

Summoning

Summoners bring things from afar and send other things away. Unlike generationists (see p. 000), summoners create nothing; instead, they move things around as suits their purposes. Summoners seldom die of natural causes; unwary wizards may be eaten by something better off left unsummoned, lost in another universe, or hunted down by someone who wants his or her property back. This class of magic can prove endlessly useful; a good summoner never has to worry about being without food, weapons, money, or supplies—he or she can summon any of these things as desired. And summoning also provides the means to get away quickly in a pinch—both to escape halfway across the country or to leave the universe entirely.

Summoners can travel between universes, talk with creatures in other universes, and open gates between universes. They can also shape space and time to create private hideaways and tiny “pocket dimensions” which can only be reached magically.

The word *universe* is used to describe fully formed worlds that a summoner may pass between. Those worlds may have different physical laws (for instance, time may pass at a different rate from the wizard’s home world, and magic may be more or less effective), but those laws cannot be controlled by the summoner.

A *dimension* or *plane* is a finite space between universes that may be manipulated by a summoner. It may be very large, or as small as the inside of a pouch, and is an entirely magical creation. Unlike universes, a summoner may be able to change the physical laws that apply within a dimension.



Summoning spells will specify in the description if they can be used across universes or dimensions. Unless a spell specifies otherwise, it can be used only in the universe presently occupied by the spellcaster.

Total Spells:	271
Spell Breakdown:	
1–5 points:	93
6–10 points:	40


11–15 points:	26
16–24 points:	22
25–34 points:	23
35–44 points:	19
45+ points:	49


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.

air pocket 5  the immediate area around the caster’s head (or an area chosen by the caster) is filled with fresh air, and other contents of that space are displaced. Useful for surviving in shipwrecks.

amplify light 1/2 original spell cost  doubles the area of any light spell it’s cast on, including spells originally cast by someone else.  




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




appearing field 30  causes a random area 12 feet in diameter to be teleported to the caster’s location.  




art summoning 8  paint with borrowed oils or watercolors. Lasts as long as caster concentrates (does not summon artistic talent, just the media to create artwork) 




attract variable attracts a single type of non-intelligent creature (chosen by the caster) to a particular person. The victim of the spell could, for example, become absolutely irresistible to fleas, or cats . . . or sharks.



attract  3/week



attract II  8/month  

attract III  17/year  

attract IV  37 (permanent)  

attract dust 2/week  causes an inanimate object to accumulate dust at a remarkable rate.  

attract fire 1/day  when cast on a person or object, will cause all loose fire sources to head toward him/her/it. Effective near campfires or fireplaces. Especially effective near bonfires or burning buildings. 

attract light 1/day  causes light sources to seem to seek out the person or object this spell is cast on. Makes attempts to hide in shadows useless. 

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-foot 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 I ◇◇◇◇ 20/hour 🗡️

attraction II ◇◇◇◇ 30/day 🗡️

attraction III ◇◇◇◇ 82 (permanent) 🗡️

automatic return *variable* Causes an object to return to a specified position after a finite amount of time specified by the summoner at the time the spell is cast (useful for loaned books). The small version of the spell works on objects up to 1 pound for point of caster's INT, plus 1 pound per level, while the large version works on anything—like a house or a dragon.

automatic return I ◇◇◇ 5/year (small object, one time) 🗡️ 🐉

automatic return II ◇◇◇◇ 15/year (small object, multiple returns) 🗡️ 🐉

automatic return III ◇◇◇◇ 25 (small object, always returns) 🗡️ 🐉

automatic return IV ◇◇◇◇ 25/year (any object, one time) 🗡️ 🐉

automatic return V ◇◇◇◇ 45/year (any object, multiple returns) 🗡️ 🐉

automatic return VI ◇◇◇◇ 65 (any object, always returns) 🗡️ 🐉

banish *variable* repels a single type of non-intelligent creature (chosen by the caster) from a particular place. Wonderful for ridding houses of rats and roaches, keeping the dogs out of the henhouse, etc.

