

Generation

Generation is a subschool of conjuration. This sort of magic entails creating objects or effects desired by a wizard. This is different from summoning, which brings something from elsewhere, or transmutation, which changes one thing into another; a generationist creates things from scratch.

A generationist can ultimately recreate almost anything that he or she is familiar enough with: food, diamonds, money, poison, even living creatures. Generation magic will create priceless magic swords, but also facilitate some of the greatest scams ever pulled off.

Total Spells:	180
Spell Breakdown:	
1–5 points:	92
6–10 points:	30
11–15 points:	9
16–24 points:	13
25–34 points:	12
35–44 points:	3
45+ points:	22

The diamonds after each spell's cost indicate the number of times a wizard gets points for casting that spell.

The default ranges given for each spell can be adjusted downward at the same spell cost, though doing so will make casting take a little longer. In other words, a spell that costs 2/hour could be cast for 8 hours (for 16 points), for 1 hour (for 2 points) or for ½ hour (also for 2 points, as the caster chooses). And a spell with a 100-yard radius could be scaled down to cover a single house for the same cost.

Spells marked with ☞ are available to minstrel mages; spells marked with ☛ can be used by witches.



absorb lightning 16/year ◇◇◇◇ allows an object to absorb a bolt of lightning (or an equivalent amount of energy); a *vent* spell may be

cast to discharge the stored energy, or it will dissipate gradually over a few months. If a second lightning bolt hits an object that is already holding one absorbed bolt, the object is obliterated and both bolts are released, causing tremendous destruction to anything that happens to be nearby. ☛

absorb magic 10/point ◇◇◇ similar to store magic, except that this spell absorbs spell points cast at it rather than storing them to be re-used. Used in conjunction with *ensorcel* and *permanency* to make spell-absorbing magic items. For example, a sword with 8 points of absorption (*ensorcel* + *absorb magic* × 8 + *permanency* = 180 points total cost) could absorb any spell of 8 points or less cast at its wielder. Once a spell is absorbed, a *vent* magic spell must be used to empty the points before another spell can be absorbed.

adhere *variable* creates adhesive material. For example, a generationist cannot make hair that will grow, but can attach hair he or she has created to the head like toupee glue. Think of it as the 3M spell.

adhere ◇◇◇1/square foot/day ☞ ☛

adhere II ◇◇◇4/square foot (permanent) ☞ ☛

airrows 3/hr ◇◇◇ allows the caster to use a bow or crossbow without actually having the arrows. These missiles are made of air/force and are invisible, but strike as if they were normal arrows. Airrows cannot be enchanted further . . . i.e., *accuracy* won't work on them.

alarm 1/year ◇◇◇ when cast on an object, it causes that object to scream if touched by anyone other than its owner. ☞ ☛

annotate 2/word ◇◇◇ allows a wizard to insert words into an already written document. After any annotations have been made, the document will not appear to have been visibly altered. Useful for surreptitiously modifying treaties and wills.

antidote 18/dose ◇◇◇◇ creates an antidote to any poison. The spell caster must have a sample of the poison to work with. ☛

armor *variable* surrounds the recipient with a protective field equivalent to armor over all areas of the body. Point costs vary depending on how strong the protection is; the number given is equal to the modified d10 roll needed to penetrate each type of armor (in other words, someone would need to roll a 6 or better after all bonuses are factored in to penetrate *armor 6*, about the same as chain mail, and a lot better when you factor in that it's weightless instead of 60 pounds of metal).

armor 2 ◇◇◇ 2/hr (roll 2+ to penetrate armor) ☞ ☛

armor 3 ◇◇◇ 3/hr (roll 3+ to penetrate armor) ☞ ☛

armor 4 ◇◇◇ 4/hr (roll 4+ to penetrate armor) ☞ ☛

armor 5 ◇◇◇ 5/hr (roll 5+ to penetrate armor) ☞ ☛

armor 6 ◇◇◇◇ 6/hr (roll 6+ to penetrate armor) ☞ ☛

aura *variable* causes an aura to appear around an object or creature.

aura ◇◇◇ 3/hr ☞ ☛

colored aura ◇◇◇ 4/hr (color is chosen by the caster) ☞ ☛

ball light *variable* a floating ball of light, controllable by the caster, which gives about the illumination of a forty watt bulb. It bursts spectacularly but harmlessly on contact with anything.

ball light ◇◇◇ 2/hr ☞

colored ball light ◇◇◇ 3/hr (color is chosen by the caster) ☞

beam ½ *accompanying spell cost* ◇◇◇ cast alongside a light spell, will channel all of that spell's energy in one direction (i.e. light and beam together would equal something like a flashlight). ☞

bonus I 40 ◇◇◇◇ causes an *ensorceled* weapon to give +5% on damage—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☛

bonus II 50 ◇◇◇◇ causes an *ensorceled* weapon to give +10% on damage—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☛

bonus III 60 ◇◇◇◇ causes an ensorceled weapon to give +15% on damage—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus IV 60 ◇◇◇◇ causes an ensorceled weapon to give +1 on combat rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus V 65 ◇◇◇◇ causes an ensorceled weapon to give a bonus based on the table below—effective only in conjunction with *ensorcel* and *permanency*. Roll d% 🗡️ 🐉

