing spirit, but each spirit gets to make its own separate save.

Expellation

Level 1

Duration: 1d6 rounds per caster level.

Range: Touch.

Effect: 1 creature.

School: Enchantment.

This spell causes one creature to begin vomiting, or otherwise violently expelling consumed matter, until the spell ends. This can include dry heaving and gagging, which usually imposes a disadvantage on rolls made at the same time.

Exploit Probabilities

Level 3

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Correspondences, Enhance.

For the duration of the spell, you have advantage to any roll if you want it. Once you have taken this advantage for 1d6 + caster level rolls, the spell ends. The GM rolls for how many actions you can gain advantage on, you only find out when the spell ends.

Explosion

Level 3

Duration: Instantaneous.

Range: Senses, 100 feet per caster level.

Effect: 1 location.

School: Battle.

This spell causes an explosion at a target location you can see, hear, or touch. Everyone within 5 feet who is not behind cover or blocked by someone else suffers 2d6 + caster level damage, while everyone else within 5 feet per caster level suffers 1d6 + caster level damage. The victims must also save against their Dexterity or be knocked prone and lose their next action.

Variations:

- **Self Explosion:** Level 5. Effect: Caster only. Range: None. The explosion emanates from the caster, who suffers no damage or ill effects.

Extinguish

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: Fires.

Schools: Entropy, Fire, Winter.

This spell extinguishes all fire that you can see, hear, or touch—as well as any fire you can smell. Alternately, it can destroy one fire elemental or flame golem instead.

Extract Information

Level 3

Duration: Instantaneous.

Range: Touch.

Effect: 1 person.

Schools: Enchantment, Law.

This spell forces the target to divulge what they know about the topic of your choice. They cannot help but speak about all that they know about it (assuming they do know anything about it, that is).

Variations:

- Level 5. Range: Senses, 30 feet per caster level.



Faerie Dust

Level 3

Duration: 1d6 + caster level rounds.**Range:** Senses.**Effect:** 1 location.**School:** Illusion.

This spell fills the target location full of faerie dust, swirling through the air. You may decide to make it one or more of the following: adhesive, glittering, and irritating. **If it is adhesive**, it reveals invisible creatures or objects and cannot be blown away by wind. **If it is glittering**, anyone within the effect is blinded for the duration of the spell. **If it is irritating**, anyone within the effect suffers disadvantage on rolls to attacks and for doing most other physical tasks until the spell is over.

Variations:

- Level 1. This spell only creates dust that is adhesive, or glittering, or irritating. Choose which when you learn the spell.

Faerie Kingdom

Level 7

Duration: Until dispelled.**Range:** 1 location.**Effect:** Caster only.**School:** Illusion.

This spell creates the illusion of a fully-detailed location around you. The real location is covered up—anyone entering experiences only your illusion. This illusion can cause fright, but no real harm. Food gives no sustenance, nor does fire shed any real warmth. The effect ends when you leave the location.

Faerie Repellent

Level 1

Duration: 1 turn per caster level.**Range:** None.**Effect:** Caster only.**Schools:** Abjuration, Protection.

For the duration of the spell, any faerie creature that attacks you or attempts to touch you suffers 1d6 damage each time they do so, whether they are successful or not. Faeries are also unable to maintain physical contact with you.

Variations:

- Level 5. For the duration of the spell, all faeries in your presence suffer 1d6 damage each round unless they move away from you, plus an additional 1d6 damage each time they attack you, successfully or not.

The Face of All Your Fears

Level 7

Duration: 1d6 + caster level rounds.**Range:** Senses.**Effect:** 1 person.**Schools:** Illusion, Mind.

This spell creates the illusion of the target's greatest fear come to life. Whatever they fear the most arrives or occurs until the duration is over. The spell does not inform you of what that fear is before creating it. Unless the target's fear is highly specialized and self-directed, everyone affected by this illusion is either paralysed in fear or must flee in terror, dropping all that they carry in an attempt to get away. Victims caught by the illusion suffer 1d6 damage each round from the fear alone.

The Falling Sickness

Level 2

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 location.

School: Manipulation.

For the duration of the spell, anyone entering the target location falls down, either slipping as if on ice or tripping over something that isn't there. This spell can be cast on any location that is conceptually complete, whether it is a doorway or a field, but is not a collection of other distinct locations—it cannot be cast upon an entire kingdom or dungeon, for example.

Variations:

- Level 1. Range: Touch.

False Magic

Level 2

Duration: Until dispelled.

Range: Senses.

Effect: 1 creature or item.

Schools: Illusion, Quintessence.

Once cast upon a target that you can see, hear, or touch, that target will appear as magical should anyone cast a Detect Magic or Identify spell upon it. You may decide what kind of magic they detect and what effects they believe the false magic item is capable of.

Variations:

- Level 1. Range: Touch. What the false magic appears to be is random and you do not control its appearance.

False Magnetism

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: 2 items.

School: Transmutation.

This spell causes two objects to become stuck together, wherever you join them. If they are not touching when you cast the spell, they will move toward each other, as if affected by a force similar to magnetism.

False Memory

Level 6

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

School: Mind.

This spell implants a false memory in the target. It can be whatever kind of memory you like, though the stranger it is, the more likely the target will recognize it as something false and foreign to their own mind.

Variations:

- Level 9. Range: Senses.

False Prophecy

Level 5

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

Schools: Illusion, Protection.

For the duration of the spell, any magical divinations or prophecies that reveal information about you provide only falsehoods and lies. You may dictate the actual information collected, if you want.

Variations:

- Level 7. Duration: 1 day per caster level.

Familiar

Level 1

Duration: Special.

Range: Special.

Effect: Caster only.

Schools: Animals, Mind, Quintessence.

If you have no familiar already, casting this spell finds a familiar for you. A random animal becomes magically linked to you. It shares your Disposition, but not your Health, and you can sense each other's feelings and locations.

If you have a familiar already, this spell allows you to see through its eyes and hear through its ears, and also to command its movements. This lasts for up to 1 hour per caster level. Your body is mostly asleep during this time.

Variations:

- Level 3. When you see through your familiar's eyes, you stay conscious and retain normal control of your own body.

Far Command

Level 1

Duration: Until dispelled.

Range: Infinite.

Effect: Special.

Schools: Battle, Wards and Runes.

When you inscribe the rune of far command on a creature, you are able to issue orders to them no matter how far away they are. They cannot respond and you cannot send other messages to them. You may only have a number of far command runes active equal to your level.

Fatal Flaw

Level 4

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature, item, location, or situation.

Schools: Entropy, Prophecy.

This spell reveals to you the fatal flaw in the target, be it an item, person, relationship, situation, or structure. It reveals a person's most prominent weakness, the easiest method for destroying an inanimate object, and the way to most quickly ruin a situation. This spell also identifies extraplanar creatures, even if they are disguised, as the only information it provides about their weakness is that they are invaders from another reality.

Fearlessness

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

School: Enchantment.

For the duration of the spell, one target you can see, hear, or touch is immune to fear, either mundane or magical. Fear cannot cause them to make morale rolls, lose Disposition, or suffer any other penalties, because they are not afraid.

Variations:

- Level 1. Duration: 1 hour per caster level. Effect: Caster only.
- Level 3. Effect: 1 creature per caster level.

Feast of Knowledge

Level 1

Duration: 1 turn per caster level, 1 meal per caster level.

Range: None.

School: Revelation.

Effect: Caster only.

Until the spell ends, you may consume part of another creature and learn one thing that it knows. If they do not have the knowledge you seek, that is all you learn. If the knowledge you are seeking is something they do not (or did not) even realize they know (or knew), or the knowledge you seek has been obfuscated by another wizard of your level or lower, you must save against your Intelligence to properly pluck it from this creature's mind. If the knowledge you seek has been obfuscated by a wizard of a level higher than your own, you must save against half your Intelligence, rounded down, in order to learn it. Once you have consumed pieces equal to caster level, the spell ends.

Feast of Power

Level varies.

Duration: Special.

Range: None.

Effect: Caster only.

Schools: Alteration, Enhance.

Cast this spell when you consume part of a creature that has inhuman or magical abilities, and you gain uses of one of its powers equal to caster level. You also gain one behavioural tic, cosmetic trait, or slight vulnerability of the consumed creature, until the spell ends. This spell must be cast at the same level as the victim being consumed.

Featherlight

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature or item.

Schools: Alteration, Transmutation.

For the duration of the spell, the target becomes light as a feather. If they are falling, they descend languidly and suffer no harm upon landing. They can also traverse ground that would normally not hold their weight, like thin branches, kite strings, or fluttering leaves.

Variations:

- Level 3. Duration: 1 hour per caster level.

Feeblemind

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: 1 person.

Schools: Entropy, Mind.

This spell causes one target you can see, hear, or touch to lose 1d6 points of Intelligence or Willpower, determined randomly, and to forget one random spell they have memorized (if any).

Variations:

- Level 2. Range: Touch.
- Level 6. The target loses 1d6 points of Intelligence and 1d6 points of Willpower (roll separately).

Fiery Hands

Level 1

Duration: 1d6 + caster level rounds.

Range: Touch.

Effect: Caster only.

School: Fire.

For the duration of the spell, anyone you touch bursts into flames. To touch someone in combat, roll your attack against their Armour Class or Dexterity, whichever is lower. Targets suffer 1d4 damage each round they remain on fire.

Find the Dead

Level 1

Duration: 1 turn per caster level.

Range: 20 feet per caster level.

Effect: Caster only.

Schools: Divination, Necromancy.

For the duration of the spell, you can sense the presence and location of any dead or undead creatures within range. You cannot tell the exact type, only the approximate size and whether it is dead or undead.

Find Person

Level 2

Duration: Instantaneous.

Range: Infinite.

Effect: Caster only.

School: Divination.

This spell informs you of the exact location of the person you name when you cast it. You cannot find someone whose name you do not know, although you can use a nickname as long as other people know who it belongs to.

Find Poison

Level 1

Duration: 1 day per caster level.

Range: Senses.

Effect: Caster only.

School: Divination.

For the duration of the spell, you can tell if anything that you can see, hear, or touch is poisonous and how strong that poison is. You can find poisonous plants in the woods, or determine if food is poisoned.

Variations:

- Level 3. Effect: 1 creature. Range: Touch.
- Level 5. Effect: 1 creature. Range: Senses, 50 feet per caster level.

Find Traps

Level 2

Duration: 1 turn per caster level.
Effect: Caster only.

Range: 10 feet per caster level.
School: Divination.

For its duration, this spell informs you of the presence of any non-magical trap within range, and any traps farther away that would affect people within range. This spell will inform you of magical traps if combined with a Detect Magic spell.

Variations:

- Level 5. This spell finds magical traps as well.

Fireball

Level 3

Duration: Instantaneous.
Effect: 10 foot diameter per caster level sphere.

Range: 50 feet per caster level.
School: Fire.

This spell creates a ball of fire within range that deals 1d6 damage per caster level to anyone it touches. Fireballs that are smaller than 20 feet diameter never do more than 1d6 damage.

Fire Form

Level 5

Duration: 1 turn per caster level.
Effect: Caster only.

Range: None.
Schools: Alteration, Fire.

For the duration of the spell, you are made of fire. Anything you are carrying or wearing is likewise affected, and you may interact with it normally, until it leaves your possession. In this form, you become immune to fire, your attacks cause an additional 1d6 + caster level damage from burning, and anyone touching you otherwise suffers 1d6 damage (or more). Anything flammable that you touch ignites. When the spell ends, you and your equipment return to normal, untouched by fire.

Fire in the Head

Level 3

Duration: 1 hour per caster level.
Effect: 1 creature.

Range: Senses.
School: Mind.

This spell enters the target's head and lights a metaphorical fire in their brain. The cannot sleep or sit still, and if they attempt either, or to do nothing, roll 1d4 to determine what they are forced to do instead.

Roll	Action
1	Build or make something that is time- and labour-intensive.
2	Pick a fight with a random person.
3	Run around maniacally.
4	Start a conversation, debate, or argument with a random person.



Flaming Weapon

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 small weapon per caster level or 1 large weapon.

Schools: Battle, Fire, Transmutation.

For the duration of the spell, the target weapons appear wreathed in flames. Their attacks deal an additional 1d4 damage and ignite flammable materials. The wielders of these weapons suffer no ill effects from this spell, but there is a 1 in 6 chance that the weapon is ruined when the spell ends.

Variations:

- Level 2. Effect: 1 weapon per caster level.

Flare

Level 1

Duration: Instantaneous.

Range: 100 feet per caster level.

Effect: Caster only.

School: Fire.

This spell projects a tiny ball of light from your hand that explodes in a large burst of bright light when it reaches the end of its range. This flare is visible for miles around. If the flare explodes in someone's face, they are blinded for 2d6 rounds.

Floating Platform

Level 1

Duration: 1 hour per caster level.

Range: 10 feet.

Effect: Caster only.

School: Evocation.

This spell creates a magical platform, roughly the size of your arm span, that hovers invisibly next to you, or anywhere within 10 feet. It can carry 1 tonne per caster level and follows your movements.

Fly

Level 3

Duration: 1d6 + caster level turns.

Range: Touch.

Effect: 1 creature.

School: Correspondences.

For the duration of the spell, the target is able to fly through the air at twice their normal running speed.

Variations:

- Level 5. Duration: 1 turn per caster level.

Flying Ship

Level 2

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 vehicle.

Schools: Correspondences, Manipulation.

For the duration of the spell, one target vehicle may fly through the air, instead of traversing the earth or the sea. It travels at roughly twice the speed it would otherwise.

The Fog

Level 1

Duration: Concentration.

Range: Senses.

Effect: 1 location.

School: Air.

As long as you concentrate, a location you can see, hear, or touch is filled with fog. After the spell is ended, the fog remains for 1d6 + caster level minutes, or even longer if there is no wind at all.

If this spell is miscast, it has a 1 in 6 chance of also summoning undead pirates.

Fools' Gold

Level 2

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 item or collection of coins.

School: Illusion.

For the duration of the spell, the target item appears vastly more valuable than it actually is. Stones or wood chips may appear to be golden coins, a beat-up iron circlet may appear to be a royal crown, etc.

Forbidden Zone

Level 5

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 location.

School: Quintessence.

This spell prevents outside magic from accessing or entering the target location. It may not be the destination for magical travelling, it does not accept magical spells being cast into it (though magic cast inside the location is unhindered), and magical divination cannot obtain information about the location or anything in it, aside from the fact that it is inaccessible. The target location must be conceptually a single location, and not made up of smaller conceptually-complete locations.

Foreshadowing

Level 1

Duration: Instantaneous.

Range: None.

Effect: Caster only.

School: Prophecy.

When you cast this spell, name a decision you are considering making in the immediate future. This spell informs you of the possibility of danger, and approximately how much danger is possible. You do not discover the exact source of this danger, but might get a vague sense of the probable outcomes this decision could lead to.

Forget Me

Level 9

Duration: Until dispelled.

Range: Senses.

Effect: 1 community.

Schools: Enchantment, Entropy, Mind.

This spell causes the people of a community to forget you were ever there. No one remembers who you are and considers you a stranger.

Forgetting

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

Schools: Entropy, Mind.

One target that you can see, hear, or touch forgets either a span of time about 1 minute per caster level in length, or one particular event. You must know, or at least know about, the memory you want them to forget. This spell can cause the target to forget one spell they have memorized, but if you do not know what spells are currently in their memory, the one lost is determined randomly.

Forlorn Encystment

Level 9

Duration: Until dispelled.

Range: Senses.

Effect: 1 creature or item.

School: Law.

This spell imprisons the target in a magical prison deep beneath the surface of the Earth, where even time cannot touch them. If you cast this spell on a creature, you must at least know their name, and if they manage to save against it, the spell rebounds back on you, in which case you must also save, or be yourself imprisoned. If a Dispel Magic or Remove Curse spell is cast upon the same location where this spell was cast, the encystment is cancelled and the prisoner is freed.

Form of the Fish

Level 2

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Animals.

This spell transforms you into the form of any non-magical fish that you have observed before. You gain whatever physical, mundane abilities your new form has, but cannot deal additional damage or use venom. You may not appear to be a specific, individual creature. This spell ends if you suffer harm.

Variations:

- Level 3. Duration: 1 hour per caster level.
- Level 4. You may assume the form of a specific fish you have seen before.

Form of the Herd

Level 2

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Animals.

This spell transforms you into the form of any non-magical, land-based herbivorous herd animal that you have observed before. You gain whatever physical, mundane abilities your new form has, but cannot deal additional damage or use venom. You may not appear to be a specific, individual creature. This spell ends if you suffer harm.

Variations:

- Level 3. Duration: 1 hour per caster level.
- Level 4. You may assume the form of a specific herd animal you have seen before.



Form of the Hunter

Level 4

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Animals.

This spell transforms you into the form of any non-magical land-based predator that you have observed before. You gain whatever physical, mundane abilities your new form has, but cannot deal additional damage or use venom. You may not appear to be a specific, individual creature.

Variations:

- Level 5. Duration: 1 hour per caster level.
- Level 6. You may assume the form of a specific predator you have seen before.

Form of the Sea Hunter

Level 3

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Animals.

This spell transforms you into the form of any non-magical marine predator that you have observed before. You gain whatever physical, mundane abilities your new form has, but cannot deal additional damage or use venom. You may not appear to be a specific, individual creature.

Variations:

- Level 4. Duration: 1 hour per caster level.
- Level 5. You may assume the form of a specific sea predator you have seen before.

Fortitude

Level 4

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

School: Enhance.

For the duration of the spell, the target's Health score is increased by 2d6 points, with their modifier increasing accordingly. Once the spell ends, these points disappear immediately. If the target loses points of Health while this spell is in effect, these bonus points are lost first, and the target does not suffer any injury until they are completely depleted.

Variations:

- Level 2. The target's Health score is increased by 1d6.

The Fountain of Youth

Level 2

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

Schools: Alteration, Enhance,
Necromancy.

This spell causes the target to become 1 year younger. In order to cast this spell, you must permanently lower one of your attributes by 1, or lower an attribute that belongs to someone else through bloodletting.

Four Arms

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Alteration.

For the duration of the spell, you gain another pair of arms, of any type. If they are wings, you can fly or glide with them. If they are flippers, you can swim twice as fast as normal. If they are manipulators, you can attack twice each round and use two shields, gaining the Armour bonus from both of them.

Variations:

- **Six Arms:** Level 6. You gain two additional pairs of arms, for a (probable) total of six. Flippers let you swim three times as fast, and manipulators let you attack three times per round and wear three shields total.

The Frame is Empty

See Invisible Writing, page 275.

Freeze Fire

Level 6

Duration: 1 hour per caster level.

Range: Senses.

Effect: Fire.

Schools: Fire, Radiance.

This spell causes any fire you can see, hear, smell, or touch to stop moving. It still gives off light but no heat and does not burn. Flaming objects that are moved do not move the fire. You may exclude certain fires or portions of the fires you can sense from the effects of this spell when you cast it.

Variations:

- Level 4. Range: Touch.
- Level 8. Duration: Permanent.

Freeze Liquids

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 body of water.

Schools: Transmutation, Water, Winter.

This spell freezes the surface of any body of water you can see, hear, or touch, as long as it is not more than 1 hectare per caster level. Or you can freeze multiple small containers of liquid within 1 location. This spell does not affect liquids inside living creatures.

Frost Beam

Level 2

Duration: Instantaneous.

Range: 10 feet per caster level.

Effect: Caster only.

Schools: Evocation, Winter.

This spell projects a cone or ray of freezing cold in front of you, terminating in a 10 foot diameter circle. Anyone caught within this cold suffers 1d6 + caster level damage.

Frozen Form

Level 3

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Winter.

For the duration of the spell, your body is frozen and covered in ice, as is anything you are carrying. You can still move around normally and all your equipment is unharmed. In this form, you are immune to bladed and piercing weapons, as well as the cold. Anyone who is not immune to the cold suffers disadvantage to attacks and other task rolls when they are close enough to fight you hand-to-hand.

Gaseous Form

Level 3

Duration: 1 hour per level.

Range: None.

Effect: Caster only.

Schools: Air, Alteration.

For the duration of the spell, your body and whatever you are carrying assumes the composition of any non-poisonous gas. You may still move around as normal, but you can also use your weightlessness to your advantage, and float through the air. Because you are insubstantial, you may not speak or move objects around, and the wind has an easy time pushing you around.

Variations:

- Level 5. You can still speak in your gaseous form.

Geas

Level 7

Duration: Until dispelled.

Range: 10 feet per caster level.

Effect: 1 person.

School: Enchantment.

This spell forces the target to undertake a quest or mission of some kind, as long as it can be completed. They do not have to try particularly hard, but they cannot refuse to follow the quest given them. This effect counts as a curse, and so it can be removed by either a Dispel Magic or Remove Curse spell.

Ghost Lance

See Acid Spray, page 183.

Ghost Magnet

Level varies.

Duration: 1 week per caster level.

Range: Touch.

Effect: 1 creature.

School: Necromancy.

This spell causes one creature you touch to become haunted by ghosts. For the duration of the spell, they attract ghosts and other undead to their person. If they are in an area where ghosts are not permitted to exist or they have magical protection that drives spirits or the undead away, ghosts begin haunting people, places, and things that are both connected to them and accessible.

Ghostly Hands

Level 1

Duration: 1 turn per caster level.

Range: 20 feet per caster level.

Effect: Caster only.

School: Evocation.

For the duration of the spell, you project ghostly hands from your body that are intangible except when you cause them to interact with the physical world. They can do anything your own hands can do: play a piano, strangle someone, or trigger traps. If you cast a spell that requires you to touch your target, your ghostly hands count as your hands, but others touching them cannot cast spells on you that require touch.

Ghostwalk

Level 2

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Alteration.

For the duration of the spell, your body transforms into an immaterial, transparent ghost. Everything you carry and wear is likewise affected. You can walk through walls and other solid objects. You cannot interact with the physical world until the effect is dispelled.

Gift of Memories

Level 2

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

School: Mind.

This spell transfers some of your memories into the mind of the target. For the duration of the spell, they remember these things the way you do. This can give them skills and knowledge they don't otherwise have, and they might even have a new perspective on your experiences. When the spell ends, they retain only their memories of having possessed your memories, including information they gained while thinking about them, and your memories fade from their mind.

Variations:

- Level 3. Duration: 1 day per caster level.
- Level 4. Range: Senses.

Gift of Sacrifice

Level 1

Duration: Instantaneous.

Range: Touch.

Effect: Caster only.

School: Healing.

This spell allows you to transfer some or all of your Disposition to a target you touch. Choose how many points of Disposition you will lose. The target gains twice as many points added to their Disposition, until the next time they re-roll it.

Variations:

- Level 2. Range: Senses, 20 feet per caster level.
- Level 3. Range: Senses.



Glowing Objects

Level 1

Duration: 1d6 + caster level hours.

Range: Senses, 10 feet per caster level.

Effect: 1 item per caster level.

Schools: Illusions, Radiance,
Transmutation.

This spell causes the target items to glow like torches, either partially or fully, or projecting their light in a specific direction you choose, in whatever colours you choose.

Golden Halo

Level 4

Duration: 1 turn per caster level.

Range: Special.

Effect: Caster only.

School: Enchantment.

For the duration of this spell, everyone who can see or hear you is forced to pay attention. They can still act, but they also have no choice but to look at you and listen to your words.

Gravity

Level 4

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 item and/or location.

School: Correspondences.

This spell changes the orientation of gravity in a specific location. The down direction becomes fixed on the spot or item of your choice (this spell cannot cause things to fall into the sky). That spot or item is still affected normally by gravity. The effects of this spell do not extend beyond the immediate location of the target.

Greater War Spell

See War Spell, page 359.

Grenades

Level 3

Duration: Instantaneous.

Range: Touch.

Effect: 1 item per caster level.

Schools: Battle, Transmutation.

You cause a thrown item to become an explosive weapon that causes 1d6 + caster level damage to anyone within 10 feet of where it lands. If you enchant multiple items this way, you must do so all at once, when the spell is cast.

Group Mind

Level 1

Duration: Concentration.

Range: Touch.

Effect: Caster only.

School: Mind.

While you concentrate, this spell allows targets linked together by touch with you to share their thoughts and emotions with each other telepathically. Each participant in the Group Mind discovers the secrets of all the others, and is able to understand them in ways that are impossible without telepathy. As the caster, you may choose either to participate or to observe as if from afar, unable to contribute but with your secrets held safe.

Group Teleport

Level 6

Duration: Instantaneous

Range: Senses, 30 feet per caster level.

Effect: 2 creature per caster level.

School: Correspondences.

This spell causes the targets, and whatever they are carrying, to be transported to any location within 300 feet per caster level, as long as there is empty space and solid ground there for them to arrive into.

Halt the Dead

Level 2

Duration: See below.

Range: Senses.

Effect: 1 corpse per caster level.

School: Necromancy.

This spell immobilizes corpses you can see, hear, or touch and prevents them from moving. This works on mundane corpses as well as the undead, and may prevent others from moving them as well, at your option.

If you cast this spell on multiple mundane corpses, the duration is 1 hour per caster level, but if you restrict it to a single, mundane corpse, you may extend the duration to 1 day per caster level. If cast on the undead, the duration is 1 turn per caster level.

Variations:

- Level 4. Duration: 1 day per caster level.

Hammer of Doom

Level 3

Duration: Instantaneous.

Range: Senses, 20 feet per caster level.

Effect: 1 creature or item.

School: Battle.

This spell causes a loud thunderclap and smashes one target creature or item you can see, hear, or touch, causing 1d6 damage per caster level. Any non-magical item affected by this spell is shattered into pieces.

Hamstring

Level 1

Duration: Instantaneous.

Range: Senses, 10 feet per caster level.

Effect: 1 creature.

School: Battle.

This spell hamstringing one creature you can see, hear, or touch. Until they can get a full day's rest, their Speed is reduced by 1d4 points, they cannot dodge, and they have disadvantage to all rolls that involve moving their legs.

Harm Attraction

Level 1

Duration: 1d6 + caster level rounds.

Range: Senses.

Effect: 1 creature.

Schools: Enhance, Entropy.

For the duration of the spell, anyone who attacks the target gets advantage to their attack and damage rolls.

Variations:

- Level 4. Effect: 1 creature per caster level.

Haste

Level 4

Duration: 1 turn per caster level.

Range: Senses, 10 feet per caster level.

Effect: 2 creatures per caster level.

School: Correspondences.

For the duration of the spell, targets you can see, hear, or touch can move at double their normal speed and make twice as many attacks as normal.

Variations:

- Level 1. Effect: Caster only. Range: None.
- Level 2. Effect: 1 creature.
- Level 3. Effect: 1 creature per caster level. Range: Touch.

The Heat of Metal

Level 1

Duration: Concentration.

Range: Senses, 10 feet per caster level.

Effect: Caster only.

Schools: Earth, Fire, Manipulation.

This spell causes any metal objects within range to either heat up or cool down. Metal objects that are too hot or cold for humans to hold cause 1d4 damage each round of contact. You may target or exempt specific metal objects when you cast the spell.

Heightened Precision

Level 2

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

School: Enhance.

For the duration of the spell, one target you can see, hear, or touch is granted a heightened sense of precision. Any rolls they make for missile or ranged attacks automatically succeed, and they get advantage to skill rolls where such precision is an asset.

Heightened Reflexes

Level 3

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

School: Enhance.

For the duration of the spell, one target you can see, hear, or touch always acts first in initiative order, always wins conflicts based on quickness, always counts as skilled when rolling for a task that requires reflexes, and cannot be ambushed or surprised.

Heightened Smell and Taste

Level 1

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

School: Enhance.

For the duration of this spell, you can recognize individuals by their scent, pick out the ingredients in food (including poison), and you are never surprised by other creatures unless they have no scent whatsoever.

Variations:

- Level 2. Effect: 1 creature. Range: Touch.
- Level 4. Effect: 1 creature. Range: Senses.

Heightened Vision

Level 1

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

School: Enhance.

For the duration of the spell, one creature you touch has supernatural eyesight, which allows them to see extremely far distances, differentiate between millions of colours, and notice tiny details. They get advantage to rolls where this is an asset, such as when they are throwing bottles, shooting guns, or forging documents.

Variations:

- Level 3. Range: Senses.

Hide

Level 1

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

School: Illusion.

For the duration of the spell, you are hidden from anyone searching for you. You melt into your surroundings, transform into a tree—whatever needs to happen to hide you. Spells and magical abilities cannot detect you until this spell ends. If you make contact with another creature, or undertake actions that would normally make you quite obvious to them, the spell ends.

Hobble

Level 3

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 location.

Schools: Alteration, Entropy.

This spell causes anyone who enters the target location to lose control of their legs, which refuse to move. They can still crawl, and their legs begin functioning again once they have left the location.

Variations:

- Level 1. Anyone entering the target location trips and falls as they do so, but are free to move around as normal after this happens. If they leave and return before the spell is over, they trip again upon entering.

Holy Water

Level 1

Duration: Until dispelled.

Range: Touch (or near enough).

Effect: 1 flask per caster level of water.

Schools: Law, Water.

This spell blesses and consecrates water so it can be used for holy purposes. Holy water causes damage to nightmares, the undead, and any extraplanar creature that is neither good nor lawful. **When used to help you cast a spell**, a flask of holy water gives you advantage on any rolls you make to control or retain that spell, so long as the spell does not inflict damage on a living creature. Holy water loses its magical properties once it is used.

House of Leaves

Level 3

Duration: Special.

Range: None.

Effect: Caster only.

Schools: Evocation, Manipulation.

This spell causes a house to form around you out of nearby materials and magical energies, composed of 1 room per caster level. Each room can be as large as any room you have seen before, but no larger. The house may be larger on the inside than the outside, at your option. The magical portions last as long as you inhabit the house and for 1 day per caster level more after you leave, while the mundane physical construction is permanent.

Hurricane

Level 6

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 location.

School: Air.

For its duration, this spell creates a hurricane, tornado, or similar aerial disturbance at the target location.

Variations:

- Level 2. Schools: Air, Illusion. The hurricane is mostly illusory, and the wind can only blow papers around instead of anything very heavy.
- Level 9. Duration: 1 hour per caster level. Once the hurricane starts, you may choose a direction and send it moving that way.

Hypnotic Gaze

Level 3

Duration: Concentration.

Range: Sight.

Effect: 1 creature.

School: Enchantment.

For the duration of this spell, one target you make eye contact with is paralyzed until you look away. If they are higher level than you are, you cannot move as long as you hold their gaze. If they are of equal or lower level than yourself, you may walk slowly toward them while maintaining eye contact.

Hypnotic Suggestion

Level 5

Duration: 1 hour per caster level.

Range: Special.

Effect: 1 person.

Schools: Enchantment, Mind.

For the duration of the spell, you have the ability to plant a hypnotic suggestion in the mind of someone you converse with. You may suggest they undertake a certain activity that they would not normally be completely opposed to, and later on they will decide to do it, believing their decision to be their own. You may do this once only, and then the spell is ended, but you may plant multiple hypnotic suggestions in the same person's mind if you cast this spell on them more than once.

Hypnotize/Mesmerize

Level 6

Duration: Instantaneous.

Effect: 1 creature per caster level, or see below.

Range: Senses, and they must be able to hear you.

Schools: Enchantment, Entropy, Mind.

This spell causes targets you can see, hear, or touch to lose 1d6 points of Willpower, as long as they can hear your voice. You may target the same creature multiple times instead of targeting different creatures, but they can save against each attempt with their full Willpower score. **If you reduce a person's Willpower score by half or more at once**, you may give them a single command and they must obey. **If you reduce their Willpower score to zero**, they must do whatever anyone tells them to.

