



Motion

Motion magic deals with movement—causing things to move or preventing them from doing so. This can encompass many different sorts of spells, from the simple one which causes a grandmother’s chair to rock to the powerful enchantments which allow wizards to fly, or to take control of hurricanes and tornadoes. Motion mages can also fly or teleport from one place to another (though they cannot travel between universes as summoners can).


Total Spells:	306
Spell Breakdown:	
1–5 points:	154
6–10 points:	42
11–15 points:	19
16–24 points:	19
25–34 points:	20
35–44 points:	8
45+ points:	46

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 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.



accuracy 2/missile  gives a missile +3 to hit. The spell wears off after a missile is fired, whether it hits its target or not. Accuracy cannot be used to make permanent magic items—the spell wears off if not used within a day, regardless of whether *ensorcel* is used (it will work with *delay* spells, however). Accuracy is not cumulative with other magic bonuses; if cast on a +1 arrow, the arrow will be +3, not +4. Eyesight bonuses and bonuses for levels still apply however.  



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.

airseal 1/square foot/day  prevents air from moving into or out of a specified container, even if it’s not perfectly sealed. great if you lose the cover of a jar.  


align 2  moves a series of small, lightweight objects into a neat and tidy row. 



alter wind current 5  alters a wind current very slightly; just enough to knock a flight of arrows off course, for example . . . 


amplify sound 3/hr  doubles the intensity of a sound. This can be applied to a creature’s voice. 




anchorboat 12/month  anchors a moderate sized or smaller craft in place. 




anchorship 30/month  anchors any ship or boat in place. 




anchorskiff 6/month  anchors a small craft in place. 


animate cord 3/hr  gives the caster complete control over a coil of rope, string, or other flexible material as if it were an extension of his or her body. The wizard must maintain contact with the rope while the spell is in effect. Almost as good as having your own tentacle . . . or lasso. Also useful for knotting or unknotting ropes, unraveling sweaters, coiling yarn, untangling things, etc. 


animate statue 28  allows caster to animate and direct a statue/sculpture. The motions will be jerky at first, like an old Japanese monster movie, but smoother with practice. Works as long as the caster fully concentrates on it, but the caster requires a day of complete rest for every hour spent concentrating on the statue.

animate sword 7/skill level/hr  causes a weapon to fight as if it had a wielder. The spell caster must focus his or her attention on the weapon, however, and cannot fight at the same time the spell is in effect. Unless the weapon is destroyed (or avoided in some manner), it cannot be stopped unless the caster is distracted or killed. However, it fights only as well as the spell’s caster, and if the wizard casting the spell has not sufficiently practiced with animated weapons it will be ineffective as a weapon (although still a powerful distraction, potentially deadly if ignored).  

appear 12  causes a random creature to be teleported to the caster’s location.  

appearing field 35  causes a random area 12 feet in diameter to be teleported to the caster’s location.  

arrow of deflection 3  when cast on an arrow, this spell causes other small airborne objects to become widely diverted from their paths as the arrow passes. The spell expires after one flight, but will last about a week on an arrow that hasn’t been shot yet.

arrows 1/missile  causes a number of arrows or other missiles to follow the path of a missile which is fired or thrown. If that

missile hits, the magically following arrows also hit; if it misses, they miss. The spell must be cast before the arrow to be followed is fired.

attach sound *variable* allows a new sound to be attached to a specified movement (e.g., a door opening could sound like a wolf howl instead of a squeak).

attach sound ◊◊◊◊ 1/day 🗡️

attach sound II ◊◊◊◊◊◊ 15/year 🗡️

attach sound III◊◊◊◊◊◊◊◊ 25 (permanent) 🗡️

attraction *variable* turns a person or object into a kind of magnet—any loose inanimate objects of a specified kind (examples: cups, chairs, or brooms) within a 10' radius will fly to him, while objects at two or three times that distance will tend to gradually move in the victim's direction. The spell will not cause especially large objects to be attracted (objects can be up to 1 pound for each point of INT the caster has, + 1 pound per level).

attraction ◊◊◊◊◊◊ 20/hour 🗡️ 🐉

attraction II ◊◊◊◊◊◊◊◊ 30/day 🗡️ 🐉

attraction III ◊◊◊◊◊◊◊◊◊◊ 82 (permanent) 🗡️ 🐉

auto return 1/lb ◊◊◊ cast on an object. When the object is thrown or shot it returns at the same speed—essentially, a boomerang effect but potentially far more lethal. The spell dissipates when the object is thrown; otherwise it lasts up to a week for every level of the caster (unless an *extension* is used). 🗡️

avalanche 27 ◊◊◊◊◊◊ causes a rockslide on the side of a hill or mountain. 🗡️

balance 4/day ◊◊◊ endows a creature with exceptional balance. 🗡️ 🐉

bodysurf: 1/hr ◊◊◊ allows the caster to control and steer his or her motion within a swiftly moving body of water. Best practiced *before* one goes shooting the rapids. . . . 🗡️ 🐉

bonus I 40 ◊◊◊◊◊◊ causes an ensorcelled weapon to give +5% on damage—effective only in conjunction with ensorcel and permanency. 🗡️ 🐉

bonus II 50 ◊◊◊◊◊◊ causes an ensorcelled weapon to give +10% on damage—effective only in conjunction with ensorcel and permanency. 🗡️ 🐉

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

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

bonus V 65 ◊◊◊◊◊◊ causes an ensorcelled 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 ensorcelled 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 ensorcelled weapon to give +1 on combat rolls and +5% on damage—effective only in conjunction with ensorcel and permanency. 🗡️ 🐉

