



Healing

Healers, opposites to necromancers, are concerned with life and the living. Healers can restore the dead to life, heal diseases, make people more beautiful, or detoxify poisons. While there are a number of offensive spells available to healers, nearly all of them have beneficial uses as well. Healers are the good guys among wizards, the ones who wander around doing good deeds and, like some other medical practitioners, occasionally charging outrageously for those deeds. There is no malpractice insurance here, of course; if you're displeased with a healer's medical attentions your only recourse is to burn him at the stake, if you can catch him. . . .

Total Spells:	369
Spell Breakdown:	
1-5 points:	139
6-10 points:	54
11-15 points:	31
16-24 points:	36
25-34 points:	34
35-44 points:	30
45+ points:	45



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 body fat 12     when cast on a particular body fat

deposit (for example, a stomach bulge), allows it to be absorbed harmlessly back into the body (over a period of 1 pound/week). Should be used cautiously, since some body fat is necessary to human functioning . . .  





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* x 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.








accelerated healing 6/week     allows the recovery of 3% of damage per wound per day, regardless of the level of activity a creature engages in.  








addiction 10     causes a physical addiction to a substance of the caster's choice. It need not be a normally addictive substance, it can be something as common as water. . . .  









adrenalin 1    causes a sudden surge of adrenalin through the body of a Table I creature.  

age 7/year     ages a creature.  

alcohol resistance 2/day   adds 1-6 to a creature's alcohol resistance.  








alcohol resistance II 30      adds 1 point to a creature's alcohol resistance (i.e., raises a character's roll that gets averaged with FOR and body weight by 3 points so the average goes up by 1). No stat can be permanently raised above its starting point more than twice, and the roll can't go above 24.  









alcohol resistance III 34      allows a creature to re-roll its alcohol resistance (i.e., a character's roll that gets averaged with FOR and body weight); if the number is equal to or below the current alcohol resistance, the creature's roll rises by 3 points (so the average goes up by 1). No stat can be permanently raised above its starting point more than twice, and the roll can't go above 24.  







alcohol resistance IV 38       raises a creature's alcohol resistance by 1-3 (i.e., raises a character's roll that gets averaged with FOR and body weight by 3-9 points so the average goes up by 1-3; roll d6: 1-3=3 4-5=6 6=9). No stat can be permanently raised above its starting point more than twice, and the roll can't go above 24.  

allergy *variable* causes a specific allergy in a table I creature (i.e. allergy to pollen, to cats, etc.). The particular allergy is chosen by the caster.

allergy     6/year  

allergy II      15 (permanent)  

alter body clock 13       alters a creature's circadian rhythms per the caster's direction. Can make morning people into night people or vice versa.  

alter organ 28       alters a specific internal organ of a Table I creature as the caster desires, although the basic function of that organ cannot be changed. A creature's lungs could be made bigger or more efficient, for example, or, like Dr. Seuss's Grinch, its heart could suddenly grow two sizes bigger (or smaller). Wonderful for cleaning out smokers' lungs, or treating colon cancer. The creature must be touched to be affected.

alter taste *variable* alters a creature's sense of taste as the caster directs, but doesn't deaden it. Great for getting kids to eat their vegetables.

alter taste I    1/day  

alter taste II    4/month  

alter taste III ◇◇◇◇ 14 (permanent) ☞ ☞

arthritis variable causes recurring swelling in the joints of a Table I creature

arthritis I ◇◇ 4/week ☞ ☞

arthritis II ◇◇◇◇ 14/year ☞ ☞

arthritis III ◇◇◇◇ 24 (permanent) ☞ ☞

asthma variable induces recurring asthma attacks in a creature normally not prone to asthma, or severe (possibly lethal) attacks in someone already asthmatic.

asthma I ◇◇ 4/week ☞ ☞

asthma II ◇◇◇◇ 14/year ☞ ☞

asthma III ◇◇◇◇ 24 (permanent) ☞ ☞

baldness 18 ◇◇◇◇ causes a table I creature to gradually lose its hair. ☞ ☞

beauty 2/day ◇◇ adds 1–6 to a creature's BEA for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1–3 points instead of 1–6 (roll d6: 1–3=1; 4–5=2; 6=3). ☞ ☞

beauty II 40 ◇◇◇◇ adds one point to a creature's BEA. No stat can be permanently raised above its starting point more than twice. ☞ ☞

beauty III 44 ◇◇◇◇ allows a creature to re-roll its BEA; if the number is equal to or below the current BEA, the creature's beauty rises by one point. No stat can be permanently raised above its starting point more than twice. ☞ ☞

beauty IV 48 ◇◇◇◇ raises a creature's BEA by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently raised above its starting point more than twice. ☞ ☞

bleed 1 ◇◇ causes an already open wound to bleed at a rate of 1% a round. ☞

blemish 3 ◇◇ causes an unsightly blemish on a creature, which must be touched to be affected. Can be used to cause birthmarks, severe acne, etc. ☞ ☞

blister 1 ◇◇ causes skin to blister. ☞ ☞

blood call 8 ◇◇◇ allows a wizard to sense all blood relatives (or a particular blood relative) within up to 1 mile per level. Will work on all relatives who are half-siblings or closer blood relatives, whether the caster is aware they are his or her relatives or not. ☞

boneleech 23 ◇◇◇◇ gradually dissolves some or all (at the caster's choice) of a Table I creature's bones over a period of 4–24 months. The victim will seem to have a horrible debilitating disease. ☞ ☞

bonemass 17 ◇◇◇◇ adds mass to a creature's bones gradually over a period of 4–24 months. Can be used to counter boneleech or to treat age-related loss of bone mass. ☞ ☞

braces 15 ◇◇◇◇ slowly and permanently realigns (or misaligns) teeth that have grown in. ☞

brittle bone 19 ◇◇◇◇ renders the bones of a Table I creature fragile and prone to breakage. Can be cast on the victim's whole body or on one particular area, but the spell cost is the same either way. ☞ ☞

bruise 3 ◇◇ causes a large, painful bruise on a body part touched by the spell caster. ☞ ☞

callus 2 ◇◇ causes a particular area to become callused. ☞

calm 4 ◇◇ calms a creature in a state of panic or emotional distress. This spell will bring a creature out of a state of shock or prevent it from entering one. ☞ ☞

catatonia 30 ◇◇◇◇ puts a creature into a catatonic state. The victim cannot be roused by normal means. ☞ ☞

cause fatigue 6 ◇◇◇◇ similar in effects to a powerful depressant or a couple of days without sleep. ☞ ☞

cause warts 2 ◇◇ the victim must be touched to be affected. ☞ ☞

change sexual orientation 16 ◇◇◇◇ changes a creature's gender orientation. ☞ ☞

choose sex 7 ◇◇◇◇ when cast on a pregnant creature, allows the caster to choose the sex of the embryo. ☞

clear eyes 2 ◇◇ dries tears, removes motes and sand. Can cause dry eyes if the recipient's eyes are not tearing. ☞

clone 46 ◇◇◇◇ creates a perfect copy of a creature, although with none of that creature's memory or skills.