Ice Crystals

Level 1

Duration: Instantaneous.

Effect: 1 location.

Range: Senses.

School: Winter.

This spell causes a mass of ice crystals to crash into one specific spot you can see, hear, or touch. Anyone within 10 + caster level feet suffers 1d4 damage.

Variations:

- Level 3. The spell inflicts 1d8 damage.

Ice Storm

Level 3

Duration: 1 hour per caster level.

Effect: 1 location.

Range: Senses.

School: Winter.

This spell creates a violent storm of swirling hail, a lashing maelstrom of sleet and snow, in a target location you can see, hear, or touch. Any creatures inside the storm suffer 1d6 damage every turn unless they find cover.

Additionally, lightning attacks inflict double damage in an ice storm, and all fires are extinguished.

Ice Trap

Level 2

Duration: Until reversed or triggered.

Effect: 1 item or location.

Range: Touch.

School: Winter.

This spell leaves a trap upon an item or location you touch. The next creature who touches it releases a blast of freezing cold. Anyone within 5 feet per caster level suffers 1d6 + caster level damage, and the whole area around them becomes coated in frost.

Variations:

- Level 3. You may set the trap to activate at a specific time instead of when it is touched.
- Level 4. Range: Senses, 20 feet per caster level.
- Level 5. You may set the trap so that it activates only when a specific person, or a specific type of person, touches it. You may also set it to activate at a specific time.

Identify

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature, item, or location.

School: Divination.

This spell identifies a single creature, item, or location. It gives you a person's name and what they are best known for. It gives you a location's name, and who owns or occupies it, if anyone. Cast upon items and built environments, the spell identifies the maker and owner. Cast upon magical items, this spell reveals what the item does and how to use it.

Variations:

- Level 2. Range: Touch.
- Level 6. Effect: 1 creature, item, or location per caster level.

Identify Caster

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 enchanted creature or item, or 1 spell effect.

Schools: Divination, Quintessence.

Cast this spell on an ongoing spell effect, enchanted person, magic item, or other magical power, and it reveals to you who cast that spell or created that item. If they have been forgotten by all creatures in existence, this spell grants you no insight.

Variations:

- Level 6. This spell also points you in the caster's direction, but does not tell you the exact distance to their location.

Ideological Antipathy

Level 3

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 item or location.

School: Abjuration.

When you cast this spell, choose an alignment other than neutral. Creatures of this alignment cannot approach the target item or location once they become aware of it. If they see, hear, or touch the target, they must flee immediately.

Variations:

- Level 2. Effect: Caster only. Range: None.
- Level 5. Effect: 1 creature, item, or location. Range: Senses.

Ideological Conflict

Level 2

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Chaos, Law, Quintessence.

For the duration of this spell, anyone whose alignment differs from yours (except neutral creatures) suffers disadvantage on all rolls to affect you. Anyone whose alignment is the same as yours (except neutral creatures) receives advantage on rolls to help you. Neutral creatures neither receive advantage nor suffer disadvantage.

Ideological Suppression

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Abjuration, Chaos, Law, Quintessence.

For the duration of the spell, you receive advantage on rolls to attack, damage, exclude, hinder, or malign those whose alignment differs from yours (other than those of neutral alignment), but you are unable to cause harm to those of the same alignment in word or in deed, even by magic.

Ignite

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 flammable item or substance.

Schools: Fire, Manipulation.

This spell ignites one flammable thing that you can see, hear, or touch.

Variations:

- Level 2. Effect: 1 flammable item or substance per caster level.

Ignore Plants

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Alteration, Plants.

For the duration of the spell, one target you can see, hear, or touch becomes insubstantial to plants and fungus. They pass through forests untouched, and cannot be affected by poison or other substances created from plants.

Variations:

- Level 2. The target ignores all types of non-intelligent organic life, not just plants and fungus.

Illusion of Normalcy

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 person per caster level.

School: Illusion.

For the duration of the spell, targets you can see, hear, or touch appear to be ordinary people, of whatever type is expected in their location. If they act inconspicuously, they will probably be ignored. The effect is dispelled when a target attracts attention for whatever reason.

The Illusion of Prophecy

Level varies.

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

Schools: Illusion, Prophecy.

This spell induces a prophetic vision in one target you can see, hear, or touch. You decide on the vision's contents, though the vision will conform to the target's culture and expectations. You must cast this spell at the same level as your target.

Illusory Appearance

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Illusion.

This spell changes your appearance into that of another creature or person. You gain none of the specific abilities the creature you look like possesses, but you can appear to be a specific person or creature you are familiar with. Your body does not change its actual size, though its proportions can be different and may appear, to the eyes of observers, to be a different size.

Variations:

- Level 3. Duration: 1 hour per caster level.
- Level 3. Effect: 1 creature. Range: Touch.

Illusory Being

Level 5

Duration: 1 turn per caster level.

Range: 50 feet per caster level.

Effect: 1 being.

School: Illusion.

This spell creates an illusory being that looks and acts how you want it to. If you do not concentrate on controlling its actions, it repeats whatever it was doing before you stopped concentrating. This being can be touched and felt, but cannot cause any harm, nor can it apply any force to the real world.

Illusory Room

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 room.

School: Illusion.

This spell changes the appearance of a room you can see, hear, or touch. The new appearance does not feel any different, it just looks different.

Illusory Sensations

Level 2

Duration: Concentration.

Range: Senses.

Effect: 1 creature or item.

School: Illusion.

This spell creates the illusion of smell, taste, and/or touch, as long as you concentrate. This illusion must be tied to a specific object, or affect a single creature, that you can see, hear, or touch. If the target is a creature, you may choose to have the sensation affect only them and no one else. You may not induce sensations you have not experienced.

Illusory Terrain

Level 4

Duration: Until dispelled.

Range: Senses.

Effect: 1 terrain feature.

School: Illusion.

This spell causes one feature of the terrain to become hidden or appear as something else, whatever you desire. This illusion is dispelled when touched by someone.

Illusory Vision

Level 6

Duration: Concentration.

Range: Senses.

Effect: 1 location.

School: Illusion.

This spell creates a visible illusion that behaves how you dictate for as long as you concentrate. The illusion may be as large as a house or it may be roughly human-sized and moving. You may not create images you are unable to imagine or visualize in your mind. You must be able to see at least part of your illusion.

Variations:

- Level 8. Duration: 1 turn per caster level.

Immobilize Animal

Level 2

Duration: Concentration.

Range: Senses.

Effect: 1 animal.

Schools: Animals, Law.

This spell immobilizes one animal you can see, hear, or touch. As long as you concentrate, it cannot move around at all. If you can maintain your concentration even after you cannot see, hear, or touch the animal, the spell effect continues.

Variations:

- Level 1. Range: Touch.
- Level 4. Effect: 1 animal per caster level.

Immobilize Monster

Level 4

Duration: Concentration.

Range: Senses.

Effect: 1 monster.

Schools: Animals, Law.

This spell immobilizes one monster you can see, hear, or touch. It can still speak if you let it, but it cannot move its limbs or head, or use its physical abilities (mental abilities are unaffected). If you can maintain your concentration even after you cannot see, hear, or touch the monster, the spell effect continues.

Variations:

- Level 2. Range: Touch.
- Level 6. Effect: 1 monster per caster level.

Immobilize Person

Level 3

Duration: Concentration.

Range: Senses.

Effect: 1 person.

School: Law.

This spell immobilizes one person you can see, hear, or touch. They can still speak if you let them, but they cannot move their limbs or head at all. If you can maintain your concentration even after you cannot see, hear, or touch the person, the spell effect continues.

Variations:

- Level 1. Range: Touch.
- Level 5. Effect: 1 person per caster level.

Implant Object

Level 1

Duration: Until dispelled.

Range: Touch.

Effect: Caster only, 1 item.

Schools: Alteration, Manipulation.

This spell allows you to put an object fully or partially inside your body, without suffering harm or discomfort. You may remove this item at any time, or leave it there. If this spell is dispelled by another caster, you have no control over how the object leaves your body.

Variations:

- Level 3. Effect: Caster only, 1 item per caster level.

Imprison Spirit

Level varies.

Duration: Until dispelled.

Range: Touch.

Effect: 1 extraplanar spirit.

Schools: Astral, Enchantment, Law, Transmutation.

This spell imprisons an extraplanar spirit in some kind of inanimate object or substance. While imprisoned it has little or no influence upon the material plane. If this object is broken or deconstituted, the spirit is free to affect the material world or return to its home plane. This spell must be cast at the same level as the target.

Indivisible

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Healing, Law.

For the duration of this spell, no part of your body can be removed or severed and you cannot be made to lose your grip on whatever you are holding.

Variations:

- Level 2. Duration: 1 hour per caster level.
- Level 3. Effect: 1 creature or item per caster level. Range: Senses.

Inflame Passions

Level 2

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

School: Enchantment.

For the duration of the spell, the target becomes aroused and passionately attracted to someone, or something. You choose the object of their desire when you cast the spell. When the spell ends, the passion dies, and the target may well suspect they were influenced by magic. Creatures without emotions are not affected.

Variations:

- Level 1. Range: Touch.
- Level 4. Duration: 1 day per caster level.

Initiated in the Mysteries

See Civilized Demeanour, page 205.

Inquiry

Level 4

Duration: 1 question per caster level.

Range: Senses.

Effect: Caster only.

Schools: Divination, Prophecy.

When you cast this spell upon a person you can see, hear, or touch, you may ask questions about their intentions and motivations, and the spell informs you of the truth. You may ask what they intend to do and how, what they want or desire, what motivates them, whether or not they are lying, and who they associate with, for example.

Variations:

- **Questioning Touch:** Level 1. Duration: 1 question. Range: Touch.

Insanity

Level 6

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature per caster level.

Schools: Entropy, Mind.

This spell causes targets you can see, hear, or touch to lose 1d6 points of Intelligence. You may target the same creature multiple times instead of affecting different creatures (if you have more levels than targets available). **If you reduce a person's Intelligence score by half or more at once**, they develop a nightmare curse (even if they are not currently inside an incursion). **If you reduce their Intelligence score to zero**, they are driven permanently insane.

Variations:

- **Touch of Madness:** Level 3. Effect: 1 creature. Range: Touch.

Insidious Psychic Attack

Level 4

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

School: Mind.

This spell causes 1d6 + caster level psychic damage to a creature you can see, hear, or touch. The target is unaware of the cause of this psychic pain. In order to make them think the cause of this pain is someone else, you must roll a d20 and add your Intelligence modifier and your level. If you roll equal to or higher than their Intelligence score, you say where they think the attack came from.

Inspiration

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

School: Enchantment.

This spell allows one target you can see, hear, or touch to re-roll their Disposition score. If the new roll is lower than their current Disposition, instead of using the new roll, they add caster level to their current Disposition. They can choose to re-roll Psychic Armour instead of Disposition, with the same stipulations.

Variations:

- Level 2. Effect: 1 creature per caster level.



Instant Reading

Level 1

Duration: Instantaneous.

Range: Touch.

Effect: 1 text.

Schools: Divination, Manipulation.

This spell allows you to absorb the contents of one text without having to read it. All the information contained within the target text is transferred into your memory, and you may act as if you had read the text.

Instant Return

Level 6

Duration: Instantaneous.

Range: Infinite.

Effect: Caster only.

School: Correspondences.

When you cast this spell, it instantly returns you to your home or sanctum, or to another location specifically designated and prepared in advance. Anything you are carrying is also transported, but not other creatures. If you are homeless, this spell has no effect.

Internal Surveillance

Level 4

Duration: 1 turn per caster level.

Range: Senses (or special).

Effect: 1 creature (or item).

Schools: Correspondences, Divination.

You may cast this spell on either a creature or an item you can see, hear, or touch. If you cast it on an item, the spell is delayed until someone touches the item—the first person to do so becomes the target. For the duration of the spell, you can see through the target's eyes, hear through their ears, and feel what they touch. They have no indication this is happening and you are unable to influence them in any way. You may not cast spells through their body.

Invisibility

Level 2

Duration: Until dispelled.

Range: Senses, 30 feet per caster level.

Effect: 1 creature or item.

School: Illusion.

For the duration of the spell, the target becomes invisible, along with everything they carry. Items that leave an invisible person's possession become visible again, and light shed by an invisible character is only visible to them, no one else. Invisible characters still make noise and can be smelled. Attack rolls against an invisible person are made at a disadvantage, if there is anything to give them away (otherwise they cannot be attacked). The effect lasts until the caster dispels it, or the target attacks someone or casts a spell that affects an unwilling target.

Variations:

- Level 1. Effect: Caster only. Range: None.
- **Mass Invisibility:** Level 4. Effect: 1 creature or item per caster level.

Invisible Servant

Level 3

Duration: 1 mission.

Range: None.

Effect: Caster only.

School: Summoning.

This spell summons an invisible creature and set it one specific task. It may communicate information back to you telepathically. It may attack your enemies, fighting as a monster of the same level as you, with a Hit Die of 1d4, wearing light armour (Armour 13).

Invisible Sphere

Level 4

Duration: Until dispelled.

Range: Senses, 20 feet per caster level.

Effect: Creatures and items inside a
5 foot sphere per caster level.

School: Illusion.

This spell makes the target, and creatures and items around the target, invisible. If the spell is cast on a creature or item, the sphere moves with it. If cast on a location, it does not move. Creatures become visible if they attack someone or cast a spell, or if they move outside of the area of effect. If the target attacks someone or casts a spell, the entire effect ends.

Invisible Writing

Level 1

Duration: Until dispelled.

Range: Touch.

Effect: 1 text.

Schools: Illusion, Manipulation.

Using this spell, you may write a text that cannot be seen by anyone save those you exempt from the invisibility. You must either write the entire text before you cast this spell on it, or write the text to be affected in one continuous session immediately after the spell is cast. You may also include 1 drawing per caster level in each text.

Variations:

- **The Frame is Empty.** Effect: 1 work of art per caster level. This spell only makes art invisible, not writing.

Iron Will

Level 5

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

School: Enhance.

For the duration of the spell, the target's Willpower score is increased by 1d8 points, with their modifier increasing accordingly. Once the spell ends, these points disappear immediately. If the target loses points of Willpower while this spell is in effect, these bonus points are lost first.

Variations:

- Level 7. Effect: 1 creature per caster level.
- Level 7. Range: Senses, 20 feet per caster level.

Ironwood

Level 1

Duration: Instantaneous.

Range: Touch.

Effect: 1 plant.

Schools: Alteration, Plants, Transmutation.

This spell transforms one plant or piece of vegetation into iron or a similar metal.

Variations:

- Level 3. Effect: 1 plant per caster level. Range: Senses.

Irritation

Level 2

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

School: Alteration.

For the duration of the spell, one target you can see, hear, or touch is physically irritated in the manner of your choosing and must react accordingly. This can apply disadvantage to attack rolls, reaction and morale tests, and other applicable tasks, at the GM's discretion.

Variations:

- Level 4. Effect: 1 creature per caster level.

Jump

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

School: Enhance.

For the duration of the spell, one target you can see, hear, or touch is able to jump or leap an additional number of yards horizontally or vertically equal to caster level.

Variations:

- Level 2. Duration: 1 hour per caster level.
- Level 3. Effect: 1 creature per caster level.

Kiss of Corrosion

See Acid Spit, page 183.

Know Alignment

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

School: Divination.

This spell reveals to you the alignment of one creature you can see, hear, or touch.

Variations:

- Level 2. Effect: 1 creature per caster level.

Last Rites

Level 1

Duration: Instantaneous.

Range: Senses, 1 foot per caster level.

Effect: 1 corpse.

School: Law.

When you cast this spell on a corpse that has not already been corrupted by magic or whose ghost has not already become trapped on this plane, you make it so that neither are possible. The corpse is then immune to being made undead, and its ghost finds peace (or is claimed by its divine patron, if the deceased was a follower, which may not be quite the same thing).

The Law of the Land

Level 3

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

School: Law.

For the duration of this spell, one target you can see, hear, or touch must obey a single law of their present location, or of a sovereign power that claims to have direct domain over it. You must have at least passing knowledge of these laws, though you do not need to have read them.

Variations:

- Level 5. Effect: 1 creature per caster level.
- Level 6. Effect: 1 location. Everyone in the target location must obey the single law you choose.

Lazy Shuffle

See Slow, page 327.

Leave No Trace

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

School: Entropy.

For the duration of this spell, one target you can see, hear, or touch leaves no trace of their passage upon the ground unless they choose to do so deliberately.

Variations:

- Duration: 1 day per caster level. Effect: Caster only. Range: None.
- Duration: 1 day per caster level. This spell allows the target to leave no trace upon one specific type of environment only (e.g. the city, desert, or plains, etc).
- Level 3. Effect: 1 creature per caster level.

Lesser War Spell

See War Spell, page 359.

Levitate

Level 1

Duration: 1 hour plus 1 turn per caster level.

Range: Self.

School: Correspondences.

Effect: Caster only.

This spell allows you to levitate up or down at a very slow walking pace (Speed 2).

Variations:

- Level 4. Effect: 1 creature. Range: Senses.

Life Drain

Level 2

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

School: Necromancy.

This spell drains 1d6 points of Ferocity from the target. If your Ferocity score has been reduced, you gain these points of Ferocity, until restored to your normal score.

Variations:

- Level 4. Range: Senses, 20 feet per caster level.
- Level 7. Effect: 1 creature per caster level. Range: Senses, 20 feet per caster level.

Life Leech

Level 4

Duration: Instantaneous.

Range: 10 feet per caster level.

Effect: Caster only.

School: Necromancy.

This spell drains the life from all around you, inflicting 1d8 damage to every living creature within range and increasing your Disposition by the same (total) amount. When you next re-roll your Disposition, these additional points are lost.

Life Sense

Level 1

Duration: 1 turn per caster level.

Range: 50 feet per caster level.

Effect: Caster only.

School: Divination.

For the duration of the spell, you become aware of all sentient life around you, within range. You know the direction of each other creature and their approximate distance from you. You gain no other information about them, though you can sense them moving and you can tell when one of them dies.

Light

Level 1

Duration: 1 hour per caster level, or permanent.

Range: Senses, 20 feet per caster level.

Schools: Evocation, Radiance.

Effect: 1 creature or item.

This spell causes the item or person you target to produce light about as bright as a lantern (20 foot visibility) until the spell ends. If you choose to make the effect permanent, you cannot dispel it by choice—you must cast Dispel Magic upon it.

Lighten Object

Level 1

Duration: 1 day per caster level.**Range:** Senses.**Effect:** 1 item.**School:** Transmutation.

This spell causes one item you can see, hear, or touch to lose its weight. Blunt weapons no longer cause damage, and lightened objects are only half as encumbering as they normally would be.

Variations:

- Level 3. Effect: 1 item per caster level.

Lightning Aura

Level 6

Duration: 1d6 + caster level rounds.**Range:** 5 feet.**Effect:** Caster only.**Schools:** Battle, Radiance.

For the duration of the spell, you are surrounded by a halo of lightning that automatically deals 1d6 damage each round to everyone else within range, except those you exempt specifically.

Lightning Bolt

Level 3

Duration: Instantaneous.**Range:** 20 feet per caster level.**Effect:** 50 foot or 100 foot lightning bolt.**School:** Radiance.

This spell produces a lightning bolt from any location within range, that extends either 50 feet or 100 feet in one direction, your choice. If it is blocked by inanimate matter, such as a wall, it continues in a random direction until reaching its predetermined length, and may strike the same targets again (or even the caster). It does 1d6 damage per caster level to anyone it strikes.

Lightning Hands

Level 1

Duration: 1 turn per caster level.**Range:** None (or touch).**Effect:** Caster only.**Schools:** Alteration, Radiance.

For the duration of the spell, your hands become charged with lightning. **When you touch someone**, you may discharge this lightning, dealing 1d8 + caster level in damage. This ends the spell. If the lightning is not discharged when the spell duration ends, it simply fades away.

Variations:

- Level 4. Duration: 1 charge per caster level. 1 turn per caster level.

Lightning Rod

Level 4

Duration: 1 hour per caster level.**Range:** 100 feet per caster level.**Effect:** Caster only.**School:** Radiance.

For the duration of the spell, any lightning bolts discharged within 100 feet per caster level of you will redirect themselves to you and be absorbed harmlessly into your body. You also gain 1d6 Disposition each time this happens.

Limber Physique

Level 5

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 creature.

School: Enhance.

For the duration of the spell, one target you touch has advantage on all rolls for athletic maneuvers, including evasion and grappling, but not attacking with a weapon.

Variations:

- Level 1. Duration: 1d6 + caster level rounds.
- Level 3. Duration: 1 turn per caster level.

Limbs of Darkness

Level 3

Duration: 1d6 + caster level rounds.

Range: 20 feet per caster level.

Effect: 1 tentacle per caster level.

School: Darkness.

This spell creates tentacles made of darkness, which appear from dark patches nearby. You may control them as if they were part of your own body, except you may attack once per round with each of them. Each tentacle has 2d6 Disposition and inflicts 1d6 damage.

Liquefy

Level 4

Duration: Instantaneous.

Range: Senses.

Effect: 1 object (10 feet per caster level in diameter).

Schools: Earth, Transmutation.

This spell causes a solid object to become liquefied. You can either make it melt and then react to temperatures as normal, or cause it to become an unnatural liquid that does not solidify until the effect is dispelled.

Liquid Form

Level 2

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Water.

For the duration of the spell, you are made of water, or some other non-corrosive liquid. Anything you are carrying or wearing is likewise affected, and you may interact with it normally, until it leaves your possession. In this form, you may stretch and distort yourself as much as you like, squeezing through tight spaces or extending across long distances. You also cannot drown and do not need to breathe.

Live Fast Die Young

Level 3

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

Schools: Enhance, Quintessence.

For the duration of the spell, you can sacrifice points from your Health to increase your die rolls. Each point lost gives you a +2, before or after the actual roll. You gain no benefit from effects that increase your Health while this spell is in effect. Your Health recovers as normal once it has ended.

Living Armour

Level 2

Duration: 1 turn per caster level.**Range:** None.**Effect:** Caster only.**Schools:** Plants, Protection.

This spell covers you in a protective garment made of plants or fungi. For its duration, you suffer only half damage from fire, frost, and blunt weapons.

Variations:

- Level 3. Effect: 1 creature. Range: Touch.

Living Putrefaction

Level 6

Duration: Until dispelled.**Range:** Senses.**Effect:** 1 creature.**Schools:** Entropy, Necromancy.

This spell causes one organic target you can see, hear, or touch to rot. If the target is already dead, you may speed up the process of decay by up to one-hundred-fold. If the target is still alive, they lose 1 point of Disposition each round until reduced to zero, and 1 point of Health every hour. Unless the spell ends, they cannot heal.

Living Spell Conduit

Level 4

Duration: 1 turn per caster level.**Range:** Senses.**Effect:** 1 creature that speaks.**Schools:** Chaos, Quintessence.

For the duration of the spell, one target that you can see, hear, or touch becomes a conduit for magical energy and can no longer speak. When they try, they instead cast a random spell that affects random targets within 50 feet. The target cannot cast their own spells until they can speak their own words again, but if they randomly cast a spell they have memorized, they do not forget it.

Local Customs

Level 1

Duration: 1 day per caster level.**Range:** None.**Effect:** Caster only.**Schools:** Divination, Prophecy, Revelation.

For the duration of the spell, the local customs of the people around you are revealed to you, and you are able to mimic them, allowing you to act as if your Charisma score were 20 while doing so. You can also tell if someone's behaviour is routine or unexpected, and you can predict what kind of behaviour is expected of you.

Locate Astral Presence

Level 3

Duration: Instantaneous.**Range:** None.**Effect:** Caster only.**Schools:** Astral, Divination, Revelation.

Think of a creature or item when you cast this spell, and if it currently resides within the astral planes, its exact location is revealed to you. You experience a brief vision of the thing and its surroundings, and know what plane it is on. If you are looking for an item, and no one knows where it is, even if it is on the astral planes, this spell is ineffective.

Locate Fire

Level 1

Duration: 1 turn per caster level.

Range: 100 feet per caster level.

Effect: Caster only.

Schools: Divination, Fire.

For its duration, this spell locates the nearest fire in whatever direction you face.

Locate Metal

Level 1

Duration: 1 turn per caster level.

Range: 100 feet per caster level.

Effect: Caster only.

Schools: Divination, Earth.

For its duration, this spell reveals the nearest source of a metal of your choice in whatever direction you are facing. Choose the type of metal when you cast the spell.

Locate Object

Level 3

Duration: 1 turn per caster level.

Range: 50 feet per caster level.

Effect: Caster only.

School: Divination.

Name a specific object or a type of object and this spell informs you how far away it is and in what direction, if it is within the range of the spell. If you choose a type of object, you become aware of the closest item of that type in whatever direction you face (within range).

Locate Stone

Level 1

Duration: 1 turn per caster level.

Range: 100 feet per caster level.

Effect: Caster only.

Schools: Divination, Earth.

For its duration, this spell finds the nearest source of the type of crystal, rock, or stone you desire, in whatever direction you face. Choose the type of earth when you cast the spell.

Locate Water

Level 1

Duration: 1 turn per caster level.

Range: 300 feet per caster level.

Effect: Caster only.

Schools: Divination, Water.

For its duration, this spell locates the nearest body or source of water in the direction you face.

Lose Object

Level 1

Duration: 1 day per caster level.

Range: Senses.

Effect: 1 item.

Schools: Abjuration, Manipulation.

This spell causes an item you can see, hear, or touch to inextricably go missing. It cannot be found by anyone for the duration of the spell. You may exclude creatures by name from the effects of this spell, in which case they will be able to find the target item.

Lost

Level 3

Duration: Until dispelled.

Range: Senses.

Effect: 1 creature.

Schools: Enchantment, Entropy.

This spell causes one creature you can see, hear, or touch to completely lose their sense of place and orientation. When they travel distances that are either confusing or longer than a few hundred yards or so, they inevitably become hopelessly lost. They never arrive at their intended destinations without someone else to help them.

Variations:

- Level 5. Effect: 1 creature per caster level.

Mad Doppelgänger

See Create Magical Double, page 219.

Magic Allergy

Level 4

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature or item.

Schools: Alteration, Quintessence.

For the duration of the spell, a target creature becomes allergic to the arcane, and suffers 1d6 damage each time they are affected by magic, cast a spell, or use a magical item. A target item instead triggers a magic allergy, causing 1d6 damage to anyone who uses magic on it or connected to it, and a magical item targeted by this spell also inflicts 1d6 damage on anyone using it, each time they use it.

Magic Jar

Level 8

Duration: Until dispelled.

Range: None.

Effect: Caster only.

Schools: Enchantment, Manipulation.

This spell allows you to place something of yourself in a magic jar or other receptacle—your knowledge, your love for someone, your regrets, or even your entire soul. You lose whatever you put inside the jar, while the first person to open the jar becomes possessed by it. If they can remove it from themselves (a single save against their Willpower is enough), this part of you returns to your body. The contents of the jar cannot be affected by magic until the jar is opened, though the jar itself is susceptible.

Magic Lock

Level 2

Duration: 1 hour per caster level
(portals) or until dispelled (locks).

Range: Touch.

School: Manipulation.

Effect: 1 lock or portal.

For the duration of this spell, the door, gate, window, or other portal you cast it on refuses to open, regardless of whether it even has a lock or not. This spell may also be cast upon a lock itself (instead of a portal), keeping it from opening even when the correct key is used.

Magic Missile

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 target per level.

School: Evocation.

This spell causes a number of magical projectiles equal to your level shoot forth from your person toward your enemies. Each missile deals 1d4 damage to the target of your choice that you can see, hear, or touch. You may target different enemies with each projectile, if you wish, or use them all on the same target.

Magic Pockets

Level 1

Duration: 1 day.

Range: None.

Effect: Caster only.

Schools: Correspondences, Manipulation.

For the duration of the spell, you are able to carry an additional number of encumbering items equal to caster level without penalty, and any number of smaller items, as long as they are not individually enough to count as a regular encumbering item—including, but not limited to, an infinite number of coins. If you are carrying enough to reduce your Speed score when the spell ends, most of these items burst forth from your pockets explosively.

Magic Resistance

Level 6

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

School: Quintessence.

For the duration of the spell, one target you can see, hear, or touch is immune to all spells from one school. Choose which school when you cast the spell. The target is also immune to any monster abilities that resemble spells from this school.

Magic Rope

Level 4

Duration: 1 turn per caster level.

Range: Infinite.

Effect: Caster only.

School: Evocation.

This spell conjures an infinite length of rope to your person, which then extends itself up, or down, on its own. For the duration of the spell, anyone can climb the rope as if it were actually hanging from something, even though it is not. If the rope extends up into the sky, its final destination can be somewhere else you want to arrive at, if you roll your Intelligence or less on a d20 (otherwise, you arrive at a less-desirable location).

Magic Steed

Level 2

Duration: 1 hour per caster level.

Range: Senses, 10 feet per caster level.

Effect: 1 steed.

School: Summoning.

This spell conjures a magical steed, whose level is half that of your own (round up). The type of steed is random, based on its level. It obeys your commands and disappears once the duration is over.

Magic Weapon

Level 2

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 weapon per caster level.

School: Battle.

For the duration of the spell, target weapons you can see, hear, or touch are considered magical in nature, and are able to harm creatures that are immune to normal weapons but not immune to magical weapons (including silver weapons).

Magical Instrument

Level varies.

Duration: Until reversed.

Range: Touch.

Effect: 1 item.

Schools: Manipulation, Quintessence.

This spell imbues your own magic into an object, allowing you to use it to extend your own magic. The effects of your own spells may originate from your magical instrument instead of yourself, if you wish. Anything touching this object counts as touching you, but only for spells that you cast. Spells cast by other wizards that must touch you do not benefit from this connection. You may cast this spell at any level. The connection cannot be disrupted by a spell of lower level. You may not have more magical instruments at a time than you have levels. You may reverse this spell at any time.

Make a Wish

Level 9

Duration: Instantaneous.

Range: Special.

Effect: Caster only.

School: None.

When you cast this spell, make a wish. If it is possible for your wish to come true, it does so. If circumstances must miraculously change, your gains come at the expense of someone else. There are some other limitations to this spell's power:

- It cannot push back the nightmare incursions, only increase them.
- It cannot change fundamental realities of your plane of existence, only the circumstances of individuals on it.
- It cannot increase the quality or value of any attribute, item, or location that has already been affected by this spell.
- And finally, you must permanently lower one of your attribute scores by 1 in order to cast this spell.

Malevolent Mouth

Level 4

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Alteration, Chaos, Summoning.

This spell causes a new mouth to appear on the target's body. It howls and wails, giving away the target's location and quite possibly frightening witnesses. If the target has spells memorized, this mouth casts a random spell every round until the target has no spells left in their memory. The mouth chooses targets for these spells randomly and always casts them at the maximum duration and effect.

Manual Dexterity

Level 2

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Enhance, Manipulation.

For the duration of the spell, your fingers are possessed of a supernatural nimbleness. You always roll against your full Dexterity score when you pick locks, pick pockets, or perform sleight of hand tricks. You may reload a firearm as a simply action—meaning you can reload and fire in the same round, as long as you don't also move.

Marathon

Level 1

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 creature.

Schools: Enhance, Healing.

This spell allows the target to run continuously for days equal to caster level, without needing to stop or consume food and drink. Once the target stops, the spell ends.

Variations:

- Level 4. Effect: 1 creature per caster level. Range: Senses.