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

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

bonus X 105 ◊◊◊◊◊◊ causes an ensorcelled 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*. 🗡️ 🐉

bury 5 ◊◊◊ buries a corpse or inanimate object. Will not work on living or moving objects. 🗡️

buzz saw 2 ◊◊◊ turns a stationary blade into a quickly moving blade, in a direction chosen by the caster. The caster must concentrate on the blade for spell to take effect, and it will stop spinning as soon as his or her concentration fades. 🗡️

calm sandstorm 40 ◊◊◊◊◊◊ calms a sandstorm of any size. 🗡️ 🐉

calm sea 3/100 foot radius ◊◊◊ calms rough waters. Lasts as long as the spell caster focuses all of his or her attention on the affected area. This can be cast on a place or an object (such as a boat). 🗡️ 🐉

ceiling 1 ◊◊◊ doubles the height a wizard can achieve with a flying spell. 🗡️ 🐉

chain *variable* links two inanimate objects together so one can't be moved without moving the other, but allows a space to exist between the two. Length of the chain is specified by the caster (up to 10 feet per point of INT). For instance, the spell might be used to prevent a knife from being taken more than 10 feet away from its sheath, or a book from being taken too far from its shelf. Chained objects must be touched by the caster when the spell is cast. Up to 10 objects may be locked together for each level of the caster (so a motion-4 could chain up to 40 objects at a time).

chain ◊◊◊ 5/month 🗡️ 🐉

permanent chain ◊◊◊◊◊◊ 25 🗡️

chain II *variable* links a collection of approximately similar inanimate objects together so one can't be moved without moving the others, but allows a space to exist between the objects in the collection. Length of the chain is specified by the caster (up to 10 feet per point of INT). For example, the spell might be used to keep a piece of silverware from being taken away from the rest of the set (but wouldn't prevent the whole set from being moved together). Up to 10 objects may be chained together for each level of the caster (so

- a motion-4 could chain up to 40 objects at a time).
- chain II** ◇◇◇◇ 24/month 🗡️
- permanent chain II** ◇◇◇◇ 74 🗡️
- chainlights** *variable* creates a chain of tiny lights that move in a loop determined by the caster. For example, a chain of lights could blink on and off in a predetermined sequence, or move in a loop to create a continuously moving light trail, or blink in a random sequence.
- chainlights I** ◇◇◇ 1/10 lights/day 🗡️
- chainlights II** ◇◇◇◇ 6/10 lights/year 🗡️
- chainlights III** ◇◇◇◇◇ 16/10 lights/permanent 🗡️
- climbing 2/day** ◇◇◇ gives a creature climbing skill. 🗡️ 🗡️
- conceal trail 1/100 feet** ◇◇◇ makes a creature's trail untraceable by normal means. 🗡️
- 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. 🗡️ 🗡️
- control currents 48/hr** ◇◇◇◇◇ allows a wizard to control the motion of sea currents. 🗡️
- control hurricane 80** ◇◇◇◇◇ lets you have your very own guided tropical storm. Lasts as long as the spell caster concentrates on it. Useful to protect one's beachfront villa. 🗡️
- control sandstorm 19** ◇◇◇◇◇ allows a wizard to take control of an existing sandstorm, unless it's being actively controlled by another wizard. Lasts as long as the spell caster concentrates on it. Useful to protect one's beachfront villa. 🗡️
- control wind 11** ◇◇◇◇◇ allows the caster to take control of existing wind current (a normal wind only, not a gale), but does not create wind where none exists. The spell lasts as long as the caster fully concentrates on it. 🗡️
- coordination 6/day** ◇◇◇◇ raises coordination by 1–3. 🗡️ 🗡️
- copy 1/page** ◇◇◇ makes a perfect copy of a written work. 🗡️ 🗡️
- create sound 6/sound/hr** ◇◇◇◇ creates a distinct sound of the caster's choice. 🗡️ 🗡️
- creature chain** *variable* links two creatures, or a creature and an inanimate object together, but allows a space to exist between the two. The length of the chain is specified by the caster (up to 10 feet per point of INT). This spell might be used to "handcuff" two people together, or to keep a prisoner from leaving his tower room (the chain has to be secured to a single specific object—like a bolt on the wall, rather than the wall itself—though)
- creature chain** ◇◇◇◇◇ 24/month 🗡️ 🗡️
- permanent creature chain** ◇◇◇◇◇ 74 🗡️ 🗡️
- dance 1/10 lbs/hr** ◇◇◇ causes an inanimate object to dance and gyrate according to the caster's wishes. 🗡️
- dangle 1/pound/hr** ◇◇◇ makes an object move out of reach every time someone tries to reach for it. great spell for canteens in the desert. . . . 🗡️
- decrease friction 1/square foot/day** ◇◇◇ decreases the friction of a particular surface chosen by the caster. The affected area must be touched by the spell caster. 🗡️
- deflect motion 1/40 lbs** ◇◇◇ slightly alters the motion of something—for example a charging lancer—enough to cause it to miss its target. 🗡️
- 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 🗡️ 🗡️
- deposit pouch** *variable* permanently links any two containers; whatever is put into the first one appears in the second one. The containers can be of different sizes, but must be touching when the spell is cast. After the spell is in effect, the two containers can be separated by vast distances (up to 10 miles per point of intelligence of the caster + 10 miles per level). If the two pouches are separated by a distance greater than the spell range, objects will disappear from the first one, but reappear in a random location somewhere in between the two pouches.
- deposit pouch** ◇◇◇◇◇ 30 (1 time only, within a year of the spell casting) 🗡️
- deposit pouch II** ◇◇◇◇◇ 70/month 🗡️
- deposit pouch III** ◇◇◇◇◇ 105/year 🗡️
- deposit pouch IV** ◇◇◇◇◇ 175 (permanent) 🗡️
- detect air currents 1/hr** ◇◇◇ allows caster to see air currents (especially useful while flying) 🗡️
- detect altitude 1** ◇◇◇ tells the caster how far up he or she is.
- detect currents 2/hr** ◇◇◇ discovers the location of nearby ocean or river currents. 🗡️
- detect direction 3** ◇◇◇ discovers the direction that a pursued creature has taken. 🗡️ 🗡️
- detect hidden motion 2/hr** ◇◇◇ allows a creature to detect even the slightest motions within its line of sight, whether or not there are any obstructions on that sight. 🗡️
- detect invisible 1/hr** ◇◇◇ allows the caster to detect any invisible creature within his or her normal line of sight. 🗡️ 🗡️
- 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 motion 1/hr** ◇◇◇ allows a creature to detect even the slightest motions within its line of sight, unless they are obstructed from its view. 🗡️
- detect poisonous gas 1/day** ◇◇◇ canary in a coal mine. . . . 🗡️
- detect source of magic 4** ◇◇◇ unearths the source of a spell or magical effect. 🗡️ 🗡️
- detect source of motion 3** ◇◇◇ discovers the origin of a particular movement. 🗡️ 🗡️
- dig 1/10 cubic feet** ◇◇◇ digs through normal dirt only. 🗡️
- disappear 15** ◇◇◇◇◇ teleports a creature to a random location. 🗡️
- disappearing field 45** ◇◇◇◇◇ teleports everything within a 6-foot radius to a random location. 🗡️ 🗡️
- disensorcel 50** ◇◇◇◇◇ causes a magic item to lose its enchantment. Works on all but the most powerful magic items. 🗡️ 🗡️
- dispel magic 6 + original spell cost** ◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class of that wizard. 🗡️
- dispel motion magic** *spell cost + 4/level of caster above dispeller* ◇◇◇◇ allows a wizard to negate another motionist's spell. 🗡️
- dispel sandstorm 30** ◇◇◇◇◇ ends a sandstorm of any size, unless it's being actively controlled by another wizard (in which case a *dispel magic* would be needed). 🗡️
- displace 13/300 lbs** ◇◇◇◇◇ displaces something within 20' feet of the caster up to 8 feet from its original location. 🗡️
- dissipate fog 12** ◇◇◇◇◇ both natural and magical. 🗡️ 🗡️