close skin 6 ◇◇◇ causes skin to grow together over adjoining areas. Can be used to replace burned skin, for instance—or to grow someone's fingers together. The area must be touched (and stay relatively still) to be affected. ☞ ☞

close wound 3 ◇◇ closes an open wound, healing 2–12% of damage in the process. ☞ ☞

clumsiness 5/day ◇◇ lowers a creature's COO by 1–6 points. ☞ ☞

clumsiness II 40 ◇◇◇◇ lowers a creature's COO by one point. No stat can be permanently lowered below its starting point more than twice. ☞ ☞

clumsiness III 48 ◇◇◇◇ lowers a creature's COO by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice. ☞ ☞

colorblind 14 ◇◇◇◇ renders the victim unable to differentiate between colors. He will see everything in varying shades of gray. This may be temporary or permanent, as chosen by the healer at the time the spell is cast. ☞ ☞

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. ☞ ☞

conditional healing 45 ◇◇◇◇ heals a creature subject to a physical condition specified by the caster; for example, someone could be cured of a venereal disease on the condition that he or she remain celibate, or someone could be cured of lung cancer on the condition that he or she stop smoking. If the condition is violated, the damage returns at its original level. ☞ ☞

conditional sensation 45 ◇◇◇◇ causes a particular physical sensation triggered by an event, both sensation and event being specified by the caster. Could be used to make someone ill every time he or she drinks wine, for example. ☞

constipate 1/day ◇◇ prevents bowel movements. May be lifesaving in dysentery cases. ☞ ☞

coordination 6/day ◇◇◇ raises a creature's COO by 1–3 points. ☞ ☞

coordination II 50 ◇◇◇◇ raises a creature's COO by one point. No stat can be permanently raised above its starting point more than twice. ☞ ☞

coordination III 53 ◇◇◇◇ allows a creature to re-roll its COO; if the number is equal to or below the current COO, the creature's coordination rises by one point. No stat can be permanently raised above its starting point more than twice. ☞ ☞

coordination IV 56 ◇◇◇◇ raises a creature's COO by 1–3 points (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently raised above its starting point more than twice. ☞ ☞

cramps 3/day ◇◇◇◇ causes severe cramps in a Table I creature.

craving 1 ◇◇◇ the victim of this spell has a sudden craving for the food or beverage of the caster's choice. 🗡️ 🗡️

create scar 2 + 1/2 inches ◇◇◇ creates scar tissue on a creature, which must be touched to be affected. 🗡️

cure allergy 14 ◇◇◇◇ cures a specific allergy in a table I or table II creature. 🗡️ 🗡️

cure baldness 17 ◇◇◇◇ causes a creature's hair to resume normal growth patterns. 🗡️ 🗡️

cure deafness 10 ◇◇◇◇ heals a deaf creature. 🗡️ 🗡️

cure disease *variable* cures various afflictions. Cost depends on the seriousness of the sickness

cure disease I ◇◇◇ 3 (i.e. cold, fever, stomach ache) 🗡️ 🗡️

cure disease II ◇◇◇◇ 6 (flu, chicken pox, dysentery) 🗡️ 🗡️

cure disease III ◇◇◇◇◇ 12 (pneumonia, syphilis, malaria) 🗡️ 🗡️

cure disease IV ◇◇◇◇◇ 24 (cancer, heart disease) 🗡️ 🗡️

cure disease V ◇◇◇◇◇ 48 (magical diseases) 🗡️ 🗡️

cure hangover 2 ◇◇◇ hair of the dog. . . 🗡️ 🗡️

cure impotence 16 ◇◇◇◇◇ cures an impotent male or frigid female. 🗡️ 🗡️

cure insanity 25 ◇◇◇◇◇ heals a mad creature. 🗡️ 🗡️

cure lycanthropy 30 ◇◇◇◇◇ cures a were-creature. 🗡️ 🗡️

cure motion sickness 2 ◇◇◇ heals motion sickness, vertigo, dizziness, or other related ailments. Does not prevent a recurrence if the underlying cause isn't treated. 🗡️ 🗡️

cure poison 25 ◇◇◇◇◇ cures a creature who has been poisoned from any further damage caused by that poison. Any effects already sustained because of the poison (i.e. blindness, tremors, convulsions, or other common symptoms of poisoning) will not be healed by this spell, nor will it bring the dead back to life. 🗡️ 🗡️

cure sterility 14 ◇◇◇◇◇ cures sterility in males or females. 🗡️ 🗡️

debone 29 ◇◇◇◇◇ dissolves some or all of a Table I creature's bones at the spell caster's discretion. The bones are permanently absorbed into surrounding muscle and other tissue. The creature must be touched to be affected.

decelerated aging 5/year ◇◇◇◇◇ causes a person to age half as quickly. 🗡️ 🗡️

decelerated healing 5/week ◇◇◇ causes an individual's wounds to heal half as quickly as is normal. A creature would regain only 1 point per wound every other day, or 1 point per day if resting totally. 🗡️ 🗡️

decrease metabolism *variable* decreases a creature's metabolism. Not kind to dieters.

decrease metabolism I ◇◇◇◇◇ 7/month 🗡️ 🗡️

decrease metabolism II ◇◇◇◇◇ 30 (permanent) 🗡️ 🗡️

decrease sensitivity 6/week ◇◇◇◇ decreases a creature's ability to feel pain. People thus affected cannot be stunned in combat, but also cannot tell how badly hurt they are. 🗡️ 🗡️

decrease sweat: 1/day ◇◇◇ lowers a creature's sweat production to a trickle but does not stop it entirely. Useful for not staining that expensive suit of clothing during a formal occasion, but must be used with caution to prevent overheating. 🗡️ 🗡️

decrease weight 1/lb ◇◇◇ the ultimate diet. 🗡️ 🗡️

defuse bone 14 ◇◇◇◇◇ unfixes a bone or unheals a previously broken bone. Useful for resetting an improperly set fracture. 🗡️

dehydrate 3 ◇◇◇◇ dehydrates a Table I creature 🗡️ 🗡️

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 🗡️ 🗡️

delay labor 1/day ◇◇◇ delays the labor of a pregnant creature by a day. If used for too long, this will harm both child and mother. 🗡️

denerve 28 ◇◇◇◇◇ interrupts the nerve supply to muscles and skin in some or all of the victim's body at the caster's discretion. As a result, muscle fibers in the affected area(s) shrink and are replaced by fat, the area(s) lose all sensation and become impaired in healing and renewing tissues, etc. The recipient must be touched to be affected. 🗡️