Martial Accuracy

Level 5

Duration: 1d6 + caster level rounds.

Range: Touch.

Effect: 1 creature.

School: Battle.

For the duration of the spell, all attack rolls the target makes automatically succeed and deal damage.

Martial Inspiration

Level 3

Duration: 1d6 + caster level rounds.

Range: Senses.

Effect: 1 fighting force.

School: Battle.

For the duration of the spell, everyone in a single fighting force gains advantage to their attack, damage, and morale rolls. Members of this force who turn against you lose this benefit.

Martial Prowess

Level 9

Duration: 1 day per caster level.

Range: None.

Effect: Caster only.

Schools: Battle, Enhance.

For the duration of the spell, you have advantage on all rolls you make for martial actions in combat, except for damage. This includes attacking, overcoming difficult terrain in order to attack or retreat, and chasing an enemy down. Rolls you make to cast spells during a battle are not affected.

Mass Delusion

See Unreal Situation, page 353.



Mass Invisibility

See Invisibility, page 274.

The Master's Guise

Level 4

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Illusion.

For the duration of the spell, anyone who sees or hears you will see and hear their master, employer, or immediate superior instead. This spell gives you no information about what people are seeing, and you can appear to be a different person to different witnesses at the same time.

Maze

Level 9

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

Schools: Abjuration, Astral, Correspondences.

This spell transports one target you touch into an extraplanar maze. It takes them $2d10 \times 10$ minutes to find the exit if they roll equal to or less than their Intelligence score on a d20, and 3d6 hours if they do not. The exit leads them back to the exact place they were when affected by the spell. The maze is completely empty except for the target.

Melancholia

Level 2

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature per caster level.

School: Enchantment.

For its duration, this spell creates feelings of despair, ennui, and sadness in targets you can see, hear, or touch. They suffer a penalty to their morale rolls equal to caster level.

Alternately, you may cast this spell on a single target that you touch and increase its duration to 1 day per caster level.

Variation:

- Level 1. Duration: 1 hour per caster level. Effect: 1 creature. Range: Touch.

Meld Matter

Level 4

Duration: Until dispelled.

Range: Senses, 5 feet per caster level.

Effect: 1 foot cube per caster level of matter.

Schools: Air, Earth, Transmutation, Water.

This spell takes two masses of non-living, non-magical matter—solid, liquid, or gas—and melds them together into one. You decide which of their properties this new substance retains, and which properties are lost. This substance can be made to revert to its constituent parts if the magic is dispelled, which you, as the caster, can do at any time.

Memory Reading

Level 1

Duration: Concentration.

Range: Touch.

Effect: Caster only.

Schools: Divination, Mind.

As long as you concentrate, you may experience the memories of one creature you touch as if they were your own.

Variations:

- Level 3. Range: Senses.

Mending

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 item.

Schools: Enhance, Manipulation.

This spell restores one item you can see, hear, or touch to its original form, unbroken, untarnished, as new. You do not need to know what it looked like new before you cast this spell on it, though if it was always broken, this spell will not fix it.

Mental Blast

Level 4

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

Schools: Battle, Mind.

This spell projects harmful psychic energy into the mind of one target you can see, hear, or touch, inflicting 1d8 + caster level damage. This only affects creatures with sentient minds.

Mental Block

Level varies.

Duration: 1 turn per caster level.

Range: Senses, 30 feet per caster level.

Effect: 1 creature.

Schools: Enchantment, Mind.

For the duration of the spell, one target you can see, hear, or touch refuses to believe in the existence of one type of creature of your choice. This can be a type of monster, a nationality, a profession, or anything more specific than that. If the target is attacked or affected by something they do not believe in, they lose 1d6 points of Intelligence from the shock and the spell ends. This spell must be cast at the same level as the target.

Mental Map

Level 2

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Divination, Mind.

This spell creates a magical map of every contiguous place the caster has seen, heard, and otherwise sensed over the last 1 day per caster level. Locations only perceived through visions or magical portals are not included. This map may exist only in the caster's mind, or an abstracted and simplified version of it can be inscribed upon any suitable surface the caster touches, in which case it becomes permanent.

Message

Level 1

Duration: 1 emotion, image, or sentence per caster level.

Range: Infinite.

School: Illusion.

Effect: 1 creature you know or 1 location.

This spell allows you to send a message to another creature or location you know. If you choose a creature, only they receive the message. If you choose a location, everyone in that location receives the message. You may send feelings or images as well as words, but receivers cannot confuse these for their own thoughts (unless they are already insane).

Message Ward

Level 3

Duration: Until dispelled.

Range: Senses.

Effect: 1 item or location.

School: Wards and Runes.

This spell leaves a magical message on a specific item or location, which is triggered whenever someone touches the item or enters the location. The message can be writing that appears, a spoken message accompanied by an illusion of a mouth that delivers it, or images of things seen by the caster. The message may be as long as you want, but if it is more than a few moments long, the spell cannot be cast in a single round.

Metamorphosis

Level varies.

Duration: Until dispelled.

Range: Touch.

Effect: 1 creature.

School: Alteration.

This spell transforms the body of the target into that of another creature of your choice. This new form cannot be that of a specific individual. The target gains all the physical properties and abilities of their new form, but retains their own mind. You cannot increase a creature's size by more than double, or decrease it by more than half. Any equipment they are carrying melds into that of their new form. You must choose a condition that the target can perform in their new form, that is not harmful, which will end the spell if completed. You must cast this spell at the same level as the target.

Mimic

Level 6

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

School: Alteration.

For the duration of the spell, your body changes to mimic that of some other creature that you have touched or whose name you know. You have all the physical properties of their form, but no supernatural abilities or venom. Your clothes and equipment may or may not meld into your new form, your choice.

Variations:

- Level 3. Duration: 1d6 + caster level rounds.

Mind Blank

Level 8

Duration: Instantaneous.**Range:** Senses.**Effect:** 1 creature.**Schools:** Entropy, Mind.

This spell destroys the target's memories of whatever they are doing, the place they are in, and the people they are surrounded by. These memories slowly return over the course of days and weeks (or longer).

Mind Reading

Level 2

Duration: 1 turn per caster level.**Range:** Senses.**Effect:** Caster only.**Schools:** Mind, Revelation.

For the duration of the spell, you may understand the thoughts of people you can see, hear, or touch. You must concentrate on a single target at a time, taking no other actions. Creatures that do not think are unaffected.

Mind Shield

Level 2

Duration: 1 day.**Range:** Senses.**Effect:** One person.**Schools:** Mind, Protection.

You increase the Psychic Armour of one target you can see, hear, or touch by 1d6 + caster level. The target must re-roll their Psychic Armour the next day, without this bonus.

Variations:

- Level 6. This spell increases Psychic Armour by 1d6 per caster level.

Mind Transfer

Level 6

Duration: 1 day per caster level.**Range:** Touch.**Effect:** 2 creatures.**Schools:** Alteration, Mind.

This spell switches the minds of two creatures you touch. They retain their original minds, including Charisma, Intelligence, and Willpower scores, plus their profession and level, but gain the other's body, and their Dexterity, Ferocity, and Health scores as well. An Identify spell will reveal the identities of both mind and body.

Variations:

- Level 8. Range: Senses.

Minion

Level 2

Duration: 1 turn per caster level, or
1 mission.**Range:** Senses.**School:** Summoning.**Effect:** 1 small or human-sized monster.

This spell summons one random creature, no larger than a human, that will obey you for a few minutes or undertake a single, simple mission for you before disappearing. Roll 1d4 to determine this monster's level.



Monster Restoration

Level varies.

Duration: Instantaneous.

Range: Touch.

Effect: 1 animal.

Schools: Animals, Healing.

This spell restores one monster (but not a mundane animal) to complete and perfect health (re-roll Disposition). It must be cast at the same level as the target monster.

Move Spell

Level varies.

Duration: Instantaneous.

Range: Senses.

Effect: 1 spell effect.

School: Quintessence.

This spell allows you to move the effect of another spell that you can see, hear, or touch. Simply choose a different target creature, item, or location for it. This spell must be cast at the same level as the target spell.

My Shadow and Me

Level 3

Duration: 1d6 + caster level rounds.

Range: None.

Effect: Caster only.

School: Darkness.

For the duration of the spell, if you attack someone, your shadow also attacks them. Your shadow's touch is cold and fear-inducing, and automatically deals 1d8 damage to your enemy whenever you attack, regardless of your roll. It counts as a magical weapon.

Name Your Price

Level 7

Duration: Instantaneous.

Range: Senses, 20 feet per caster level.

Effect: 1 creature.

Schools: Divination, Mind, Prophecy.

When you cast this spell, name something you would like the target to do. This spell informs you of what it would take for them to do that, at or near the minimum amount. It could be payment, services, threats, or something else, depending on the target and what you want from them. The target does not need to consciously know what price they would pay, but the spell is never wrong.

Variations:

- Level 5. Range: Touch.

Natural Weapons

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Alteration, Battle.

For the duration of the spell, the target is gifted with either bone spurs, claws, spines, tusks, or some other kind of natural weapon; or a close combat weapon attached to their hand. They deal 1d10 damage in hand to hand combat, but have trouble using their hands for work requiring finesse.

Variations:

- Level 4. Effect: 3 creatures per caster level.

Negate Poison

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature or item.

School: Healing.

This spell neutralizes poison. A creature killed by poison can be revived if this spell is cast within 1 turn per caster level. If cast on poison itself, it becomes harmless.

Noise Ward

Level 1

Duration: Until dispelled.

Range: Touch.

Effect: 1 location.

School: Wards and Runes.

Anyone entering or moving through the location that you cast this spell on creates a noise. Decide what kind, and how loud it is, when you cast the spell.

Object Mask

Level 3

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 item.

School: Illusion.

For the duration of this spell, one item that you can see, hear, or touch appears to be a different inanimate object, you say what. If you want it to seem like a specific item, you must know what that item looks, sounds, and feels like to get the illusion correct.

Variations:

- Level 5. Effect: 1 item per caster level.
- Level 6. Effect: All items in 1 location.



Observation Ward

Level 4

Duration: 1 week per caster level.

Range: Touch.

Effect: 1 location.

Schools: Correspondences, Wards and Runes.

After you place this ward on a location, whenever someone enters that location, you can see and hear what is happening as if you were there, if you choose to do so.

Variations:

- Level 3. Duration: 1 day per caster level.
- Level 6. You may also cast spells as if you were there.
- Level 8. You may cast a spell as if you were there, or teleport to the location, if you wish.

Omen of the Path

Level 3

Duration: Instantaneous.

Range: None.

Effect: Caster only.

School: Prophecy.

When you cast this spell, name a destination you are considering travelling to within the next day or night. This spell informs you of the possibility of danger, and approximately how much danger is possible. You do not discover the exact source of this danger, but might get a vague sense of the probable outcomes this decision could lead to.

Variations:

- Level 1. The spell only informs you of danger that will occur within the next hour, if you continue on your current path.
- Level 5. The spell informs you of danger within the next lunar month.
- Level 9. The spell informs you of danger within the next solar year.

Omnipotent Sphere

Level 4

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

School: Protection.

For the duration of the spell, you are surrounded by a sphere of force that cannot be penetrated and protects you from all harm, even falling or drowning. It is large enough to contain yourself and no one else. You cannot reach outside the sphere and you can only include others with you inside the sphere if you carry them.

Variations:

- Level 2. Effect: 1 object. This sphere is only large enough to encompass a small inanimate object, and must be cast on such.
- Level 6. The sphere is large enough to contain 1 creature per level.

One Extra Day

Level 6

Duration: 1 day or until dispelled.

Range: None.

Effect: Caster only, 1 location.

School: Correspondences.

This spell creates a bubble of time when cast in an enclosed location, and for its duration, time stops around you and your location. Only you and others in your location can perceive this pause. You may spend up to 24 hours here and this time passes in the blink of an eye for all outside the location. If you leave the location or affect the outside world through magic, the spell ends. Once the spell is ended, time begins again.

Variations:

- **Contemplation:** Level 3. Duration: 1d6 + caster level rounds. Effect: Caster only. Time stops around you, but not your location. You may perform tasks that affect only yourself (cast healing spells upon yourself, reload your crossbow, or write a final goodbye), but if you affect anyone else, the spell ends.
- **One Extra Hour:** Level 3. Duration: 1 hour or until dispelled.
- **One Extra Week:** Level 9. Duration: 1 week or until dispelled.

One Extra Hour

See One Extra Day, page 295.

One Extra Week

See One Extra Day, page 295.

Open

Level 3

Duration: Instantaneous.

Effect: 1 lock or portal.

Range: Senses, 20 feet per level.

School: Manipulation.

This spell opens any door, lid, lock, or portal, whether blocked, stuck, or secret. If the portal is magically locked by a caster of higher level than you, this spell has no effect.

Opening the Way

Level 8

Duration: Instantaneous or
1d100 rounds.

Effect: Caster only or 1 location.

Range: None or senses.

Schools: Astral, Chaos, Correspondences,
Summoning.

This spell allows the Opener of Ways to manifest itself on your plane of existence. You may choose to have it manifest inside or outside of yourself.

If you manifest the Opener of Ways inside yourself, you may instantly travel to any location you desire, losing 1d10 Willpower along the way. If you travel to a destination that is not on your home plane, you also lose 1d6 Intelligence. If you travel to a different time, you also lose 1d20 Intelligence.

If you manifest the Opener of Ways outside of yourself, iridescent globes and protoplasmic flesh begin to emerge from a target location you can see, hear, or touch. Every round this mass increases in radius by 1 foot per caster level, until the duration is over. Witnesses must roll equal to or lower than their Willpower to avoid fleeing in abject terror or stepping toward it, hypnotized (equal chance of either). Anyone touching the Opener of the Ways loses 1d8 Intelligence and must roll 1d8 on the table below.

Roll Consequences of Touching the Opener of Ways

1-2	Target is caught inside the Opener of Ways and cannot move.
3	Target is transported 1d100 feet in a random direction, as long as they do not end up encased in earth or falling from a great height.
4	Target is transported 1d100 feet in a random direction regardless of whether the end result is “possible” or not.
5	Target is transported 1d100 miles in a random direction, arriving safely (or thereabouts) upon the surface of the world.
6	Target switches places with random other creature within 100 feet.
7	Target travels to another plane of existence.
8	Target travels to a random location that has symbolic meaning to them.

The Outer Noise

Level 1

Duration: 1 turn per caster level.

Range: 10 feet per caster level.

Effect: Caster only.

Schools: Evocation.

For the duration of this spell, you emanate a terrible noise beyond all human hearing. Any creature with superhuman hearing within range suffers disadvantage to all their rolls because of this loathsome, horrid noise.

Pacify

Level 3

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 location.

Schools: Enchantment, Entropy.

For the duration of the spell, no one in the target location may undertake violent action, or be physically or verbally abusive. This spell loses its effect over someone when they are subjected to any kind of violence.

Paralysis

Level 4

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature per caster level.

School: Enchantment.

This spell reduces the Dexterity scores of all targets by 1d6.

Paranoia Trap

Level 1

Duration: Until dispelled.

Range: Senses.

Effect: 1 trap per caster level.

Schools: Chaos, Illusion, Mind.

You place the illusion of a trap upon the target item or location. Anyone examining or touching the item believes it to be trapped. Anyone entering or observing the location is convinced it is trapped. You may describe a number of traps equal to caster level to place at one time, on multiple items or parts of a location, but you must make these choices all at one time, in one place.

Parliament of Birds

Level 2

Duration: 1 day per caster level.

Range: Senses.

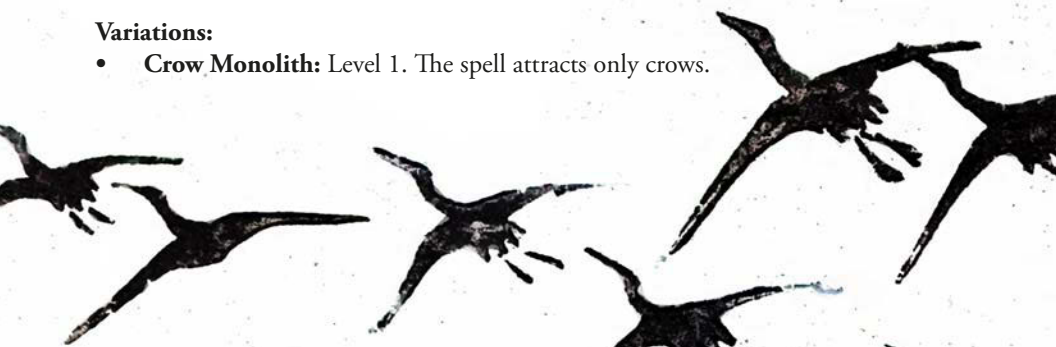
Effect: 1 location.

Schools: Animals, Summoning.

This spell attracts birds of all types to a specific location that you can see, hear, or touch.

Variations:

- **Crow Monolith:** Level 1. The spell attracts only crows.



Part the Waters

Level 4

Duration: 1 turn per caster level, or concentration.

Range: Senses.

School: Water.

Effect: 1 body of water up to 200 feet per caster level deep.

This spell creates a part, up to 5 feet per caster level wide, in a body of water. You may either maintain this part by concentrating, or make it last 1 turn per caster level. Decide when you cast the spell. The part may not be wider than the body of water is.

Variations:

- Level 2. Duration: 1 turn per caster level. Range: Touch.
- Level 3. Effect: Caster only. For the duration of the spell, water parts around you as you move, but not anyone else who might be with you.
- Level 5. This spell affects any liquid, not just water.

Parthenogenic Resurrection

Level 7

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Healing, Necromancy.

If you are killed while this spell is in effect, your mind is transferred to a new body, exactly like your old one without the injuries, that bursts or crawls forth from your killed body, naked and covered in blood. This process takes at least 1 round.

Past Thoughts

Level 3

Duration: Instantaneous.

Range: None.

Effect: Caster only.

Schools: Mind, Revelation.

This spell informs you of any thoughts and emotions that happened in your specific location during one historical event of your choosing. It does not inform you who originally possessed these thoughts and emotions, though it is sometimes obvious in context.

Variations:

- Level 6. You also get vague impressions of the people who felt strong emotions or experienced profound thoughts in your location.

Penetrating Vision

Level 3

Duration: 1 round per caster level.

Range: 10 feet per caster level.

Effect: Caster only.

School: Divination.

For the duration of the spell, you can see through any and all solid matter within range. You can still see solid matter, in outlines or transparent shading, but you can also see whatever is on the other side at the same time.

Perfect Balance

Level 1

Duration: 1 turn per caster level.**Range:** Senses.**Effect:** 1 creature.**School:** Enhance.

For the duration of the spell, one creature you can see, hear, or touch will not fall over on their own, and cannot be knocked over unless they are physically manhandled.

Variations:

- Level 2. Duration: 1 hour per caster level.
- Level 3. Effect: 1 creature per caster level.

Perfect Orientation

Level 1

Duration: 1 hour per caster level.**Range:** None.**Effect:** Caster only.**School:** Correspondences.

For the duration of the spell, you can find your way back to any place you have been to before, and always know the shortest or most convenient route.

Variations:

- Level 3. Effect: 1 creature per caster level. Range: Touch.

Performance

Level 1

Duration: 2 turns per caster level.**Range:** None.**Effect:** Caster only.**Schools:** Enchantment, Enhance.

By means of this spell, you are able to give a performance that enthralls the audience, should they have any inclination towards comprehending it at all. You may choose the nature of your performance—dancing, music, or spoken word—when you cast the spell.



Permanency

Level 9

Duration: Instantaneous.

Range: Senses.

Effect: 1 spell.

School: Quintessence.

When you cast this on another spell, its effect becomes permanent. Damage cannot be healed, a spell that destroys something destroys all versions of that thing in existence, a summoned creature remains on this plane forever, etc. This spell must be cast at the same time as the spell it is supposed to affect, or with the spell's effects where you can see, hear, or touch them.

Permanent Simulacrum

See Simulacrum, page 325.

Petrification

Level 6

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

Schools: Alteration, Earth.

This spell turns one target you can see, hear, or touch to stone. This effect can be reversed by a Dispel Magic or Remove Curse spell, in which case any damage done to the stone statue of the target does not affect their flesh-and-blood form (though it may affect their clothes or equipment, at the GM's discretion).

Petrify Plants

Level 4

Duration: Instantaneous.

Range: Senses.

Effect: All plants within range.

School: Alteration, Earth, Plants, Transmutation.

This spell causes any or all plants that you can see, hear, or touch to turn to stone. This spell only affects mindless plants. It has no effect on sentient beings who are made of plants or plant-like material.

Variations:

- Level 1. Effect: 1 plant. Range: Touch.

Plague of Vermin

Level 5

Duration: 1 day.

Range: 1 mile per caster level.

Effect: 1 location.

Schools: Animals, Chaos, Summoning.

This spell summons a swarm of insects, rats, or other small vermin to plague a settlement or other location within range. The swarm can be up to 50 feet per caster level wide when amassed. You must know the location's name if you cannot see, hear, or touch it. If there are no vermin at all in the area, they are summoned from the nearest location that does have vermin, even if they cannot actually survive in the target location.

Planar Destabilization

Level 6

Duration: Instantaneous (special).

Range: Senses.

Effect: 1 creature.

Schools: Astral, Chaos, Entropy.

This spell causes a creature to become slightly out-of-phase with their present plane of existence, which inflicts 1d20 + caster level damage. For 1d8 days they remain destabilized, during which time this spell has no further effect on them and they get disadvantage to saves against spells that move them between planes. At the end of this time they restabilize and this spell may once again affect them.

Plant Form

Level 2

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Plants.

For the duration of the spell, you assume a form made of plants, fungus, or other vegetation. Your clothes and equipment change with you, or disappear, until you resume your normal form. You may retain your own physical shape, or take the shape of a plant. In either case you can still use your senses normally, though your Speed is only 1 if you take the form of an immobile plant. You may not take the form of a specific plant, though you may become a specific species of non-magical plant that you have encountered before.

Variations:

- Level 3. Duration: 1 hour per caster level.

Plant Growth

Level 2

Duration: Until dispelled.

Range: Senses.

Effect: 500 square feet per caster level.

Schools: Alteration, Plants.

This spell causes plants that you can see, hear, or touch to grow at a fantastic rate. Their location becomes completely overgrown and impassable.

Pleasing Touch

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Enhance.

For the duration of this spell, your touch inspires feelings of intense pleasure in other creatures. These can be comforting, erotic, relaxing, or sensual, as you wish. The target may or may not realize these feelings are the result of magic, though they are obviously the result of your touch.

Poison Cloud

Level 5

Duration: 1 hour per caster level.

Range: 10 feet per caster level.

Effect: 5 foot per caster level diameter sphere.

Schools: Air, Evocation, Transmutation.

This spell creates a cloud of poison gas that causes 1d6 damage to anything inside it, each round. It can be moved or blown away by wind.

Poison Gaze

Level 3

Duration: 1d6 + caster level rounds.

Range: Senses, 20 feet per caster level.

Effect: 1 creature.

School: Entropy.

This spell causes one target creature to become poisoned, losing 1 point of Health every round until the spell ends, they die, or the caster is harmed.

Variations:

- Level 1. Range: Touch.
- Level 8. The target loses 1d4 Health each round.

Pollen

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: 10 foot per caster level diameter sphere.

School: Plants.

This spell creates a cloud of pollen, spores, or other plant-based particulate matter in the target location. It causes allergic reactions, coughing, fungal infections, and irritation, as well as revealing anything that is invisible.

Poltergeist

Level 1

Duration: 1d6 + caster level rounds.

Range: Senses.

Effect: 1 location.

Schools: Chaos, Manipulation.

For the duration of the spell, loose objects in the target location fly around in a frenzy. Anyone in that location takes 1d6 damage and suffers disadvantage to all rolls to do anything as long as they are exposed to flying objects.

Portents

Level 8

Duration: Instantaneous.

Range: None.

Effect: 1 action per caster level.

School: Prophecy.

When you cast this spell, name a decision you or your allies are considering. This spell warns you if danger will come of it, and approximately how much danger, but not the source of that danger. You may name as many decisions as caster level, but only at the same time, when the spell is cast, and before you receive any answers.

Possessed Automaton

Level varies.

Duration: Until dispelled.

Range: Touch.

Effect: 1 ghost or spirit.

Schools: Astral, Manipulation,
Necromancy.

This spell puts a ghost or other spirit into an appropriate physical body. This is a voluntary process and it may leave this body at any time, ending the spell. The automaton body must be articulated—the ghost or spirit cannot cause matter to move in unnatural ways, other than by ethereal telekinesis. The spell must be cast at the level of the automaton body (it has Hit Die 1d4).

Possession

Level 8

Duration: Special.

Range: Special.

Effect: 1 person.

School: Mind.

By making eye contact with someone, or by touching them, you invade their body with your mind and take control. If you take but a moment to cast this spell, its duration is 1d6 + caster level rounds. If you take a few minutes to cast this spell, the duration is 1 turn per caster level. If you cast this spell as a ritual, with the target present the entire time, the spell lasts as long as you choose. While you possess someone, either your own body remains as if asleep, or you can allow your target to take control of your own body.

The Power of Law

Level 3

Duration: Instantaneous.

Range: 20 feet per caster level.

Effect: Caster only.

School: Law.

This spell causes all magical effects created by chaotic spellcasters to cease, and all spells belonging to the Chaos school to end, as long as they are within range.

Prestidigitation

Level 1

Duration: 1 trick per caster level.

Range: None.

Effect: Caster only.

School: Illusion.

This spell allows you to perform simple magic tricks that observers cannot figure out, create inconsequential (but possibly entertaining) illusions, and pocket small objects without being noticed. Each act of legerdemain counts as one trick.

Precise Thinking

Level 3

Duration: 1 day per caster level.

Range: None.

Effect: Caster only.

Schools: Enhance, Mind.

For the duration of this spell, you have advantage to task rolls involving reasoning and logical thinking. Rolls for conducting research, dealing with institutions on a financial level, learning new spells, and doing academic work. Spellcasting rolls are not affected.

Variations:

- Level 5. Effect: 1 creature. Range: Touch.

Prohibition

Level 2

Duration: Until dispelled.

Range: Senses.

Effect: 1 creature.

School: Abjuration.

Name a location when you cast this spell. Should the target creature ever enter that location, they suffer 1d6 damage each round until they leave.

Variations:

- Level 5. Effect: 1 creature per caster level.

Prosthetic Limb

Level 4

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

Schools: Healing, Manipulation.

This spell allows you to attach a new limb to the target. This limb can be taken from a living creature or it can be an artificial creation. The target may control this new limb as if it were their own, no matter what it is made of.

Protection from Chaos

Level 2

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

Schools: Law, Protection.

For the duration of the spell, chaotic creatures suffer disadvantage to any rolls made to harm the target, and the target gets advantage to saves against magic from the Chaos school or cast by chaotic individuals.

Variations:

- Level 4. Effect: 1 creature per caster level.

Protection from Evil

Level 1

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

Schools: Law, Protection.

For the duration of the spell, anyone using violence or harmful magic in the target's immediate presence suffers disadvantages on all related rolls.

Variations:

- Level 3. Effect: 1 creature per caster level.

Protection from Illness

Level 1

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

School: Protection.

For the duration of this spell, you cannot be affected by any disease, infection, poison, or other sickness. You are not cured, however, and any existing disease will resume its course once this spell ends, but you cannot become infected again while so enchanted.

Protection from Law

Level 3

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Chaos, Protection.

For the duration of the spell, any lawful creature attempting to harm or legally prosecute the target (a creature you can see, hear, or touch) suffers disadvantage to their rolls. The target gets advantage to resist lawful magic and legal prosecution. It should be noted that this spell itself is illegal.

Variations:

- Level 5. Effect: 1 creature per caster level.

Protection from Missiles

Level 4

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

Schools: Battle, Protection.

For the duration of this spell, the target becomes immune to all non-magical missiles, projectiles, and other ranged attacks. Anything that flies through the air and is mundane in nature simply bounces off, to no effect.

Variations:

- Level 5. Range: Senses, 20 feet per caster level.
- Level 6. Duration: 1 day. Effect: Caster only. Range: None.

Protection from Radiance

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature, item, or location.

Schools: Darkness, Protection, Radiance.

For the duration of the spell, one target you can see, hear, or touch suffers no damage or ill effects from any sort of light, lightning, or radiance, including spells of that type, nor can they be blinded (if they have eyes).

Protection from Weapons

Level 3

Duration: 1d4 rounds per caster level.

Range: Touch.

Effect: 1 creature.

Schools: Battle, Protection.

For the duration of this spell, the target becomes immune to all mundane, non-magical weapons wielded by the hands of others, including the natural weapons of animals (but not their venoms). Projectiles are unaffected.

Variations:

- Level 5. Range: Senses.
- Level 6. Duration: 1 hour per caster level. Effect: Caster only. Range: None.

Protective Abjuration

Level 2

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Abjuration, Astral, Protection.

For the duration of the spell, any extraplanar creature that attacks you or attempts to touch you suffers 1d6 damage each time, whether they are successful or not.

Psychic Attack Tentacles

Level 5

Duration: 1d6 + caster level rounds.

Range: Senses.

Effect: Caster only.

School: Mind.

For the duration of the spell, you may attack the mind of anyone you can see, hear, or touch as a complicated combat action. **When you attack psychically**, roll a d20 plus your level and your Intelligence modifier. If your total is equal to or greater than your target's Willpower score, they either take 1d4 + caster level damage or lose 1d6 points of Intelligence, your choice.

Psychic Movement

Level 1

Duration: 1 day.

Range: None.

Effect: Caster only (and steed, if applicable).

School: Correspondences.

For the duration of the spell, you can move your body around with your mind, at a Speed equal to caster level. You cannot fly or levitate, but you do not need to walk or move your limbs in any way. If you are attached to something or riding something, you may add caster level to its Speed, and direct it to your will if it is not a thinking creature itself. This allows you to move boats and floating objects you might be using as a vehicle (or trying to).

Purify Food and Drink

Level 2

Duration: Immediate.

Range: Senses.

Effect: Food and drink for a dozen.

School: Healing.

This spell purifies food and drink that you can see, touch, or taste, enough for up to a dozen people. Food that was spoiled or rotten becomes fresh, and non-magical poisons are neutralized.

Variations:

- Level 1. Effect: Food and drink for one.
- Level 4. Effect: All food and drink within 10 feet per caster level.

Questioning Touch

See Inquiry, page 272.

Quicksand

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: 1 location.

Schools: Earth, Transmutation.

This spell transforms the earth of the target location into loose mud that is completely impassable by humans or animals. No more than one acre can be affected. Once the earth has been turned to mud, it dries at a normal rate.

Radiant Beam

Level 3

Duration: Instantaneous.

Range: 10 feet per caster level.

Effect: 5 foot wide beam.

Schools: Evocation, Radiance.

This spell creates a beam of radiant light that deals 1d6 per caster level damage to all chaotic, evil, extraplanar, and undead creatures it touches. Other chaotic, evil, extraplanar, and undead creatures who can see the beam must save against their Dexterity or be blinded for 1 round.



Radiant Touch

Level 1

Duration: 1d10 + caster level rounds.**Range:** Touch.**Effect:** 1 creature.**School:** Radiance.

For the duration of the spell, one creature you can see, hear, or touch has their attacks enhanced by radiance, dealing caster level in additional damage to all chaotic, evil, extraplanar, and undead creatures.

Variations:

- Level 3. The additional damage is 1d8 + caster level.