dizziness 4/hr ◇◇◇ causes a creature to lose its sense of equilibrium. 🗡️ 🐾

double motion 8/day ◇◇◇◇ doubles the effect of any movement. Can cause incredible clumsiness at first, as every motion goes twice as far as intended, but with practice can become very useful as strenuous tasks like digging or sword-swinging require half the effort. 🗡️ 🐾

dust 1 ◇◇◇ removes dust from a room-sized area, and deposits it in a nearby location of the caster's choice. 🗡️

dustcloud 5/3,000 cubic feet/hr ◇◇◇ raises a cloud of dust which chokes, obscures vision, and begrimes all within it. 🗡️

earthquake variable causes a quake. The epicenter can be up to 1 mile away for every point of the caster's INT, plus 1 mile per level.

earthquake 110 ◇◇◇◇◇ a full-sized quake. 🗡️ 🐾

minor earthquake 55 ◇◇◇◇◇ a localized earthquake. 🗡️ 🐾

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. 🐾

erase magic trail ½ original spell cost ◇◇◇◇◇ obliterates the magical trail left by a teleportation or scrying. A *detect magic* will not detect that a spell has been cast, let alone allow a wizard will to follow a hidden teleport back to its source, or locate the original spell caster. *Hide magic trail* is a cheaper alternative, if your character's pursuers are less resourceful. 🗡️ 🐾

extend range 1/shot ◇◇◇ doubles the normal range of any missile weapon. 🗡️ 🐾

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. 🗡️ 🐾

fake bait 1/2 hrs ◇◇◇ creates a motion attractive to fish at the end of a fish hook.

fall without harm 6/100 feet ◇◇◇◇◇ allows a creature to fall without being hurt.

false magic trail 5 ◇◇◇◇ creates one or more false magic trails alongside a real one. (The real trail can be eliminated or disguised using *erase magic trail* or *hide magic trail*.) The false trail can lead to a specific place known to the caster or to a random location. 🗡️ 🐾

false teleport 6 ◇◇◇◇◇ creates a fake magical trail leading to a destination of the caster's choice. 🗡️ 🐾

false trail 2/100 feet ◇◇◇◇ creates a false trail which will hold up to the closest scrutiny—including bloodhounds. 🗡️

fan 1/hr ◇◇◇ causes a gentle breeze, like a fan's motion, directly in front of a creature or inanimate object (or in another spot chosen

by the caster). Useful on hot, humid days. 🗡️

float 1/100 pounds/2 hrs ◇◇◇◇ makes an object bouyant. 🗡️ 🐾

flutter 2 ◇◇◇ causes a distracting flutter of motion just to the edge of a creature's eyesight. 🗡️

flying 14/hr ◇◇◇◇◇ allows a creature to fly at a height of up to 100 feet per point of FOR—twice that if a ceiling spell is used—at speeds equivalent to a horse. A flying creature is subject to the effects of air currents. 🗡️ 🐾

fold 2 ◇◇◇ takes paper or cloth and neatly folds it, either into a desired shape or a neat pile. Lasts as long as the spell caster fully concentrates on folding. 🗡️

follow magic path ½ followed spell cost ◇◇◇◇◇ allows a wizard to literally follow the path of a creature who has teleported away (teleporting the exact same path), unless the trail has been somehow obscured. 🗡️ 🐾

follow magic trail 8 ◇◇◇◇◇ Allows someone to trace the path of a spell back to find the location of its caster. Does not literally move the caster. 🗡️ 🐾

free movement 28/hr ◇◇◇◇◇ allows a person to move freely through any object or surface (except magical ones), including passing through walls, wading through water as if walking normally, etc.; while this spell is in effect, the spell recipient cannot be touched or touch anything. 🐾

frost heave 15 ◇◇◇◇◇ causes a road or flat area to buckle as it would from frost heave. Affects an area up to a 10 foot radius per point of INT of the caster (so a wizard with a 22 intelligence can heave the ground over a 220 foot radius from the spell's center), and can be cast anywhere within the caster's line of sight. 🗡️

girdle 1/hr ◇◇◇ sucks in a person's stomach to fit into those fashionable party clothes. Can cause internal distress if kept in place too long. Can also be used as a corset, to lift and define breasts. 🗡️ 🐾

glide 8/hr ◇◇◇◇◇ allows a creature to glide on air currents, although not necessarily to fly. It is wise to stay near updrafts. 🗡️ 🐾

ground 1/day ◇◇◇ makes a creature or object incapable of flight or levitation. Gives duck hunters a seriously unfair advantage. 🗡️ 🐾

halve motion 8/day ◇◇◇◇◇ halves the effect of any movement. makes any task twice as hard. 🗡️ 🐾

heat vision 2/hr ◇◇◇ extends the recipient's vision into the infrared spectrum. 🗡️ 🐾

herd 2/15 herd animals/hr ◇◇◇◇ allows the control of herd animals, but will not affect animals which are not usually prone to herding. 🗡️