desensitize 18 ◇◇◇◇◇ makes a creature's body less physically sensitive to a particular substance chosen by the caster. For example, a person could be made less sensitive to the physical effects of a food ingredient (such as hot chiles or alcohol or caffeine) or to substances such as poison ivy. The caster must touch to affect, and only one desensitize spell can be in effect at a time. 🗡️

detect age 1 ◇◇◇ detects the true age of a specific, living creature, which must be within 10 yards of the caster. 🗡️

detect disease 2 ◇◇◇ discovers if anyone within the caster's line of sight has a specific disease 🗡️ 🗡️

detect disease II 14 ◇◇◇◇◇ locates the nearest person with a specific disease. The spell works within 1 mile per level of the caster. 🗡️

detect infection 1/hr ◇◇◇ allows the caster to detect the presence of infection or putrefaction in wounds. 🗡️ 🗡️

detect magic 4/hr ◇◇◇ causes all enchanted objects within the caster's line of sight to become visible as such. 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 poison 1/hr ◇◇◇ detects the presence of any sort of toxin or contamination within the caster's line of sight. 🗡️

diagnose 1 ◇◇◇ tells a healer what's physically wrong with a creature. 🗡️ 🗡️

diagnose mental illness 2 ◇◇◇ allows the caster to determine what type of crazy person he or she is dealing with. 🗡️ 🗡️

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

dispel magic 9 + *original spell cost* ◇◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class or level of that wizard. 🗡️

dissolve muscle 22 ◇◇◇◇◇ gradually dissolves some or all (at the caster's choice) of a Table I creature's muscles over a period of 4–24 months. The victim will seem to have a horrible debilitating disease. 🗡️ 🗡️

dissolve organ 30 ◇◇◇◇◇ gradually dissolves an internal organ or organs of the caster's choosing over a long period (specified by the caster, or 4–24 months if left to chance). The victim must be touched to be affected. 🗡️

diuretic 2 ◇◇◇ removes excess water from the body without side effects; as with all diuretics, should not be overused. 🗡️ 🗡️

diurnal 16 ◇◇◇◇◇ Makes a creature active only during the daylight hours. 🗡️

drool 4/hr ◇◇◇ causes a creature to drool uncontrollably. 🗡️ 🗡️

ease pain 2/day ◇◇◇ lowers discomfort from a wound, disease, infection, etc. 🗡️ 🗡️

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.) ☞☞☞☞
extension $\frac{1}{2}$ *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.) ☞☞☞☞
extrude organ 48 ◇◇◇◇ allows the caster to extrude a specified internal organ through the skin of an affected creature. The process can be nearly instant, or can be prolonged over a period of days. The affected creature must hold still while the caster touches him or her and casts the spell ☞☞☞☞
eyesight 4/day ◇◇◇ raises a creature's EYE by 1–6 points for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1–3 points instead of 1–6 (roll d6: 1–3=1; 4–5=2; 6=3). ☞☞☞☞
eyesight II 47 ◇◇◇◇ raises a creature's EYE by 1 point. No stat can be permanently raised above its starting point more than twice. ☞☞☞☞
eyesight III 50 ◇◇◇◇ allows a creature to re-roll its EYE; if the number is equal to or below the current EYE, the creature's eyesight rises by one point. No stat can be permanently raised above its starting point more than twice. ☞☞☞☞
eyesight IV 53 ◇◇◇◇ raises a creature's EYE by 1–3 points (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently raised above its starting point more than twice. ☞☞☞☞
faint 5 ◇◇◇ causes someone to feel suddenly dizzy and faint. May cause some people to lose consciousness briefly. ☞☞☞☞
fake death 4/day ◇◇◇ causes a creature to appear dead. ☞☞☞☞
fake sickness 1 ◇◇◇ allows a creature to feign the symptoms of a disease chosen by the caster. ☞☞☞☞
fertility 1/month ◇◇◇ makes a creature especially fertile. ☞☞☞☞
fortitude 3/day ◇◇◇ raises a creature's FOR by 1–6 points for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1–3 points instead of 1–6 (roll d6: 1–3=1; 4–5=2; 6=3). ☞☞☞☞
fortitude II 42 ◇◇◇◇ raises a creature's FOR by one point. No stat can be permanently raised above its starting point more than twice. ☞☞☞☞
fortitude III 45 ◇◇◇◇ allows a creature to re-roll its FOR; if the number is equal to or below the current FOR, the creature's fortitude rises by one point. No stat can be permanently raised above its starting point more than twice. ☞☞☞☞
fortitude IV 48 ◇◇◇◇ raises a creature's FOR by 1–3 points (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently raised above its starting point more than twice. ☞☞☞☞
fuse bones 12 ◇◇◇◇ fuses all bones in an area chosen by the caster into a single mass (all bones in the hand, for example). The victim must be touched to be affected.
graft *see below* a 3-part spell allowing the attachment of limbs not

originally belonging to the caster (as opposed to reattach limb). Graft I alters a body's chemistry so it will accept limbs from other creatures and animals. Graft II attaches limbs or organs from other people or animals onto the host body. Graft III connects nerves and muscles to the transplanted part and allows it to function correctly. This allows limbs to be transplanted (also extra arms, heads, tails, etc.)