Radiant Words

Level 5

Duration: 1d6 rounds per caster level.**Range:** The sound of your voice.**Effect:** Caster only.**School:** Radiance.

For the duration of the spell, the words you speak are imbued with glowing, radiant power and may be used to attack chaotic, evil, extraplanar, and undead creatures.

To attack a creature, roll a d20 plus your level and your Willpower modifier. If your total is equal to or greater than the target's Intelligence score, they either suffer 1d10 + caster level damage or are driven back 5 feet per caster level, your choice.

Raise the Dead

Level 8

Duration: Instantaneous.**Range:** Senses.**Effect:** 1 creature.**School:** Healing.

This spell reverses the death of the target, as long as they have been dead for less than 1 day per caster level. The raised character has no Disposition and a temporary Health score of 1. They recover as normal.

Random Spells

Level 2

Duration: Instantaneous.**Range:** None.**Effect:** Caster only.**Schools:** Chaos, Quintessence.

When you cast this spell, randomly determine one spell per caster level. You must choose one of these to cast immediately. Roll to control it as normal. You may also choose to memorize one of the others (if any). You may not create a spell formula from this new spell.

Read Languages

Level 1

Duration: Special.**Range:** Touch.**Effect:** 1 long text or several short texts.**Schools:** Manipulation, Wards and Runes.

The target may read directions, instructions, and similar notations written in unfamiliar or even unknown languages. This spell is good for several short pieces of text, one long reading, or one spell formula.

Read Magic

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: Caster only.

School: Quintessence.

For the duration of this spell, you can identify any spell or magical effect you can see, hear, or touch, and you learn the full effects of any magical formula that you read. You can also read any magical formula, regardless of what language it is written in. This does not allow you to see magic that is otherwise invisible to you, but in conjunction with a Detect Magic spell, you can identify the properties of enchantments and magic items. You can identify the author of a magical formula, if you already know who they are.

Re-Arrange Items

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 location.

Schools: Chaos, Manipulation.

This spell re-arranges all items in the target location. Nothing is left in the same spot. Even magical items change their location, unless they are protected from this spell or effects that are similar.

Regenerate

Level 5

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

School: Healing.

When you cast this spell, one severed body part, whether gland, organ, or limb, of a living target you touch is regenerated. If there is something preventing the part from regenerating, such as a permanent prosthesis, the spell has no effect.

Reincarnation

Level 9

Duration: Instantaneous.

Effect: 1 creature.

Range: Touch.

Schools: Enchantment, Healing,
Necromancy.

Roll	Result
1-2	Animal.
3-5	Human.
6	Monster.

This spell causes a dead creature whose body you touch to return to the physical plane in a new body. They arrive in 1d20 days. Roll 1d6 to determine what kind of form their new body is.

If the target creature has a patron, has sold their soul to a demon, or is otherwise connected to some other planar power with influence over souls after they die, that authority has a say in how they are reincarnated. They cannot stop the reincarnation from happening, however.

Remove Aspect

Level 4

Duration: Until reversed.

Range: None.

Effect: Caster only.

Schools: Alteration, Mind, Quintessence.

This spell allows you to remove an aspect of yourself. It could be a generalized part of your personality—doubt, fear, honesty, love—or something specific like the guilt you feel because of your religious upbringing or your dislike of seafood. This aspect can be composed of memories, philosophies, or opinions. It can also include physical aspects of yourself, including attribute points, but it cannot consist solely of physical traits, and it cannot be composed of weaknesses, vulnerabilities, or things that you lack (you cannot remove your lack of compassion or your vulnerability to fire, for example).

Once removed, you are no longer burdened by this aspect of yourself, and it becomes a homunculus, or some kind of artificial person. It's appearance, behaviour, and capabilities are all based on the aspect it is made of. Most aspect homunculi do very little besides simply existing. If a homunculus is destroyed, the aspect returns to you (unless some kind of magic prevents it). If you die, your homunculus also begins to die unless it receives life from some source other than your magic.

Aspect homunculi can also be placed inside specially-prepared objects which function as repositories that keep them from moving around and doing things.

Remove Curse

Level 6

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature, item, or location.

School: Healing.

This spell removes one curse from the target. This curse can be a permanent effect or the effect of a magical spell that causes curse-like effects. This spell cannot make magical items non-magical, but it can remove their malign effects from a person.

Remove Depth Perception

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature per caster level.

Schools: Entropy, Illusion, Mind.

This spell removes all sense of depth perception from its targets. For the duration of the spell, they are unable to make successful missile or ranged attacks and suffer disadvantage on rolls for other tasks that might be adversely affected.

Variations:

- Level 4. Effect: 1 dozen creatures per caster level.

Remove Portal

Level 4

Duration: Until dispelled.

Range: Senses.

Effect: 1 portal.

School: Correspondences.

This spell removes one portal, passageway, or lacuna from existence. The resulting wall, floor, or ceiling resembles the material around it. If cast on a wound, this spell stops the bleeding, but does not heal lost Health points.

Remove Shadow

Level 4

Duration: Until dispelled.

Range: Touch.

Effect: 1 creature.

School: Darkness.

This spell allows you to take someone's shadow away from them. No longer will they cast it, so long as you have possession of it. If you cannot control their shadow or have no container to keep it in, it returns when your attention is elsewhere.

Remove Water

Level 5

Duration: 1 day per caster level.

Range: 100 feet per caster level.

Effect: Caster only.

Schools: Entropy, Water.

This spell removes all the water around you (or some other free-standing liquid of your choice), to the extent of its range. Surrounding bodies of water will not refill this area until the spell's duration ends, though people moving into the spell's area of effect can introduce new liquid themselves. Liquid inside open containers is affected, liquid inside creatures and sealed containers is not. You may exempt specific containers from being drained when you cast the spell.

Repulsion

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 item.

School: Abjuration.

For the duration of the spell, anything that attempts to approach or touch a target that you can see, hear, or touch is repulsed by an invisible force similar to magnetism.

Variations:

- Level 3. Duration: 1 hour per caster level.

Reshape Plants

Level 3

Duration: Instantaneous.

Range: Touch.

Effect: 1 location or plant.

School: Plants.

This spell reshapes one plant or all plants in one location into a new form or shape of your choice.

Variations:

- Level 7. Effect: All plants within range. Range: Senses.

Resist Cold

Level 1

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Enhance, Fire, Winter.

For the duration of the spell, one target you can see, hear, or touch becomes immune to cold. They suffer no damage from exposure or frost-based effects.

Variations:

- Level 3. Effect: 1 creature per caster level.

Resist Fire

Level 2

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Enhance, Fire, Winter.

For the duration of the spell, one target you can see, hear, or touch becomes immune to fire. They suffer no damage from exposure to fire, nor does any of the equipment they carry, and they cannot be set ablaze.

Variations:

- Level 4. Effect: 1 creature per caster level.

Restoration

Level 8

Duration: Instantaneous (but see below). **Range:** Senses.

Effect: 1 creature, item, or location.

Schools: Correspondences, Healing.

When you cast this spell, choose one event that affected the target at some point in the past (a damage roll, spell, wound, etc). The effects of that event on the target are reversed, as if they had never happened. The event must be conceptually discreet, in a way that most people understand, and not a universal occurrence. You can remove the effects of someone's experience of "the war," but not their birth, death, or childhood.

Events that happened afterward are not affected, even if they were made possible by the reversed event, and no one besides the target is affected. They still remember everything, but they no longer have emotional attachments or reactions to those memories—they merely happened, nothing more. If this spell creates some kind of impossible time paradox, the effect never ends and you cannot cast or memorize it ever again.

Returning

Level 1

Duration: Until dispelled.

Range: Touch.

Effect: 1 item.

Schools: Law, Manipulation.

When you cast this spell on an item and then it leaves your possession, it returns—one way or another—to your possession within a month. It will most often seem like coincidence, though the item may also simply appear, as if out of nowhere. When you have access to the item again, the spell ends.

Rewrite

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 passage per caster level.

Schools: Manipulation, Wards and Runes.

This spell rewrites passages in a written text you can see, hear, or touch. The new passages say whatever you want them to say. You can only write new passages in languages you understand, and you cannot make subtle changes to texts that you are unfamiliar with. You may use Rewrite to replace an existing magical formula with one that you have mastered, but you cannot create a spell formula from text that isn't magical.

Rumour Mill

Level 4

Duration: Until dispelled.

Range: Senses.

Effect: 1 person.

Schools: Chaos, Enchantment.

This spell allows you to attach a rumour to one person you can see, hear, or touch. Whatever rumour you decide to invent about them becomes common knowledge among their associates, slowly filtering out into the larger community. The rumour is actually attached to the target, magically, and will follow them even if they assume a new identity in a foreign land.

Sacrificial Weakening

Level 5

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

Schools: Enhance, Quintessence.

For the duration of the spell, you can sacrifice points from your Dexterity or Ferocity to increase your die rolls. Each point you lose from an attribute gives you a +2, either before or after you roll. You may only sacrifice points from one attribute for each roll—you cannot lose points from both Dexterity and Ferocity to increase the same roll. You gain no benefit from effects that boost your Dexterity or Ferocity while this spell is in effect. Your attributes recover as normal once it has ended.

Variations:

- Level 7. You may lose points from Dexterity, Ferocity, or Willpower.

Scaly Form

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Animals.

This spell transforms you into the form of any non-magical lizard or serpent that you have observed before. You gain whatever physical, mundane abilities your new form has, but cannot deal additional damage or use venom. You may not appear to be a specific, individual creature. This spell ends if you suffer harm.

Variations:

- Level 2. Duration: 1 hour per caster level.
- Level 3. You may assume the form of a specific reptile you have seen before.

Scatter the Embers

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 location.

Schools: Evocation, Fire.

This spell scatters burning embers across a location you can see, hear, or touch. Anyone in this area suffers 1d4 damage (no exclusions), and flammable materials will be ignited if they are exposed.

Scented Wind

See Create Air, page 215.

Scrying Pool

Level varies.

Duration: 1 turn per caster level.

Range: Infinite.

Effect: 1 creature, item, or location.

Schools: Correspondences, Divination.

This spell grants you a visions of a target you name, along with whatever is happening where they are. You must cast this spell at the same level as your target.

Second Wind

Level 4

Duration: Instantaneous.

Range: Touch

Effect: 1 creature per caster level.

School: Healing.

This spell heals those you touch of all their fatigue, misery, and minor wounds. Their Dispositions increase to their maximum possible score. You lose 1 Disposition for each person you grant a Second Wind to, and you cannot cast this spell on yourself.

Secret Space

Level 2

Duration: Until dispelled.

Range: Touch.

Effect: 1 item or built location.

Schools: Correspondences, Manipulation.

This spell creates a special compartment in an object that only the caster, and others named during the casting, may access. This spell can add secret pockets to a garment, additional pages to a book, extra space to a cabinet, or even an extra room to a building. This space is approximately the same size as other spaces it is intended to mimic, but adds no extra size or weight to the item affected.

See in the Dark

Level 2

Duration: 1 day.

Range: Touch.

Effect: 1 creature.

Schools: Darkness, Enhance.

For the duration of the spell, the target can see in the dark as if it were daytime, with no difficulty, aside from the sensation of peering through tinted glass. To properly discern colours, they must successfully save against their Intelligence.

Variations:

- Level 4. Effect: 1 creature per caster level.

See Through Air

Level 1

Duration: 1 turn per caster level.

Range: Sight.

Effect: Caster only.

Schools: Air, Divination.

For the duration of the spell, you may see through clouds, smoke, and haze as if they were faint outlines. Likewise, other, similar distortions of the air cannot interfere with your sight, but complete darkness still prevents you from seeing anything.

Self Explosion

See Explosion, page 243.

Self Projection

Level 6

Duration: 1 turn per caster level.

Range: 30 feet per caster level.

Effect: Caster only.

School: Illusions.

This spell creates a duplicate image of yourself that acts independently of you, doing whatever you want it to do. Any spells you cast appear to come from your duplicate. This illusion vanishes when someone touches it.

The Semblance of Death

Level 1

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

Schools: Alteration, Illusion, Necromancy.

For the duration of the spell, the target appears to be dead. They are cold to the touch and seem not to breathe. They can remain conscious and move about, though the more active they are, the more alive they begin to appear. If they remain still, even the undead will not realize they are among the living.

Variations:

- Level 3. Effect: 1 creature per caster level. Range: Senses.

Send Dreams

Level 4

Duration: 1 image or sentence per
caster level.

Range: Infinite.

School: Mind.

Effect: 1 person.

You send images or spoken messages to the a target you can name or have met before. They will experience this message in their dreams for 1 night per caster level.

Variations:

- Level 5. Effect: 1 person per caster level. Targets experience the dream once only.

Sense Destiny

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

School: Prophecy.

This spell grants you a vision of one thing the target will do or be responsible for in the future, if they are not stopped. You are usually shown their most important act or contribution to the world, or it might only be what will have the most impact on you.

Sense Emotions

Level 1

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Divination, Mind.

For the duration of the spell, you can sense the emotions of one target you can see, hear, or touch.

Variations:

- Level 3. Effect: Caster only. You can sense the emotions of all creatures you can see, hear, or touch.

Sense Fear

Level 2

Duration: 1 turn per caster level.

Range: Senses.

Effect: Caster only.

Schools: Divination, Mind.

For the duration of the spell, you can tell if any creatures that you can see, hear, and touch are afraid or not, and if they are, what the source of that fear is.

Sense Messages

Level 2

Duration: 1 turn per caster level.

Range: Special.

Effect: 1 message.

School: Divination.

This spell reveals to you the presence of a message or signal, along with its contents. This message can be contained in magical signals, radio waves, spoken language, telepathy, or writing. An unknown language is decoded for you, as long as living creatures that know it still exist. You must know of, or at least suspect the existence of, a message in order to sense it.

Sense Motives

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

Schools: Divination, Mind.

This spell allows you to sense the desires and motivations behind the present activities of one target you can see, hear, or touch.

Variations:

- Level 1. Range: Touch.
- Level 4. Effect: 1 creature per caster level.

Sense Nightmares

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature, item, or location.

School: Divination.

This spell reveals to you whether a target has been corrupted, influenced, or traumatized by nightmares. You discover what nightmare curses afflict them and if they serve the nightmare realm. You get a general sense of how long either taint has existed, but no other details. This spell also reveals if the target is immune to the pervasive madness of the nightmare realm, the way PCs are.

Serpents

Level 3

Duration: 1 turn per caster level.

Range: 10 feet per level.

Effect: Caster only.

Schools: Animals, Summoning.

This spell creates 2d6 snake-like monsters that obey your commands (Level 1 monsters, Armour 13, Hit Die 1d4, Speed 3). They disappear when killed or when the spell ends.



Servant of Acid

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

Schools: Entropy, Summoning.

Effect: 1 elemental.

This spell summons a being made of corrosive and fairly viscous liquid, about half the size of a full-grown person, in the shape of your choice. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Servant of Ash

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

Schools: Earth, Fire, Summoning.

Effect: 1 elemental.

This spell summons a being made of ash and/or dust, about half the size of a full-grown person. It has the shape of your choice, but little in the way of physical mass or integrity. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Servant of Blood

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

Schools: Summoning, Water.

Effect: 1 elemental.

This spell summons a being made of blood or similar liquid, about half the size of a full-grown person. It may be vaguely amorphous or have some specific shape, but cannot lift things or apply pressure like a solid creature can. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing. The blood may be human blood, or the same type as any other animal you are familiar with.

Servant of Bone

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

School: Summoning.

Effect: 1 elemental.

This spell summons a being made of bone, coral, or similar material, about half the size of a full-grown person, in the shape of your choice. It may be a collection of bones held together by magic, or a figure made entirely of a single bone structure. The bone material may be from any type of creature you are familiar with (e.g. human bones, lizard bones, etc). The servant of bone is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Servant of Clouds

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 20 feet per caster level.

Schools: Air, Summoning, Water.

Effect: 1 elemental.

This spell summons a being made of clouds or vapour, somewhere between the size of a child and a house. It has the shape of your choice, is immaterial, and may carry rain if you want it to. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing. At your option, this vapour may have the pharmacological properties of substances you have experienced before.

Servant of Crystal

See *Servant of Stone*, page 321.

Servant of Darkness

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 20 feet per caster level.

Schools: Darkness, Summoning.

Effect: 1 elemental.

This spell summons a being made of darkness and shadows, somewhere between the size of a child and a house. It has the shape of your choice, is immaterial, and is not affected by light. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Servant of Flames

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 30 feet per caster level.

Schools: Fire, Summoning.

Effect: 1 elemental.

This spell summons a being made of fire. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing. Its size depends on its level. A Level 1 servant of flames is palm-sized, while a Level 9 servant is a forest fire.

Servant of Ice

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

Schools: Summoning, Water, Winter.

Effect: 1 elemental.

This spell summons a being made of ice, about half the size of a full-grown person, in the shape of your choice. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Variations:

- **Servant of Snow:** This version of the spell summons a being made of snow, somewhere between the size of a child and a house. It has the shape of your choice, and is mostly immaterial, unless it is crushed into ice somehow.

Servant of Iron

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

Schools: Earth, Summoning.

Effect: 1 elemental.

This spell summons a being made of iron or some other metal, about half the size of a full-grown person, in the shape of your choice. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Servant of Oil

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

School: Summoning.

Effect: 1 elemental.

This spell summons a being made of oil, about half the size of a full-grown person. It may be vaguely amorphous or have some specific shape, but cannot lift things or apply pressure like a solid creature can. It is the same level as the spell is cast at, is quite possibly flammable (depending on the type of oil), and obeys a number of commands equal to caster level before disappearing.

Servant of Quicksilver

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 20 feet per caster level.

Schools: Earth, Summoning.

Effect: 1 elemental.

This spell summons a being made of a liquid metal similar to quicksilver, about half the size of a full-grown person. It may be vaguely amorphous or have some specific shape, but cannot lift things or apply pressure like a solid creature can. It is the same level as the spell is cast at and obeys a number of commands equal to caster level before disappearing.

Quicksilver is a fairly valuable substance, owing to its poisonous qualities and the efforts that go into making and storing it properly. This amount of quicksilver can be appraised as being worth $1d6 \times 100$ cyphers at a minimum, and increasing with the quality and current market scarcity. There are not many alchemists equipped to store it, however. But this servant can be ordered to stay inert, to fool a prospective buyer so the caster can swindle them out of their money.

Servant of Rubber

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

Schools: Plants, Summoning.

Effect: 1 elemental.

This spell summons a being made of rubber, about half the size of a full-grown person, in the shape of your choice. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Servant of Sand

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

Schools: Earth, Summoning.

Effect: 1 elemental.

This spell summons a being made of beach sand, gravel, powder, salt, or other gritty material, about half the size of a full-grown person. It may be vaguely amorphous or have some specific shape, but cannot lift things or apply pressure like a solid creature can. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Servant of Smoke

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 30 feet per caster level.

Schools: Air, Fire, Summoning.

Effect: 1 elemental.

This spell summons a being made of clouds, somewhere between the size of a child and a house. It has the shape of your choice, is immaterial, and may be as acrid or pleasant as you like. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Servant of Snow

See *Servant of Ice*, page 319.

Servant of Soil

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

Schools: Earth, Summoning.

Effect: 1 elemental.

This spell summons a being made of loose soil, which may include plants, rocks, and small creature. It is about the size of a person, in the shape of your choice. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Servant of Stone

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

Schools: Earth, Summoning.

Effect: 1 elemental.

This spell summons a being made of some kind of stone (crystal, gemstone, glass, granite, sandstone, etc), about half the size of a full-grown person, in the shape of your choice. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Variations:

- **Servant of Crystal:** Range: 30 feet per caster level. The servant can only be made of crystal or gemstone.

Servant of Water

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 10 feet per caster level.

Schools: Summoning, Water.

Effect: 1 elemental.

This spell summons a being made of water, about half the size of a full-grown person. It may be vaguely amorphous or have some specific shape, but cannot lift things or apply pressure like a solid creature can. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Servant of Wind

Level varies.

Duration: 1 day, or 1 command per caster level.

Range: 50 feet per caster level.

Schools: Air, Summoning.

Effect: 1 elemental.

This spell summons a being made of air and wind. It is the same level as the spell is cast at, and obeys a number of commands equal to caster level before disappearing.

Sever Arcane Links

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: Special.

Schools: Abjuration, Entropy, Quintessence.

This spell destroys a magical link between two or more people, places, or things. You may cast this spell on a link you can sense or on a creature, item, or location, without knowing if any arcane links are attached to it.

Shade Infection

Level 6

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 creature.

Schools: Darkness, Entropy.

One creature you touch becomes infected by shadows and darkness, growing paler and less saturated with colour. When the spell is cast, and again each day, they must save against their Willpower or lose 1d6 points of Charisma. If they are reduced to zero Charisma, they become a shade, a living shadow-like ghost. In this form, they cannot socialize with other people and are affected by all spells that affect shadows.

Shadow Form

Level 4

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Darkness.

For the duration of the spell, you assume the form of a shadow. You become two-dimensional, able to move across any surface that allows darkness to cross it. You may attack someone, or their shadow, in this form, but doing so makes you vulnerable to attacks from that point on, and if you are injured while in shadow form (i.e. Health loss), the spell ends.

Shadow Monster

Level 4

Duration: 1 round per caster level or 1 mission.

Range: Senses.

Schools: Darkness, Summoning.

Effect: 1 shadow monster.

This spell summons a creature made of shadows that will obey you for a few moments or undertake a single mission for you before dissipating. Roll 1d6 to determine the shadow's level. It has the same shape, stats, abilities, and damage as a random monster of that level, but is made of living darkness, immune to cold, and suffers double damage from light-based attacks.

Shadow Walking

Level 1

Duration: Instantaneous.

Range: 20 feet per level.

Effect: Caster only.

Schools: Correspondences, Darkness.

This spell allows you to step into the shadows (or any spot of darkness) and step out of a different, darkened location within range. If you cannot see the location you wish to arrive at, you have no control over whether you are surprised by what is there or not.

Shape the Earth

Level 8

Duration: Instantaneous.

Range: Senses.

Effect: One terrain feature.

Schools: Earth, Manipulation.

This spell alters one feature of the terrain that you can see, hear, or touch. You decide what the new terrain is like.

Shape Stone

Level 1

Duration: 1 turn per caster level.

Range: Touch.

Effect: Caster only.

Schools: Earth, Manipulation.

For the duration of the spell, you can shape stone with your hands as if it were any soft substance you choose. Once the effect is ended, the stone becomes hard again, in whatever shape you have left it in.

Shapechange

Level 5

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

School: Alteration.

This spell transforms your shape into that of an animal or creature that is larger than a hare and smaller than a hippopotamus. You gain whatever physical, mundane abilities your new form has, but cannot deal additional damage or use venom. You may not appear to be a specific, individual creature.

Shield

Level 3

Duration: 1 turn per caster level.

Range: 5 feet.

Effect: Caster only.

School: Protection.

For the duration, this spell creates a magical barrier in front of you (or behind you, or to the side, your choice). This barrier increases your Armour rating by caster level, and reduces damage you suffer by caster level (to a minimum of 1 point).

Shrink

Level 2

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature or item.

Schools: Alteration, Transmutation.

For the duration of this spell, a target you can see, hear, or touch is reduced in size by up to 10 per cent per caster level of its regular size (though not below zero). A creature shrunk by more than one quarter has disadvantage on their damage rolls.

Silence

Level 2

Duration: 1 hour per caster level.

Range: Senses.

Effect: 30 foot diameter sphere around a creature, item, or location.

School: Entropy.

For the duration, the spell creates a sphere of silence around one target you can see, hear, or touch. If the target can move, the silence moves with them. Creatures inside the sphere can still hear sounds created outside the sphere.

Variations:

- Level 4. Effect: 10 foot per caster level sphere around a creature, item, or location.



Silver Tongue

Level 3

Duration: 1 day per caster level.

Range: None.

Effect: Caster only.

Schools: Enchantment, Enhance.

For the duration of the spell, you have advantage on all rolls to convince or persuade others, including rolls to hire retainers, manipulate social institutions, and reduce your resentment in a settlement. Initial reaction rolls are not affected.

Variations:

- Level 5. Effect: 1 creature. Range: Touch.

Simulacrum

Level varies.

Duration: 1 command per caster level.

Range: Touch.

Effect: 1 creature.

School: Evocation.

This spell creates a copy of one creature that you touch or have a part of. It is a perfect physical copy, but is a mere shadow of the original mentally, having only vague memories and a similar personality. This simulacrum will obey 1 command per caster level before disappearing. You must cast this spell at the same level as the target. If you cast this spell on yourself, it creates only a tiny homunculus that is nothing more than a useless, abominable mockery of human life.

Variations:

- **Permanent Simulacrum:** The simulacrum develops free will once the duration is over, and must be cast at twice the target creature's level.

Six Arms

See Four Arms, page 257.

Skill Mimic

Level 3

Duration: 1 day per caster level.

Range: Touch.

Effect: Caster only (1 person).

School: Enhance.

When you cast the spell, you gain the ability to perform a mundane craft, profession, or skill known to the target. For the duration of the spell, you are able to mimic their proficiency and perform tasks in that area just as well as they can. You cannot mimic the ability work magic or perform supernatural feats.

Skills of the Wild

Level 5

Duration: 1 day per caster level.

Range: None.

Effect: Caster only.

School: Enhance.

For the duration of the spell, you have advantage on all task rolls that include foraging, orienteering, or surviving in the wilderness. Rolls you make to fight or cast spell in the wilderness are not affected.

Variations:

- Level 7. Effect: 1 creature. Range: Touch.



Skysight

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Divination.

This spell shows you a bird's-eye view of your location, as if you were looking down upon yourself from miles above. You may still see through your own eyes at the same time. You do not have to be visible, but this spell shows only the surface of the earth, not anything beneath it. Clouds are exempt from this, however—you will always see a view from below them.

Sleep

Level 1

Duration: 1d4 hours.

Range: Senses.

Effect: 1d6 + caster level creatures.

School: Enchantment.

This spell causes a number of targets you can see, hear, or touch to fall asleep. Only creatures able to sleep can be affected, and they still may be awoken normally.

Slime

Level 1

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

School: Alteration.

For the duration of the spell, the target exudes a slimy substance from their skin. They become extremely slippery, easily able to escape captivity, as well as squeeze through tight passages, and slide across flat surfaces. They also become extremely messy, leaving a trail of slime all over everything they touch. When the spell ends, they stop producing slime, but existing slime does not disappear.

Variations:

- **Corrosive Slime:** Level 4. The slime is corrosive and causes 1d4 damage to anyone who touches it.
- **Level 3.** The slime disappears completely when the spell ends.

Slow

Level 3

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature per caster level.

School: Correspondences, Entropy.

For the duration of this spell, target creatures that you can see, hear, or touch move at half speed (round down) and make half as many attacks as normal.

Variations:

- **Lazy Shuffle:** Level 2. Target can make as many attacks as normal but cannot move faster than a languid walking pace (Speed 2). Their initiative is not affected.

Snowstorm

Level 1

Duration: Instantaneous.

Range: Senses.

Effect: 1 location.

School: Winter.

This spell causes a location you can see, hear, or touch to become filled with falling snow that comes from out of nowhere. The total snowfall is equal to caster level in inches.

Variations:

- Level 3. The total snowfall is equal to caster level in feet.

Social Decay

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature per caster level.

Schools: Chaos, Entropy.

This spell causes the targets to lose 1d6 points from their Charisma scores.

Variations:

- Level 1. Effect: 1 creature.

Solidify

Level 3

Duration: Instantaneous or until reversed. **Range:** Senses.

Effect: 1 body of liquid (10 feet per
caster level in diameter).

Schools: Transmutation, Water.

This spell causes a body of liquid to solidify. You can either make it freeze, and then react to the temperature as normal, or simply cause the liquid to become an unnatural solid. If you create an unnatural solid, you may reverse this spell at any time. This spell cannot be used on the liquid inside living creatures, even if they are dead. You may reverse this spell at any time.

Alternately, you may cast this spell upon a number of small containers of liquid equal to caster level, instead of one large body of water.

Variations:

- Level 1. Duration: 1 turn per caster level. Range: Touch.
- Level 2. Duration: Until reversed. Target liquid always becomes a static, unnatural solid. You cannot change its temperature or make it freeze.

Solidify Opinion

Level varies.

Duration: 1 day per caster level.

Range: Senses, 10 feet per caster level.

Effect: 1 creature.

School: Mind.

This spell solidifies one opinion of a target you can see, hear, or touch. You must know what this opinion is. Until the spell ends, their mind cannot be changed, no matter the strength of evidence or counterargument.

Solve Puzzle

Level 6

Duration: Instantaneous.

Range: None.

Effect: Caster only.

School: Revelation.

Think of a puzzle, riddle, or other mystery when you cast this spell, and it will be revealed to you—as long as someone actually knows the answer and has not protected that knowledge by magical means. If the answer is unknown by any living being, or it is protected, this spell provides you no answers.

Soul Container

Level 5

Duration: Until dispelled.

Range: Touch.

Effect: 1 creature.

Schools: Enchantment, Manipulation,
Necromancy.

When you cast this upon a dying creature, you may trap its soul inside a container or vessel of some kind. The soul can be manipulated by magic as if it were alive, but cannot escape.

Variations:

- Level 3. This spell requires a willing target.
- Level 9. You may cast this upon a living creature. Their soul is trapped in a container while their body continues to live on, without consciousness.

Speak with Animals

Level 1

Duration: 1 hour per caster level.

Range: 10 feet per caster level.

Effect: Caster only.

Schools: Animals, Revelation.

For the duration of the spell, you may speak to one type of animal life (choose when you cast the spell), not including people or intelligent animals. While they can communicate, animals will (probably) not attack you, but are not automatically friendly.

Variations:

- Duration: 1 day. Range: Senses. You must choose a specific type of animal when you learn this spell. It only works with that type of animal, no others.
- Level 4. You may speak with all animals, not just a single type.

Speak with the Dead

Level 3

Duration: 1 question per caster level.**Range:** Senses, 10 feet per caster level.**Effect:** 1 corpse or ghost.**Schools:** Necromancy, Revelation.

You may question a corpse or a ghost. It answers truthfully to the best of the knowledge it had in life.

Variations:

- Level 1. Effect: 1 corpse. Range: Touch. You may only speak with a corpse that is mostly intact, not with insubstantial ghosts.
- Level 2. Effect: 1 ghost. Range: Senses, 10 feet per caster level. You may only speak with a ghost, not with corpses.

Speak with the Forest

Level 5

Duration: 1 question per caster level.**Range:** Senses.**Effect:** 1 forest.**Schools:** Plants, Revelation.

This spell allows you to ask questions of an entire forest, learning about whatever goes on within its bounds. The information it provides is conveyed to you in a culturally appropriate manner.

Variations:

- Level 3. Duration: 1 question.
- Level 8. You may ask questions of every forest that shares the earth with a forest you can see, hear, or touch. Forests on other continents, separated by oceans, are beyond you.

Speak with Plants

Level 3

Duration: 1 turn per caster level.**Range:** Senses, 10 feet per caster level.**Effect:** Caster only.**Schools:** Plants, Revelation.

This spell allows you to communicate with a plant. It can give you information and obey commands, if at all possible. Any information it can provide is conveyed to you in a culturally appropriate manner.

Variations:

- Level 1. Duration: 1d6 + caster level rounds.

Speak with Stones

Level 2

Duration: 1 question per caster level.**Range:** Touch.**Effect:** Caster only.**Schools:** Earth, Revelation.