hide magic trail 6 ◇◇◇◇◇ disguises the magical trail left by a teleportation or scrying. A *detect magic* will show that a spell has been cast, but a wizard will not be able to follow a hidden teleport back to its source, or locate the original spell caster. To totally remove the magic trail left by a teleport, a wizard must use an *erase magic trail*. 🗡️ 🐾

hold 2 ◇◇◇◇ holds a small object in place, halting it in mid-air if necessary. The caster must concentrate to maintain the spell, but the object will not move unless the caster releases it or stops focusing on it. This spell cannot be cast by a wizard who is in combat (since it requires full attention), but a wizard may cast it anywhere within his or her line of sight. The spell will work on feathers, vases, arrows, etc. A held object will fall down as soon as it is released, unless someone manually holds or catches it, or unless a *lower* spell is used. However, any momentum that object had before being held is lost (i.e., an arrow will fall straight down from the place it was held, not continue on toward the caster).

hold II 6 ◇◇◇◇◇ holds a weapon or similar medium-sized object in

place, halting it in mid-swing if necessary. The caster must concentrate to maintain the spell, but the weapon's wielder will not be able to move the weapon unless the caster releases it or stops focusing on it. This spell cannot be cast by a wizard who is in combat (since it requires full attention), but a wizard may cast it anywhere within his or her line of sight. The spell will also work on most medium-sized objects, such as farm implements, small falling rocks, etc. A held object will fall down as soon as it is released, unless someone manually holds or catches it, or unless a *lower II* spell is used. However, any momentum that object had before being held is lost (i.e., a thrown knife will fall straight down from the place it was held, not continue on toward the caster).

hold III 19 ◇◇◇◇ holds a large object in place, halting it in mid-air if necessary. The caster must concentrate to maintain the spell, but the object will not move unless the caster releases it or stops focusing on it. This spell cannot be cast by a wizard who is in combat (since it requires full attention), but a wizard may cast it anywhere within his or her line of sight. The spell will work on windmills, large rocks flying from catapults, etc. This spell is extremely draining to hold; the spell caster may hold an object for up to 2 minutes for every point of fortitude he or she has, but must rest for an hour for every minute an object is held after the first minute. A held object will fall down as soon as it is released, unless someone manually holds or catches it, or unless a *lower III* spell is used. However, any momentum that object had before being held is lost (i.e., a catapulted stone will fall straight down from the place it was held, not continue on toward the caster).

hold door 5/day ◇◇ keeps a door from closing or being closed by normal means. 🗡️ 🗡️

hold trap 4/day ◇◇ keeps a trap from going off. 🗡️ 🗡️

hop 12 ◇◇◇◇ teleports the caster (or a person touched by the caster) to a point within his or her line of sight. 🗡️

hurricane 90 ◇◇◇◇ causes a full sized hurricane over a 10-mile radius. 🗡️ 🗡️

hurricane (minor) 60 ◇◇◇◇ causes hurricane conditions over a 1-mile radius. 🗡️ 🗡️

image animate 5 ◇◇ adds movement to an otherwise unmoving flat image. Can be used on anything from coins to oil paintings. Lasts as long as the spell caster concentrates fully on the animation. 🗡️

inaccuracy 1/missile ◇◇ causes an arrow, bolt, throwing knife, etc. to seem normal in every respect, but get -3 when loosed at a target. The spell can be cast on anything within a wizard's line of sight, and lasts about a day unless extended. 🗡️ 🗡️

increase friction 1/square foot/day ◇◇ increases the friction on a particular surface chosen by the caster. The affected area must be touched by the spell-caster. 🗡️

indoor breeze 1/hr ◇◇ causes a gentle localized breeze, perfect for that 80s movie hair. 🗡️

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 *shockthrow*.

intractable 3 ◇◇◇ the caster will be unable to be moved from a particular patch of earth so long as the spell is concentrated on. Great for keeping your feet in hurricanes or avoiding being swept away in avalanches. 🗡️ 🗡️

juggling 4/day ◇◇ allows a creature to juggle without spilling anything.

jump 2/10 ◇◇ feet allows a creature to leap a great distance up or

across.

knit 1/square yard ◇◇ weaves yarn, string, cord, or any other material into a specified object. Swords of wool have never looked so good. 🗡️

know direction 1 ◇◇ allows the caster to determine direction. 🗡️ 🗡️

levitation 10/hr ◇◇◇ allows a table I creature to float in the air at a height of up to 10 feet per point of FOR, but not to move unless other means of locomotion are applied. 🗡️ 🗡️

library variable when cast on a group of connecting objects—such as a shelf of books in a library—prevents more than one of the objects from being removed at a time. This cuts down on people borrowing books and not returning them, though it also makes it impossible to rearrange your library (since the books have to remain in the same order)

library ◇◇◇◇ 51 (permanent) 🗡️ 🗡️

library ◇◇◇◇ 20/year 🗡️ 🗡️

light 2/hr ◇◇ a ball of light which can be cast on any inanimate object—gives about the illumination of a 40-watt bulb. 🗡️ 🗡️

locate wizard beacon 1 ◇◇ allows a wizard to detect the signal given off by another wizard's wizard beacon. The spell range is 1 mile per level of the caster. 🗡️ 🗡️

lock 3 ◇◇ locks a door, chest, window or similar closing object, whether or not that object has a lock. The caster can open the object at will, but otherwise it will resist all efforts at opening, short of smashing it in. 🗡️

lower variable allows a wizard to gently lower an object suspended in midair—by hand or magically (such as with a *hold* spell)—to the ground, but will not stop the motion of a falling object. The spell user can control the affected object's rate of descent as long as he or she focuses on it, but cannot control where it falls (the spell's not as flexible as a *levitate* or *flying* spell or as powerful as *fall without harm*; this spell merely controls an already-halted fall).

lower ◇◇ 1 (small objects)

lower II ◇◇ 2 (medium objects)

lower III ◇◇◇ 6 (large objects)

lower coordination 7/day ◇◇◇ lowers coordination by 1–3. 🗡️ 🗡️

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. 🗡️ 🗡️

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 (motion 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 two-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 with-

in the field. Magic weapons are also not permanently affected, but their magic will not work within a field of *magic negation*. Any temporary spells (such as spells on *delay*) passing through a field are eliminated.