graft I ◇◇◇◇ 30 ☞☞☞☞

graft II ◇◇◇◇ 40 ☞☞☞☞

graft III ◇◇◇◇ 45 ☞☞☞☞

- hair growth** 7 ◇◇◇◇ accelerates the growth of hair over the entire body of a table I creature. ☞☞☞☞
hangover 3 ◇◇◇ causes a hangover. You'll think you just don't remember what you did. . . . ☞☞☞☞
heal I 1 ◇◇◇ heals from 1–6% of damage. ☞☞☞☞
heal II 2 ◇◇◇ heals from 4–14% of damage (2d6 + 2). ☞☞☞☞
heal III 4 ◇◇◇ heals from 3–30% of damage. ☞☞☞☞
heal eyes 24 ◇◇◇◇ heals damaged or nonfunctional eyes on a table I creature. Will not regenerate missing eyes. ☞☞☞☞
heal frostbite 2 ◇◇◇ removes the frostbite without removing the fingers. . . . ☞☞☞☞
heal organ 24 ◇◇◇◇ heals a damaged or nonfunctional organ on a table I creature. Will not regenerate a missing organ. ☞☞☞☞
healing 25 ◇◇◇◇ heals up to 100% of damage on a living creature, but will not bring back a dead creature. ☞☞☞☞
hearing 3/day ◇◇◇ improves a creature's hearing by 1–6 for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1–3 points instead of 1–6 (roll d6: 1–3=1; 4–5=2; 6=3). ☞☞☞☞
hearing II 36 ◇◇◇◇ raises a creature's hearing by one point. No stat can be permanently raised above its starting point more than twice. ☞☞☞☞
hearing III 40 ◇◇◇◇ allows a creature to re-roll its hearing; if the number is equal to or below the current hearing, the creature's hearing rises by one point. No stat can be permanently raised above its starting point more than twice. ☞☞☞☞
hearing IV 44 ◇◇◇◇ raises a creature's hearing by 1–3 points (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently raised above its starting point more than twice. ☞☞☞☞
hyperventilate 3 ◇◇◇ causes a creature's breathing rate to increase. ☞☞☞☞
idiot savant 55 ◇◇◇◇ makes a normal person into a simpleton, except for vastly increased skills in one area chosen by the caster (i.e. music, mathematics, etc.). ☞☞☞☞
ignore pain 1/day ◇◇◇ For the duration of the spell, the victim feels no pain. This does not decrease the severity of wounds taken, and can cause the victim to exacerbate existing wounds without knowing it. ☞☞☞☞
immunize ◇◇◇ 5 immunizes a person against a specific illness. ☞☞☞☞
impotence *variable* renders a male impotent or a female frigid.
impotence I ◇◇◇ 3/week ☞☞☞☞
impotence II ◇◇◇◇ 15/year ☞☞☞☞
impotence III ◇◇◇◇ 28 (permanent) ☞☞☞☞
increase metabolism *variable* increases a creature's metabolism. Makes dieting ridiculously easy.
increase metabolism ◇◇◇◇ 8/month ☞☞☞☞
increase metabolism II ◇◇◇◇ 32 (permanent) ☞☞☞☞
induce labor 11 ◇◇◇◇ causes a pregnant creature to go into labor. If labor is induced too early in a pregnancy, a miscarriage will occur. ☞☞☞☞

infertility variable causes sterility or infertility in a creature.

Sometimes causes dynastic squabbles.

infertility ◇◇◇◇ 12/year 🗡️ 🗡️

infertility II ◇◇◇◇ 22 (permanent) 🗡️ 🗡️

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*. 🗡️

intelligence 8/day ◇◇◇◇ raises a creature's INT by 1–3 points. 🗡️ 🗡️

intelligence II 57 ◇◇◇◇ causes a permanent one point increase in a creature's INT. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

intelligence III 66 ◇◇◇◇ allows a creature to re-roll its INT; if the number is equal to or below the current INT, the creature's intelligence rises by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

intelligence IV 70 ◇◇◇◇ raises a creature's INT by 1–3 points permanently (roll d6: 1–3=1; 4–5=2; 6=3). No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

intensify sensation variable intensifies a particular sensation being experienced by a creature. A mild headache, for example, could feel like a thundering migraine for as long as the headache lasted. The creature must be touched to be affected.

intensify sensation I ◇◇◇ 1 (one time only, on the next occurrence of that particular sensation) 🗡️ 🗡️

intensify sensation II ◇◇◇◇ 16/month 🗡️ 🗡️

intensify sensation III ◇◇◇◇ 26/year 🗡️ 🗡️

intensify sensation IV ◇◇◇◇ 36 (permanent) 🗡️ 🗡️

iron lung variable causes lungs to continue breathing artificially when they would otherwise stop

iron lung ◇◇◇ 1/hr 🗡️

iron lung II ◇◇◇◇ 8/day 🗡️

knit bone 10 ◇◇◇◇ knits a broken bone. If the bone is not first set properly, the bone will heal crookedly. 🗡️ 🗡️

lance 1 ◇◇◇ painlessly allows a swelling, boil, or other growth to drain. Cannot puncture skin where no swelling exists. 🗡️ 🗡️

last effort 6/day ◇◇◇◇ allows a person to fight until dead, instead of collapsing when rendered unable to continue. Someone who survives such a fight must make a shock roll at +20 on the roll in order to survive the spell's physiological aftermath. 🗡️ 🗡️

lay on hands 78 ◇◇◇◇ completely heals the injuries of a series of people touched by the caster. A wizard can heal one person for each level, so a healing-6 could heal any injuries on the next 6 people she touched after casting the spell. The spell will heal any injuries (as long as the recipients are still breathing) or nonmagical diseases, but will not restore lost limbs. Only the people touched immediately after the spell is cast are healed; if a healer touches someone uninjured by mistake that person will feel refreshed, but it still counts as a recipient.

leadership 2/day ◇◇◇ adds 1–6 to a creature's LEA for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1–3 points instead of 1–6 (roll d6: 1–3=1; 4–5=2; 6=3). 🗡️ 🗡️

leadership II 40 ◇◇◇◇ adds one point to a creature's LEA. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

leadership III 44 ◇◇◇◇ allows a creature to re-roll its LEA; if the

number is equal to or below the current LEA, the creature's beauty rises by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

leadership IV 48 ◇◇◇◇ raises a creature's LEA by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

lobotomize variable disables the front part of the brain and makes the spell recipient passive and malleable.

lobotomize I ◇◇◇◇ 8/day 🗡️ 🗡️

lobotomize II ◇◇◇◇ 24/month 🗡️ 🗡️

lobotomize III ◇◇◇◇ 44 (permanent) 🗡️ 🗡️

longevity 31 ◇◇◇◇ lowers a table I creature's age by 1 year. 🗡️ 🗡️

loosen muscles 1 ◇◇◇ loosens and relaxes tense muscles. Similar to a very good massage without the strain on the fingers. 🗡️ 🗡️

lower beauty 4/day ◇◇◇ lowers a creature's BEA by 1–6 points. 🗡️ 🗡️

lower beauty II 32 ◇◇◇◇ lowers a creature's BEA by 1 point. No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

lower beauty III 42 ◇◇◇◇ lowers a creature's BEA by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

lower coordination 4/day ◇◇◇ lowers a creature's COO by 1–6 points. 🗡️ 🗡️

lower coordination II 32 ◇◇◇◇ lowers a creature's COO by 1 point. No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

lower coordination III 42 ◇◇◇◇ lowers a creature's COO by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

lower eyesight 5/day ◇◇◇ lowers a creature's EYE by 1–6 points. 🗡️ 🗡️

lower eyesight II 36 ◇◇◇◇ lowers a creature's EYE by one point. No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

lower eyesight III 44 ◇◇◇◇ lowers a creature's EYE by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

lower intelligence 7/day ◇◇◇◇ lowers a creature's INT by 1–6 points. 🗡️ 🗡️

lower intelligence II 40 ◇◇◇◇ lowers a creature's INT by one point. No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

lower intelligence III 48 ◇◇◇◇ lowers a creature's INT by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