This spell allows you to interrogate an item or location made of stone (including crystal, soil, or sand) that you touch, asking it one question per caster level. The stone answers you to the best of its ability. The information it provides is conveyed to you in a culturally appropriate manner.

Variations:

- Level 5. Range: Senses.

Speak with Waters

Level 2

Duration: 1 question per caster level.

Range: Touch.

Effect: Caster only.

Schools: Revelation, Water.

This spell allows you to interrogate a body of water that you touch, asking it one question per caster level. The water answers you to the best of its ability. The information it provides is conveyed to you in a culturally appropriate manner.

Variations:

- Level 1. Duration: 1 question.
- Level 3. You can speak with water-based liquids such as blood and alcohol.
- Level 4. Range: Senses.
- Level 6. Range: Senses. You can speak with any substance that is in liquid form, as long as you can see, hear, or touch it.

Speak with the Works of Hands

Level 1

Duration: 1 question per caster level.

Range: Touch.

Effect: Caster only.

Schools: Manipulation, Revelation.

This spell allows you to interrogate an item manufactured by people, asking it one question per caster level. The item answers you to the best of its ability. The information it provides is conveyed to you in a culturally appropriate manner.

Variations:

- **Auto-Forgery:** The item only communicates to you how you can make a counterfeit copy of it. You still need to do the work, but you learn how it was produced.
- Level 2. Duration: 1 question. Range: Senses.
- Level 3. Range: Senses.
- Range: Senses. You can only speak with items created by your own people or culture, or works done in the same style.

Speed Research

Level 1

Duration: 1 day per caster level.

Range: None.

Effect: Caster only.

Schools: Mind, Quintessence.

For the duration of the spell, you can read, write, and perform research—including transcribing spell formulas—at twice the normal speed.

Variations:

- Level 3. You can read, write, and perform research at three times the normal speed.
- Level 7. You can read, write, and perform research at five times the normal speed.



Spell Acquisition

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: Caster only.

Schools: Mind, Quintessence.

This spell seizes one ongoing spell effect that you can see, hear, or touch, and deposits it into your memory. The spell effect ends, and now you have the spell memorized. It can be your own spell or one cast by someone else. It takes the place of Spell Acquisition, which cannot be retained in your memory, even if you are a wizard.

Spell Burn

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Quintessence.

For the duration of the spell, if you cast another spell, you may increase its power, at the cost of physical and mental burnout. These are your options, and you cannot choose the same option twice:

- Double the area affected by the spell.
- Double the damage inflicted by the spell.
- Double the duration of the spell.
- Double the number of targets affected by the spell.

For each option you choose, you lose 1d4 points from a random attribute score.

Spell Conduit

Level varies.

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 creature.

School: Quintessence.

The creature you touch becomes a conduit for your spells, and you may choose to have a spell you cast originate from them, instead of from yourself. Any information still comes to you, but all ranges originate with your conduit, and all effects created are brought forth through them.

Spell Delay

Level 2

Duration: Special.

Range: Senses.

Effect: 1 spell, 1 location.

School: Quintessence.

You must cast this spell at (roughly) the same time as another. You may cast it on someone else's spell, as long as they are willing. The other spell becomes dormant in a location you can see, hear, or touch, waiting to take effect. You may choose a set amount of time for it to wait or a specific date upon which it will activate. At the specified time, the delayed spell is cast. You must indicate targets, exact duration and range, etc. when you first cast it. The delayed spell attempts to fulfil these requirements as best it can once it takes effect.

Spell Enabler

Level varies.

Duration: Instantaneous.

Range: None.

Effect: 1 spell.

School: Quintessence.

You must cast this spell at (roughly) the same time as another spell is cast, either one of yours or a spell cast by someone else. The level of the target spell is reduced by the level you cast this spell at, but only for the purposes of the caster's roll to control it. The target spell functions otherwise at the level it was before this spell made it easier to control.

Spell Extension

Level 5

Duration: Instantaneous.

Range: Senses.

Effect: 1 spell.

School: Quintessence.

When you cast this on another spell, you may increase either its duration or effect. If you increase its duration, rounds become turns, turns become hours, hours becomes days, and days become weeks. This has no effect on spells that are permanent. If you increase its effect, you may select an additional number of targets equal to caster level.

Spell Filter

Level 3

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Quintessence.

For the duration of this spell, the effects and damage of any spells cast on you are halved, unless you choose to allow the full effect to occur. Saves that would normally reduce the effect by half instead reduce the effect to nothing.

Variations:

- Level 4. Effect: 1 creature. Range: Touch.
- Level 5. Duration: 1 hour per caster level.

Spell Immunity

Level 3

Duration: Until dispelled.

Range: Touch.

Effect: 1 creature or item.

School: Quintessence.

When you cast this spell, choose another spell you have memorized. You forget that spell and the target becomes immune to it. This cannot make a target immune to spells of the Quintessence school.

Variations:

- Level 1. Duration: 1 day per caster level.
- Level 5. Range: Senses.

Spell Repeat

Level 2

Duration: 1 turn per caster level, or
1d6 + caster level spells cast.

Range: None.

School: Quintessence.

Effect: Caster only.

For the duration of the spell, you cannot forget any other spell that you cast. It remains in your memory and you may cast it again, without having to roll for it, even if you are not a wizard. After casting spells 1d6 + caster level times under this effect, or when the duration is over, this spell ends, at which point you immediately forget any spell you cast while it was in effect, along with this spell.

Spell Reversal

Level varies.

Duration: Instantaneous.

Range: Senses.

Effect: 1 spell or spell-like effect.

School: Quintessence.

When you cast this spell at (roughly) the same time as another spell, the target spell's effects are the opposite of what they normally are. Healing spells cause harm, spells that grant information instead hide it, etc. The exact effects are up to the GM. You may also cast this spell on a spell effect you can see, hear, or touch, or a magical power or spell-like effect, in order to reverse it. This spell must be cast at the same level as the target spell.

Spell School Immunity

Level 7

Duration: 1d6 + caster level hours.

Range: Touch.

Effect: 1 creature.

School: Quintessence.

For the duration of this spell, one target creature you touch becomes immune to spells of the school of your choice, other than Quintessence.

Variations:

- Level 3. Duration 1d8 + caster level rounds. Effect: Caster only. Range: None.
- Level 5. Effect: Caster only. Range: None.
- Level 9. Range: Senses.

Sphere of Force

Level 4

Duration: 1 turn per caster level.

Range: Senses.

Effect: 5 foot per caster level
diameter sphere.

School: Evocation.

For the duration of the spell, one target creature, item, or location you can see, hear, or touch is surrounded by an impenetrable sphere of force. The sphere cannot move or be breached by creatures or spells, though creatures can still see in and out. Anything that is partially in or out of the sphere may choose to move into or out of it as they will, but once there, they cannot pass through the sphere again.

Spirit Touch

Level 4

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Astral.

For the duration of the spell you can interact with extraplanar creatures as if they were humans with no special abilities. They can still use special powers on you, but those that prevent you from interacting with them like a normal human have no effect.

Spoil Food and Drink

Level 1

Duration: Instantaneous.

Range: 100 feet per caster level.

Effect: Any consumables within range.

School: Entropy.

You may spoil any or all food and drink within range. You may target specific foodstuffs, or exclude specific items you know are present, or might be present.

Stamina

Level 3

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 creature.

School: Enhance.

For the duration of the spell, one creature you touch does not feel the effects of fatigue. They still require food and water, but no sleep, and they can undertake physical exercise the entire time without growing weary.

Stave Off Madness

Level 1

Duration: 1 day per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Astral, Enhance, Mind, Protection.

For the duration of the spell, the target becomes immune to the insanity-inducing nature of other planes of existence.

Variations:

- Level 3. Effect: 1 creature per caster level.

Steal Voice

Level 2

Duration: Until dispelled.

Range: Touch.

Effect: 1 creature.

Schools: Alteration, Enchantment.

This spell allows you to take a creature's voice and place it in a bag, jar, or some other container. When they try to speak, their voice will emanate from the container (if it is open).

Variations:

- Level 1. Duration: 1 hour per caster level.
- Level 4. Range: Senses.

Stigmata

Level 3

Duration: 2d6 rounds.

Range: Senses.

Effect: 1 creature.

Schools: Alteration, Entropy.

For the duration of the spell, one target you can see, hear, or touch bleeds profusely through their skin and orifices, losing 1 point of Health per round and becoming extremely messy. If they work to staunch the bleeding, the spell ends. If the target cannot bleed, this spell has no effect.

Variations:

- Level 4. The blood transforms into some other, non-magical substance that is not valuable and does not cause additional damage, once it leaves the target.
- Level 5. The blood transforms into flammable oil once it leaves the target.

Stone Armour

Level 2

Duration: 1 turn per caster level.

Range: Touch.

Effect: 1 creature.

Schools: Alteration, Earth, Protection.

For the duration of the spell, one target you touch gains a stone-like exterior coating. Their Armour rating is increased by caster level, but their Speed is reduced by 2.

Variations:

- Level 4. Range: Senses.

Stone Form

Level 4

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Earth.

For the duration of the spell, you are made of earth, as is anything you are carrying. You can still move around normally. In this form, you receive a bonus to your Armour rating equal to caster level, you are immune to blades and piercing weapons, and you do not need to breathe.

Stoneskin

Level 2

Duration: 1 turn per caster level.

Range: Touch.

Effect: 1 creature.

Schools: Alteration, Protection.

For the duration of the spell, all physical attacks on the target have their damage reduced by caster level.

Variations:

- Level 1. Effect: Caster only. Range: None.
- Level 4. Effect: 1 creature per caster level.
- Level 4. Range: Senses.
- Level 6. All close combat attacks that strike the target also inflict caster level damage to the attacker as well. Ranged attacks do not suffer this penalty.

Stormcrow

Level 3

Duration: 1 season per caster level.

Range: Senses, 20 feet per caster level.

Effect: 1 creature, item, or location.

Schools: Air, Enchantment.

This spell curses a target you can see, hear, or touch. Bad weather follows them everywhere: wind and rain, sleet and snow, thunder and lightning. Black clouds and howling winds are a common occurrence in their presence.

Variations:

- Level 2. Duration: 1 week per caster level.

Stream of Metal

Level 2

Duration: Instantaneous.

Range: 20 feet per caster level.

Effect: 1 creature, item, or location.

Schools: Earth, Evocation.

This spell causes a stream of molten metal to project from your hand or other body part toward the target. Whatever it strikes, either the target or the first obstacle in the way, suffers 1d12 + caster level damage.

Strength

Level 2

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

School: Enhance.

For the duration of the spell, the target's Ferocity score is increased by 1d8 points, with their modifier increasing accordingly. This can keep someone reduced to zero Ferocity alive and active temporarily. Once the spell ends, these points disappear immediately. If the target loses points of Ferocity while this spell is in effect, these bonus points are lost first, and do not allow another creature to gain them or any other benefit from them (as, for example, a Life Drain spell allows its caster to do).

Suffocation

Level 5

Duration: Concentration.

Range: Senses.

Effect: 1 creature.

School: Entropy.

While you concentrate, one target you can see, hear, or touch begins to suffocate, losing 1 point of Health each round until dead. Creatures that do not need to breathe are not affected by this spell.

Summon Air Elemental

Level 4

Duration: 1 turn per caster level.

Range: Senses, 20 feet per caster level.

Effect: 1 elemental.

Schools: Air, Summoning.

This spell summons a being made of air, in the form of clouds, smoke, or a tornado, that obeys your commands. Choose the exact form the elemental takes when you cast the spell. It is Level 1d6 or caster level, whichever is lower.



Summon Animal

Level varies.

Duration: Instantaneous.

Range: 1 mile per caster level.

Effect: All animals within range.

Schools: Animals, Summoning.

This spell summons a mundane animal, your choice of what type, to your presence. You may give it one further command, but otherwise it does not automatically fall under your influence. You must cast this spell at the same level as the animal you summon.

Summon Beastling

Level 2

Duration: 1 round per caster level, or 1 mission.

Range: 10 feet per caster level.

Schools: Animals, Summoning.

Effect: 1 beastling.

This spell summons one random beastling that will obey you for mere moments or undertake a single mission for you before disappearing. If the beastling can save against its Willpower, it may remain, uncontrolled, instead of disappearing.

Variations:

- Level 5. The beastling must disappear when the spell ends.
- Level 7. Effect: 1d6 + caster level beastlings.

Summon Children

Level 3

Duration: Special.

Range: Senses.

Effect: 1 community.

School: Summoning.

This spell causes all or most of the children in a community to congregate at your location. Adults with particularly underdeveloped intellect or weak will may also be attracted. Once they have congregated, they mill about as if in a trance for a few minutes, then return to their senses.

Summon Creature of Death

Level 6

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 location.

Schools: Chaos, Necromancy, Summoning.

This spell summons a creature of the unquiet lands of the dead, where it spends its existence torturing guilty souls. You must specify the spot where it appears. Roll 1d6 to determine this creature's level and 1d8 to determine its actions.

Roll Action

1-2 Creature attacks most guilty target.

3 Creature attacks nearest living target.

4 Creature attacks nearest living target that is of evil alignment.

5 Creature attacks nearest living target that is of good alignment.

6-8 Creature attacks target of the caster's choice.

Summon Demon

See Summon Planar Intelligence, page 342.

Summon Dirt

Level 1

Duration: Instantaneous.

Range: None.

Effect: Caster only.

Schools: Earth, Summoning.

This spell summons to your hand a handful of dirt from any location you have been to or observed before.

Summon Earth Elemental

Level 7

Duration: 1 turn per caster level.

Range: Senses, 20 feet per caster level.

Effect: 1 earth elemental.

Schools: Earth, Summoning.

This spell summons a being made of earth such as crystal, gemstone, metal, rock, or salt that obeys your commands. Choose the exact form the elemental takes when you cast the spell. It is Level 1d6 or caster level, whichever is lower.

Variations:

- Level 2. The elemental is made of soft dirt, such as dust, gravel, sand, or soil.

Summon Faerie

Level 3

Duration: 1 round per caster level, or 1 mission.

Range: 10 feet per caster level.

School: Summoning.

Effect: 1 faerie creature.

This spell summons one random faerie creature that will obey you for mere moments or undertake a single mission for you before disappearing.

Summon Fire Elemental

Level 9

Duration: 1 turn per caster level.

Range: Senses, 30 feet per caster level.

Effect: 1 fire elemental.

Schools: Fire, Summoning.

This spell summons a being made of fire that obeys your commands. It is Level 1d6 or caster level, whichever is lower. Fire takes the form it chooses.

Summon Flowers

See Summon Plant, page 342.

Summon Frost Elemental

Level 3

Duration: 1 turn per caster level.

Range: Senses, 20 feet per caster level.

Effect: 1 frost elemental.

Schools: Summoning, Winter.

This spell summons a being made of cold, in the form of ice, snow, or a freezing blizzard. Choose the exact form the elemental takes when you cast the spell. It is Level 1d6 or caster level, whichever is lower. In freezing temperatures, the duration is increased to 1 hour per caster level.

Summon Ghosts

Level varies.

Duration: 1 turn per caster level.

Range: Infinite.

Effect: 1 level of ghosts per caster level.

Schools: Necromancy, Summoning.

This spell summons one or more ghosts to your presence, so that you may converse with them. You must know the names of the ghosts you wish to summon, and other ghosts who know you, or them, may also arrive to converse with you. These ghosts do not actually arrive at your location, they only appear to, so that you may communicate with them.

Summon Group of Animals

Level varies.

Duration: Instantaneous.

Range: 1 mile per caster level.

Effect: All animals within range.

Schools: Animals, Summoning.

This spell summons all mundane animals of a type you choose to your presence. You may give them one further command, which at least some of them will obey, but otherwise they do not automatically fall under your influence. You must cast this spell at twice the level of the animals you summon.

Summon Monster

Level 1d8.

Duration: 1 round per caster level, or 1 mission.

Range: 10 feet per caster level.

School: Summoning.

Effect: 1 monster.

This spell summons one random monster that will obey you for mere moments or undertake a single mission for you before disappearing. Some monsters may be powerful enough to remain after the spell ends. This spell must be cast at the same level as the monster and you must roll 1d8 to determine the monster's level.

Variations:

- **Effect:** 1 monster of a specific type (e.g. beastling, faerie, golem, undead, etc).
- **Summon Planar Monster:** **Schools:** Astral, Summoning. The summoned monster always comes from another plane of existence.

Summon by Name

Level varies.

Duration: Until dispelled.

Range: Infinite.

Effect: 1 named creature.

School: Summoning.

This spell compels one creature that you name (it must be a name they acknowledge) to make their way to your presence, however they are able. They are not compelled to sacrifice their safety in favour of speed, and once they have arrived before you, the spell ends they are no longer in your power. You are alerted to their presence when they get near (they cannot ambush you). This spell must be cast at the same level as your target.

Variations:

- **Duration:** 1 turn per caster level. For the duration, this spell forces a named person to approach either you or a location you can see, hear, or touch.

Summon Planar Intelligence

Level 7

Duration: Concentration.

Range: None.

Effect: 1 planar intelligence.

School: Astral, Summoning.

This spell summons an intelligent being from another plane of existence (such as a deity, demon, spirit, or other power) into a summoning circle and allows you to converse with it, making bargains or trading information. It gives you no control over the being, but does contain its influence within the circle.

Variations:

- Level 5. This spell only summons one specific type of planar intelligence. Choose which one when you learn the spell.
- **Summon Demon:** Level 6. This version only summons demons.

Summon Planar Monster

See Summon Monster, page 341.

Summon Plant

Level 7

Duration: Instantaneous.

Range: 10 feet per caster level.

Effect: 5 or 10 feet per caster level,
or 1 plant.

Schools: Plants, Summoning.

This spell produces one non-magical plant of your choice. If you produce a wall of thorns or vines, or some other obtrusive plant, it is 5 feet high and 10 feet per caster level long, or 10 feet high and 5 feet per caster level long, at most. In either case, it is several feet thick.

Variations:

- Level 5. This spell summons a specific type of plant only (such as rose bushes or cacti). Choose which type when you learn the spell.
- **Summon Flowers:** Level 1. Effect: Caster only. Range: None. This spell summons a bouquet of flowers to your hand.

Summon Serpentine

Level 5

Duration: 1 round per caster level, or
1 mission.

Effect: 1 serpentine monster.

Range: 10 feet per caster level.

School: Summoning.

This spell summons one random serpentine that will obey you for mere moments or undertake a single mission for you before disappearing. More powerful or magical serpentes (such as basilisks, dragons, and nags) may decide to stay after the spell ends. Roll 1d8 to determine what type of serpentine is summoned.

Roll	Result
1	Basilisk
2	Cockatrice
3	Dragon
4	Naga
5	Ophidian
6	Rittersnake
7	Snake
8	Wyvern



Summon Skeletal Horde

Level 5

Duration: 1 day per caster level.

Range: Infinite.

Effect: 1d6 corpses per caster level.

Schools: Necromancy, Summoning.

This spell causes 1d6 per caster level corpses to rise from their graves and attack your enemies, functioning as Level 1 undead. They must still make their own way from their resting places to your enemies, though the nearest corpses are affected. When the spell ends, they become motionless, falling to pieces where they stand.

Summon Storm Elemental

Level 8

Duration: 1 turn per caster level.

Range: Senses, 20 feet per caster level.

Effect: 1 storm elemental.

Schools: Air, Summoning.

This spell summons a being made of clouds, hail, rain, and lightning, that obeys your commands. Choose the exact form the elemental takes when you cast the spell. It is Level 1d6 or caster level, whichever is lower.

Summon Swarm of Animals

Level 3

Duration: 1 round per caster level.

Range: Senses.

Effect: 1 location.

Schools: Animals, Summoning.

You summon a swarm of small animals—bats, birds, insects, rodents, spiders, or any kind of vermin—to cover the target location. The swarm arrives from the direction of your choice. No one caught in the swarm may cast spells or perform any kind of intricate task. Each round that someone stays inside the swarm instead of fleeing, they suffer 1 point of damage. When someone tries to move against the swarm, attacks someone else while in the swarm, or attempts to drive the swarm off, they suffer 1d4 points of damage.

Variations:

- Level 6. Duration: 1 turn per caster level.

Summon Water Elemental

Level 5

Duration: 1 turn per caster level.

Range: Senses, 20 feet per caster level.

Effect: 1 water elemental.

Schools: Summoning, Water.

This spell summons a being made of water, or a similar liquid, that obeys your commands. Choose the exact form the elemental takes when you cast the spell. It is Level 1d6 or caster level, whichever is lower.

Sunlight

Level 3

Duration: 1 hour per caster level.

Range: 10 feet per caster level.

Effect: Caster only.

School: Radiance.

For the duration of the spell, you are illuminated as if by sunlight (or moonlight, if you prefer), out to the range of the spell. This light functions in all ways like real sunlight (or moonlight). If you have knowledge of different suns, you can choose the one whose light you create.

Swelling

Level 1

Duration: 1 round per caster level.**Range:** Touch.**Effect:** 1 creature.**School:** Alteration.

This spell causes the target to swell up in size, so that they are barely able to move. Their clothes are torn apart and their equipment scattered.

Variations:

- Level 3. Range: Senses.
- Level 4. Duration: 1 hour per caster level.

Sympathetic Link

Level 2

Duration: 1d6 + caster level hours.**Range:** Touch.**Effect:** 1 creature.**School:** Quintessence.

For the duration of this spell, you may cast any spell with a range of caster only upon the target creature (the one you have a link to), instead of casting it upon yourself.

Variations:

- Level 4. Range: Senses.

Telekinesis

Level 3

Duration: Concentration.**Range:** Senses, 100 feet per caster level.**Effect:** 50 pounds per caster level.**School:** Manipulation.

This spell allows you to move an object with your mind, for as long as you concentrate. The object can be moved at a slow walking speed, or a fast walking speed if it weighs less than 25 pounds per caster level, or at a running speed if it weighs less than a dozen pounds per caster level.

Telepathic Hearing

Level 2

Duration: 1 turn per caster level.**Range:** Touch.**Effect:** 1 creature.**School:** Mind.

For the duration of the spell, the target can “hear” the surface thoughts of those around them, within 10 feet per caster level. They do not receive deep impressions, they merely hear passing conscious thoughts as if they were spoken aloud. They cannot focus on individual people, or ignore any of these thoughts.

Variations:

- Level 1. Effect: Caster only. Range: None.

Teleport Others

Level 4

Duration: Instantaneous.**Range:** Senses, 10 feet per caster level.**Effect:** 1 creature or item.**School:** Correspondences.

This spell causes the target, and whatever they are carrying, to be transported to any location within 100 feet per caster level, as long as there is empty space and solid ground there for them to arrive into. You cannot cast this spell on yourself.

Teleport Self

Level 2

Duration: Instantaneous.

Range: 1 mile per caster level.

Effect: Caster only.

School: Correspondences.

This spell teleports you to a location within range that you have been to before. Anything you are carrying travels with you, but other people do not.

Variations:

- Level 5. Range: Infinite.
- Level 6. This spell may transport you to a location you have second-hand knowledge of, but have never seen or been to before.

Temporal Displacement

Level 7

Duration: Instantaneous.

Effect: 1 creature or item.

Range: Senses.

Schools: Abjuration, Correspondences.

This spell transports one target you can see, hear, or touch into the future (or possibly the past). They disappear instantly, reappearing in the exact same location at some point in the future, with no time having passed for them.

The exact amount of time the target travels into the future is not revealed by this spell, to the caster or anyone else. Roll 1d6 to see how much time they travel in what, to them, seems like an instant.

Roll Time Travelled

1	1d8 rounds into the future.
2	1d10 minutes into the future.
3	1d20 hours into the future.
4	1d100 days into the future.
5	1d100 years into the future.
6	1d1000 years into the past.

Temporary Madness

Level 3

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

School: Mind.

For the duration of the spell, the target suffers from 1d4 random nightmare curses. When the spell ends, they lose these curses. If you roll a curse the target already has, roll again. If this spell is miscast, there is a 1 in 6 chance that the nightmares curses remain in the waking world when the spell ends.

Tentacle

Level 1

Duration: Concentration.

Range: 10 feet per caster level.

Effect: Caster only.

School: Alteration.

This spell creates a tentacle, about as thick as your leg or thinner, that protrudes from your body. It can function like an arm and has the senses of your choice at the end of it. If it suffers any damage, it is dispelled.

Variations:

- Level 2. Range: 30 feet per caster level.
- Level 3. This tentacle has a Disposition of 1d4 per caster level.



Tesseract

Level 6

Duration: Until dispelled.

Range: Touch.

Effect: 1 interior location.

School: Correspondences.

This spell makes the target space larger on the inside than it is on the outside. The volume of this space doubles per each caster level. The spell ends if a significant breach is made in the walls of this location.

Variations:

- Level 4. Duration: 1 hour per caster level.

Theft of Fire

Level 3

Duration: Instantaneous.

Range: None.

Effect: Caster only.

School: Quintessence.

This spell captures 1 random spell per caster level and deposits them in your memory. Roll on the full random table to determine what each spell is. You may now cast them as if you had already memorized them, but you may not use special abilities to retain them in your memory after you have cast them. You may not write out formulas for these spells.

Theft of Memories

Level 3

Duration: 1 turn per caster level.

Range: Touch.

Effect: 1 creature.

School: Mind.

This spell copies memories related to a specific event, subject, or theme from the mind of the target and duplicates them in your own mind. For the duration of the spell, you remember this event, subject, or theme as if you were the target. This can give you skills and information you wouldn't have any other way. When the spell ends, you retain only your memories of possessing their memories, including information you gained while thinking about them, but may not access their memories again without another spell.

Variations:

- Level 5. Range: Senses, 30 feet per caster level.

Thief of Time

See Aging, page 184.

Time Cocoon

Level 5

Duration: Until dispelled, or special.

Range: Senses.

Effect: 1 creature or item.

School: Correspondences.

This spell causes one target you can see, hear, or touch to stand outside the flow of time. They can still be sensed, magically or telepathically, by observers, but they cannot be affected by anything in this reality. For the target, time does not seem to pass around them. You can set the duration of the effect when you cast the spell, or leave it indeterminate, in which case the spell must be dispelled for the effect to end.

Timidity

Level varies.

Duration: 1 hour per caster level.

Range: Senses, 100 feet per caster level.

Effect: 1 creature.

Schools: Enchantment, Entropy.

For the duration of the spell, one target you can see, hear, or touch suffers disadvantage to all their damage rolls. You must cast this spell at the same level as the target.

Tongues

Level 2

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 person.

School: Mind.

For the duration of this spell, the target may converse in unfamiliar or even unknown languages. This does not grant any ability to communicate with creatures that do not use language, or the ability to read writings in a foreign language.

Variations:

- Level 4. Range: Senses.
- Level 5. Effect: 1 person per caster level. Range: Senses.

Touch the Dead

Level 2

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Necromancy.

For the duration of the spell you can interact with ghosts or disembodied undead creatures as if they were solid, living humans with no special abilities. Any special powers a ghost has that would prevent you from interacting with it like a person have no effect, but any powers a human might have can still be used upon you.

Touch of Debasing

See Debasing, page 227.

Touch of Madness

See Insanity, page 272.



Tower of Babel

See Cypher, page 226.

Tracking Ward

Level 2

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 creature or item.

Schools: Divination, Enchantment, Wards and Runes.

When placed on a target, the tracking ward keeps you aware of the target's location until the spell ends. It does not allow you to sense or otherwise affect the target, only to know how far away they are and in what direction.

Variations:

- Level 4. Duration: 1 week per caster level.
- Level 9. Duration: 1 year per caster level.



Trading Places

Level varies.

Duration: Instantaneous.

Range: Infinite.

Effect: Caster only (plus 1 target).

School: Correspondences.

When you cast this spell, you must select a target creature by their true name, and then you switch places with them. Whatever both of you are carrying travels with you. You must cast this spell at the same level as the person you are switching places with.

Transfer Spells

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 person.

School: Quintessence.

This spell allows you to transfer other spells you have memorized into the mind of another person you can see, hear, or touch. Of the spells you have memorized (not including Transfer Spell), choose one or more: you forget those spells and the target now has them memorized and may cast them, even if they now exceed their normal maximum number of memorized spells. Special abilities that allow you to keep spells memorized after you cast them do not allow you to keep these spells memorized.

Variations:

- Level 1. Range: Touch.

Transform Earth

Level 5

Duration: Instantaneous.

Range: Senses, 20 feet per caster level.

Effect: Square of earth 10 feet on each side.

Schools: Earth, Transmutation.

This spell changes the target space from one type of earth to another type—from rock to mud, from soil to sand, from crystal to quicksand, etc.

Translocate

Level 6

Duration: Instantaneous.

Range: None (Touch).

Effect: Caster only (1 creature per caster level).

School: Correspondences.

This spell transports you from your immediate location to any location that you have seen or been to before. If you are Level 2 or higher, you can take others with you, up to 1 creature per caster level total (including yourself), but they must all be touching you.

Transmute

Level 7

Duration: Instantaneous.

Range: Touch.

Effect: 1 item per caster level or 1 cubic foot per caster level.

School: Transmutation.

This spell transforms the physical substance of a solid item into some other physical substance. It must remain a solid—you cannot transmute it into a gas or liquid.



Trap Ward

Level 4

Duration: Until dispelled.

Range: Touch.

Effect: 1 item or location.

School: Wards and Runes.

When you cast this spell, you place a trap upon a specific item or location. When someone triggers this trap, usually by physical contact, the trap deals 1d8 damage to a number of nearby targets equal to caster level. Once triggered, the spell is ended.

Treacherous Footing

Level 1

Duration: 1 turn per caster level.

Range: Senses, 10 feet per caster level.

Effect: 100 square feet per caster level.

Schools: Manipulation, Winter.

For the duration of the spell, the ground you target becomes icy, slippery, or otherwise unstable and cannot be walked upon safely.

Truth Telling

Level 2

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 person.

School: Enchantment.

For the duration of the spell, one person you can see, hear, or touch is unable to tell a lie. If they attempt to do so, they tell the truth instead. Furthermore, they cannot voluntarily remain silent if engaged in conversation. They must respond or leave.

Variations:

- Level 1. Range: Touch.
- Level 4. Effect: 1 creature per caster level.

Tsunami

See Wave, page 363.

The Twins

Level 5

Duration: 1d6 + caster level rounds.

Range: None.

Effect: Caster only.

School: Evocation.

This spell creates a duplicate of yourself. For the duration of the spell, you have two characters, exactly the same. Once the spell ends, one of you ceases to exist, your choice which. All duplicate pieces of equipment connected to the disappeared character also disappear.

Variations:

- Level 7. Duration: 1 turn per caster level.
- Level 9. Duration: 1 hour per caster level.

Twisted Flesh

Level 3

Duration: Instantaneous.

Range: Senses.

Effect: 1 creature.

School: Alteration.

One target creature you can see, hear, or touch loses 1d6 Dexterity as their limbs twist in unnatural and unfamiliar ways. They count as unskilled at any task requiring manual dexterity until they recover all of their lost Dexterity.

Variations:

- Effect: 1 creature per caster level. Range: Touch.
- Level 1. Range: Touch.
- Level 6. Effect: 1 creature per caster level.

Uncoupling

Level 2

Duration: Instantaneous.

Range: Senses, 10 feet per caster level.

Effect: 2 creatures or items.

Schools: Entropy, Manipulation.

This spell causes two things to stop being physically attached to each other, knots to undo themselves, locks to unlock, and hands to lose their grip. If something is holding them together, it breaks, unless it is magical.

Undead Repellent

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Abjuration, Necromancy, Protection.