ROLL	BONUS
1–19	+5%
20–38	+10%
39–49	+15%
50–69	+1
70–78	+1/+5%
79–84	+1/+10%
85–92	+1/+15%
93–97	+20%
98–00	+2

bonus VI 75 ◇◇◇◇ causes an ensorceled weapon to give a bonus based on the table below—effective only in conjunction with *ensorcel* and *permanency*. Roll d% and add +10% 🗡️ 🐉

ROLL	BONUS
1–19	+5%
20–38	+10%
39–49	+15%
50–69	+1
70–78	+1/+5%
79–84	+1/+10%
85–92	+1/+15%
93–97	+20%
98–00	+2

bonus VII 85 ◇◇◇◇ causes an ensorceled weapon to give +1 on combat rolls and +5% on damage—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus VIII 95 ◇◇◇◇ causes an ensorceled weapon to give +1 on combat rolls and +10% on damage—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus IX 100 ◇◇◇◇ causes an ensorceled weapon to give +1 on combat rolls and +15% on damage—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus X 105 ◇◇◇◇ causes an ensorceled weapon to give +2 on combat rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus XI 30 ◇◇◇◇ confers +1 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus XII 40 ◇◇◇◇ confers +2 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus XIII 50 ◇◇◇◇ confers +3 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

brightfire 3/hr ◇◇◇ causes a fire to seem to burn with twice the normal intensity. 🗡️ 🐉

bubble delay half accompanying spell cost/year ◇◇◇ when cast alongside another spell, this will encase the contents of that spell inside a bubble. The spell will be delayed until the bubble touches or is touched by something. The bubble will move at the caster's command, but a wizard can control only one bubble at a time. If the bubble is not touched within a year, both bubble and accom-

panying spell are dissipated harmlessly. Note that both bubble delay and the spell to be contained within the bubble must be cast at the same time, so the spell caster must have at least 150% of the spell points needed to cast the contained spell. 🗡️ 🐉

bubble light 2/hr ◇◇◇ creates a large glowing bubble which, if hit, will break up into smaller bubbles, then smaller, then smaller, then smaller. . . . 🗡️ 🐉

burning light 10/day ◇◇◇◇ creates a light source which will burn the eyes if gazed at directly. 🗡️ 🐉

candle 2/hr ◇◇◇ creates a flame which looks identical to a candle flame. Although it does not burn and cannot be blown out, items can be lit from the flame. When the spell expires, the flame becomes a real flame. 🗡️ 🐉

conditional delay 50 ◇◇◇◇ will permanently delay a spell until the conditions set on the spell have been reached. For example, a spell could be delayed indefinitely until a creature walked through a certain door. 🗡️ 🐉

conditional ensorcel 50 ◇◇◇◇ enchants an item in the same manner as an ensorcel spell, but allows a condition to be imposed on the ensorcelled item. A sword that could only be used against blue creatures, for example, would use conditional ensorcel. As with ensorcel, a permanency spell must be cast on the enchanted object within a month or the magic will fade. 🗡️ 🐉

conductive armor 6 ◇◇◇◇ sheathes a person in a temporary shell of energy that doesn't harm the wearer. If a conductive object like metal or flesh hits the armored person, then the shell is spent and does +3 stun damage to the attacker. The shell causes a noticeable shimmer on the recipient's body. It fades away in about a day if not expended. 🗡️ 🐉

cone 1/15 lbs/week ◇◇◇ traps a creature within an impervious but transparent cone. 🗡️ 🐉

copy 1/page ◇◇◇◇ makes a perfect copy of a written work. 🗡️ 🐉

create 58/cubic foot ◇◇◇◇ allows a wizard to create anything—organic or inorganic, precious or base—that he or she is familiar with. The greater the spell caster's familiarity with an object, the more perfect the likeness will be. Most objects can be created more cheaply and easily using the specific categories of *create* spells that follow, but objects that combine categories (such as a piece of gold jewelry with gems inset) will have to be created using this spell. Note that if the spell caster has an object present to copy from, he or she can make a near-perfect or perfect duplicate. 🗡️ 🐉

create metal 2/lb ◇◇◇ creates a nonprecious metal of a type chosen by the caster, in any shape or size, and in processed or unprocessed form. A generationist could use this spell to make a metal bowl, a sword, or a suit of armor. The more precisely the spell caster knows (and is able to visualize) the nature of the object to be created, the better the quality will be. For instance, a wizard who has seen swords but doesn't know how to use one may create a very beautiful weapon, but it's unlikely to be properly balanced for fighting. Note that if the spell caster has an object present to copy from, he or she can make a near-perfect or perfect duplicate. 🗡️ 🐉