lower leadership 2/day ◇◇◇ lowers a creature's LEA by 1–6 points. 🗡️ 🗡️

lower leadership II 22 ◇◇◇◇ lowers a creature's LEA by 1 point. No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

lower leadership III 32 ◇◇◇◇ lowers a creature's LEA by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

lower speed 3/day ◇◇◇ lowers a creature's SPE by 1–6 points. 🗡️ 🗡️

lower speed II 29 ◇◇◇◇ lowers a creature's SPE by 1 point. No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

lower speed III 39 ◇◇◇◇ lowers a creature's SPE by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below

its starting point more than twice. 🗡️ 🗡️

metabolize 1 ◇◇◇ metabolizes a foreign substance (alcohol, caffeine, tobacco, food) more quickly through the body. Will also make poisons work more quickly. The affected person must be in the caster's line of sight. 🗡️ 🗡️

menopause 18 ◇◇◇◇ accelerates the onset of a female Table I creature's menopause, with all the physiological consequences. 🗡️ 🗡️

motion sickness 1 ◇◇◇ causes motion sickness; creature must be touched to be affected 🗡️

muscle spasms 6/day ◇◇◇◇ causes random and intermittent muscle spasms in a table I creature. 🗡️ 🗡️

muscleknot 2 ◇◇◇ suddenly and totally knots a particular muscle of the caster's choosing, which must be touched to be affected. 🗡️

musclerelease 1 ◇◇◇ suddenly and totally releases a particular muscle of the caster's choosing. The muscle must be touched to be affected. 🗡️

myopia variable causes nearsightedness or other minor vision problems (chosen by the caster) in a Table I creature.

myopia I ◇◇◇ 5/day 🗡️ 🗡️

myopia II ◇◇◇◇ 18/month 🗡️ 🗡️

myopia III ◇◇◇◇ 38 (permanent) 🗡️ 🗡️

narcolepsy variable causes a creature to fall asleep whenever he or she is in quiet surroundings or engaged in monotonous activities (royal audiences, perhaps?)

narcolepsy I ◇◇◇◇ 8/month 🗡️ 🗡️

narcolepsy II ◇◇◇◇◇ 18/year 🗡️ 🗡️

narcolepsy III ◇◇◇◇◇ 28 (permanent) 🗡️ 🗡️

neutralize poison 2/dose ◇◇◇ neutralizes a toxin that has not yet been ingested. 🗡️ 🗡️

nosebleed 1 ◇◇◇ causes a severe and persistent nosebleed. 🗡️ 🗡️

numb variable numbs an area. Cost varies depending on the size of the area to be desensitized. The recipient must be touched to be affected.

major numbing ◇◇◇◇ 4/8 hrs (for limbs) 🗡️

minor numbing ◇◇◇ 2/8 hrs (for small areas) 🗡️

numb ◇◇◇◇ 10/8 hrs (entire body) 🗡️

open wound 3 ◇◇◇ reopens a closed wound that is not fully healed. Will not make a wound where one never existed. 🗡️ 🗡️

overheat 4 ◇◇◇ overheats the recipient, as if from exertion. 🗡️ 🗡️

pacemaker variable causes heart to continue beating regularly artificially, when it would otherwise not do so. (continuously adapts to appropriate heartrate)

pacemaker ◇◇◇ 1/hr 🗡️

pacemaker II ◇◇◇◇ 8/day 🗡️

pain threshold 11 ◇◇◇◇ this spell allows a wizard to permanently adjust the victim's ability to cope with pain, either raising or lowering it or eliminating the ability to feel pain entirely as he or she chooses. "It's only a flesh wound." 🗡️ 🗡️

partial paralysis variable paralyzes a specific part of a human-sized creature—a hand, for example; caster must touch part to be affected. Paralysis may wear off gradually or suddenly at the spell's end, depending on the caster's choice.

partial paralysis I ◇◇◇◇ 7/day 🗡️ 🗡️

partial paralysis II ◇◇◇◇◇ 29/year 🗡️ 🗡️

partial paralysis III ◇◇◇◇◇ 39 (permanent) 🗡️ 🗡️

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. 🗡️ 🗡️

pervert magic same as original spell cost ◇◇◇ causes a spell to

escape from its caster's control. 🗡️

postmortem 1/year old corpse is ◇◇◇ determines the cause of death of a corpse or skeletal remains. The maximum spell cost is 10 points, for skeletal remains. 🗡️ 🗡️

predict labor 1 ◇◇◇ allows a healer to determine when a pregnant creature's labor will commence if the timeframe is not altered by magical means or unforeseen circumstances. 🗡️ 🗡️

pregnancy 15 ◇◇◇◇◇ induces a pregnancy. Makes just saying no more or less useless. 🗡️

pregnancy bond variable makes the target incapable of becoming pregnant by or impregnating (depending on gender) anyone other than a person chosen by the caster.

pregnancy bond ◇◇◇◇◇ 18/year 🗡️

pregnancy bond II ◇◇◇◇◇ 30 (permanent) 🗡️

preserve bodily part 4/week ◇◇◇◇ prevents a severed limb from decomposing. 🗡️ 🗡️

preserve body 7/week ◇◇◇◇ prevents a dead body from decomposing. 🗡️ 🗡️

preserve anatomy 1/week ◇◇◇ allows unused muscles to remain trim. 🗡️ 🗡️

prevent birth defect 14 ◇◇◇◇◇ can be cast on a pregnant human or animal at any point in the pregnancy in order to prevent birth defects on the resulting offspring. 🗡️ 🗡️

prevent clotting 5 ◇◇◇ prevents a wound from closing or bleeding from ceasing unless magically healed. 🗡️ 🗡️

prevent tooth decay 4/year ◇◇◇ no more flossing. 🗡️ 🗡️

protection vs. allergies 3/year ◇◇◇ protects against allergic reactions. 🗡️ 🗡️

protection vs. disease 6/year ◇◇◇ protects against all infectious diseases and infection. Not effective against hereditary conditions or curses. 🗡️ 🗡️

protection vs. healing variable prevents all wounds from healing naturally.

prot. vs. healing I ◇◇◇◇ 8/week 🗡️ 🗡️

prot. vs. healing II ◇◇◇◇◇ 15/month 🗡️ 🗡️

prot. vs. healing III ◇◇◇◇◇ 22 (permanent) 🗡️ 🗡️

protection vs. magical healing 25/month ◇◇◇◇◇ prevents all wounds from healing either naturally or magically. 🗡️ 🗡️

protection vs. poison variable protects against all forms of poisons, including contaminated food and rabid animal bites as well as more conventional toxins.