For the duration of the spell, any undead creature that attacks you or attempts to touch you suffers 1d10 damage each time, whether they are successful or not. Undead creatures are also unable to maintain physical contact with you.

Union of Flesh

Level 7

Duration: 1 turn per caster level.

Range: Senses.

Effect: 2 creatures.

Schools: Alteration, Chaos.

For the duration of the spell, two creatures you can see, hear, or touch collide violently with each other and fuse into one body. This duo still retains all the original parts of both targets, and each can still control their own parts, but the new mass is all jumbled up. Their new attributes and Disposition are the average of both targets. Until they can get used to it, they suffer at least disadvantage on all rolls. When the spell ends, the targets split their remaining Disposition evenly, and any wounds or other effects are also split evenly. If anything cannot be split evenly, determine which target retains it randomly.

Variations:

- Level 5. Range: Touch.
- Level 9. Effect: 3 creatures.

Unreal Situation

Level 4

Duration: 1 hour per caster level.

Range: Touch.

Effect: 1 creature.

School: Mind.

This spell causes the target creature to believe a person they know, someone dictated by the caster, is caught up in a situation of the caster's choice. The caster must know who the other person is (it can be the target themselves, instead of a third party), and must define the situation—dead, kidnapped, on vacation, etc. If the target believes themselves to be in this situation, they act accordingly, though if presented with hard evidence otherwise (that they are not, in fact, dead, for example), they will construct their own reasons to rationalize the contradictions.

Variations:

- **Death Grip:** Level 2. The target believes themselves to be dead—either a ghost, undead, or in some afterlife setting, depending on their culture, experiences, and imagination.
- Level 5. Effect: 1 creature per caster level.
- Level 6. Duration: 1 day per caster level.
- Level 6. Range: Senses.
- Level 8. Duration: 1 month per caster level.
- **Mass Delusion:** Level 9. Effect: All creatures within range. Range: Sight.

Unseen Hand

Level 7

Duration: Concentration.**Range:** Senses, 30 feet per caster level.**Effect:** 100 pounds per caster level.**School:** Manipulation.

This spell allows you to move 100 pounds per caster level of matter with your mind. It moves at a normal walking speed and cannot be used as a weapon.

Variations:

- Level 3. Effect: 1 pound per caster level.
- Level 5. Effect: 10 pounds per caster level.

The Urge

Level 2

Duration: 1 hour per caster level.**Range:** Touch.**Effect:** 1 creature.**School:** Enchantment.

When you cast this spell, name an urge or desire that you awaken in the target—greed, hunger, sexual desire, or the urge to escape, for example. They must act on that urge, but retain control over their actions. Creatures with no emotions are not affected by this spell.

Variations:

- Level 1. This spell awakens one specific urge only. Choose which urge when you learn the spell.
- Level 4. Range: Senses.

Uttering the Dread Name

Level 3

Duration: 1 utterance.**Range:** None.**Effect:** Caster only.**Schools:** Abjuration, Astral, Chaos.

This spell allows you to properly speak the syllables of the Dread Name of Blind Chaos. Anyone who hears you uttering the Dread Name suffers 1d10 damage, and creatures not native to the current plane are driven back 1d6 feet per caster level. These creatures must also check for morale, as the Dread Name is a painful experience on a spiritual level, reminding them that they do not belong here.

The Vandal's Curse

See Deface, page 228.



Venomous Weapons

Level 2

Duration: 1d8 + caster level rounds.

Range: Senses, 10 feet per caster level.

Effect: 1 creature.

School: Entropy.

For the duration of the spell, one creature you can see, hear, or touch becomes venomous. Any attack they make that cuts or pierces a foe's body deals an additional 1d6 + caster level damage due to the arcane poison.

Variations:

- Effect: 1 creature per caster level. Range: Touch.
- Level 5. Duration: 1 turn per caster level.

Ventriloquism

Level 1

Duration: 1 turn per caster level.

Range: 50 feet per caster level.

Effect: Caster only.

Schools: Evocation, Illusion.

For the duration of this spell, you may cause your voice to emanate from anywhere within range. You may also mimic other sounds. **In order to mimic another human voice**, roll your Charisma or lower on a d20. **In order to mimic inhuman sounds**, roll half your Intelligence, rounded down, or lower on a d20.

Variations:

- Level 4. You can always mimic a sound or voice you have heard before, without needing to roll.

Verminous Form

Level 3

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

Schools: Alteration, Animals.

This spell transforms you into the form of any small, non-magical pest or verminous creature that you have observed before. You gain whatever physical, mundane abilities your new form has, but cannot deal additional damage or use venom. You may not appear to be a specific, individual creature. This spell ends if you suffer harm.

Variations:

- Level 4. Duration: 1 hour per caster level.
- Level 5. You may assume the form of a specific vermin you have seen before.

Vision Quest

See Divine Guidance, page 236.

Visions of the Past

Level 5

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 location.

Schools: Correspondences, Divination.

For the duration of this spell, the historical events of a location are communicated to you in visions. You may choose any moment in the past, but the scene plays out in real time, until the spell's duration is over.

Voice of Command

Level 6

Duration: 1 command per caster level, 1 turn per caster level. **Range:** Senses, and they must be able to hear you.

Effect: 1 creature.

School: Law.

For the duration of the spell, you may give a target you can see, hear, or touch a number of commands equal to caster level, and they must obey. Commands must be specific, discrete actions, not missions or complex undertakings, and the target cannot be commanded to commit suicide outright. At the end of the duration or once you have issued the maximum number of commands, the effect ends. Creatures that cannot understand your language are not affected by this spell.

Variations:

- **Commanding Touch:** Level 4. Range: Touch.
- Level 8. Range: Senses. Even creatures who cannot understand your language must obey your commands, which they understand telepathically.

Voice of the Voiceless

Level 6

Duration: 1 question per caster level. **Range:** Touch.

Effect: 1 item or location.

Schools: Manipulation, Revelation.

You may ask the item or location you touch a number of questions, and it will answer truthfully to the best of its ability and knowledge, as if it were a person. The information is conveyed in a way that is culturally appropriate for the caster.

Volcano

Level 9

Duration: Instantaneous.

Range: Senses.

Effect: 1 location.

Schools: Earth, Fire.

This spell causes a volcanic eruption to occur at a location you can see, hear, or touch. It can be as small as an arm-sized vein of lava, which may cause 1d6 per caster level damage to anyone caught in it, or as large as an exploding mountain. The eruption cannot be controlled and does not try to avoid you. If you are killed during an eruption, it stops.

Voorish Sign

Level 1

Duration: 1 turn per caster level.

Range: None.

Effect: Caster only.

School: Quintessence.

For the duration of the spell, you gain advantage to control any other spell you cast, and you have the option of choosing any or all of the following effects:

- You may double the duration of the spell.
- You may double the range of the spell.
- You may select an additional target within range.

For each optional effect you choose, you lose 1d4 points of Willpower.

Additionally, at the instant you cast this spell, you can see anything that is invisible or magically hidden from sight. This means you can see through illusions.



Vorpal Blessing

Level 1

Duration: 1d6 rounds per caster level.

Range: Senses.

Effect: 1 edged weapon.

School: Battle.

For the duration of the spell, the target blade attacks all creatures as if they were unarmoured (with an Armour rating of 10).

Variations:

- Level 3. Effect: 1 edged weapon per caster level.

Vulnerability

Level varies.

Duration: 1 turn per caster level.

Range: Senses.

Effect: 1 creature.

School: Alteration.

When you cast this spell, choose a source of harm, such as acid, cold, fire, lightning, a weapon type (like blades or firearms), or a specific being whose name you know. For the duration of the spell, the target suffers double damage from that source of harm.

Alternately, you may choose to cast this spell upon a number of targets equal to caster level, with a duration of 1 round per caster level.

You must cast this spell at the same level as your target, or the highest level amongst multiple targets.

Wall of Blades

Level 4

Duration: 1 round per caster level, or concentration.

Range: Senses, 10 feet per caster level.

Schools: Battle, Evocation, Manipulation.

Effect: 10 or 20 feet per caster level.

This spell creates a wall of whirling blades that is either 10 feet high and 20 feet per caster level long or 20 feet high and 10 feet per caster level long. Any creature attempting to pass through this wall suffers 1d6 per caster level damage.

Wall of Fire

Level 4

Duration: Concentration.

Range: Senses, 10 feet per caster level.

Effect: 10 feet per caster level.

Schools: Evocation, Fire.

This spell creates a wall of flame 20 feet high and 10 feet per caster level long that blocks sight and causes 1d6 damage per caster level to any creature that passes through it.

Wall of Ice

Level 4

Duration: Instantaneous.

Range: Senses, 10 feet per caster level.

Effect: 10 feet per caster level.

Schools: Evocation, Winter.

This spell creates a wall of ice 20 feet high and 10 feet per caster level long. It lasts until it melts or is demolished.

Wall of Iron

Level 5

Duration: 1 hour per caster level.

Range: 10 feet per caster level.

Effect: 10 or 20 feet per caster level.

Schools: Earth, Evocation.

This spell creates a wall of iron 3 inches thick that can be 10 feet high and 20 feet per caster level long, or 20 feet high and 10 feet per caster level long.

Wall of Stone

Level 5

Duration: Instantaneous.

Range: Senses, 10 feet per caster level.

Effect: 10 or 20 feet per caster level.

Schools: Earth, Evocation.

This spell creates a wall of stone 2 feet thick that can be 10 feet high and 20 feet per caster level long, or 20 feet high and 10 feet per caster level long.

Wall of Text

Level 1

Duration: 1 day per caster level.

Range: Senses.

Effect: 100 square feet per caster level.

Schools: Evocation, Wards and Runes.

This spell summons a wall of text to cover a specific area you can see, hear, or touch. It look strange and magical when hanging in midair, and takes a complicated combat action to move through, during which you cannot dodge or defend yourself from attack. If you place the wall of text on a surface, it obscures what is beneath it. You may cover pages of a book you can sense without having to open it.

War Spell

Level 3

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

Schools: Battle, Enhance, Quintessence.

For the duration of this spell, any harmful spell you cast inflicts an additional 1d6 + caster level damage.

Variations:

- **Greater War Spell:** Level 8. Any harmful spell you cast affects additional targets equal to caster level, in addition to the extra damage.
- **Lesser War Spell:** Level 1. Additional damage is 1d4 only.

Ward Against Beasts

Level 1

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 location.

Schools: Abjuration, Animals, Wards and Runes.

For the duration of this spell, animals, beasts, and beastling creatures are unable to enter the target location, or cast spells upon it or anyone inside it. Any animals, beasts, or beastlings in the location when this spell is cast must vacate it or suffer 1d6 damage per round.

Variations:

- Level 3. Duration: Until reversed.

Ward Against Faeries

Level 5

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 location.

Schools: Abjuration, Wards and Runes.

For the duration of this spell, faeries and creatures of either seelie courts are unable to enter the target location, or cast spells upon it or anyone inside it. Any fey creatures in the location when this spell is cast must vacate it or suffer 1d6 damage per round.

Variations:

- Level 3. This ward only affects a specific type of fey creature.
- Level 4. This ward affects either seelie or unseelie faeries, but not both. Choose which court this spell wards against when you learn the spell.
- Level 7. Duration: 1 season per caster level.

Ward Against Fire

Level 2

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 location.

Schools: Abjuration, Fire, Wards and Runes.

This spell causes fires that enter the warded location to be extinguished.

Variations:

- Level 3. Duration: Until reversed.
- Level 4. Range: Senses.

Ward Against Ghosts

Level 1

Duration: 1 day per caster level.

Effect: 1 location.

Range: Touch.

Schools: Abjuration, Necromancy,
Wards and Runes.

For the duration of this spell, ghostly spirits are unable to enter the target location, or cast spells upon it or anyone inside it. Any ghosts inside the location when this spell is cast are forcibly ejected.

Variations:

- Level 3. Duration: Until reversed.

Ward Against Harm

Level 3

Duration: 1 hour per caster level.

Effect: 1 creature.

Range: Senses.

Schools: Protection, Wards and Runes.

When you cast this spell, choose a source of harm, such as acid, cold, fire, lightning, a weapon type (like blades or firearms), or a specific being whose name you know. For the duration of the spell, the target takes half damage (round down) from that source of harm.

Variations:

- Level 1. Range: Touch.

Ward Against the Other World

Level 7

Duration: 1 day per caster level.

Effect: 1 location.

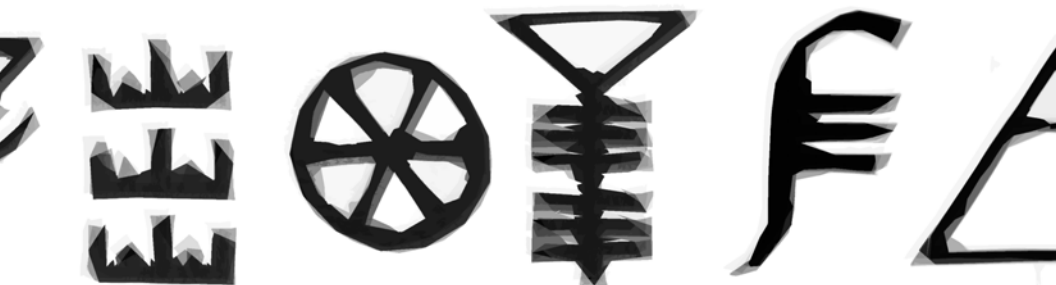
Range: Touch.

Schools: Abjuration, Astral,
Wards and Runes.

For the duration of this spell, extraplanar creatures, summoned elementals, and other spirits are unable to enter the target location, or cast spells upon it or anyone inside it. Any creatures from another world present in the location when this spell is cast must vacate it or suffer 1d6 damage per round.

Variations:

- Level 9. Duration: 1 season per caster level.



Ward Against Serpents

Level 4

Duration: 1 day per caster level.**Effect:** 1 location.**Range:** Touch.**Schools:** Abjuration, Animals, Wards and Runes.

This spell prevents serpents and other reptiles (including basilisks, dragons, and wyverns) from entering the target location. Any serpentine creatures in the location when this spell is cast must vacate it or suffer 1d6 damage per round.

Variations:

- Level 7. Duration: Until reversed.

Ward Against the Undead

Level 3

Duration: 1 day per caster level.**Effect:** 1 location.**Range:** Touch.**Schools:** Abjuration, Necromancy, Wards and Runes.

For the duration of this spell, undead creatures are unable to enter the target location, or cast spells upon it or anyone inside it. Any undead creatures in the location when this spell is cast must vacate it or suffer 1d6 damage per round.

Variations:

- Level 4. Range: Senses.
- Level 6. Duration: Until reversed.

Ward Against Water

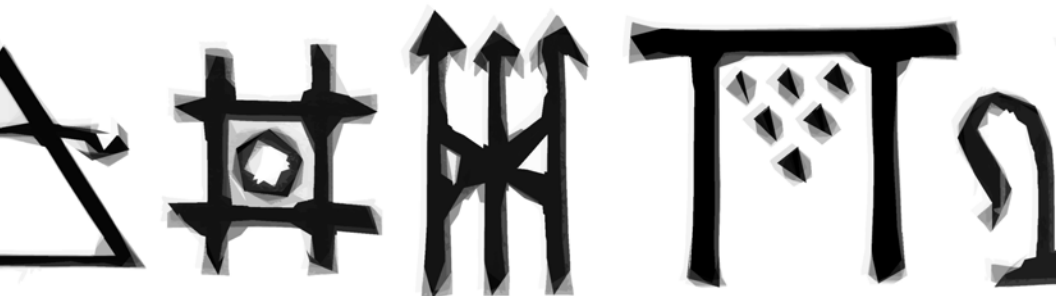
Level 2

Duration: 1 day per caster level.**Effect:** 1 location.**Range:** Touch.**Schools:** Abjuration, Wards and Runes, Water.

This spell prevents any bodies of water from entering the warded location. It does not affect small containers full of water.

Variations:

- Level 3. Range: Senses.
- Level 4. Duration: Until reversed.



Ward Against the Weather

Level 2

Duration: 1 day per caster level.

Range: Touch.

Effect: 1 location.

Schools: Abjuration, Air, Wards and Runes.

This spell prevents the warded location from being affected by weather such as rain, snow, storms, and wind.

Variations:

- Level 3. Duration: 1 season per caster level.
- Level 4. Duration: Until reversed.

Warp Distance

Level 2

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 location.

School: Correspondences.

For the duration of the spell, the target location's spatial reality becomes warped. It appears exactly as normal, but you can extend or reduce the reality of its distance. It can be crossed in as little as a single combat round, or it can take up to caster level in days to cross—or any amount of time in between, your choice. The target location must be less than a dozen miles in diameter.

Wasted Mind

Level 4

Duration: 1 hour per caster level.

Range: None.

Effect: Caster only.

Schools: Enhance, Quintessence.

For the duration of the spell, you can sacrifice points from your Intelligence or Willpower to increase your die rolls. Each point you lose from an attribute adds +1, either before or after you roll. You may only sacrifice points from one attribute for each roll—you cannot lose points from both Intelligence and Willpower to increase the same roll. You gain no benefit from effects that boost your Intelligence or Willpower while this spell is in effect. Your attributes recover as normal once it has ended.

Variations:

- Duration: 1d6 + caster level rounds. Each point you sacrifice gives you +2 to a single roll.
- Level 7. You may sacrifice points from Charisma, Intelligence, or Willpower.

Water Breathing

Level 3

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

Schools: Alteration, Water.

For the duration of the spell, one target you can see, hear, or touch is able to breathe underwater.

Variations:

- Level 4. Effect: 1 creature per caster level.

Water Walking

Level 3

Duration: 1 hour per caster level.

Range: Senses.

Effect: 1 creature.

School: Water.

For the duration of the spell, one target you can see, hear, or touch is able to walk upon the surface of any liquid as if it were solid ground.

Variations:

- Level 1. Effect: Caster only. Range: None.
- Level 2. Range: Touch.
- Level 5. Effect: 1 creature per caster level.

Wave

Level 2

Duration: Instantaneous.

Range: Senses.

Effect: 1 body of water.

School: Water.

This spell creates a wave on one body of water you can see, hear, or touch, up to 1 foot per caster level in height at its midpoint. Large bodies of water may result in larger waves.

Variations:

- **Tsunami:** Level 7. The wave created by this spell is at least 10 feet high per caster level once it reaches the shore on the opposite side of the target body of water, assuming it contains enough water to produce a wave that size.

Wave of Corruption

Level 4

Duration: Instantaneous.

Range: 10 feet per caster level.

Effect: Caster only.

School: Entropy.

Physical objects surrounding you, within range, age and decay. Food spoils, metal rusts, plants wither up and die, stone becomes tarnished, wood rots, etc. This spell does not affect living creatures more complex than plants, nor does it affect magical items.

Weaken

Level varies.

Duration: 1d6 + caster level rounds.

Range: Senses.

Effect: 1 creature.

School: Entropy.

For the duration of the spell, one target you can see, hear, or touch is weakened. All their attributes are lowered by caster level, they deal half damage (round up), they move at half their normal Speed (round up if necessary), and they may not re-roll their Disposition. Once the spell ends, these effects are reversed. This spell must be cast at the same level as the target.

Variations:

- Duration: 1 turn per caster level. Range: Touch.
- Duration: 1 turn per caster level. This spell must be cast at twice the target's level.

Weapon Hands

Level 1

Duration: 1d6 + caster level rounds.

Range: Senses.

Effect: 1 creature per caster level.

Schools: Alteration, Battle.

For the duration of the spell, targets you can see are able to inflict wounds with their bare hands, as if they were weapons. Targets deal either 1d6 damage or their Hit Die, whichever is greater.

Web Trap

Level 2

Duration: 1 hour per caster level.

Range: Senses, 10 feet per caster level.

Effect: Square space 10 feet to each side. **School:** Evocation.

This spell fills a cubic area with sticky webs that immobilize any creature inside it. Creatures with human strength take 2d4 turns to break free. If the webs are set alight, they burn for two rounds, dealing 2d6 damage to anyone they immobilize.

Variations:

- Level 1. Effect: Caste only. This spell creates a ball of webbing smaller than an average human.

Wheel of Arcane Fortune

Level 1d8

Duration: Special.

Range: None.

Effect: Caster only.

Schools: Chaos, Quintessence.

When you cast this spell, roll its level randomly. If successfully cast, it puts two random spells into your memory. Together they count as a single memorized spell, but you cannot forget them until you cast at least one of them. You may cast these spells from memory as normal, even in defiance of any class restrictions that apply. If you miscast Wheel of Arcane Fortune, you also cast two random spells on random targets.

Wither

Level 7

Duration: Instantaneous.

Range: Touch.

Effect: 1 creature.

School: Entropy.

This spell causes one limb of a living target to wither away and becomes useless. This also causes 1d6 damage, directly to the target's Health.

Variations:

- Level 3. Duration: 1d6 + caster level rounds. Lost Health is not recovered when the spell ends, but the target's Health cannot be reduced below 1.
- Level 5. Duration: 1 hour per caster level. Lost Health is not recovered when the spell ends. If the target dies, the limb remains withered after the spell ends.

Wizard Repellent

Level 1

Duration: 1 turn per caster level.**Range:** None.**Effect:** Caster only.**Schools:** Abjuration, Protection, Quintessence.

For the duration of the spell, any spellcaster or creature affected by a spell or magic item that attacks you or attempts to touch you suffers 1d6 damage each time, whether they are successful or not. This damage is not fatal. Spellcasters and creatures affected by magic are also unable to maintain physical contact with you.

Variations:

- Level 3. Damage is 1d8.
- Level 6. Every spellcaster or creature affected by a spell or magic item in your presence suffers 1d6 damage per round unless they move away from you.

Wizard Sword

Level 1

Duration: 1 turn per caster level.**Range:** None.**Effect:** Caster only.**School:** Battle, Evocation.

This spell summons a sword made of magic into your hand. When you attack with it, add your level to your rolls (if you don't already) and deal 2d4 damage. Add your Intelligence modifier to attack and damage rolls instead of Ferocity. This sword counts as magical and will injure creatures immune to blades and normal weapons.

Variations:

- Level 4. The wizard sword inflicts 2d6 damage.
- Level 7. The wizard sword inflicts 2d8 damage.

Worse Luck

See Bad Luck, page 195.

Zone of Warmth

Level 2

Duration: 1 hour per caster level.**Range:** Senses.**Effect:** 1 creature, item, or location.**Schools:** Evocation, Fire.

This spell creates a persistent heat around the target, resulting in a hot (and probably humid) atmosphere that is hard for people to cope with. Anyone inside this zone, which can be up to 50 feet per caster level in diameter, has their encumbrance allowance cut by 2, and anyone whose Speed has been reduced by encumbrance or is wearing heavy armour sweats profusely, losing 1 point of both Disposition and Health every 10 minutes. Anyone inside the zone also gets advantage when resisting cold effects.

Variations:

- Level 4. Duration: 1 week per caster level. Effect: 1 location.







Part Three

Sorcerous Monsters

Arcane Servants

Servants created by magic out of the elements or primal forces are a type of golem. They have no spirit to drive them into action save some duplication of their creator's will. They all have some characteristics in common, while each one's unique substance gives it special features and weaknesses.

Level 1-9 neutral golems.

Morale +1, Size Small, Surprise 0. Cha 2, Dex 12, Fer 12, Hth 0, Int 10, Wil 8.

1 attack per round (those whose touch is harmful attack as a fighter).

- Immune to disease, mind control, and poison.
- Servants with no water in their bodies are also immune to desiccation attacks.

Gaseous servants are vulnerable to winds stronger than they are.

Insubstantial servants cannot effectively manipulate physical objects.

Acid: Armour 10, Hit Die 1d10, Speed 7. Insubstantial. Touch is harmful.

- Immune to acid, fire, and mundane weapons.

Ash: Armour 10, Hit Die 1d4, Speed 8. Insubstantial. Presence obscures vision.

- Immune to fire and heat, lightning, and mundane weapons.

Blood: Armour 10, Hit Die 1d4, Speed 9. Insubstantial.

- Double damage from desiccation attacks.
- Immune to mundane weapons.

Bone: Armour 15, Hit Die 1d6, Speed 7.

- Half damage from cutting and slashing weapons.
- Immune to piercing weapons.

Clouds: Armour 10, Hit Die 1d4, Speed 6. Insubstantial.

- Immune to acid, fire, lightning, and mundane weapons.

Crystal: Armour 17, Hit Die 1d8, Speed 6.

- Double damage from blunt trauma.
- Immune to acid, fire, and cutting, piercing, and slashing weapons.

Darkness: Armour 13, Hit Die 1d6, Speed 8. Insubstantial.

- Double damage from magic and radiance.
- Immune to physical effects.

Flames: Armour 10, Hit Die 1d10, Speed 11. Insubstantial. Touch is harmful.

- Double damage from cold and frost-based attacks
- Immune to acid, fire, lightning, and mundane weapons.

Ice: Armour 15, Hit Die 1d6, Speed 5.

- Double damage from blunt trauma, desiccated attacks, fire, and heat.
- Immune to cold and frost-based attacks.

Invisible: Armour 13, Hit Die 1d4, Speed 7.

- Attacks against an invisible target have disadvantage.

Iron: Armour 17, Hit Die 1d8, Speed 4.

- Half damage from blunt trauma cold and frost-based attacks, and fire.
- Immune to cutting, piercing, and slashing weapons.

Oil: Armour 10, Hit Die 1d4, Speed 9. Insubstantial.

- Double damage from fire and heat.
- Immune to mundane weapons.

Quicksilver: Armour 10, Hit Die 1d6, Speed 10. Insubstantial. Touch is harmful.

- Immune to fire and mundane weapons.

Rubber: Armour 13, Hit Die 1d4, Speed 8.

- Double damage from cutting weapons.
- Immune to blunt trauma and piercing weapons.

Sand: Armour 10, Hit Die 1d6, Speed 9. Insubstantial.

- Double damage from acid, cold, and frost-based attacks.
- Immune to fire and mundane weapons.

Smoke: Armour 10, Hit Die, 1d4, Speed 6. Insubstantial.

- Immune to acid, fire, lightning, and mundane weapons.

Snow: Armour 10, Hit Die 1d6, Speed 8. Insubstantial.

- Double damage from fire and heat.
- Immune to cold and frost-based attacks, and mundane weapons.

Soil: Armour 11, Hit Die 1d6, Speed 7. Insubstantial.

- Double damage from acid and desiccation attacks.
- Immune to fire and heat, lightning, and mundane weapons.

Stone: Armour 17, Hit Die 1d8, Speed 4.

- Half damage from fire and heat.
- Immune to cutting, piercing, and slashing weapons.

Water: Armour 10, Hit Die 1d6, Speed 8. Insubstantial.

- Double damage from acid, desiccation attacks, and heat.
- Half damage from fire, lightning, and radiance.
- Immune to mundane weapons.

Wind: Armour 10, Hit Die 1d4, Speed 10. Insubstantial.

- Double damage from cold and frost-based attacks.
- Immune to fire, lightning, and mundane weapons.

If a wizard manages to create an amalgamated servant of multiple elements, it might have features drawn from both, or some altogether new characteristics.



Basilisks

They call it the king of lizards but when the basilisk arrives, it does not reign. It only destroys, poisoning the land, turning all about itself to ruin. What strange world beyond the depths of the Astral Sea gave birth to this thing, so its poison from the outer dark could leak its way into Earth? Some say it is a god, an idol of poison. All we can do is hope there is only one, and not more.

Level 7 evil dweller in the deep.

Armour 17, Hit Die 1d8, Morale +2, Numbers 1, Size Large, Speed 8, Surprise +1. Cha 1, Dex 14, Fer 18, Hth 18, Int 8, Wil 6.

1 bite attack per round (damage reduces Health directly).

Each round, living creatures in the basilisk's presence suffers 1d8 poison damage unless they can save against their Health, and most non-living creatures decay for 1d8 damage unless they can save against their Willpower. The basilisk emanates a field of metaphysical entropy that manifests in the form of poison in living creatures and material weakening in golems or the undead. Elementals and other creatures whose conscious intelligence is suffused throughout their inanimate form are not affected. This field extends only 50 feet, and is blocked by most solid objects.

The basilisk has walked the material plane before, and the deep scars from its previous visit are still there, buried deep down beneath the cities, sand, and jungles. Will it walk those same pathways again, or will it find new vistas to ruin?

Cockatrices

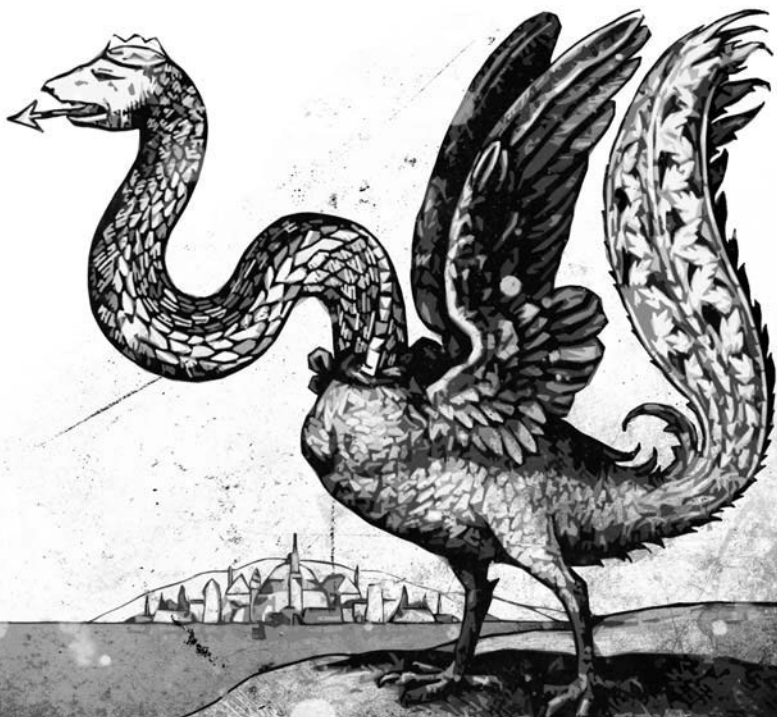
Said to be the issue of an egg laid by a dead crocodile—or perhaps birthed live from the belly of a giant snake killed by leprosy—the cockatrice is feared for beams emanating from its eyes that petrify the unwary. When this dread lizard-bird appears, the people scatter, afeared of its murderous eye and the foul wind that seemingly follows in its wake.

Level 3 neutral beastling.

Armour 12, Hit Die 1d6, Morale 0, Numbers 1, Size Small, Speed 5 (moves 15 flying), Surprise -1. Cha 4, Dex 10, Fer 10, Hth 14, Int 12, Wil 8.

1 gaze attack per round. Target loses 1d6 points of Dexterity on a miss and 2d6 points of Dexterity on a hit. Anyone whose Dexterity is reduced to zero is completely immobilized for at least a day, and is left vulnerable to the wizard who employs the cockatrice. Golems and animated objects cannot be petrified, though the undead can be.

Though scholars believe the cockatrice petrifies its victims, this is not true. It merely paralyses them and leaves them vulnerable. The formula for creating a cockatrice is a jealously-guarded secret passed down through several lineages of sorcerers and it is typically used to procure victims for their experiments. The process requires the feathers of rare and valuable songbirds worth at least 200 cyphers. When the cockatrice is slain, it transforms back into these feathers.