create organic material 1/cubic foot ◇◇◇ creates a nonliving object of wood or other organic material chosen by the caster, in processed or unprocessed form. A generationist could use this spell to make a wooden bowl, a bedframe, an eider-down comforter, or a dish of caviar. The more precisely the spell caster understands (and is able to visualize) the nature of the object to be created, the better the quality will be. A wizard who doesn't like seafood may create a visually attractive lobster dinner, but it's unlikely to taste very good. Note that if the spell caster has an object present to copy from, he or she can make a near-perfect or

perfect duplicate. 🗡️ 🗡️

create liquid 2/gallon ◇◇ creates a nonprecious liquid of a type chosen by the caster, in processed or unprocessed form. A generationist could use this spell to make water, milk, wine, fabric dye, oil for a whetstone, or a dense fog. The more precisely the spell caster knows (and is able to visualize) the nature of the object to be created, the better the quality will be. A wizard who doesn't like beer is unlikely to be able to create a very palatable brew. Note that if the spell caster has a liquid to copy from, he or she can make a near-perfect or perfect duplicate. 🗡️ 🗡️

create living object 20/60 lbs ◇◇◇◇ allows a spell caster to create a specific type of living animal that he or she is familiar with. A wizard could create a tiger cub that would act like any other tiger, grow to maturity, and be able to breed with other tigers. Any modifications must be within the realm of things that occur in nature—so a wizard could also create a tiger cub that never got any bigger, or that was especially friendly, or that never went into heat, since all of these things can occur as natural mutations. Note that if the spell caster has a creature present to copy from, he or she can make a near-perfect or perfect duplicate. 🗡️ 🗡️

create living object II 20/40 lbs ◇◇◇◇ creates an animal designed by the wizard casting the spell. The animal need not exist in nature, and may or may not be based on something from nature. Of course, if the animal is not viable, it won't live long. This is the spell to use in creating giant winged vampire goats. 🗡️ 🗡️

create mineral 1/cubic foot ◇◇ creates a nonprecious mineral of a type chosen by the caster, in any shape or size, and in processed or unprocessed form. A generationist could use this spell to make a stone wall, a marble sculpture, or a glass bowl. The more precisely the spell caster knows (and is able to visualize) the nature of the object to be created, the better the quality will be. A wizard who doesn't know anything about masonry can put up a wall, but it may not stay up. Note that if the spell caster has an object present to copy from, he or she can make a near-perfect or perfect duplicate. 🗡️ 🗡️

create precious liquid 10/fluid ounce ◇◇◇ brings a precious liquid—such as a rare unguent or quick-acting paralytic—of any type chosen by the caster into existence. The spell caster must be familiar with the object in question—someone who has never seen mercury will not be able to create it (although another metallic, silvery liquid might be created). Note that if the spell caster has an object present to copy from, he or she can make a near-perfect or perfect duplicate. 🗡️ 🗡️

create precious metal 12/ounce ◇◇◇◇ brings a precious metal of any type chosen by the caster into existence. The spell caster must be familiar with the object in question—someone who has never held an ounce of gold will not be able to create one (although a superficially goldlike metal might be created). Note that if the spell caster has an object present to copy from, he or she can make a near-perfect or perfect duplicate. 🗡️ 🗡️

create precious mineral 14/ounce ◇◇◇◇ brings a precious rock or mineral of any type chosen by the caster into existence. The spell caster must be familiar with the object in question—someone who has never held an uncut diamond will not be able to create one (although quartz or another superficially diamondlike stone might be created). Note that if the spell caster has an object present to copy from, he or she can make a near-perfect or perfect duplicate. 🗡️ 🗡️

create scry 4/hr ◇◇ allows the caster to observe a creature known to him or her, but not present. 🗡️ 🗡️

dazzling bubble light 4/hr ◇◇ creates a large bubble that radiates light like a flare. If hit, it breaks up into smaller bubbles, then

smaller, then smaller. . . 🗡️

delay variable delays a spell until a certain vague condition is met. For example, a spell might be delayed until a creature passed through a door, etc.