banish ◇◇◇ 3/week 🗡️ 🐉

banish II ◇◇◇◇ 8/month 🗡️ 🐉

banish III ◇◇◇◇ 17/year 🗡️ 🐉

banish IV ◇◇◇◇ 37 (permanent) 🗡️ 🐉

banish object *variable* keeps an item from entering or being summoned into a place ("No figs will ever darken my door!"). The spell won't keep a person from walking into a room carrying the item, however (i.e., the spell can keep people from teleporting into your room with swords—they would show up but their swords would be left behind—but it wouldn't keep them from charging in through the front door).

banish object I ◇◇◇ 1/day 🗡️

banish object II ◇◇◇◇ 11/year 🗡️

banish object III ◇◇◇◇ 31 (permanent) 🗡️

banish smell I ◇◇◇ sends a smell to a random location. Want to get rid of that skunk odor? 🗡️ 🐉

banish smell II 2 ◇◇◇ sends a smell to a location known to the caster. Want to send that skunk odor to your little brother's room? 🗡️ 🐉

banish sound I ◇◇◇ sends a sound to a random location. Want to get rid of that annoying squeak the rocking chair makes? Or the baby's crying? 🗡️ 🐉

banish sound II 2 ◇◇◇ sends a sound to a location known to the caster. Want to send that annoying squeak the rocking chair makes to your mother-in-law's house? 🗡️ 🐉

bind *variable* prevents a creature from leaving the plane or universe he or she is currently in. The spell doesn't differentiate between the size of a creature; it binds demons as easily as humans, but can only be cast on creatures within the caster's line of sight.

bind ◇◇◇ 5 (one creature, for a year) 🗡️ 🐉

bind II ◇◇◇◇ 25 (one creature, permanently) 🗡️ 🐉

bind III ◇◇◇◇ 25 (all creatures within a radius of up to a mile per caster's level, for a year) 🗡️ 🐉

bind IV ◇◇◇◇ 75 (all creatures within a radius of up to a mile per caster's level, permanently) 🗡️ 🐉

blink arrows 1/missile ◇◇◇ causes a small missile weapon such as an arrow or thrown knife to disappear when fired, only to reappear the moment before it hits its target. If the weapon misses, it is lost forever in a random plane.