prot. vs. poison ◇◇◇ 1/day 🗡️ 🗡️

extended prot. vs. poison ◇◇◇◇◇ 16/year 🗡️ 🗡️

purge 4 ◇◇◇ causes a table I or table II creature to vomit. The creature must be within ten feet of the spell caster. 🗡️ 🗡️

raise physical stat 44 ◇◇◇◇◇ raises a random physical statistic of a creature by 1–3 (roll d6: 1–3=1 4–5=2 6=3). Roll d6 to determine which statistic is raised: 1=STR, 2=SPE, 3=COO, 4=FOR, 5=EYE, 6=BEA. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

reabsorb blood 5 ◇◇◇ absorbs lost blood back into the body, providing it is in physical contact with the target. Up to half of damage caused by blood loss can be restored (but if the wound isn't stabilized, it will leak out again). Impurities in the blood (i.e., if it's mixed with ink, or poison) may be drawn back into the body, but dirt and other solids will not.

reattach limb 27 ◇◇◇◇◇ reattaches a severed limb to a dismembered table I creature. This will work only with limbs that are less than a week old or have been somehow preserved (hence the preserve bodily part spell); it will not restore long-rotted appendages, nor will it restore full function to a mangled body part. 🗡️

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 3 expended spell points per day, regardless of how active he or she may be. 🗡️ 🗡️
- reduce poison 3** ◇◇◇ suspends the effects of a toxin for a period of 2 x FOR of the victim hours. After that time, the poison will regain its normal effectiveness if not otherwise cured. 🗡️ 🗡️
- reduce swelling 1** ◇◇◇ relieves an inflamed area 🗡️ 🗡️
- regenerate bodily part 42** ◇◇◇◇ regenerates a severed area of a table I creature's body, regardless of the age of the wound. The part grows back gradually after the spell is cast. 🗡️ 🗡️
- regeneration 32/day** ◇◇◇◇ causes all wounds received to heal at a rate of 1% (per wound) per round. A creature who is killed outright (i.e., beheaded, stabbed through the heart) will not come back to life or continue to regenerate, however. 🗡️ 🗡️
- rehydrate 3** ◇◇◇◇ aids a dehydrated creature. Will not work in exceptionally hot, dry climates (like deserts) where there is no moisture in the air. 🗡️ 🗡️
- reincarnate 62** ◇◇◇◇ causes a dead creature to be reborn into a body provided by the wizard. Can be great fun when the new body is that of a hedgehog. Most effective if the body contains an adequately sized brain and vocal chords. If no body is provided, the reincarnated creature will return in the nearest soulless body—whether it be a human or a housecat. 🗡️ 🗡️
- relax muscle 2** ◇◇◇◇ relaxes a tightened or cramped muscle. 🗡️ 🗡️
- remove blemish 6** ◇◇◇◇ removes an unsightly skin blemish. The recipient must be touched to be affected. 🗡️ 🗡️
- remove brand 2** ◇◇◇◇ this is a hanging offense in most civilized nations. 🗡️
- remove bruise 1** ◇◇◇ gets rid of that embarrassing black eye. 🗡️
- remove callus 1** ◇◇◇ removes a callus. 🗡️
- remove fatigue 5** ◇◇◇ temporarily removes all fatigue. Dangerous if overused, because its effects are similar to most stimulants—fatigue is doubled or tripled after the immediate danger has passed. 🗡️ 🗡️
- remove scar 4** ◇◇◇ will remove any scar of moderate size or less. This includes tattoos and brands on animals. 🗡️
- remove skin 10/body area** ◇◇◇◇ causes skin to vanish, exposing muscles, nerves, and blood vessels. An itchy mess. 🗡️
- remove tattoo 2** ◇◇◇ works wonders on drunken sailors. 🗡️
- remove tooth 6** ◇◇◇◇ removes a tooth, diseased or otherwise. 🗡️
- remove tooth decay 9** ◇◇◇◇ fixes those pesky cavities. 🗡️ 🗡️
- remove warts 2** ◇◇◇ the recipient must be touched to be affected. 🗡️ 🗡️
- 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. 🗡️
- remove wrinkles variable** conceals the effects of aging.
- remove wrinkles I** ◇◇◇◇ 7/month 🗡️ 🗡️
- remove wrinkles II** ◇◇◇◇ 18 (lasts until aging restores the damage) 🗡️ 🗡️
- replace bone 23** ◇◇◇◇ gradually replaces missing bones over a period of 4–24 months. Can be used to counter debone or fix birth defects. 🗡️
- reshape scar 3** ◇◇◇ changes the shape of an already existing scar, mole, or birthmark to one of the caster's choice. 🗡️
- restore animation 10** ◇◇◇◇ restores a creature from a state of suspended animation to normality. 🗡️ 🗡️
- resurrect 72** ◇◇◇◇ brings a dead creature back to life in its own body, in the process restoring that body to complete health. The body will be aged as it was upon the creature's death, so this spell is futile on victims of old age. Skills and memories may or may not fully return. The resurrected character should roll d%, with the GM determining the odds of each skill being retained (something used every day will have a much better chance that a skill that is rarely used, or a language the character hasn't spoken in 5 years). If the body to be resurrected is incomplete or degraded, enough human flesh to make it complete must be provided; otherwise the spell will take the required flesh from the nearest possible person (and you may end up with a one-armed wizard). 🗡️ 🗡️
- reverse catatonia 15** ◇◇◇◇ rouses a creature from a catatonic state. 🗡️ 🗡️
- reverse healing 12/wound** ◇◇◇◇ instead of healing, causes a wound to get 2% worse every day, until the wound is magically healed, the spell is dispelled, or the affected area is amputated. If the spell is not countered, it will gradually spread to other parts of the victim's body until he or she dies. The spell must be cast on an open wound, and the healer must be near the victim—within 1 foot per point of the caster's INT. 🗡️ 🗡️
- sag flesh variable** causes skin to sag into folds, wrinkle, wither, and generally look nasty.
- sag flesh I** ◇◇◇◇ 9/month 🗡️ 🗡️
- sag flesh II** ◇◇◇◇ 23 (permanent) 🗡️ 🗡️
- sanitize 1/week** ◇◇◇ prevents a wound of any size from becoming infected. 🗡️ 🗡️
- sedate 2/hr** ◇◇◇ stronger than "calm," this spell puts a creature into a sleeplike state but doesn't completely knock him or her out. The creature is then very susceptible to other spells. 🗡️ 🗡️
- seizure 12** ◇◇◇◇ causes an epileptic seizure. 🗡️ 🗡️
- sensitize 18** ◇◇◇◇ makes a creature's body more physically sensitive to a particular substance chosen by the caster. For example, a person could be made more sensitive to the physical effects of a particular food ingredient, like hot chiles, alcohol, or caffeine, or substances such as poison ivy. The caster must touch to affect, and only one sensitize spell can be in effect at a time. 🗡️ 🗡️
- isensuality 2/day** ◇◇◇ adds 1-6 to a creature's sensuality for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1-3 points instead of 1-6 (roll d6: 1-3=1; 4-5=2; 6=3)y. 🗡️ 🗡️
- sensuality II 30** ◇◇◇◇ adds 1 point to a creature's sensuality (i.e., raises a character's roll that gets averaged with BEA and LEA by 3 points so the average goes up by 1). No stat can be permanently raised above its starting point more than twice, and the roll can't go above 24. 🗡️ 🗡️
- sensuality III 34** ◇◇◇◇ allows a creature to re-roll its sensuality (i.e., a character's roll that gets averaged with BEA and LEA); if the number is equal to or below the current alcohol resistance, the creature's roll rises by 3 points (so the average goes up by 1). No stat can be permanently raised above its starting point more than twice, and the roll can't go above 24. 🗡️ 🗡️
- sensuality IV 38** ◇◇◇◇ raises a creature's sensuality by 1-3 (i.e., raises a character's roll that gets averaged with BEA and LEA by