delay ◇◇◇◇ 10/year 🗡️ 🗡️

extended delay ◇◇◇◇ 30/10 years 🗡️ 🗡️

delayed sending 12 ◇◇◇◇ creates an image of the spell caster, activated upon the occurrence of some specified event. This image can speak and act as the caster chooses, but all words or actions must be chosen in advance. Sendings are insubstantial, and not quite opaque. A delayed sending may last up to an hour, longer with extensions. 🗡️

delete 2/word ◇◇ allows a wizard to delete words from an already written document. After deletions have been made, the documents will not appear to have been visibly altered. Useful for surreptitiously modifying treaties and wills. 🗡️

detect generation magic 1 ◇◇ detects whether or not an object or creature was created by generation magic. It looks for the telltale flaws and shortcuts, but a perfect copy may evade all detection. Also, the magical aura may fade after time. 🗡️ 🗡️

detect magic 3/hr ◇◇ causes all enchanted objects within the caster's line of sight to become visible. The spell may be cast on non-wizards, but will take some practice to get used to. With frequent use, the spell can be used to differentiate between classes of magic, as well as just detecting magic (i.e., a magic ring created by a summoner will look different than one created by an emotionist). 🗡️ 🗡️

detect scrying 3/day ◇◇ allows a wizard to detect any attempts at magical spying from afar 🗡️ 🗡️

detect source of magic 4 ◇◇◇ unearths the source of a spell or magical effect. 🗡️ 🗡️

detect source of scrying 8 ◇◇◇◇ allows a wizard to detect the location from which he or she is being magically spied on. 🗡️ 🗡️

detect source of sending 4 ◇◇ allows a wizard to detect the location from which a sending originates. 🗡️ 🗡️

disensorcel 50 ◇◇◇◇ causes a magic item to lose its enchantment. Works on all but the most powerful magic items. 🗡️ 🗡️

disintegrate 6/lb ◇◇◇◇ disintegrates an object or creature; literally causes it to cease to exist. The object must be within the wizard's line of sight. 🗡️

dispel generation spell cost + 4/level of caster above dispeller ◇◇◇ allows a wizard to negate another generationist's spell. 🗡️

dispel magic 6 + original spell cost ◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class of that wizard. 🗡️

dye 2 ◇◇ adds a layer of color to the surface of skin, hair, or fur, at least until it grows out or sloughs off. I never saw a purple cow . . . 🗡️ 🗡️

emanate heat 4/hr ◇◇ causes an inanimate object to generate and give off heat equivalent to a small fire (or less if the caster chooses to make, for instance, a bed-warming brick). 🗡️ 🗡️

emanate sound 1/hr ◇◇◇ causes an object to emanate a sound chosen by the caster. 🗡️ 🗡️

embroider 2 ◇◇ makes designs on fabric. Can also be used to alter embroidery (do you mean to say that the house arms of that lord does not include a flaming donkey?) 🗡️

ensorcel variable the preliminary spell used in creating a magic item. This lays the initial enchantment on an inorganic object and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *ensorcel*. Only one *ensorcel* can be cast on a single object. Objects to be enchanted should be as nearly flawless as possible, as defects in structure or workmanship can allow magic to leak

away over time (or very suddenly, with explosive force). A single magic item cannot contain conflicting enchantments (such as *protection vs. heat* and *protection vs. cold* simultaneously) and should not be dangerously overloaded with too many unrelated spells. The best magic items are composed of spells so flawlessly integrated that they all seem to work together as a single power. A *permanency* spell must be used within a month of the initial *ensorcel*, or the enchantment on the item will dissipate.

ensorcel ◇◇◇◇ 50 ☞ ☞

extended ensorcel ◇◇◇◇ 75 (extends an ensorcel spell for a second month. An ensorcel can be extended only once.) ☞ ☞

erase 2/page ◇◇ erases a document. ☞ ☞

extension ½ original spell cost ◇◇ extends the duration of a spell to double the normal length of time. Spells can be extended more than once, but the amount of time added by each additional extension remains constant, i.e. a one-hour spell will be extended an additional hour for each extension cast. ☞ ☞

false enchantment 1/year ◇◇ causes an item to appear to be magical. This will fool a *detect magic* spell. ☞ ☞

flash 2 ◇◇ causes a sudden, brief flash of the intensity and duration of a camera flashbulb. This does no real harm, but may cause nearby creatures to see spots for a few minutes. ☞ ☞

flashblind 7 ◇◇◇ causes a sudden, blinding flash of intense light. This flash will blind 2–12 Table I creatures or 1–3 Table II creatures who view it for 1–6 minutes. It will not affect more powerful creatures or creatures who fail to see the flash. Any creature whose resistance roll is 81+ is paralyzed rather than blinded. Only creatures which normally have vision are affected. ☞ ☞

flashtrap 2/week ◇◇ sets off a blinding flash of light if triggered. ☞

heatwaves 4/square mile/hr ◇◇ causes the ground to ripple with heat waves; makes it hard to see exactly what's where until you're right on top of it. ☞

help 1/2 miles ◇◇ sends a generic distress call to a creature of the caster's choice. ☞

hide generation magic variable masks the source of an object or creature's origin. May not hide the flaws, however.