Creatures of Death

Beyond death, beyond dreams, beyond even the stars themselves, there are strange realms of suffering, where the souls of the guilty receive their just desserts at the hands of inhuman torturers. Called demons by primitive human societies, modern scholars of the arcane (and especially those uncanny necromancers who dare to rage against the cosmic boundaries their magics have revealed to them) have other names to call them by. But even their knowledge seems lacking, for they offer no real explanations of these realms or what happens inside them.

Creatures of death can be summoned to the terrestrial sphere by sorcery, or they can find their way here through gaps in the barrier between the worlds of the quick and the dead. In either case, they are much rarer than ghosts or even the vengeful dead.

Level 1-9 evil dwellers in the deep.

Armour 11, Hit Die 1d6, Morale +2, Numbers 1, Speed 8, Surprise -1.

Cha 10, Dex 14, Fer 14, Hth 10, Int 12, Wil 12.

1 attack as a fighter per round.

- Creatures of death suffer harm from healing magic, and may be abjured as if they were undead (as well as dwellers in the deep).
- Double damage from necromantic magic and radiance.
- Immune to disease, mind control, mundane weapons, poison, and unarmed attacks by living creatures.

Ash tree branches, weapons made of ash or silver, or covered in ashes and charcoal, and ceremonial grave goods can all inflict damage upon creatures of death, despite not being magical.

Theme

Creatures of death are amplifiers of guilt. They carry around their own, self-contained environments where they confine and manipulate the souls of the dead. In the Astral Sea, these realms are the only solid environment around, but on Earth, they must be found inside other spaces, including the creature's own body.

Use the procedures for creating a nightmare concept in *The Nightmares Underneath*, and treat these realms like nightmare incursions, but with no crown and a creature of death for an anchor. The theme of the creature and its realm is always tailored to a specific type of transgression and/or punishment, however, as opposed to being built out of any kind of negative experience, or out of many different experiences, the way incursions are.

You might also decide to add one or more of the following aspects: accounting ledgers, an axe made of teeth, bestial features, cages, cannibalism, corpse-faced people dressed in leather, empty halls, expressionless eyes, flayed skin, ice picks, insects, the killing floor, large size, maggots, mutilated faces, nailed hands, needles, open graves, oppressive heat, a puzzle box, ravens, scavenging dogs, skeletal armour, slime, smoke, a terrible stench, vivisections, weeping wounds, or weird technology.

Minor Powers

Creatures of death have a number of minor powers equal to their level. Choose or roll 1d12 for each:

Roll	Minor Death Power
1	1 Darkness spell per level.
2	1 Enchantment spell per level.
3	1 Entropy spell per level.
4	1 Necromancy spell per level.
5	Charisma 18 and Willpower 18.
6	Dexterity 18 and Intelligence 18.
7	Ferocity 18 and Health 18.
8	Hit Die 1d10.
9	Immune to cold and frost.
10	Immune to fire and heat.
11	Immune to lightning.
12	May not be abjured as undead.

Major Powers

High-level creatures of death get major powers: only one if they are Level 7, two if Level 8, and three powers if they are Level 9. Choose or roll 1d6 for each:

Roll	Major Death Power
1	1 additional attack per round.
2	1 Summoning spell per level, but any creature summoned is undead.
3	Accompanied by 1d4 tomb guardians.
4	Accompanied by 2d6 revenant or skeleton minions.
5	Armour 16 and Speed 10.
6	May command any undead creature with impunity.

Motivations

When a creature of death encounters living beings, roll 1d10 to determine its reactions and what inner drive motivates it when dealing with them:

Roll	Death Creature Motivation
1	Build edifices and monuments to the creature and its theme.
2	Establish and run a society based on the creature's theme.
3	Identify the guilty who are alive, kill them, and claim their souls.
4	Kill people, so the number of dead souls increases.
5	Obtain the corpses of the guilty to claim their souls.
6	Offer magic in exchange for acting out the creature's theme.
7	Offer magic in exchange for the guilty brought before it.
8	Perform rituals of summoning to bring more creatures here.
9	Teach the living how to punish and torture others.
10	Torture the living (guilty or not) according to the creature's theme.



Demons

Intruders from the lower depths, demons are anthropomorphized beings who have a very specific interest in humanity—they feed off debasement. Unlike many other evils from beyond this world, however, they traffic primarily in familiar suffering. The shock and horror one feels when reduced to insignificance before a remorseless, inhuman cosmos is of no use to demons. Their desires always involve people doing what they know is wrong.

Level 1-9 evil dwellers in the deep.

Armour 9 + Level, Hit Die 1d8, Morale +1, Numbers 1, Speed 10, Surprise -1. All attribute scores 11 + Level, except Health is zero, and Charisma is 6 when a demon's true form is revealed.

1 attack per round; damage reduces Health directly. Demons never fight to kill, always to maim. They prefer to convince humans to do their killing for them.

- Demons have inhuman senses; they are able to see through illusions, locate what is invisible, function perfectly fine in absolute darkness, and are not bothered by sensory distractions or obfuscations (such as noise or smoke).
- Double damage from angelic magic and radiance, as well as magic originated from a good-aligned source.
- Immune to all mundane harm, including cold and heat, diseases, poisons, and weapons (but they all have a vulnerability).

All Demons

Every demon can assume the form of a human and pass for a normal person. They cannot mimic particular humans unless they use additional magical powers. They have a number of specific forms or archetypes equal to their level. This is an illusion and may be dispelled like any other spell. A demon's true form is a revolting collection of its aspects and associated imagery, jumbled together into some form of creature.

Each and every demon has its own aspects and powers, as well as telltales that reveal its presence to the wary, and vulnerabilities that its enemies can exploit. The actual specifics differ from demon to demon, though some may resemble each other.

Motivation

Every demon has a specific type of moral corruption it encourages in humans. This can be highly specific or incredibly broad in scope, depending on the demon and its level. In general, higher-level demons should have more conceptual space to work with. Follow the nightmare concept procedures or roll 1d8 for a demon's motivation:

Roll Demon-Inspired Behaviour			
1	Envy and jealousy.	7	Oppression of the poor.
2	Gluttony and greed.	8	Secret murder.
3	Hubris and pride.	9	Vandalism.
6	Lust and perversion.	12	War.

Powers

A demon has a number of the following powers equal to its level:

- 3 spells per level, especially spells from the Enchantment, Illusion, Manipulation, and Summoning schools.
- Minions of an elemental, infernal, or monstrous nature. They could be spirits summoned by the demon, or lesser demons delivering services owed.
- One increased capability, such as a higher Armour rating, a d10 or d12 Hit Die, or an attribute score of 20 or more.
- One perpetual inhuman ability (acidic touch, the power of flight, etc).
- A special attack type, similar to any other monster. This attack may also reduce attribute scores directly.
- Vast wealth. It is ultimately of an ephemeral, illusory, and transitory nature no doubt, but is still wealth nonetheless.

Telltales

Though they try to hide their otherworldly nature beneath deceptive illusions, it still seeps through, corrupting the matter of the terrestrial sphere along with the souls of its people. Choose or roll 1d12 to determine the basic type of telltale that accompanies a demon, then add specific details based on its aspects and powers:

Roll	Weird Phenomenon
1	Animals behave oddly.
2	Clocks run backwards.
3	The demon must kill secretly.
4	The earth bleeds.
5	Filth accumulates.
6	Matter decays quicker.
7	A natural law becomes unreliable.
8	Plants twist in sinister ways.
9	Specific weather.
10	Things break.
11	Time behaves oddly.
12	Vermin murder each other.

Vulnerabilities

Every demon has a vulnerability to some mundane thing, which causes them harm. There might even be multiple sources of mundane harm that could affect the same demon. Invent something appropriate to the demon's motivations and powers, or roll 1d6 to determine a type of vulnerability.

Roll	Vulnerability
1	A forbidden location (specific or a type).
2	A normal social behaviour is forbidden (prayer, weddings, etc).
3	A type of metal (cold iron, gold, silver, etc).
4	A type of person (age, profession, etc).
5	A type of wood (either a particular tree or a treatment).
6	A typical household substance (garlic, lard, salt, etc).

Elementals

An elemental is no mere animated object. It is not a golem, made of clay and given the semblance of life. An elemental is a spirit that dwells on another plane of existence, one dominated by a single core element: air, earth, fire, or water. Brought here to this world, it finds things as strange as we find it. We are as incompatible to it as it is to us. But wizards find these spirits useful, and so here they are.

Level 1-9 evil or neutral dwellers in the deep.

Air, earth, and water elementals are neutral. Fire, frost, and storm elementals are evil. The size of an elemental varies depending on its level and concentration. All Level 1 elementals are either small or tiny, while all Level 9 elementals are huge.

Gaseous elementals are vulnerable to winds stronger than they are.

Insubstantial elementals cannot effectively manipulate physical objects.

Air Elementals

Armour 10, Hit Die 1d4, Morale +1, Speed 1d12, Surprise -1. Gaseous and insubstantial. Cha 6, Dex 16, Fer 2d10, Hth 6, Int 10, Wil 10.

- Half damage from cold, fire, frost-based attacks, and heat.
- Immune to acid, disease, lightning, mundane weapons, and poison.

If an air elemental fails a morale test, it disappears.

Earth Elementals

Earth elementals are composed of either hard earth such as crystal, stone, or metal; or soft earth, such as mud, sand, or soil.

If an earth elemental fails a morale test, it simply stops, unable to make decisions.

Hard Earth

Armour 17, Hit Die 1d8, Morale +1, Speed 3, Surprise 0.

Cha 8, Dex 6, Fer 12, Hth 14, Int 8, Wil 16.

1 blunt trauma attack per round. Attacks as a fighter if Level 7-9.

- Double damage from entropic magic.
- Half damage from cold and frost-based attacks.
- Immune to disease, fire and heat, poison, and cutting, piercing, and slashing weapons.

Soft Earth

Armour 12, Hit Die 1d6, Morale +1, Speed 6, Surprise 0. Insubstantial.

Cha 6, Dex 12, Fer 14, Hth 12, Int 10, Wil 10.

1 blunt trauma attack per round, or 2 attacks if Level 7-9.

- Double damage from water-based attacks.
- Half damage from cold, fire, frost-based attacks, and heat.
- Immune to disease, mundane weapons, and poison.

Fire Elementals

Fire elementals are either quick-burning flames, like bonfires, or smouldering hulks, like hot ashes, charcoal, or lava. The more earth in them, the more solid they are.

Armour 10, Morale +3. Insubstantial. Touch is harmful.

- Double damage from cold and frost-based attacks.
- Immune to acid, disease, fire and heat, mundane weapons, and poison.

If a fire elemental fails a morale test, it extinguishes itself.

Quick-Burning Flame

Hit Die 1d4, Speed 12, Surprise +2. Cha 4, Dex 18, Fer 18, Hth 8, Int 6, Wil 4.

Attacks as a fighter and targets a number of targets each round equal to its level, as long as they are close enough to each other.

Smouldering Flame

Hit Die 1d10, Speed 6, Surprise 0. Cha 2, Dex 12, Fer 12, Hth 10, Int 12, Wil 12.

1 touch attack per round.

Frost Elementals

Armour 14, Hit Die 1d6, Morale 0, Speed 5, Surprise 0.

Cha 2, Dex 8, Fer 10, Hth 12, Int 10, Wil 8.

1 touch attack per round (attacks as a fighter).

- Double damage from desiccation attacks, fire and heat, and lightning.
- Half damage from blunt weapons.
- Immune to acid, disease, poison, and cutting, piercing, and slashing weapons.

Storm Elementals

Armour 10, Hit Die 1d8, Morale +2, Speed 10, Surprise +1. Gaseous and insubstantial.

Cha 14, Dex 16, Fer 18, Hth 12, Int 8, Wil 14.

Attacks as a fighter and targets a number of targets each round equal to its level, as long as they are close enough to each other.

- Half damage from cold, fire, frost-based attacks, and heat.
- Immune to acid, disease, lightning, mundane weapons, and poison.

If a storm elemental fails a morale test, it becomes an air elemental.

Water Elementals

Armour 12, Hit Die 1d6, Morale 0, Speed 1d10, Surprise 0. Insubstantial.

Cha 10, Dex 14, Fer 10, Hth 14, Int 12, Wil 14.

May attempt to drown a number of targets equal to its level per round, as a normal attack. Once an attack is successful, it attacks as a fighter until targets spend a round getting out of the water.

- Double damage from lightning.
- Immune to acid, disease, fire and heat (but not desiccation attacks), mundane weapons, and poison.

Golems

The golem is a sorcerer's creation. A being made of lifeless matter, given the will to live. Infused with some semblance of its creator's will—or even possessed of some poor fool's ghost—the golem is a mockery of life, a simulacrum. Where an arcane servant is a temporary facsimile, the bodies of a typical golem take time and effort to create (or at least a great exertion of will to cohere insubstantial materials together).

Level 1-9 golems.

A golem's alignment is based on the creator of the golem or the personality it is infused with, and its size is determined by the creator. It's attributes are half those of the creator or the infusing personality (round down). Otherwise, it has the following stats as a base, which are modified by its composition and level:

Armour 10, Morale 0, Speed 4, Surprise +1. Hit Die by composition.

1 attack per round (those whose touch is harmful attack as a fighter).

- Immune to disease, mind control, and poison.
- Golems with no water in their bodies are immune to desiccation.

Gaseous golems are vulnerable to winds stronger than they are.

Insubstantial golems cannot effectively manipulate physical objects.

For each level the golem has, choose 1:

- +1 Morale (maximum Morale +5).
- +2 Armour (maximum Armour 19).
- +2 Speed (maximum Speed 10; or 12 for gaseous golems).
- +4 to one attribute (up to a maximum score of 18).
- -1 Surprise (but no lower than -2).
- Add an additional attack per round (up to 4 attacks per round).
- Add a skill the golem has expertise in.
- Increase the golem's damage by 1 die size (up to 1d12 at most).
- One attribute is the same as the creator or infused personality (not half).

Composition

A golem is comprised of one of the following materials (or, if a wizard is particularly skilled, it might be some kind of mix of different elements):

Bone: Armour +3, Hit Die 1d6, Speed +1.

- Half damage from cutting and slashing weapons.
- Immune to piercing weapons.

Carrion: Hit Die 1d4, Morale +1, Speed +2.

- Half damage from blunt and piercing weapons.

Clay: Armour +1, Hit Die 1d6.

- Half damage from cold, fire, frost-based attacks, heat, and lightning.
- Immune to blunt and piercing weapons.

Crystal: Armour +3, Hit Die 1d8.

- Double damage from blunt trauma.
- Immune to acid, fire, and cutting, piercing, and slashing weapons.

Dirt: Hit Die 1d6, Speed +1. Insubstantial.

- Double damage from acid and desiccation attacks.
- Immune to fire and heat, lightning, and mundane weapons.

Earth: Armour +1, Hit Die 1d6, Speed +1.

- Half damage from fire and heat.
- Immune to cutting, piercing, and slashing weapons.

Fire: Hit Die 1d10, Speed +4. Insubstantial. Touch is harmful.

- Double damage from cold and frost-based attacks
- Immune to acid, fire, lightning, and mundane weapons.

Flesh: Hit Die 1d4, Speed +3.

- Vulnerable to necromantic life drain.

Gaseous: Hit Die 1d4, Speed +4, Surprise -1. Gaseous and insubstantial.

- Immune to acid, fire, lightning, and mundane weapons.

Ice: Armour +2, Hit Die 1d6.

- Double damage from blunt trauma, desiccated attacks, fire, and heat.
- Immune to cold and frost-based attacks.

Liquid: Hit Die 1d6, Speed +2. Insubstantial.

- Double damage from desiccation attacks and heat.
- Half damage from fire, lightning, and radiance.
- Immune to mundane weapons.

Acidic liquid: 1d10 damage, touch is harmful, immune to acid.

Poisonous liquid: Save against Health or damage reduces Health.

Ooze: Hit Die 1d6, Speed +1. Insubstantial.

- Half damage from fire and heat, lightning, and radiance.
- Immune to mundane weapons.

Shadow: Armour +1, Hit Die 1d6, Speed +2, Surprise -2. Insubstantial.

- Double damage from magic and radiance.
- Immune to physical effects.

Stone: Armour +3, Hit Die 1d8, Morale +1.

- Half damage from fire and heat.
- Immune to cutting, piercing, and slashing weapons.

Wood: Armour +1, Hit Die 1d6.

- Double damage from fire and heat.
- Immune to piecing weapons.

Normally, for a mass of metal to hold a wizard's will or a spirit's intelligence, it must be fashioned into a type of automaton. It cannot be used in its raw form. Perhaps there are clever archmages who know the secret of the iron body?

Nagas

Sometimes mistaken for dragons, nagas are celestial serpentine deities. They are not like other deities, in the sense that they have actual physical bodies that are alive (though there are other deities who also have bodies), and are not considered immortal, despite their long lifespans. Perhaps they are merely the mightiest sorceresses of the snake-women, or perhaps they are the terrestrial incarnations of ephemeral gods. Scholarly opinions are divided.

Level 7-9 beastlings of various alignments.

Armour 15, Hit Die 1d8, Morale +1, Numbers 1, Speed 10, Surprise -1.

Cha 16, Dex 16, Fer 14, Hth 16, Int 18, Wil 16.

2 bite, claw, or weapon attacks per round, or **1 magical power**, or **1 spell**.

A successful attack by a naga inflicts damage directly to the victim's Health attribute, while a miss inflicts normal damage (affecting Disposition).

- Double damage from one of: acid, cold, necromancy, or psychic attacks.
- Half damage from fire, heat, and radiance.
- Immune to diseases and poisons.

Living creatures or not, nagas are magical enough to function like patrons, able to grant some portion of their arcana to their followers, in exchange for service and loyalty.

Nagas have 2 spells per level mastered and may memorize a number of spells equal to their level plus 3 at a time. They also have a number of special minions or magical powers equal to their level. Choose from the following list or invent your own:

- Able to squeeze through small spaces or become momentarily insubstantial.
- All of this naga's attributes are 18.
- Anyone attacking this naga in close combat must save against Dexterity or suffer 1d4 damage from fire, lightning, or poison (pick one).
- Armour 19, from iron-hard, metallic scales.
- Breath weapon attacks 2d4 targets as a bite attack, may be used once per hour.
- Chameleon-like mimicry, skilled in stealth, and Surprise -2.
- Constriction by this naga can (slowly) destroy anything, even magic items.
- Half damage from cutting, piercing, and slashing weapons.
- Hit Die 1d10, and all spells do a minimum of 1d10 + caster level damage.
- Hypnotic gaze: If the naga makes an attack roll against the target's Willpower, they are immobilized until the naga attacks or breaks eye contact.
- Immune to fire, heat, and radiance.
- Immune to iron and steel weapons, but double damage from silver.
- Mastery over 1 additional spell per level.
- Six arms and 3 attacks per round.
- Speed 12 and the naga may move (by slithering) twice as far as normal.
- This naga may fly at will, moving twice as fast as she does on the ground.
- This naga may move between Earth and Faerie at will.
- This naga may pass for a human woman when she wants to.
- This naga may summon a horde of poisonous serpents once per day.

Ophidians

Though they have existed since the dawn of the ancient world, the most famous of today's serpent women are those that rule over Issad Wahiyl, the City of Monsters. Is it not strange how their ranks increase over centuries, all without males or children? Yet this is but one of many offences these offidiyya have made against the law, for they also gather about them bloodthirsty horrors and flesh-eating beasts.

Level 1-6 beastlings of various alignments.

Armour 10, Hit Die 1d8, Morale 0, Numbers 1d6 (2d10), Speed 8, Surprise 0.

Cha 12, Dex 14, Fer 12, Hth 12, Int 10, Wil 10.

Or roll 3d6 for attributes and add Level to Charisma and Health of priestesses, to Dexterity and Ferocity of warriors, and to Intelligence and Willpower of sorceresses.

1 bite or weapon attack per round or 1 spell.

- Double damage from cold and frost-based attacks.
- Half damage from fire and heat.
- Immune to human diseases and mundane poisons.
- Priestess ophidians each have a naga as a patron who gives them special powers.
- Sorceress ophidians have mastery of 2 or 3 spells per level.
- Warrior ophidians attack as fighters and have mastery of 1 spell per level.

Every ophidian's body is a combination of human and serpentine features. Those with snake heads can bite in combat. Those with tails may constrict their foes. Those with no arms cannot wield weapons. Those covered in scales have Armour 13.



Skeletons

The fleshless aspect of the animated skeleton whose only purpose is to kill strikes ghastly fear in the hearts of the living. But most necromancers also appreciate how durable and resistant to edged weapons they are.

Level 1 evil undead.

Armour 13, Hit Die 1d6, Morale +5, Numbers 1d6 (3d10), Speed 4, Surprise 0.
Cha 0, Dex 8, Fer 12, Hth 0, Int 4, Wil 6.

1 claw or weapon attack per round.

- Half damage from cutting and slashing weapons.
- Immune to disease, mind control, piercing weapons, and poison.

Skeletons are also very light, so they suffer no damage from falling down but are easily tossed about by humans or even strong winds.

Options for higher-level skeletons (choose 1 per level after the first):

- Flaming or howling skull (1d8 damage, Ferocity 14).
- Multiple arms holding weapons (2 weapon attacks per round).
- Ragged chainmail and metal helmet (Armour 15).
- Silent and stealthy (Dexterity 14, Speed 7, Surprise -1).
- Tougher (immune to cutting and slashing weapons).



Wyverns

Is it possible for dragons to degenerate even further than those routinely exiled to the terrestrial realm? The serpentine imitations created by malicious wizards look to fit the bill, if anything does. Are they merely arcanelly-enhanced lizards? Are they unlucky people cursed to take this savage form? Perhaps they are some other kind of unholy abomination, and perhaps only wizards know for sure.

Level 1-6 evil beastlings.

Armour 17 (13 vs. arrows), Hit Die 1d8, Morale +2, Numbers 1, Speed 7, Surprise 0. Cha 4, Dex 12, Fer 16, Hth 18, Int 10, Wil 4.

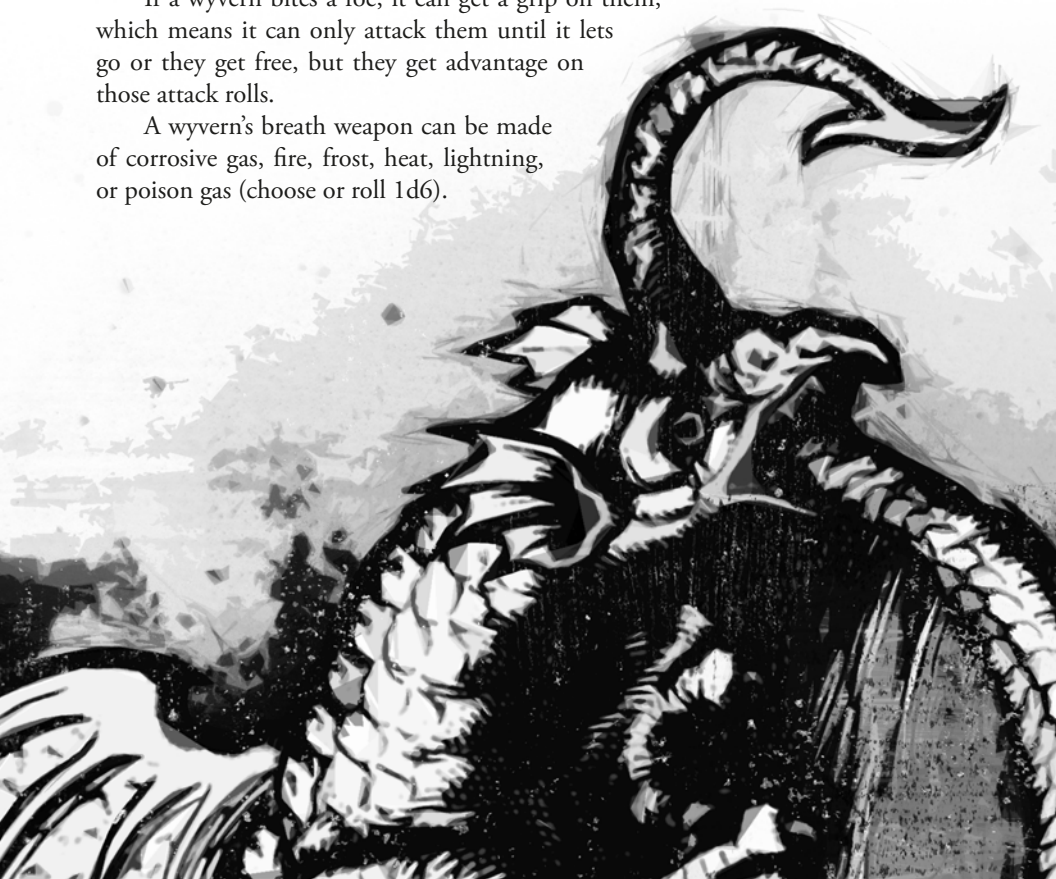
2 bite or claw attacks per round or 1 breath attack.

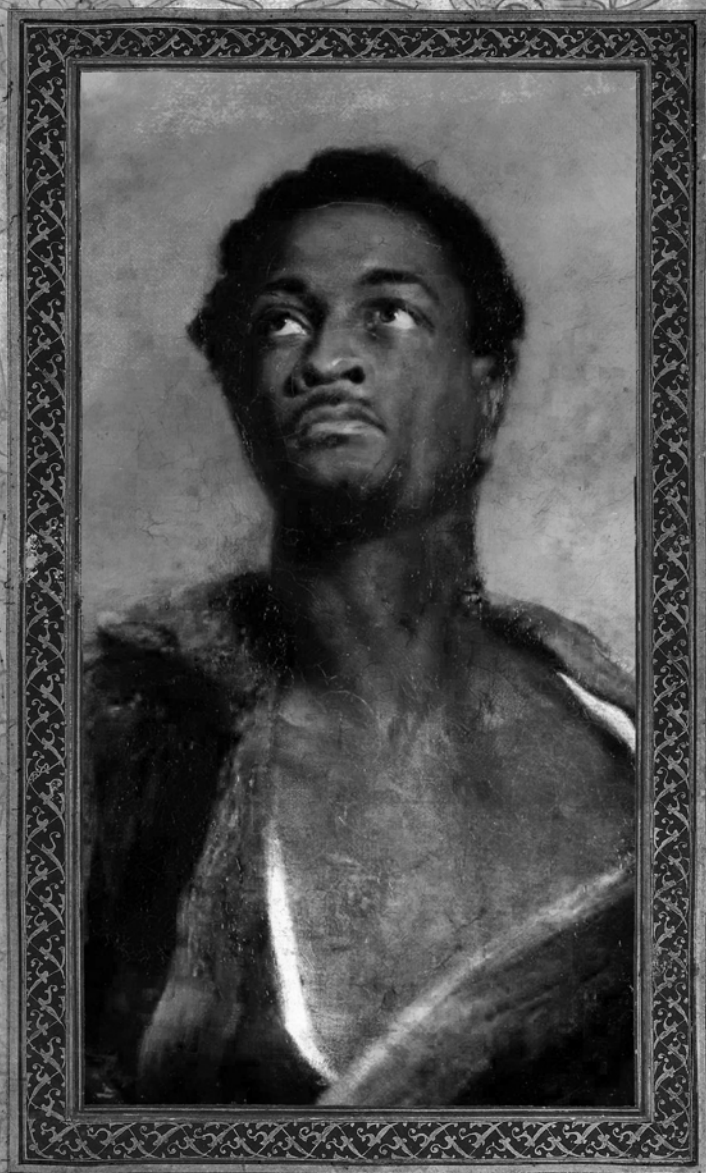
- Double damage from cold and frost-based attacks.
- Half damage from fire, heat, and poison.
- Immune to human diseases.

Wyverns are usually the same level as the wizard who created them, or slightly lower. Unlike true dragons, they have no language or ability to reason. They behave like rabid animals for the most part.

If a wyvern bites a foe, it can get a grip on them, which means it can only attack them until it lets go or they get free, but they get advantage on those attack rolls.

A wyvern's breath weapon can be made of corrosive gas, fire, frost, heat, lightning, or poison gas (choose or roll 1d6).









Part Four

A slight

Appendix

of useful random tables.



Random Antecedents

Roll 1d100 to determine a random antecedent, or use the result as inspiration to invent something more appropriate:

Roll	Antecedent	Roll	Antecedent
1	Ancient ice from both poles.	31	A fish that lives only in darkness.
2	Anemones of five distinct colours.	32	The flayed skin of a sorcerer.
3	An apotropaic talisman, stolen.	33	A flower that never blooms.
4	The ashes of a burnt spellbook.	34	A gem from another continent.
5	Bile from a dying alcoholic.	35	A giant's pineal gland.
6	A black goat's horns.	36	A glowing insect, drowned.
7	Black meat from a giant centipede.	37	Gold that was turned into lead.
8	Blood from a crushed apostate.	38	A graverobber's liver.
9	Blood shed beneath a full moon.	39	Hair from a widowed virgin.
10	Bones cleaned by the elements.	40	A handful of corpse flower.
11	A carpet made of black goat hair.	41	Hemlock harvested at night.
12	A charlatan's brain, cooked.	42	Honey made by carnivorous bees.
13	The charwoman's shadow.	43	The idol of a dead god.
14	A clockwork automaton.	44	Ink a colour not found on Earth.
15	Coded writing, still a mystery.	45	An innocent child's thoughts.
16	A coffin buried underwater.	46	An insect trapped in amber.
17	Coins found by a lost traveller.	47	A lamp that once housed a spirit.
18	A corpse that was buried twice.	48	The last arrow loosed in the war.
19	A crystal ball used by a medium.	49	Metal folded a thousand times.
20	A dead ash tree sapling.	50	Milk from a magical beast.
21	Dew collected on the equinox.	51	Milk skin dried above the clouds.
22	A dried and powdered turtle.	52	A milky pearl, grape-sized.
23	Dust from an abandoned temple.	53	Moth stigmata, removed intact.
24	Exactly bisected nautilus shell.	54	A new mother's heart.
25	The eyes of a blind man.	55	Ninety feet of wire coiled tight.
26	A faerie noble's signature.	56	Parchment used seven times over.
27	Feathers from a bird's ghost.	57	A perfectly round river stone.
28	Fifty-one iridescent beetle wings.	58	A person who was turned to salt.
29	The final work of a master artisan.	59	A petrified vertebra.
30	The first snow of winter.	60	Petrifying water, perfectly clear.



61	A piece of stardust.	81	A shrunken tree.
62	A pig fed only on acorns.	82	A silver bell, perfectly tuned.
63	A pin that angels danced upon.	83	A six-fingered hand, severed.
64	Poison from a comatose basilisk.	84	Smoke from an oracle's cave.
65	Pure, elemental water.	85	A snake skull filled with wax.
66	Rain collected from an ossuary.	86	The spleen of a cockatrice.
67	A rare toxic bark's essential oil.	87	The star maps of hashish smokers.
68	The rarest of flowering vines.	88	A stolen box, contents unknown.
69	Repugnatorial glands, still full.	89	The sweetbreads of a hanged man.
70	Resin from the sultan's pipe.	90	A terrible monster's claws.
71	Salt from seven oceans, mixed.	91	Thousand-year-old wine.
72	Sand from the ocean floor.	92	Turnips grown in bloody soil.
73	Sand from seven beaches.	93	A two-headed goat.
74	Sand from a sleeper's eyes.	94	An unblemished lavender lens.
75	A sausage made of songbirds.	95	Unicorn semen.
76	The scales of a sea monster.	96	Velvet from a reindeer's antlers.
77	A scarf that strangled a sultan.	97	The voicebox of a pagan theurge.
78	A scorpion drowned in spirits.	98	Water from a sacred river.
79	Shards from an arcane monolith.	99	Wax dripped on a demon's body.
80	Shell from a roc's egg.	100	Yellow bile from a lotus eater.