3-9 points so the average goes up by 1-3; roll d6: 1-3=3 4-5=6 6=9). No stat can be permanently raised above its starting point more than twice, and the roll can't go above 24. 🗡️ 🗡️

set bone 4 ◇◇◇ properly sets a broken bone. Does not ensure proper healing, and must be splinted in place.

shaped bruise 4 ◇◇◇ causes a large, painful bruise, in any shape chosen by the spell caster. The area to be bruised must be touched by the caster. For instance, finger marks could be created on someone's throat. 🗡️

shrink body part 28 ◇◇◇◇ slowly shrinks a body part (at rate chosen by caster or from 4-24 months if not chosen by caster) by an amount specified by the caster. Can correct lopsided limbs, for example. 🗡️ 🗡️

sickliness 12/year ◇◇◇◇ increases a creature's sensitivity to common diseases and illnesses. The affected creature will catch every cold around, contract any communicable disease no matter how slim the odds, etc, etc. The creature must be touched to be affected. 🗡️ 🗡️

sickness variable causes a disease chosen by the caster. Cost depends on the seriousness of the affliction chosen.

sickness I ◇◇◇ 4 (i.e. cold, fever, stomach ache) 🗡️ 🗡️

sickness II ◇◇◇◇ 8 (flu, chicken pox, dysentery) 🗡️ 🗡️

sickness III ◇◇◇◇◇ 16 (pneumonia, syphilis, malaria) 🗡️ 🗡️

sickness IV ◇◇◇◇◇ 32 (cancer, heart disease) 🗡️ 🗡️

sleep 6/8 hours ◇◇◇◇ puts a table I victim to sleep. The recipient will awake refreshed afterward. 🗡️ 🗡️

sleep schedule 12 ◇◇◇◇◇ permanently changes the victim's sleep schedule. Will make morning people into night owls and vice versa. 🗡️ 🗡️

sleeplessness 8/day ◇◇◇◇ afflicts a creature with insomnia, including all of the negative effects of lack of sleep. 🗡️ 🗡️

slow 4/day ◇◇◇ lowers a creature's SPE by 1-6 points. 🗡️ 🗡️

slow II 34 ◇◇◇◇◇ lowers a creature's SPE by one point. No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

slow III 42 ◇◇◇◇◇ lowers a creature's SPE by 1-3 (roll d6: 1-3=1 4-5=2 6=3). No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️

slow heart rate 1 ◇◇◇ slows a creature's pulse rate. This will reign in racing heartbeats, but the pulse won't stay slowed if the affected creature physically exerts itself. 🗡️ 🗡️

smell 3/day ◇◇◇ heightens a creature's sense of smell by 1-6 points. 🗡️ 🗡️

smell II 38 ◇◇◇◇◇ heightens a creature's sense of smell one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

smell III 41 ◇◇◇◇◇ allows a creature to re-roll its smell; if the number is equal to or below the current smell, the creature's smell rises by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

smell IV 44 ◇◇◇◇◇ heightens a creature's sense of smell by 1-3 points (roll d6: 1-3=1 4-5=2 6=3). No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

smooth skin 4 ◇◇◇ cures acne or dry skin; smooths callused skin. 🗡️

sniffles 2 ◇◇◇ causes the sniffles; creature must be touched to be affected. 🗡️

sober 8 ◇◇◇◇ immediately removes the physical effects of overindulgence in a particular substance (caffeine, tobacco, alcohol, other substances with physical effects, but not simply overindulging in food) from a creature's body. Faster than cold showers for sobering people up. 🗡️ 🗡️

sobriety 6/day ◇◇◇◇ prevents intoxication, regardless of how much alcohol is imbibed. Does not prevent hangovers afterward. 🗡️

soften bone 20 ◇◇◇◇◇ softens some or all of the bones of a Table I creature (at the caster's discretion), causing the bones to bend out of shape. The victim must be touched to be affected.

soothe stomach 1 ◇◇◇ better than antacids; temporarily lowers irritation, nausea, diarrhea, etc., but doesn't cure the underlying cause. 🗡️

speed 5/day ◇◇◇ raises a creature's SPE by 1-6 points for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1-3 points instead of 1-6 (roll d6: 1-3=1; 4-5=2; 6=3). 🗡️ 🗡️

speed II 48 ◇◇◇◇◇ raises a creature's SPE by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

speed III 51 ◇◇◇◇◇ allows a creature to re-roll its SPE; if the number is equal to or below the current SPE, the creature's speed rises by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

speed IV 54 ◇◇◇◇◇ raises a creature's SPE by 1-3 points (roll d6: 1-3=1 4-5=2 6=3). No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

statlower variable lowers all of a person's physical stats by 1-3 (roll d6; 1-3 = 1, 4-5 = 2, 6 = 3); if any stats have been raised twice, the spell will not work on those stats.

statlower I ◇◇◇◇◇ 10/day 🗡️ 🗡️

statlower II ◇◇◇◇◇ 36/month 🗡️ 🗡️

statlower III ◇◇◇◇◇ 66 (permanent) 🗡️ 🗡️

statshock variable raises all of a person's physical stats by 1-3 (roll d6; 1-3 = 1, 4-5 = 2, 6 = 3); if any stats have been raised twice, the spell will not work on those stats.