hide generation magic ◇◇◇1/year (1 item) ☞ ☞

hide generation magic II ◇◇◇8/year (10-foot radius) ☞ ☞

hide generation magic III ◇◇◇9 (1 item; permanent) ☞ ☞

hide generation magic IV ◇◇◇21 (10-foot radius; permanent) ☞ ☞

ignite 4 ◇◇ causes a flammable object within range (equal to the wizard's spell points in feet) to burst into flames. The object must be easily ignitable—i.e. a tunic, straw, etc., not a log or a tree. The flames catch and spread quickly, unlike those caused by a kindle spell. The spell can be cast quite rapidly; the object to be ignited must be pointed to. ☞

infinity 10 x original spell cost ◇◇◇ causes an effect of a magical item to become permanent—i.e. without charge. Effective only in conjunction with *ensorcel* and *permanency* spells. For instance a sword could be made to give off light whenever it was held (*light + infinity*). *Infinity* only works on spells that have a definite duration; it can't be used on one-shot spells like *fireball* or *shock-throw*.

invisible light 5/hr ◇◇ a ball of light which can be cast on any inanimate object—gives about the illumination of a 40-watt light bulb. This light can be seen only by the caster. ☞ ☞

leechfield 75/100 square feet ◇◇◇◇ creates a field which feeds on spell points (essentially transforming non-generation spells to generation spells) Any wizard who passes through a leechfield is drained of spell points; magic items are disensorceled and drained. A leechfield will fade if it does not drain 75 spell points

(or equivalent in magic items) in a 24-hour period; otherwise, it lasts forever. ☞ ☞

light variable a ball of light which can be cast on any inanimate object—gives about the illumination of a 40-watt light bulb.

light ◇◇ 1/hr ☞ ☞

colored light ◇◇ 2/hr (color is chosen by the caster) ☞ ☞

light II 2/hr ◇◇ lights an entire room. ☞ ☞

lightning bolt 26 ◇◇◇◇ fires a bolt of lightning—raw energy—in a direction of the caster's choice. Creatures hit directly sustain a +10 stun; those hit indirectly sustain a +5 stun; a near miss is a +2 stun. All other creatures within a ten foot radius sustain a stun. This spell is not meant to be used in confined areas. . . . ☞

lightning burst 32 ◇◇◇◇ causes a burst of 4–24 bolts of energy to explode within a 20 foot radius. Creatures hit directly sustain a +5 stun; indirect hits cause a +3 stun; those in close proximity sustain a stun. Damage is at +2 for creatures wearing metal armor or holding other conductive materials (i.e. swords). ☞

lightning lash 41/hr ◇◇◇◇ creates a thin bolt of lightning which can be wielded as a whip, inflicting potentially fatal electrical damage on whatever it hits. Direct hits cause a +3 stun, indirect hits a +2 stun, near misses a stun. Not recommended for characters who aren't familiar with the proper use of whips, or who aren't protected against lightning.

lightning rain 62 ◇◇◇◇ causes a shower of lightning bolts over a 100 yard radius; direct hits cause a +5 stun; indirect hits cause a +3 stun; near misses cause a +2 stun; creatures in close proximity sustain a stun. Damage is at +2 for creatures wearing metal armor or holding other conductive materials (i.e. swords). ☞

liquid light 4/pint/day ◇◇ creates a luminescent liquid which gives off about 40 watts of illumination. ☞ ☞

locate 5 ◇◇ locates a specific creature within a 10-mile radius. ☞ ☞

locate II 25 ◇◇◇◇ locates a specific creature at any distance. ☞ ☞

locate item 2 ◇◇ allows a generationist to locate a specific item he or she has created within up to 1 mile per point of caster's INT. The caster will know exactly where the item is at the moment the spell is cast, but it will not bring the item to the caster, or tell him or her if the item is moved. ☞ ☞

locate item II 11 ◇◇◇◇ allows a generationist to locate some or all all items he or she has created within up to 1 mile per point of caster's INT. The caster will know exactly where the item is at the moment the spell is cast, but it will not bring the item to the caster, or tell him or her if the item is moved. ☞ ☞

locate wizard beacon 1 ◇◇ allows a wizard to detect the signal given off by a wizard beacon not of his or her own creation. The spell range is 1 mile per level of the caster. ☞ ☞

magic buffer variable ◇◇◇ allows a wizard to pump extra points into a spell in order to make it more difficult to dispel. In other words he or she might put 15 extra points into a magical wall in order to keep another wizard from having enough points to *dispel magic*. ☞ ☞

magic free zone 30/10 foot radius/day ◇◇◇◇ creates a field in which no spells or magical items of any sort will function. Spells and magic items are not negated, as in a field of *magic negation*, they just don't work within the spell's area, and no new spells can be cast from within the field. ☞ ☞

magic funnel variable causes any spells that hit the mouth of the spell area to be channeled in a particular direction. The shape of the spell area is determined by the spell caster, but the outlet may not be any wider than the mouth of the funnel. Directing the funnel away from your character is usually a good idea. . . .