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 two-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) 🗡️ 🗡️

map 5/10 square miles ◇◇ causes an area to be automatically drawn as the spell's recipient passes through it. Requires parchment or paper. 🗡️

mass bury 4/body ◇◇ inters corpses. Works only on dead or inanimate objects; cannot be used to bury people alive. 🗡️

mass paralysis 19/minute ◇◇◇◇ paralyzes all Table I creatures within a 10-foot diameter area. 🗡️

mass sound 12/50 foot radius/hr ◇◇◇◇ creates a distinct sound of the caster's choice clearly audible to all creatures within a 50-foot radius. 🗡️

misdirected place scrying variable when cast on a protected person or place, attempts to scry on the protected person will show the person in a previously specified location; attempts to scry on the protected place will show a previously specified location instead of the true one. Basically, like *misdirect scrying* with an away message added.

misdirected place scrying ◇◇ 3/day 🗡️ 🗡️

misdirected place scrying II ◇◇◇◇ 16/year 🗡️ 🗡️

misdirected place scrying III ◇◇◇◇ 26 (permanent) 🗡️ 🗡️

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 8 ◇◇◇◇ 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.

moonwalk 1/hr ◇◇ the target walks as if springs were attached to his or her feet, or as if he or she were walking on the moon. 🗡️

motion 2 ◇◇ causes a specified small movement (such as a rustle in the bushes, a lock of hair falling into someone's eyes, a small tug at a loose wallet, etc.). The spell is effective up to 10 feet away for every point of intelligence the caster has, plus 10 feet for each level of the caster.

motion alarm 2/month ◇◇ causes a noise (chosen by the caster) to sound if there is movement within the spell radius (up to a maximum of 1 foot per point of intelligence plus 10 feet per level). The caster chooses the sensitivity of the spell, so it can be triggered by any movement or only by large animals, but the spell is not selective (i.e., it can't be set to go off if a human moves, but not a large animal). The noise may be brief or may last up to an hour per point of intelligence of the caster. The spell lasts about a month if it is not triggered (it can be extended), and dissipates after it is set off. 🗡️ 🗡️

motion alarm II variable causes a noise (chosen by the caster) to sound if there is movement within the spell radius (up to a maximum of 1 foot per point of intelligence plus 10 feet per level). The

caster chooses the sensitivity of the spell, so it can be triggered by any movement or only by large animals, but the spell is not selective (i.e., it can't be set to go off if a human moves, but not a large animal). The noise may be brief or may last up to an hour per point of intelligence of the caster. Unlike a normal motion alarm spell, *motion alarm II* does not dissipate after it is set off; the sound goes off any time motion is detected until the spell expires.

motion alarm II ◇◇ 5/month 🗡️ 🗡️

extended motion alarm II ◇◇◇◇ 15/year 🗡️ 🗡️

permanent motion alarm II ◇◇◇◇ 33 🗡️ 🗡️

motionlight variable when cast, any motion within the affected area triggers a bright light equivalent to a seventy-five-watt bulb that illuminates the entire area for a length of time specified by the spell caster (up to 1 hour per point of the caster's INT + 1 hour per level). The light lasts as long as there is any motion within the affected area.

motionlight I ◇◇ 2/10 foot radius/day (one time only) 🗡️ 🗡️

motionlight II ◇◇◇ 28/10 foot radius/year (every time the spell area is entered) 🗡️ 🗡️

motionlight III ◇◇◇◇ 64/10 foot radius/permanent (every time the area is entered) 🗡️ 🗡️

motion lock variable locks a door, chest, or other hinged object; it can only be opened with a specific word or gesture chosen by the caster (as opposed to a physical key).

motion lock ◇◇◇◇ 12 (works one time only)

motion lock II ◇◇◇◇ 22/month

motion lock III ◇◇◇◇ 38/month

motion lock IV ◇◇◇◇ 55 (permanent)

motion loop variable cycles an inanimate object through a looped, continuous series of predetermined motions chosen by the caster. Useful for juggling swords or keeping the lawn sprinklers going.

motion loop ◇◇ 1/lb/hr

motion loop II ◇◇◇◇ 11/lb/day

motion loop III ◇◇◇◇ 31/lb/month

motion loop IV ◇◇◇◇ 61/lb (permanent)

mute sound 2/hr ◇◇ mutes all sounds within a ten foot radius. This does not cause complete silence. 🗡️

night vision 2/day ◇◇ gives the recipient night vision as good as his or her normal vision. 🗡️ 🗡️

object scry 4/hr ◇◇ allows the caster to observe a distant object or area with which he or she is familiar. 🗡️ 🗡️

one way gate variable permanently links any two locations; whatever is put into the first place (or unwittingly steps into it) is teleported to the second one. The two locations can be separated by vast distances (up to 10 miles per point of intelligence of the caster + 10 miles per level). If the two locations are separated by a distance greater than the spell range, objects will disappear from the first one, but reappear in a random location somewhere in between the two locations.

one way gate ◇◇◇◇ 34 (1 time only, within a year of the spell casting) 🗡️ 🗡️

one way gate II ◇◇◇◇ 74/month 🗡️ 🗡️

one way gate III ◇◇◇◇ 109/year 🗡️ 🗡️

one way gate IV ◇◇◇◇ 179 (permanent) 🗡️ 🗡️

open door 4 ◇◇ forces a door open. The equivalent of a very strong kick. 🗡️

open lock 3 ◇◇ opens any normally locked portal. This will not open a magically locked door. 🗡️ 🗡️

paralyze 11/minute ◇◇◇◇ paralyzes a human-sized creature. 🗡️

part water 20/10 feet/hr ◇◇◇◇ forces water to change its course to accommodate a wizard. 🗡️

peace bond 3/day ◇◇ causes a weapon to become stuck in its

sheath. 🗡️

pendulum 2 ◊◊ causes a dangling object to sway back and forth with a desired amplitude and frequency. 🗡️

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 save potions. 🗡️ 🗡️

personal safelock *variable* prevents an object from moving more than a specified distance from a person. Great for that pouch with all your gold in it.