statshock I ◇◇◇◇◇ 20/day 🗡️ 🗡️

statshock II ◇◇◇◇◇ 96/month 🗡️ 🗡️

statshock III ◇◇◇◇◇ 146 (permanent) 🗡️ 🗡️

stool 2 ◇◇◇ induces a bowel movement. 🗡️ 🗡️

stop bleeding 2 ◇◇◇ stops the blood flow from an open wound, but does not close the wound. 🗡️ 🗡️

stop natural aging 15/year ◇◇◇◇◇ temporarily halts the aging process. The recipient will not age naturally, although the spell will not prevent aging from casting spells or other supernatural means. 🗡️ 🗡️

store magic 10/point ◇◇◇◇◇ creates a spell storing item. Usable only in conjunction with *ensorcel* and *permanency* spells. 🗡️

strength 5/day ◇◇◇ raises a creature's STR by 1-6 points for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1-3 points instead of 1-6 (roll d6: 1-3=1; 4-5=2; 6=3). 🗡️ 🗡️

strength II 49 ◇◇◇◇◇ raises a creature's STR by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

strength III 52 ◇◇◇◇◇ allows a creature to re-roll its STR; if the number is equal to or below the current STR, the creature's strength rises by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

strength IV 55 ◇◇◇◇◇ raises a creature's STR by 1-3 points (roll d6: 1-3=1 4-5=2 6=3). No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

sunscreen 1/day ◇◇◇ protects a creature against sunburn or other harmful effects of the sun. Note that this spell cast on a vampire

- (at a cost of 9 points as a table III creature) will allow it to venture out in daylight without being harmed. ☞ ☞
- suntan 6** ◇◇◇◇ darkens the skin of a Table I creature without burning to a degree specified by the caster. ☞ ☞
- suppress insanity 5/month** ◇◇◇◇ Does not completely cure insanity, but puts the affliction into temporary dormancy. The target is lucid for the duration of the spell, but the insanity could, and probably will return at the spell's end. ☞
- susceptibility variable** makes a creature exceptionally vulnerable to illness; weakens the immune system.
- susceptibility** ◇◇◇◇ 7/month ☞ ☞
- extended susceptibility** ◇◇◇◇ 20/year ☞ ☞
- susceptibility to poison variable** makes a creature exceptionally vulnerable to poison; *poison resistance* is halved.
- susceptibility to poison** ◇◇◇ 5/month ☞ ☞
- extended susceptibility to poison** ◇◇◇◇ 16/year ☞ ☞
- suspend animation 18** ◇◇◇◇ puts a Table I creature into a state of suspended animation: body functions continue at a much reduced level. A creature in this state cannot be roused by normal methods. Injured creatures put into suspended animation will neither improve nor worsen. Creatures to be affected must be alive but unresisting (or unconscious). ☞ ☞
- sweat 2** ◇◇◇ causes a person to sweat heavily. ☞ ☞
- swell 2** ◇◇◇ causes increased blood flow to a particular body area. ☞ ☞
- tastemite variable** kills a creature's sense of taste
- tastemite I** ◇◇◇ 1/day ☞ ☞
- tastemite II** ◇◇◇◇ 7/month ☞ ☞
- tastemite III** ◇◇◇◇ 24 (permanent) ☞ ☞
- tattoo 2** ◇◇◇ creates a tattoo of any shape or size. The wizard must touch the recipient to cast the spell. Wizards who have been drinking should avoid this spell, as should those with spelling deficiencies or a pronounced lack of artistic talent. ☞
- tears 1** ◇◇◇ makes a table I creature's eyes water. ☞ ☞
- thirst 1** ◇◇◇ makes a creature thirsty. ☞ ☞
- touchsmite 21** ◇◇◇◇ permanently deadens a creature's sense of touch. ☞ ☞
- transfer age 5/year** ◇◇◇ removes age from a person or table I creature, while adding that age to someone else—generally the nearest creature. The recipient must be touched to be affected ☞
- transfer allergies variable** takes a particular allergy from one Table I creature and gives it to another. The caster doesn't have to be the allergy sufferer, but can take an allergy from a second creature and transfer it to a third. All parties involved in the transfer must be touched to be affected.
- transfer allergies** ◇◇◇◇ 12/year ☞
- transfer allergies II** ◇◇◇◇ 24 (permanent) ☞
- transfer fatigue 5** ◇◇◇ transfers physical fatigue from one creature to another. ☞
- transfer insanity 15** ◇◇◇◇ this spell takes the insanity of one creature and transfers it to another. ☞ ☞
- transfer pain 14** ◇◇◇◇ moves the pain of an injury or disability (although not the injury itself) from one Table I creature to another. The caster doesn't have to be in pain, but can transfer it from a second to a third party. All parties involved in the transfer must be touched to be affected. The pain dissipates after about a day, assuming the victim survives that long. ☞
- transfer soul 50** ◇◇◇◇ transfers a soul to a soulless body or other receptacle. The subject of the spell must be willing, and the spell caster cannot cast the spell on his or herself. ☞
- twilight sleep 8/day** ◇◇◇◇ puts a Table I creature into a sleeplike state where she or he can hear and understand what is said to him or her; the creature does not have control over her/his body movements and does not feel pain. If the creature is touched or moved, the spell is broken. Useful to immobilize patients recovering from severe injuries. ☞ ☞
- twins 7** ◇◇◇◇ causes a pregnant creature to give birth to two or more offspring. ☞ ☞
- ultrahearing variable** raises a creature's hearing into the ultrasonic range. Good for bat lovers.
- ultrahearing I** ◇◇◇ 2/day ☞ ☞
- ultrahearing II** ◇◇◇◇ 12/month ☞ ☞
- ultrahearing III** ◇◇◇◇ 22 (permanent) ☞ ☞
- ultravoices variable** raises a creature's voice into the ultrasonic range. Talk to your bats in the belfry. . . .
- ultravoices I** ◇◇◇ 3/day ☞ ☞
- ultravoices II** ◇◇◇◇ 16/month ☞ ☞
- ultravoices III** ◇◇◇◇ 26 (permanent) ☞ ☞
- unburn 1/3% of burn damage** ◇◇◇ heals burns completely without leaving scar tissue. ☞ ☞
- vent magic 1/2 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. ☞
- vertigo 4/day** ◇◇◇ the victim of this spell will feel dizziness and a loss of direction. ☞ ☞
- weakness 4/day** ◇◇◇ lowers a creature's STR by 1–6 points. ☞ ☞
- weakness II 32** ◇◇◇◇ lowers a creature's STR by one point. No stat can be permanently lowered below its starting point more than twice. ☞ ☞
- weakness III 42** ◇◇◇◇ lowers a creature's STR by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice. ☞ ☞
- weight 1/lb** ◇◇◇ adds weight. Helpful for 98 pound weaklings. Permanent, barring diets. ☞ ☞
- wither 52** ◇◇◇◇ doubles a creature's age. The victim must be touched to be affected. ☞ ☞
- wither II 52** ◇◇◇◇ halves a physical stat of the caster's choice. The victim must be touched to be affected. ☞ ☞
- wizardmark 3** ◇◇◇ 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 5/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.
- youthen 70** ◇◇◇◇ halves a creature's age. The recipient must be touched to be affected. ☞ ☞