- magic funnel** ◇◇◇◇ 26/10 foot radius/day (generation spells only) 🗡️
- magic funnel II** ◇◇◇◇ 32/10 foot radius/day (all spells) 🗡️
- magic negation *variable*** creates a field in which no magic will work, and through which no spells can pass in either direction. The field does not obstruct movement in any way. A *magic negation* may be cast as a 2-dimensional wall (for example, anyone passing through a doorway would cross through it) or over an area (so anyone within a room, for instance, would be affected). People passing through a field of magic negation will lose any protections or other spells cast on them, including any temporary stat raises. Permanent stat increases are not affected, but will not work within the field. Magic weapons are also not permanently affected, but will not work within a field of *magic negation*. Any temporary spells (such as spells on *delay*) passing through a field are eliminated, as are any scrolls.
- magic negation** ◇◇◇◇ 24/10 foot radius/day (field) 🗡️ 🗡️
- magic negation II** ◇◇◇◇ 15/100 square feet/day (wall) 🗡️ 🗡️
- magic reflection *variable*** creates a field which reflects spells cast from either side back in the direction they came from. The field does not obstruct movement in any way. A *magic reflection* may be cast as a 2-dimensional wall (for example, across the gate of a castle under assault) or over an area (to wizardproof a cell, for instance). Spells cast within a field of *magic reflection* may ricochet as they bounce repeatedly off the field's boundaries.
- magic reflection** ◇◇◇◇ 28/10 foot radius/day (field) 🗡️ 🗡️
- magic reflection II** ◇◇◇◇ 17/100 square feet/day (wall) 🗡️ 🗡️
- mend metal 4** ◇◇◇ fixes a gap, hole, tear, or other small damage in armor or another metal object by creating new links, scales, etc.
- metalbud 2/lb** ◇◇◇ increases the mass of a base metal object, for example, turning a knife into a sword. 🗡️ 🗡️
- miniature animal 12** ◇◇◇◇ creates a living miniature copy of an animal, like it in all respects except size. Miniatures will be between 6 inches and 1 foot in size. 🗡️ 🗡️
- mini-lightning 22** ◇◇◇◇ causes 2–12 small lightning bolts in an area chosen by the caster. Direct hits cause a +4 stun; indirect hits cause a +2 stun; near misses cause a stun. Damage is at +2 for creatures wearing metal armor or holding other conductive materials (i.e. swords). 🗡️
- misdirect scrying *variable*** causes attempts to magically scry on a protected person, place, or object to go awry.
- misdirect scrying** ◇◇◇ 2/day 🗡️ 🗡️
- misdirect scrying II** ◇◇◇◇ 12/year 🗡️ 🗡️
- misdirect scrying III** ◇◇◇◇ 22/permanent 🗡️ 🗡️
- missile 6** ◇◇◇◇ fires a small bolt of energy in a direction of the caster's choice. A creature hit by this bolt suffers a +2 stun; the bolt hits automatically unless a resistance roll is made successfully.
- music 1/hr** ◇◇◇ creates music from thin air, type up to the caster. 🗡️
- object scry 4/hr** ◇◇◇ allows the caster to observe a distant object or area with which he or she is familiar. 🗡️ 🗡️
- obstacles 2/100 square feet** ◇◇◇ creates a number of small pits and obstacles in a natural ground surface, making it impassable for mounted riders. 🗡️
- odor 4/smell/hr** ◇◇◇ creates a distinct smell of the caster's choice. 🗡️ 🗡️
- overscript 1/page** ◇◇◇ creates an overlay of nonsense script on a document, rendering it unreadable to anyone besides the caster. 🗡️ 🗡️
- paint 1/100 square feet** ◇◇◇ creates a layer of paint on an object. Refreshes tired looking houses, etc. 🗡️
- penetrate armor 5/hr** ◇◇◇ gives a weapon +3 to penetrate armor. 🗡️ 🗡️
- permanency 50** ◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its enchantment in order for it to permanently retain its magic. This is necessary for all magical items except potions. Normal extension and delay spells will not work with permanency. 🗡️ 🗡️
- permanent light 8** ◇◇◇◇ a ball of light which can be cast on any inanimate object—gives about the illumination of a 40-watt light bulb. The light can be brightened and dimmed at will by the caster. 🗡️ 🗡️
- pervert magic *same as original spell cost*** ◇◇◇ causes a spell to escape from its caster's control 🗡️
- pervert magic field 90** ◇◇◇◇ causes all spells within a 100-yard radius to escape from their casters' control. Can be cast anywhere within the caster's line of sight.
- phosphorescence 3/hr** ◇◇◇ causes a sickly, dim light, which can be cast on animate or inanimate objects. 🗡️ 🗡️
- portrait 7** ◇◇◇◇ creates a perfect image—on cloth, parchment, or other medium—of the spell's subject. 🗡️ 🗡️
- potpourri 2/month** ◇◇◇ creates a floral odor of the caster's choice on a specified small, inanimate object. 🗡️ 🗡️
- preserve image 6/year** ◇◇◇◇ allows the caster to store a single image in an inorganic item. The first person who touches the item sees the image. 🗡️ 🗡️
- preserve sound 8/year** ◇◇◇◇ allows the caster to store a sound or message (up to the caster's INT in minutes long) in an inorganic item. The first person who touches the item hears the sound. 🗡️ 🗡️
- preserve taste 8/year** ◇◇◇◇ allows the caster to store a series of tastes or flavors (up to the caster's INT in minutes long—enough for a whole meal) in an inorganic item. The first person who touches the item receives the taste. 🗡️ 🗡️
- protection vs. curses 6/year** ◇◇◇◇ protects against all curses 🗡️
- protection vs. lightning *variable*** prevents a creature from being struck by natural or magical lightning.
- prot. vs. lightning** ◇◇◇ 1/day 🗡️ 🗡️
- extended prot. vs. lightning** ◇◇◇◇ 21/year 🗡️ 🗡️
- permanent prot. vs. lightning** ◇◇◇◇ 34 🗡️ 🗡️
- protection vs. magic detection 6/day** ◇◇◇◇ makes the recipient and all he or she is carrying immune to the effects of a detect magic spell. 🗡️ 🗡️
- protection vs. scrying 2/day** ◇◇◇ protects the recipient from any magical spying from afar (including *locate* spells). 🗡️ 🗡️
- protection vs. sound *variable*** protects a creature from the direct effects of both natural and magical noises. For example, a protected creature would be unaffected by a thunderbolt, but could still be crushed under an avalanche caused by that thunderbolt.
- prot. vs. sound** ◇◇◇ 1/day 🗡️ 🗡️
- prot. vs. sound II** ◇◇◇◇ 10 year 🗡️ 🗡️
- prot. vs. sound III** ◇◇◇ 5/day (10 foot radius) 🗡️ 🗡️
- prot. vs. sound IV** ◇◇◇◇ 50/year (10 foot radius) 🗡️ 🗡️
- quick creation 3/cubic foot/hr** ◇◇◇ creates an item hurriedly that will not pass any deep inspection. For instance, if you want to pretend you are armed when attacked in a shadowy alley, this can create a sword that may scare the attackers off, but will crumble if actually used in a fight. Quick creations lose cohesion quickly. 🗡️
- ram 1/force of 1 person** ◇◇◇ delivers a powerful, crushing blow to an inanimate object, hitting it like a battering ram. The spell cost depends on the force the caster wants to throw at the castle gate or other object being rammed, so for 20 points, he or she can strike the gate with a blow equivalent to a ram driven by 20 people. As with any battering ram, repeated blows may be necessary