personal safelock ◊◊◊◊ 12/year 🗡️ 🗡️

personal safelock II ◊◊◊◊ 26 (permanent) 🗡️ 🗡️

pervert magic *same as original spell cost* ◊◊ causes a spell to escape from its caster's control. 🗡️

pick pocket 7 ◊◊◊◊ takes an object from a creature within the caster's line of sight and conveys it to the caster.

pinch 1 ◊◊ pinches a creature in a location chosen by the caster.

poke 2 ◊◊ a quick jab as with a finger. most effective on eyes.

polish metal 1/5 ◊◊ square feet burnishes any metal item. 🗡️ 🗡️

predict weather 2 ◊◊ allows an accurate prediction of weather conditions for the next week. 🗡️ 🗡️

propel small craft 2/hr ◊◊ moves a boat at the same rate as if it were under sail. Ineffective on full-sized ships. 🗡️

protection vs. cold 2/day ◊◊ protects against most extremes of cold. 🗡️ 🗡️

protection vs. gas 1/day ◊◊ prevents gases from taking effect. 🗡️ 🗡️

protection vs. heat 2/day ◊◊ protects against most extremes of heat. 🗡️ 🗡️

protection vs. magic detection 8/day ◊◊◊ makes an object or person (and all he or she is carrying) immune to the effects of a *detect magic* spell. 🗡️ 🗡️

protection vs. missiles 10/hr ◊◊◊ protects against all nonmagical missiles below 10 pounds in weight, as well as against creatures with breath weapons. Magic arrows or spells will still hit normally. 🗡️ 🗡️

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) 🗡️ 🗡️

protection vs. teleportation *variable* protects a person, place, or object from all forms of magical transportation. Note that this prevents teleportation by friendly as well as unfriendly wizards, so characters may want to think twice about using this spell on themselves.

prot. vs. teleportation ◊◊ 1/day 🗡️ 🗡️

prot. vs. teleportation II ◊◊◊ 10/year 🗡️ 🗡️

prot. vs. teleportation III ◊◊◊◊ 25 (permanent) 🗡️ 🗡️

prot. vs. teleportation IV ◊◊◊ 5/day (10-foot radius) 🗡️ 🗡️

prot. vs. teleportation V ◊◊◊◊ 40/year (10-foot radius) 🗡️ 🗡️

prot. vs. teleportation VI ◊◊◊◊ 90 (10-foot radius; permanent) 🗡️ 🗡️

public stoning 40 ◊◊◊◊ causes any loose stones (up to 1 pound per level of the caster) within a 100-foot radius to hurl themselves at a target within 10 feet per point of the caster's INT. Lots of fun in a desert. Useful for clearing rocks from fields when there are

no heretics around. The spell lasts as long as the caster fully concentrates on it. 🗡️

pull I ◊◊ a small tug; great for pulling vases off mantelpieces. Does not noticeably affect anything over a few pounds in weight (people might feel a slight tugging sensation). The spell can be cast on anything within the caster's line of sight. 🗡️

pull II 9 ◊◊◊ a sudden sharp tug; great for pulling guards off walls. This is not powerful enough to affect someone who is braced or well balanced, but anyone affected will feel a brief and strong pull. The spell can be cast on anything within the caster's line of sight. 🗡️

pull III 19 ◊◊◊◊ a sudden very strong tug, powerful enough to pull a charging horse to one side or pull a heavy object off a wall. The spell can be cast on anything within the caster's line of sight. 🗡️

push I ◊◊ a small push; great for pushing vases off mantelpieces. Does not noticeably affect anything over a few pounds in weight (people might feel a slight pushing sensation). The spell can be cast on anything within the caster's line of sight. 🗡️

push II 9 ◊◊◊ a sudden sharp push; great for pushing guards off walls. This is not powerful enough to affect someone who is braced or well balanced, but anyone affected will feel a brief and strong push. The spell can be cast on anything within the caster's line of sight. 🗡️

push III 19 ◊◊◊◊ a sudden very strong push, powerful enough to push a charging horse to one side or push a heavy object off a wall. The spell can be cast on anything within the caster's line of sight. 🗡️

quarry 1/cubic foot ◊◊ allows the quarrying of rock. Especially soft rock, such as sandstone, may yield up to 6 times as much rock for the same cost. 🗡️

quickdraw 2/day ◊◊ when cast on a person, accelerates his ability to draw a weapon. This spell adds +2 to all attacker rolls while in effect. 🗡️ 🗡️

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. 🗡️

randomly misdirect scrying *variable* causes attempts to magically scry on a protected person/object/place to bounce, showing a random place/person/object known to caster instead of the intended target.

randomly misdirect scrying II ◊◊ 2/day 🗡️ 🗡️

randomly misdirect scrying II ◊◊◊◊ 12/year 🗡️ 🗡️

randomly misdirect scrying III ◊◊◊◊ 22 permanent 🗡️ 🗡️

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.

restore animation 6 ◊◊◊ restores a creature from a state of sus-

pended animation to normality. 🗡️ 🐉

rock 1/hr ◇◇◇ causes an object already prone to do so to begin rocking—i.e. a cradle, rocking chair, etc. 🗡️

roughen sea 5/100 foot radius ◇◇◇ roughens calm waters. Lasts as long as the spell caster focuses all of his or her attention on the affected area. This can be cast on a place or an object (such as a boat). 🗡️ 🐉

saddle 1/day ◇◇◇ allows a creature to stay mounted, even if he or she does not have riding skill. This does not imply the creature will enjoy the ride 🗡️ 🐉

safelock variable prevents an object from leaving a specified area. For instance, a piece of silverware could be moved anywhere in a house, but could not leave the property, or a knife could not be moved more than 10 feet from its sheath. Objects may be moved up to 10 feet for each point of the spell-caster's INT (he or she can specify a shorter maximum when casting the spell).

safelock ◇◇◇◇ 12/year 🗡️ 🐉

permanent safelock ◇◇◇◇ 26 🗡️ 🐉

safelock II variable when cast on a collection of approximately similar inanimate objects, keeps them from leaving a specified area. For example, the crystal and china settings for 40 could be moved anywhere in one's house, but none of them could leave the property. Objects may be moved up to 10 feet for each point of the spell-caster's INT (he or she can specify a shorter maximum when casting the spell). Up to 10 objects may be locked together for each level of the caster (so a motion-4 could safelock up to 40 objects at a time).