Optionally, roll 1d12 to determine how the antecedent must be treated:

Roll	Treatment
1	Buried at night under a crossroads, then dug up at night, a month later.
2	Burned in the desert, unseen by human eyes, its smoke held inside a jar.
3	Dissolved in acid and base, combined and neutralized, then dried.
4	Electroplated in bankers' blood, nobles' tears, squid ink, and holy water.
5	Held in a dancer's arms for hours beneath the full moon's light.
6	Sealed in wax and immersed in arcane liquid shot through with lightning.
7	Sent to an elemental plane and brought back, whole but infused.
8	Smoked in a thurible with incense from each corner of the world.
9	Stuck into a tree, then removed after the tree has grown around it.
10	Submerged in flames that burn cold until it cannot be unfrozen.
11	Swallowed by a beast, then removed on a sacred date by a sacred blade.
12	Trampled beneath a black goat in a graveyard during the witching hour.



Random Magic and Spells

Use these tables to quickly create names and ideas for magical items, monsters, spells, and wizards. They consist of random words strung together to form names, following different formulas for each type of things being generated.

Random Magic Items

Roll 1d10 to determine the naming format for the magic item. Words in brackets indicate sub-tables that appear later in this section.

Roll	Magical Item Naming Format	
1	[Aspect] + [Element] + [Item]	6 [Element] + [Item]
2	[Aspect] + [Form] + [Item]	7 [Form] + [Item]
3	[Aspect] + [Item]	8 [Item] of [Aspect]
4	[Creature] + [Item]	9 [Item] of [Aspect] + [Element]
5	[Element] + [Creature] + [Item]	10 [Item] of [Element]

Random Monsters

Roll 1d8 to determine the naming format for the monster. Words in brackets indicate sub-tables that appear later in this section.

Roll	Monster Naming Format
1	[Aspect] + [Creature]
2	[Aspect] + [Creature] + [Creature]
3	[Aspect] + [Element] + [Creature]
4	[Aspect] + [Form] + [Creature]
5	[Creature] + [Creature]
6	[Element] + [Creature]
7	[Element] + [Creature] + [Creature]
8	[Form] + [Creature]

Immediately after the creature table, there are additional tables for a creature’s native climate and environment, its feeding tactics, and its magical nature, should you wish to use those to further detail a random monster.

Random Spell Names

Roll 1d12 to determine the format of the first half of the spell name, and 1d20 to determine the format of the second half of the spell name. Words in brackets indicate sub-tables. At your option, reverse the two halves of the spell name, or connect them with either “of,” “of the,” or something similar. Nouns can be plural or singular.

Roll	First Half
1-2	[Aspect]
3	[Aspect] + [Creature]
4	[Aspect] + [Element]
5	[Aspect] + [Form]
6	[Aspect] + [Item]
7	[Creature]
8-9	[Element]
10-11	[Form]
12	[Item]

Roll	Second Half
1-2	[Creature]
3-5	[Element]
6-9	[Form]
10	[Item]
11	[Aspect] + [Creature]
12-13	[Aspect] + [Element]
14-15	[Aspect] + [Form]
16	[Aspect] + [Item]
17	[Element] + [Creature]
18-19	[Element] + [Form]
20	[Element] + [Item]

Alternately, roll 1d6 to determine a format for the spell's name that is more common:

Roll	Common Spell Naming Conventions
1	[Aspect] Curse
2	Bind/Summon [Creature]
3	Calling the [Second Half]
4	Create/Summon [Element]
5	[Element] Control/Summoning
6	[First Half] Spell

Random Wizard Names

Wizards who create their own spells will occasionally find that some of those spells end up being named after them, whether they intended this to happen or not. When they are part of spell names, they usually follow one of these formats:

- The [first half of spell name] of [wizard's name] + [second half of spell name].
- The [second half of spell name] of [wizard's name] + [first half of spell name].
- [Spell name] of [wizard's name].
- The [spell name] of [wizard's name].
- [Wizard's name]'s + [spell name].



Aspects

Roll 1d400 to determine aspect. At your option, replace an *-ing* suffix with *-ed*, or *-er*, or remove it entirely.

Roll	Aspect				
1	Aberrant	32	Awesome	63	Coarse
2	Abjuring	33	Azure	64	Colonizing
3	Absorbing	34	Banishing	65	Commanding
4	Accelerating	35	Befuddling	66	Communicating
5	Acoustic	36	Beguiling	67	Compelling
6	Addictive	37	Bewildering	68	Compulsive
7	Adhesive	38	Bewitching	69	Concealing
8	Aerial	39	Binding	70	Condemning
9	Alchemical	40	Black	71	Conditional
10	Alien	41	Blazing	72	Confusing
11	All-Knowing	42	Blinding	73	Conscious
12	All-Seeing	43	Blinking	74	Consuming
13	Alluring	44	Bloated	75	Continuous
14	Altering	45	Bloody	76	Correcting
15	Ambiguous	46	Blooming	77	Corrosive
16	Ancient	47	Blossoming	78	Coruscating
17	Androgynous	48	Blurry	79	Crawling
18	Animating	49	Bound	80	Creeping
19	Anomalous	50	Breaking	81	Crimson
20	Antediluvian	51	Broken	82	Crushing
21	Anti-Magic	52	Breathing	83	Crystallizing
22	Apocalyptic	53	Bright	84	Cultivating
23	Arcane	54	Burrowing	85	Curing
24	Assaulting	55	Byzantine	86	Damnable
25	Astral	56	Cacophonous	87	Damning
26	Atmospheric	57	Cerulean	88	Dancing
27	Attracting	58	Channelling	89	Dark
28	Attractive	59	Charming	90	Darkening
29	Austere	60	Choking	91	Dazzling
30	Avenging	61	Circulating	92	Deadly
31	Awakening	62	Close	93	Deafening

94	Decadent	129	Encoding	164	Freezing
95	Deciphering	130	Endless	165	Funereal
96	Defending	131	Energizing	166	Fusing
97	Defensive	132	Enlightening	167	Glittering
98	Deflecting	133	Enraging	168	Grasping
99	Degenerate	134	Ensorcelling	169	Growing
100	Delicate	135	Entangling	170	Gyrating
101	Delirious	136	Enveloping	171	Hallucinogenic
102	Demonic	137	Equestrian	172	Harmonious
103	Detonating	138	Erasing	173	Hastening
104	Devastating	139	Eroding	174	Haunting
105	Devilish	140	Erotic	175	Healing
106	Dicing	141	Erratic	176	Heavy
107	Diffuse	142	Esoteric	177	Heliotrope
108	Diminishing	143	Evasive	178	Hellish
109	Dimming	144	Evil	179	Helpful
110	Discovering	145	Excruciating	180	Hideous
111	Disguising	146	Expanding	181	Hindering
112	Dispelling	147	Extinguishing	182	Hollow
113	Disrupting	148	Extrapolanar	183	Hovering
114	Distant	149	False	184	Icy
115	Disturbing	150	Far	185	Identifying
116	Dividing	151	Fearsome	186	Illusory
117	Divining	152	Feminine	187	Impervious
118	Draining	153	Fertile	188	Imprisoning
119	Dreaming	154	Feverish	189	Incandescent
120	Duplicating	155	Fighting	190	Incongruous
121	Elaborate	156	Flaming	191	Incredible
122	Eldritch	157	Floating	192	Indivisible
123	Emboldening	158	Flowing	193	Inescapable
124	Emerald	159	Flying	194	Ingenious
125	Empowering	160	Forceful	195	Innumerable
126	Enhancing	161	Foreseeing	196	Insane
127	Enchanting	162	Formal	197	Instantiating
128	Encircling	163	Fracturing	198	Instantaneous



Roll	Aspect				
199	Intense	233	Mobile	267	Perfect
200	Interposing	234	Mocking	268	Perfidious
201	Intoxicating	235	Molten	269	Perilous
202	Invasive	236	Morphing	270	Persuading
203	Inverting	237	Most Excellent	271	Perverse
204	Invigorating	238	Multiplying	272	Pestilential
205	Invincible	239	Murderous	273	Petrifying
206	Invisible	240	Murmuring	274	Phantasmagorical
207	Invulnerable	241	Mystic	275	Phasing
208	Iridescent	242	Nebulous	276	Piercing
209	Irrational	243	Necromantic	277	Planar
210	Judging	244	Noxious	278	Pleasant
211	Killing	245	Nullifying	279	Poisonous
212	Labyrinthine	246	Numbered	280	Posturing
213	Lawful	247	Numbing	281	Prismatic
214	Leaping	248	Obscuring	282	Prodigious
215	Levitating	249	Occult	283	Proselytizing
216	Liberating	250	Oceanic	284	Protective
217	Liquefying	251	Ominous	285	Psychedelic
218	Living	252	Omnipotent	286	Pursuing
219	Loathsome	253	Oozing	287	Quavering
220	Lordly	254	Opaque	288	Questioning
221	Luminous	255	Opening	289	Radiant
222	Maddening	256	Optical	290	Radiating
223	Magical	257	Ornate	291	Raging
224	Magnificent	258	Otherworldly	292	Raining
225	Malevolent	259	Pallid	293	Ravaging
226	Manly	260	Paralysing	294	Ravishing
227	Many-Coloured	261	Parasitic	295	Rearranging
228	Martial	262	Patterned	296	Rebounding
229	Masculine	263	Peaceful	297	Reflecting
230	Membranous	264	Peculiar	298	Regenerating
231	Mesmerizing	265	Penultimate	299	Reigning
232	Mighty	266	Perceptive	300	Rejuvenating

Roll Aspect

301	Rending	334	Sleeping	367	Umber
302	Repeating	335	Slow	368	Uncontrollable
303	Repelling	336	Smoking	369	Undead
304	Resplendent	337	Smooth	370	Underground
305	Restorative	338	Soothing	371	Unknown
306	Restraining	339	Sorcerer's	372	Unnatural
307	Revealing	340	Spawning	373	Unseen
308	Reversing	341	Spiralling	374	Unspeakable
309	Revolting	342	Static	375	Unstoppable
310	Rotten	343	Strange	376	Untiring
311	Rough	344	Strangling	377	Vaporising
312	Sallow	345	Strategic	378	Vengeful
313	Savage	346	Striking	379	Verdigris
314	Scarlet	347	Subtle	380	Vexing
315	Scorching	348	Summoning	381	Vile
316	Screaming	349	Surrounding	382	Violent
317	Scrying	350	Sweeping	383	Violet
318	Sealing	351	Symbolic	384	Viridian
319	Secluding	352	Telepathic	385	Visible
320	Secret	353	Temporal	386	Voracious
321	Sensitive	354	Terminal	387	Walking
322	Separating	355	Terrible	388	Warding
323	Serpentine	356	Terrifying	389	Weakening
324	Shapeshifting	357	Thirsty	390	Wearying
325	Shared	358	Throbbing	391	Weathering
326	Shielding	359	Thundering	392	Weird
327	Shimmering	360	Trans-Dimensional	393	Whispering
328	Shining	361	Translucent	394	White
329	Shrinking	362	Transmuting	395	Withering
330	Silencing	363	Transporting	396	Wizard's
331	Silent	364	Transposing	397	Womanly
332	Simple	365	True	398	Wondrous
333	Slashing	366	Ultimate	399	Wretched
				400	Yellowing



Creatures

Roll 1d100 to determine a creature. If this creature is part of the name of a spell or magical item, use the rolled result or choose a similar animal. You might also decide that the animal is actually the name of the wizard who created the spell, and use it instead of a random wizard name.

If you are generating a random monster, you can also use the additional tables that follow (climate, feeding tactics, magical nature) to further differentiate it from the animal (or animals) it resembles.

Creature Climates

Roll 1d12 to determine the climate or environment this creature is used to. Regardless of whatever other animal this monster resembles, this is the type of area it has become adapted to and is comfortable living in.

Roll Climate or Environment					
1	Arboreal	5	Highland	9	Subterranean
2	Arctic	6	Jungle	10	Tropical
3	Burrowing	7	Marine	11	Tundra
4	Desert	8	Plains	12	Wasteland

Feeding Tactics

Roll 1d12 to determine the monster’s main method of finding and managing sources of food, or otherwise maintaining its own survival:

Roll Feeding Tactic					
1	Apex predator.	5	Infiltrator.	9	Poisoner.
2	Deceiver.	6	Lone stalker.	10	Scavenger.
3	Forager.	7	Opportunist.	11	Swarm.
4	Infesting nuisance.	8	Pack hunter.	12	Territorial.

Magical Nature

Roll 1d12 to determine the monster’s magical nature, if you don’t already know what it should be:

Roll Magical Nature			
1	Created by magical residue.	7	Infernal demon.
2	Created by a deity.	8-9	Native to another plane.
3-4	Created by a wizard.	10	Sentient species.
5	Divine avatar.	11	Sustained by magical residue.
6	Hallucinatory dream creature.	12	Unique magical being.

Roll Creature

1	Antelope	34	Goat	67	Phoenix
2	Barnacle	35	Griffin	68	Porcupine
3	Basilisk	36	Hagfish	69	Raven
4	Bat	37	Hare	70	Ray
5	Bear	38	Hawk	71	Remora
6	Beetle	39	Hornet	72	Rhinoceros
7	Boar	40	Horse	73	Roc
8	Butterfly	41	Hydra	74	Rooster
9	Camel	42	Hyena	75	Scorpion
10	Cat	43	Ibex	76	Shark
11	Centipede	44	Isopod	77	Shedu
12	Cheetah	45	Jackal	78	Sheep
13	Chimera	46	Kestrel	79	Shrike
14	Cobra	47	Kraken	80	Simurgh
15	Cockroach	48	Lamprey	81	Slug
16	Crab	49	Leech	82	Snail
17	Crocodile	50	Leviathan	83	Snake
18	Crow	51	Lion	84	Sparrow
19	Deer	52	Lizard	85	Sphinx
20	Dog	53	Lobster	86	Spider
21	Donkey	54	Locust	87	Squid
22	Dove	55	Magpie	88	Swordfish
23	Dragon	56	Manticore	89	Tiger
24	Dragonfly	57	Mantis	90	Toad
25	Eel	58	Mastodon	91	Turtle
26	Elephant	59	Mockingbird	92	Unicorn
27	Falcon	60	Monkey	93	Vampire
28	Firefly	61	Moth	94	Vine
29	Fox	62	Nautilus	95	Vulture
30	Frog	63	Octopus	96	Whale
31	Gazelle	64	Owl	97	Wolf
32	Ghoul	65	Peacock	98	Worm
33	Giraffe	66	Pegasus	99	Yak
				100	Zebra



Elements

Roll 1d200 to determine an element. At your option, add *-ed*, *-er*, or *-ing* suffixes.

Roll		Element	
1	Absence	33	Darkness
2	Acid	34	Death
3	Age	35	Deceit
4	Air	36	Depth
5	Alabaster	37	Despair
6	Amber	38	Destruction
7	Amnesia	39	Diamond
8	Anger	40	Dimension
9	Ash	41	Disease
10	Autumn	42	Distortion
11	Avarice	43	Doom
12	Balance	44	Dream
13	Bark	45	Dust
14	Battle	46	Earth
15	Bile	47	Echo
16	Blight	48	Ectoplasm
17	Blood	49	Ember
18	Bone	50	Energy
19	Brimstone	51	Entropy
20	Brine	52	Envy
21	Bronze	53	Ether
22	Chaos	54	Fear
23	Charity	55	Fire
24	Clay	56	Flame
25	Cloud	57	Flesh
26	Cold	58	Foam
27	Colour	59	Fog
28	Contagion	60	Force
29	Copper	61	Friendship
30	Cosmos	62	Frost
31	Creation	63	Fungus
32	Crystal	64	Fury
65	Ghost	66	Glass
67	Glory	68	Gluttony
69	Gold	70	Greed
71	Harmony	72	Hate
73	Health	74	Heat
75	Hepatitis	76	History
77	Honey	78	Hope
79	Hunger	80	Hurricane
81	Ice	82	Ichor
83	Illusion	84	Iron
85	Ivory	86	Jade
87	Journey	88	Joy
89	Justice	90	Knowledge
91	Laughter	92	Lava
93	Law	94	Lead
95	Lies	96	Life

97	Light	132	Prophecy	167	Stasis
98	Lightning	133	Psyche	168	Steam
99	Liquid	134	Pus	169	Steel
100	Lore	135	Quest	170	Stench
101	Love	136	Quicksilver	171	Stone
102	Lust	137	Radiance	172	Strength
103	Melody	138	Rage	173	Summer
104	Metal	139	Rain	174	Sun
105	Miasma	140	Reason	175	Tar
106	Might	141	Revulsion	176	Terror
107	Milk	142	Rose	177	Thirst
108	Mist	143	Rot	178	Thorn
109	Moon	144	Rubber	179	Thunder
110	Moss	145	Ruby	180	Time
111	Motive	146	Rust	181	Treasure
112	Mud	147	Salt	182	Truth
113	Mutation	148	Sand	183	Vanity
114	Nature	149	Sap	184	Venom
115	Negation	150	Sapphire	185	Vertigo
116	Night	151	Sea	186	Vigour
117	Nightmare	152	Sense	187	Vision
118	Obsidian	153	Shadow	188	Void
119	Oil	154	Sight	189	War
120	Order	155	Silver	190	Warp
121	Orichalcum	156	Skin	191	Water
122	Pain	157	Slime	192	Weather
123	Perception	158	Smoke	193	Will
124	Plague	159	Snow	194	Wind
125	Plant	160	Soil	195	Wine
126	Plasma	161	Soul	196	Winter
127	Poison	162	Sound	197	Wisdom
128	Power	163	Space	198	Wood
129	Pride	164	Spirit	199	Worm
130	Probability	165	Spring	200	Youth
131	Promise	166	Star		



Forms

Roll 1d200 to determine a form. At your option, add *-ed*, *-er*, or *-ing* suffixes.

Roll		Form	
1	Altar	33	Cloud
2	Arc	34	Coating
3	Armour	35	Coil
4	Assassin	36	Colossus
5	Aura	37	Column
6	Automaton	38	Commotion
7	Bane	39	Cone
8	Barricade	40	Cord
9	Barrier	41	Crown
10	Bastion	42	Cube
11	Beacon	43	Cup
12	Beam	44	Curse
13	Blade	45	Dagger
14	Blast	46	Dart
15	Blessing	47	Deity
16	Blob	48	Demon
17	Bolt	49	Disk
18	Bond	50	Display
19	Boon	51	Disturbance
20	Brain	52	Door
21	Bridge	53	Elemental
22	Bubble	54	Emanation
23	Burst	55	Enclosure
24	Cabinet	56	Explosion
25	Call	57	Eye
26	Cascade	58	Eyelid
27	Cauldron	59	Face
28	Chariot	60	Feast
29	Charm	61	Field
30	Circle	62	Figure
31	Claw	63	Finger
32	Cloak	64	Fissure
65	Fist	66	Fountain
67	Furnace	68	Gate
69	Gaze	70	Gift
71	Glamour	72	Globe
73	Golem	74	Grid
75	Grip	76	Guardian
77	Guide	78	Guise
79	Gush	80	Hair
81	Halo	82	Hammer
83	Hand	84	Heart
85	Helix	86	Helm
87	Horn	88	House
89	Idol	90	Image
91	Key	92	Labyrinth
93	Laugh	94	Leaf
95	Limitation	96	Lock

97	Loop	132	Rectangle	167	Strike
98	Mansion	133	Regalia	168	Structure
99	Mantle	134	Rift	169	Swarm
100	Mark	135	River	170	Tendrill
101	Mask	136	Road	171	Tentacle
102	Maze	137	Room	172	Thief
103	Memory	138	Rune	173	Throne
104	Message	139	Scream	174	Tomb
105	Mind	140	Seal	175	Tongue
106	Moment	141	Sentinel	176	Tooth
107	Monolith	142	Servant	177	Torrent
108	Mosaic	143	Shaft	178	Touch
109	Mouth	144	Shard	179	Tower
110	Nectar	145	Sheet	180	Trap
111	Nexus	146	Shelf	181	Triangle
112	Noose	147	Shell	182	Tughra
113	Oath	148	Shield	183	Tunnel
114	Oracle	149	Shroud	184	Vault
115	Orb	150	Sigil	185	Veil
116	Parade	151	Sign	186	Voice
117	Path	152	Song	187	Vortex
118	Pattern	153	Spear	188	Wall
119	Pet	154	Speech	189	Ward
120	Phylactery	155	Spell	190	Warrior
121	Pillar	156	Sphere	191	Wave
122	Pit	157	Spike	192	Weapon
123	Plane	158	Spiral	193	Weave
124	Pocket	159	Splinter	194	Web
125	Portal	160	Sponge	195	Whisper
126	Prism	161	Spray	196	Window
127	Prison	162	Steed	197	Wings
128	Problem	163	Stench	198	Word
129	Pulse	164	Storm	199	Ziggurat
130	Pyramid	165	Strand	200	Zone
131	Ray	166	Stream		



Items

Roll 1d200 to determine an item:

Roll	Item				
1	Amulet	33	Cask	65	Fan
2	Anklet	34	Casket	66	Fang
3	Anvil	35	Cauldron	67	Feather
4	Arrow	36	Censer	68	Fez
5	Axe	37	Chain	69	Figurine
6	Ball	38	Chair	70	Flail
7	Barrel	39	Chest	71	Flask
8	Bed	40	Chime	72	Flute
9	Bell	41	Circlet	73	Fork
10	Belt	42	Claw	74	Gauntlet
11	Bisht	43	Cloak	75	Gem
12	Blangkon	44	Clock	76	Globe
13	Blanket	45	Cloth	77	Gloves
14	Boat	46	Club	78	Goblet
15	Book	47	Coach	79	Haik
16	Boots	48	Coffin	80	Hammer
17	Bottle	49	Coin	81	Handkerchief
18	Bow	50	Comb	82	Harp
19	Bowl	51	Compass	83	Hat
20	Box	52	Conch	84	Helmet
21	Bracelet	53	Crown	85	Hijab
22	Breastplate	54	Cup	86	Horn
23	Brooch	55	Cymbal	87	Hourglass
24	Brush	56	Dashiki	88	Incense
25	Cage	57	Decanter	89	Instrument
26	Candle	58	Device	90	Izaar
27	Cane	59	Doll	91	Jacket
28	Cape	60	Door	92	Jar
29	Card	61	Dress	93	Jellaba
30	Carpet	62	Drum	94	Jewel
31	Carriage	63	Dye	95	Kaftan
32	Case	64	Egg	96	Keffiyeh

97	Key	132	Plate	167	Spear
98	Knife	133	Pot	168	Spectacles
99	Lamp	134	Potion	169	Spindle
100	Lantern	135	Powder	170	Spoon
101	Leash	136	Purse	171	Spyglass
102	Lens	137	Puzzle	172	Staff
103	Locket	138	Pyramid	173	Statue
104	Loom	139	Quiver	174	Sword
105	Mace	140	Raft	175	Table
106	Machine	141	Razor	176	Talisman
107	Manacles	142	Rifle	177	Tapestry
108	Mask	143	Ring	178	Thawb
109	Mirror	144	Robe	179	Tiara
110	Necklace	145	Rod	180	Tome
111	Nectar	146	Rope	181	Tooth
112	Needle	147	Rug	182	Torc
113	Net	148	Salve	183	Torch
114	Niqab	149	Sarcophagus	184	Trumpet
115	Noose	150	Sarong	185	Turban
116	Ointment	151	Scabbard	186	Urn
117	Orb	152	Scarf	187	Valise
118	Organ	153	Sceptre	188	Vase
119	Oud	154	Scimitar	189	Veil
120	Paint	155	Scissors	190	Vest
121	Painting	156	Scroll	191	Vial
122	Pants	157	Shawl	192	Wagon
123	Parasol	158	Shelf	193	Wand
124	Patch	159	Shield	194	Wax
125	Pearl	160	Ship	195	Weed
126	Pen	161	Shoes	196	Wheel
127	Perfume	162	Shovel	197	Whetstone
128	Pillow	163	Sitar	198	Whip
129	Pills	164	Skull	199	Whistle
130	Pipe	165	Skullcap	200	Wine
131	Pistol	166	Slippers		



Wizard Names

Roll 1d100 to determine the initial syllable of a wizard's name, then 1d200 one or more times for additional syllables, and remove vowels as necessary. At your option, roll 1d20 to determine an epithet for this wizard, either before their name, or after, attached via words such as “of,” “of the,” or “the.”

Roll Initial Syllable

1	Aba / Ada	26	Far	51	Kiah	76	Sab / Sob
2	Abri	27	Fay / Feh	52	Kud	77	Sad / Sidi
3	Af	28	Gab / Ghib	53	Lah / Lay	78	Saf / Shaf
4	Ah / Ak	29	Gelah	54	Mah / Mal	79	Saj / Shez
5	Aliy	30	Geza / Giz	55	Marti	80	Sam / Shems
6	Amm / An	31	Ghay	56	Mir / Mur	81	Salah
7	Asa / Ash	32	Ghul / Gol	57	Miy / Muy	82	Sav / Sep
8	Azar / Azi	33	Gudah	58	Mozh	83	Seno / Sim
9	Bah / Bey	34	Hak / Hik	59	Mukh	84	Shab
10	Bal / Bil	35	Ham / Han	60	Mus	85	Sher
11	Bam / Ben	36	Hav	61	Nah	86	Shiy / Siah
12	Bora	37	Hos	62	Nil	87	Shoh / Zoh
13	Char	38	Hwah	63	Nur	88	Tab
14	Chet	39	Ibi	64	Oh / Os	89	Tah / Taj
15	Dah	40	Ik / Iq	65	Par	90	Tal / Taw
16	Dam / Din	41	Il / Iru	66	Qah / Quay	91	Tam / Tan
17	Dar	42	Isa	67	Qis	92	Touf
18	Dauw / Dav	43	Jah / Juh	68	Rah / Reh	93	Ul / Urs
19	Del / Dil	44	Jam / Jin	69	Ram / Rin	94	Vah
20	Ebu	45	Kah / Khay	70	Ras	95	Vish
21	Eh / Ej	46	Kam / Kan	71	Riy	96	Vol / Wal
22	El	47	Kas / Khash	72	Riz / Rus	97	Was / Yas
23	Erd	48	Kata	73	Rogh / Ruk	98	Yaw / Yuh
24	Es / Ez	49	Kav	74	Roh / Ruy	99	Yus
25	Ett	50	Khoz	75	Sa / Shah	100	Zar / Zur

To create the names of prophets and other notables from the early days of the law, or names common among the desert peoples of the South, do the following:

- Replace all /p/ and /v/ sounds with /b/ or /f/ and the consonant /w/.
- Replace all hard /g/ sounds with a softer /j/ or a voiceless post-velar stop /q/.
- Replace some /d/ and /t/ sounds with interdental fricatives /dh/ and /th/.



Roll Non-Initial Syllable

1	ad	35	edin	69	ideh	103	mal
2	aheh	36	ehrdad	70	iha / ik	104	man
3	aila	37	etis	71	ija	105	mar / meer
4	ajwanda	38	evgi	72	ila	106	mat
5	al / alma	39	evrim	73	ima	107	mayil
6	ama	40	ezu	74	ind	108	mayra
7	ansu	41	fandi	75	inshah	109	mid
8	ashak	42	faq / fiq	76	ir	110	mina
9	asip	43	fari	77	isa / izar	111	mira
10	astu	44	fattin	78	isha / isuh	112	moud / mud
11	attin	45	fayda	79	ishan	113	murgh
12	atul	46	fif	80	jah	114	naid
13	auf / avra	47	fikar	81	jab / jep	115	nam / nan
14	ayati	48	fiya	82	jad / jod	116	nas / naz
15	aya / ayu	49	fuz	83	jarat	117	nat
16	bak	50	gan	84	jis	118	nay / ni
17	bar	51	geh / gi	85	ka / key	119	nife
18	bassu	52	ges	86	kandr	120	nis
19	bash	53	ghul / gol	87	khan	121	noush
20	bil	54	gib	88	kila	122	oku
21	biyya	55	gir	89	kim / kina	123	omer / on
22	biz / borz	56	hadi / hid	90	kir / kora	124	pur
23	bula	57	hadur	91	kram	125	qat
24	chin	58	ham / hanna	92	ku	126	rah / ri
25	dal	59	hasta	93	kwar	127	rab
26	dam / din	60	hartin	94	lad / led	128	ragim
27	dar / dur	61	hayeh / hia	95	lah / lu	129	rak / rukh
28	dashir	62	hevar	96	lal / lil	130	ram / ran
29	dat	63	hij / hiyya	97	lam / lim	131	rash
30	dela	64	him / hina	98	lanu	132	razad
31	dha / di	65	hir	99	lebek	133	regan
32	diga	66	hita	100	lekha / liq	134	ret / rud
33	dos	67	iar / iya	101	lous	135	reyya
34	dra	68	iba / ifa	102	mah / mi	136	rian

Roll Non-Initial Syllable

137 riar	153 siya	169 tunis	185 wana
138 rifa	154 smet	170 ud	186 war
139 rij	155 sut	171 ufar	187 yaddin
140 rim / rin	156 tach	172 uhsin	188 yal / yol
141 sal / sul	157 tada	173 uwa	189 yam / yun
142 sama / san	158 takhar	174 uzah	190 yamin
143 sar / sir	159 tam	175 va	191 yas
144 say	160 tar	176 van / vin	192 yub
145 sayba	161 tasim	177 vare	193 za
146 settin	162 tau	178 varid	194 zade
147 shad / shid	163 taya	179 vash	195 zam / zan
148 sham / shan	164 taza	180 vid / vizh	196 zar / zur
149 shayr	165 temiz	181 viya	197 zet
150 sida	166 tib	182 wa	198 zhang
151 sif	167 tros	183 wahir	199 ziya
152 sim / suma	168 tul	184 wajit	200 zul

Roll Epithet (at your option, add an aspect, creature, element, or form)

1 Accursed, Dread, Squamous, Unbearable, Void-Touched.	11 Deathless, Eternal, Illustrious, Magnificent, Merciful/-less.
2 All-Seeing, Omnipotent, Perceptive.	12 Desired, Serene, Sublime.
3 Amber, Many-Coloured, Verdant.	13 Diseased, Pale, Pallid, Sallow, Sick.
4 Ancient, August, Hoary, Old.	14 Enchanter/-ress, Magical, Sorcerous.
5 Ardent, Bold, Burning, Imposing, Passionate, Stoic, Unwavering.	15 Exalted, Incomparable, Infinite, Remote, True, Unapproachable.
6 Black, Dark, Ebon, Jet, Lightless, Obscured, Shadowy, Stygian.	16 Golden, Iridescent, Polished, Radiant, Reflecting, Silver.
7 Beatific, Beauteous, Glorious, Most Excellent, Peerless, Virtuous.	17 Heart of [aspect / element / god / location / person].
8 Benevolent, Celestial, Sagacious, Supreme, Transcendent, Wise.	18 Resplendent, Scintillating, Shimmering, Shining.
9 Blasphemous, Evil, False, Lawless, Masterless, Unburdened, Unruled.	19 Servant of [demon / god / philosophy / principle].
10 Bloody, Crimson, Maroon, Red, Rosy, Scarlet, Vermillion.	20 Speaker of [Doom / Ill Omens / Lies / Prophecy / Truth].

Part Five

The
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The End.