to stave in the target. ☞

recharge 5 x *original spell cost* ◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a three point spell could be used to perform that effect once every three days. This spell is only effective in conjunction with *ensorcel* and *permanency* spells.

recovery 8/week ◇◇◇◇ allows a spell caster to recover spell points at a rate of 3/day, no matter how active he or she may be. ☞ ☞

remove wizardmark 10/level of original caster ◇◇◇◇ allows a wizard to erase another spellcaster's wizardmark or wizardscript. The cost varies depending on the level of the wizardmark's creator—it costs only 10 points to dispel a magic-0's wizardmark, but 60 points to remove the mark made by a magic-6. ☞ ☞

rock shower 32 ◇◇◇◇ causes a rain of stones which inflicts a +2 stun on all creatures within a 400 square foot area. ☞

sending 6 ◇◇◇◇ allows the spell caster to send an image of his or herself to a distant location where it can speak and act as the caster chooses. The wizard must be totally undisturbed and devote his or her entire concentration on the sending to maintain it. Sendings are insubstantial, and not quite opaque—always in the exact image of the caster. They can be cast anywhere within a range of (INT + magic level) miles. Maintaining a sending is draining, and a magician must spend one hour immediately afterward resting for each 5 minutes of time spent concentrating on the spell. ☞

sheet lightning 26 ◇◇◇◇ fires a sheet of lightning—raw energy—in a direction of the caster's choice. Any creature hit directly suffers a +2 stun, while those hit indirectly suffer a stun. Others nearby, even if they sustain no real damage, are likely to be knocked down and possibly put temporarily out of commission. ☞

shockthrow 8 ◇◇◇◇ fires a bolt of electricity at a creature. A hit causes a +3 stun, or a +4 stun if the victim is armored in metal.

shockthrow trap 20/year ◇◇◇◇ when triggered, the first 3 creatures walking into it will suffer a +3 stun (+4 if armored in metal).

shockwave 48 ◇◇◇◇ creates an ultrasonic wave which does damage as a stun attack to all creatures within a 100-yard radius. ☞

sightstun 4 ◇◇◇ causes a bright flash in the face of a Table I creature, stunning that creature for 1–3 rounds. Only one creature can see the flash.