safelock II ◇◇◇◇ 60/year 🗡️ 🐉

permanent safelock II ◇◇◇◇ 85 🗡️ 🐉

safety 2 ◇◇◇ when cast in conjunction with *teleport*, prevents a creature from teleporting into a solid object. 🗡️ 🐉

sandstorm 70 ◇◇◇◇ causes a full sized sandstorm. Requires sand. 🗡️ 🐉

sandstorm (minor) 40 ◇◇◇◇ causes a localized sandstorm. Requires sand. 🗡️ 🐉

scatter 2/10 sq ft ◇◇◇ object sends small stationary objects flying in all directions, as though dropped from a height. Works on any objects weighing less than a pound within the spell area. 🗡️ 🐉

send object 6 + 1/10 lbs/100 yards ◇◇◇◇ moves an inanimate object a short distance. 🗡️ 🐉

sensesend 24 ◇◇◇◇ allows a wizard to teleport to the location of an object which has been previously sensitized by use of a *sensitivity* spell. 🗡️ 🐉

sensesummoning 24 ◇◇◇◇ allows a wizard to summon an object which has been previously sensitized by use of a *sensitivity* spell. 🗡️ 🐉

sensitivity 15 ◇◇◇◇ allows a wizard to sensitize an object. He or she will then always be able to tell precisely where that object is located. 🗡️ 🐉

shatter 2 ◇◇◇ causes glass to vibrate at a high enough frequency to shatter. 🗡️

shivers 3/hr ◇◇◇ causes a Table I creature to shiver uncontrollably. 🗡️

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

shoot 1/3 missiles ◇◇◇ allows a creature to shoot normal arrows or bolts without a bow or crossbow.

shred 2 ◇◇◇ transforms a piece of cloth, paper, or other similar material into thin strips or confetti. Great for hiding paper trails.

sightstun 6 ◇◇◇◇ causes a bright flash in the face of a Table I creature, stunning that creature for 1–3 rounds. Only 1 creature can see the flash.

silence 2/hr ◇◇◇ creates a field of total silence over a five foot

radius. No sound at all can be heard from within the field. 🗡️

sink 2 ◇◇◇ momentarily submerges a floating object within the caster's line of sight. Great on ducks and swimmers. 🗡️

slap 3 ◇◇◇ causes a palm or fist of air to strike a person with a medium to hard blow. (What did the five fingers say to the face...?)

slow 4/day ◇◇◇ lowers the victim's speed by 1–6. 🗡️ 🐉

smooth 1 ◇◇◇ removes creases and wrinkles from paper, cloth, and other similar materials. 🗡️

snapback variable causes an object to move back to its original position if moved more than a set distance away from that position. Example: a sword is stolen from its scabbard. When the thief gets 150 feet away, the sword magically reappears inside the scabbard. The spell range is up to 10 feet per point of INT of the caster, plus 10 feet per level (so a motion-2 with a 21 intelligence could set the spell to work at a distance of up to 230 feet).

snapback ◇◇◇◇ 20 (one time only. Expires after a year if not triggered)

snapback II ◇◇◇◇ 52/year 🗡️ 🐉

snapback III ◇◇◇◇ 92 (permanent) 🗡️ 🐉

soundstun 6 ◇◇◇◇ causes a sudden loud noise, which stuns a Table I creature for 1–3 rounds. Only one creature can hear the noise.

speed 3/day ◇◇◇ raises speed 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). 🗡️ 🐉

spin 1/100 lbs ◇◇◇ causes an inanimate object to revolve on its axis. The affected object will continue to rotate as long as the spell caster concentrates on it. 🗡️

splash 1 ◇◇◇ causes a liquid to splash itself in a direction of caster's choice. The spell causes a splash up to the size of a 1-pound rock hitting water, but the force can be increased by adding to the spell cost.

split stone 2 ◇◇◇ the equivalent of forcing a wedge into a stone block; both halves move apart along natural stress lines. The caster must be within his or her INT (in feet) of the object to be affected. Can also be used to split metal or other inorganic objects along stress lines. 🗡️ 🐉

split wood 1 ◇◇◇ the equivalent of forcing a wedge into a wooden block; both halves move apart along natural stress lines. The caster must be within his or her INT (in feet) of the object to be affected. 🗡️ 🐉

stale air 1/day ◇◇◇ stops air from moving into and out of an area, simulating an enclosed space. (It's not fully effective, and won't keep out rain or suffocate people inside the area. But it will get unpleasant to stay in with a group of people.) 🗡️ 🐉

stir 1 ◇◇◇ mixes a liquid in a cup, pot, cauldron, or other small confined space. 🗡️ 🐉

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

strength 7/day ◇◇◇◇ raises strength 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) 🗡️

summons 4 ◇◇◇ summons a familiar small object belonging to the caster from afar. 🗡️ 🐉

suspend animation 25 ◇◇◇◇ 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. The creature must be touched to be affected. 🗡️