slick 1/10 square feet ◇◇◇ covers a surface with a slippery, slimy liquid. ☞

sound 6/sound/hr ◇◇◇◇ creates a distinct sound of the caster's choice. ☞

soundstun 4 ◇◇◇ causes a sudden loud noise, which stuns a Table I creature for 1–3 rounds. Only one creature can hear the noise.

spark *variable* causes an object to generate sparks if touched by anyone other than the caster (or others specified by the caster when the spell is cast). The sparks continue as long as the object is touched. Just *try* to walk off with that Ming vase. . . .

spark ◇◇◇ 4/year (works one time only, within a year of casting) ☞ ☞

spark II ◇◇◇◇ 24/year (works any number of times, within a year of casting) ☞ ☞

spark III ◇◇◇◇ 44 (permanent; works any number of times) ☞ ☞

spotlight 3/hr ◇◇◇ throws a concentrated beam of light (about 3 feet in diameter) a long distance.

sticky light 2/hr ◇◇◇ glows brightly, and sticks to anything it touches. ☞

store magic 10/point ◇◇◇◇ creates a spell-storing item. Usable

only in conjunction with *ensorcel* and *permanency* spells.

sword of air 3/hr ◇◇◇ creates a 3-foot-long weapon—it need not be a sword—of the caster's choice. The weapon does no special damage but its wielder cannot be disarmed. ☞ ☞

tailor 2 ◇◇◇ regenerates broken fibers/threads in clothing making an item (literally) as good as new.

teal's rotating spheres of unbreakable light 1/hr ◇◇◇ a series of multi-colored bubbles of light which revolve around one another. Will not burst if touched. Child's toy. ☞

thunder 2 ◇◇◇ creates the sound of thunder rumbling in the distance. Lasts as long as the spellcaster concentrates on it. ☞

thunderbolt 22 ◇◇◇◇ creates a sudden loud noise, which stuns all creatures within a hundred yard radius for 1–3 rounds. ☞

uncanny follower 5/day ◇◇◇ creates a bright mass of flame or colored light in a shape chosen by the spell caster. The uncanny follower will follow a few paces behind the person or creature the spell is cast on—never getting closer, but never getting any farther away either. ☞ ☞

unmake 5 ◇◇◇ unmakes an object or creature that a wizard has created. Useful for those really bad experiments or to get rid of evidence quickly. The object to be unmade must be within the caster's line of sight. ☞ ☞

unremovable item 75/15 years ◇◇◇◇ fixes a small item in place. It can be used, for example, to keep a ring on a finger, a book in a bookcase, etc. ☞ ☞

venom 19/dose ◇◇◇◇ creates a poison, whose effects are chosen by the spell caster. ☞ ☞

vent magic ½ *original spell cost* ◇◇◇ harmlessly triggers a spell, potion, or rune by bleeding away its potency. A *delayed* fire spell, for example, could be triggered without cooking the spell caster. It costs only half the base spell cost, not the cost of making the rune or potion, or the cost of delaying a spell. ☞

wall of brightfire 6/100 square feet/day ◇◇◇◇ creates an opaque wall of intense light. ☞

wall of heat 12/day ◇◇◇◇ creates an invisible wall that radiates intense heat (but no light). Comparable to approaching an open forge. ☞ ☞

wall of light 4/100 square feet/day ◇◇◇◇ creates an opaque wall of light, several feet thick. The wall can be passed through without harm. It can be shaped as the caster chooses, but must be based on a solid surface. ☞ ☞

wall of warmth 5/day ◇◇◇ creates an invisible wall that radiates a soothing warmth. Comparable to approaching a radiator. . . . ☞ ☞

white noise *variable* prevents anyone from reading your thoughts as long as the spell is in effect. A side effect is that the spell prevents telepathy from working as well.

white noise ◇◇◇ 1/day

white noise II ◇◇◇◇ 6/month ☞ ☞

white noise III ◇◇◇◇ 11/year ☞ ☞



white noise IV ◇◇◇◇ 21 (permanent) ☞ ☞



witchlight *variable* forms a floating 3-foot ball of dim translucent light, controllable by its creator.



witchlight ◇◇◇ 2/3 hrs ☞ ☞

colored witchlight ◇◇◇ 3/3 hrs (color is chosen by the caster) ☞ ☞

wizard beacon 15 ◇◇◇◇ creates a beacon unique to the spell's caster and visible only to him or her—although detect invisible, detect magic and locate wizard beacon will all render it visible. The beacon is always detectable by its creator, and is hence useful as a homing device or for teleportation spells. A wizard can have no more than three such markers at a time—creation of a fourth

eliminates the first and so on—but can always tell them apart, at any distance, since each is distinct.  

wizardmark 2   creates a permanent mark on an inanimate object that is unique and visible only to its caster. A *wizardmark* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.

wizardscript 4/hr   creates permanent writing on an inanimate object that is visible only to the caster. *Wizardscript* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.