swim 1/day ◇◇◇ gives a creature swimming skill. 🗡️ 🐉

- switch liquid 16/gallon** ◇◇◇◇ transfers two liquids. Can be used to switch drinks for instance. 🗡️
- sword of air 3/hr** ◇◇◇ creates a three 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. 🗡️
- sword to hand 3** ◇◇◇ causes a wizard’s weapon—it need not be a sword, but it must belong to the caster—to come instantly to his or her hand.
- sword from hand 6** ◇◇◇◇ causes a weapon to suddenly spring away from the hand of its wielder. 🗡️
- synchronize motion 4** ◇◇◇ allows the character to synchronize the motion of two moving inanimate objects. 🗡️
- telekinesis 2/10 lbs/hr** ◇◇◇ allows a wizard to move things he or she is not actually touching. The object affected can be 1 foot distant for each point of FOR the caster has. 🗡️
- teleport 30** ◇◇◇◇ allows the caster to instantaneously shift him or herself (or a creature touched by the caster) to a location with which he or she is familiar. The less well known the target area is, the greater the chance of failure. Unless a safety spell is used, it is possible for a wizard who does not make a successful spell failure roll to teleport into a solid object—killing him or her instantly and possibly causing a massive explosion. A teleport leaves a distinctive (though invisible) magical trail behind, which can be seen with a *detect magic*, and followed with *follow magic trail*. Spells such as *hide magic trail* and *erase magic trail* can prevent this. 🗡️ 🗡️
- teleport area 57** ◇◇◇◇ transports everything within a radius equal to a wizard’s INT in feet to a location of that wizard’s choice (the location must be familiar to the caster, and unless a safety spell is used, it’s possible for part of the affected area to overlap with something solid). The spell can be cast on anything within the spell caster’s line of sight. 🗡️ 🗡️
- teleport area II 72** ◇◇◇◇ transports everything within a radius equal to a wizard’s INT in feet from any familiar location (anywhere in the world) to a location of that wizard’s choice. Unless a safety spell is used, it’s possible for part of the affected area to overlap with something solid. 🗡️ 🗡️
- teleport object 5/10 lbs** ◇◇◇ teleports an inanimate object to a location of the caster’s choice. 🗡️ 🗡️
- teleport other 41** ◇◇◇◇ teleports any table I creature within the caster’s line of sight to a location of the caster’s choice. Unless a safety spell is used, a wizard who does not make a successful spell failure roll may accidentally teleport the spell recipient into a solid object. 🗡️ 🗡️
- teleport other II 61** ◇◇◇◇ teleports a creature whose exact whereabouts are known to the caster from anywhere in the world to a location of the caster’s choice. Unless a safety spell is used, a wizard who does not make a successful spell failure roll may accidentally teleport the spell recipient into a solid object. 🗡️ 🗡️
- tension 1** ◇◇◇ allows the caster to increase or decrease the tension on a flexible object (like a rope or cloth). The spell lasts as long as the user concentrates fully on it. 🗡️
- throw 1** ◇◇◇ allows the recipient to throw a single object under five pounds in weight as if he or she had skill in it as a missile weapon. 🗡️ 🗡️
- thunderbolt 22** ◇◇◇◇ creates a sudden loud noise, which stuns all creatures within a 100-yard radius for 1–3 rounds. 🗡️
- tickle 1** ◇◇◇ tickles a creature in a location chosen by the caster. 🗡️
- tie 5/100 lbs/day** ◇◇◇ immobilizes an already captive subject. 🗡️ 🗡️
- tornado 90** ◇◇◇◇ causes a full-sized tornado. 🗡️ 🗡️
- tornado (minor) 65** ◇◇◇◇ causes localized tornado conditions. 🗡️ 🗡️
- trampoline: variable** when cast on the ground or another solid surface, creatures touching the affected surface will be able to bounce upward or sideways as if they were bouncing on a trampoline. With practice, the “bouncing” can be controlled if a creature spends enough time maneuvering about the surface the spell is cast on, but otherwise it hinders free movement (people walking on a trampoline surface must be careful to avoid having their footing thrown off). The caster can create a higher “bounce” for double the normal spell point cost.
- trampoline** ◇◇◇ 1/square foot/day 🗡️ 🗡️
- permanent trampoline** ◇◇◇◇ 10/square foot 🗡️ 🗡️
- transfer momentum 40** ◇◇◇◇ changes movement from one object to another. Most useful if a fast ship is catching up to you.
- tremor 35** ◇◇◇◇ causes earth tremors. 🗡️ 🗡️
- trip 3** ◇◇◇ causes a table I creature to stumble.
- tsunami 104** ◇◇◇◇ causes a full sized tidal wave. Just add water. 🗡️ 🗡️
- tune 2/year** ◇◇◇ ensures that an instrument retains the proper tuning. The caster can choose how he or she wishes the instrument to be tuned. 🗡️ 🗡️
- unbalance weapon 4** ◇◇◇ makes a weapon just a little bit unbalanced. 🗡️ 🗡️
- unearth 7** ◇◇◇◇ unearths a buried object of small to moderate size—a buried treasure or a corpse, for example. 🗡️
- unremovable item 75** ◇◇◇◇ 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. The spell is permanent unless the caster specifies a shorter duration (at least a year). 🗡️ 🗡️
- untune 1** ◇◇◇ untunes an instrument. 🗡️ 🗡️
- 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.
- ventriloquism 5/hr** ◇◇◇ allows a wizard to throw his or her voice.
- vibrate 3/hr** ◇◇◇ causes an object to vibrate with a controllable frequency. 🗡️
- walk on mud 2/hr** ◇◇◇ allows a creature to travel over semi-solid surfaces, like mud or quicksand, as if they were solid. 🗡️
- walk on water 14/hr** ◇◇◇◇ Allows a creature to travel on liquid or semi-solid surfaces as if they were solid. 🗡️
- wall of dust 7/day** ◇◇◇ forms a dense wall of swirling dust and sand, which will scour away flesh and pit metal which attempts to pass through. 🗡️ 🗡️
- weakness 4/day** ◇◇◇ lowers strength by 1–6. 🗡️ 🗡️
- weatherproofing 1/cubic foot/year** ◇◇◇ makes the affected items impervious to the effects of weather. Especially useful on clothing and armor. 🗡️ 🗡️
- weave fibers 1/3 square feet** ◇◇◇ weaves thread, yarn or other fibers into cloth. It takes practice to make cloth of any quality. 🗡️
- whirlpool 100** ◇◇◇◇ creates a whirlpool capable of swallowing a full sized ship. Just add water. 🗡️ 🗡️
- whirlpool (minor) 46** ◇◇◇◇ creates a localized whirlpool, large but not capable of swallowing full-sized ships. Just add water. 🗡️ 🗡️
- whispershout 6/hr** ◇◇◇ makes any noise emitted by the affected creature audible to all creatures within a half mile. 🗡️ 🗡️
- 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 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.

wind at your back 4/hour ◇◇◇ causes the wind in the local area to swirl and generate a wind flow behind a person or group of people. The spell affects a small area (1 foot radius per point of INT + 1 foot per level of the caster), and does not work in severe winds (25+ mph). It is easy to spot this effect from a distance. The spell can also be used to make wind blow directly in the faces of a group of people. 🌀