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. 🗡️ 🐉

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 (determining who is attacker and defender in a fight)—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉
- bonus XII 40** ◇◇◇◇ confers +2 to attacker rolls (determining who is attacker and defender in a fight)—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉
- bonus XIII 50** ◇◇◇◇ confers +3 to attacker rolls (determining who is attacker and defender in a fight)—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉
- call animal 4** ◇◇◇ allows an unintelligent animal of a particular type to be summoned (or a particular animal known to the caster), provided it is within a mile of the caster. Gives a seriously unfair advantage to hunters, but can also be used to summon runaway pets. The animal approaches under its own power; it doesn't instantly appear. The spell works as well on sea animals as land animals. 🗡️ 🐉
- call faerie 12** ◇◇◇◇ summons any nearby faerie creatures. The faeries approach under their own power; they don't instantly appear. They may not be happy about being summoned. 🗡️ 🐉
- clean 2** ◇◇◇ rids a surface of dirt. 🗡️
- close gate 22** ◇◇◇◇ closes a gateway between universes created by a different wizard. (A summoner can close his or her own gateways for half the original spell cost, without casting a new spell.) 🗡️ 🐉
- closet space 11/month** ◇◇◇◇ uses a little bit of another dimension to act as temporary storage. The entrance to the closet can be set to anything that can open and close (i.e. a door, a pouch, a box, etc.). The size of the closet is up to 10 cubic foot per level of the caster. If the spell wears out while there are things in it, the items are permanently lost in the other dimension.
- communication 15** ◇◇◇◇ allows the caster to communicate with a being anywhere in the world (but not in another universe or dimension). The communication lasts as long as the summoner fully concentrates. 🗡️ 🐉
- 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. 🗡️ 🐉
- congregate 7** ◇◇◇◇ attracts all herd animals in the area, or all herd animals of a particular species, as specified by the summoner. Does not give the spell caster any control over them. 🗡️ 🐉
- copy laws variable** causes a dimension or section of a dimension that a summoner is currently in to exhibit a law or laws of a universe or dimension specified by the caster. For instance, time might pass more quickly or slowly relative to the caster's native universe, or some classes of magic might be more or less effective. The spell takes months to be fully effective, and if it expires, the laws will gradually change to their previous state over a period of months. (Note that universes are too big to be affected; this will only work on dimensional spaces.)
- copy laws I** ◇◇◇◇ 96/year 🗡️ 🐉
- copy laws II** ◇◇◇◇ 196/10 years 🗡️ 🐉
- copy laws III** ◇◇◇◇ 296 (permanent) 🗡️ 🐉
- creature scry 4/hr** ◇◇◇ allows the caster to observe a creature known to him or her, but not present. The spell works only within the universe where it is cast; to spy on other dimensions a *scry universe* must be used. 🗡️ 🐉
- 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.
- delay** ◇◇◇◇ 10/year 🗡️ 🐉
- extended delay** ◇◇◇◇ 30/10 years 🗡️ 🐉
- delayed sending 12** ◇◇◇◇ creates an image of the spell caster, activated upon the occurrence of some specified event. This image can speak and act as the caster chooses, but all words or actions must be chosen in advance. Sendings are insubstantial, and not quite opaque. It costs 2 additional points to have the sending depict a creature or object other than the caster (but known to him or her), plus 2 more points for any change of images during the sending. A *delayed sending* may last up to an hour, longer with extensions. For 24 points (double the normal cost), a sending may be sent to another universe or plane. 🗡️ 🐉
- demon butler 15** ◇◇◇◇ summons a silent demonic servant to assist the caster. It cannot engage in combat and can only perform simple tasks. It is also disconcerting for the rest of the help. 🗡️ 🐉
- demon messenger 24** ◇◇◇◇ summons an imp to deliver a message to someone the caster knows well, and return with a reply. The imp can record exactly what is said and repeat it word for word with the proper inflection. After the reply is received the imp returns to whence it came. For an additional 10 points, the messenger can be sent to another universe known to the caster.
- demon steed 6/day** ◇◇◇◇ summons a demonic mount equivalent in all respects to a medium warhorse. The horse requires no rest and can be ridden continuously. 🗡️ 🐉
- demon sword 5/day** ◇◇◇ summons an unearthly weapon that acts as a +1 longsword (or weapon of the caster's choice). Being unearthly it may carry more magic—either good or ill—at the GM's discretion.
- 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. A deposit pouch cannot be taken from the universe where it is created.
- deposit pouch I** ◇◇◇◇ 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 gate 1** ◇◇◇ locates any magical gate within the vicinity of the caster (up to half a mile away for summoning-0, or 1 mile per level for more powerful summoners) but does not give information as to where the gate goes or if it is a one-use gate, etc. The spell lasts as long as the caster concentrates on it. 🗡️ 🐉
- 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 emo-

tionist).  

detect scrying 3/day $\diamond\diamond$ allows a wizard to detect any attempts at magical spying, but not the source of that spying.  


detect souls 6/hr $\diamond\diamond\diamond$ if there are disembodied souls within the caster's line of sight, use this spell to find them.

detect source of magic 4 $\diamond\diamond$ unearths the source of a spell or magical effect.  

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


detect source of sending 4 $\diamond\diamond$ allows a wizard to detect the location from which a sending originates. 

detect summoning 1 $\diamond\diamond$ shows if something or someone has been recently summoned or teleported (within a day for a summoning-0, or up to a week per level for more powerful summoners). 

detect summoning field 2 $\diamond\diamond$ helps the caster locate any summoned items or people within his or her line of sight.  


disappear 25 $\diamond\diamond\diamond$ teleports a creature to a random location. For an additional 10 points (35 total), the creature will be teleported to another universe at random.  

disappearing field 45 $\diamond\diamond\diamond$ teleports everything within a 6-foot radius to a random location. For an additional 10 points (55 total), the area will be teleported to another universe at random. 


disensorcel 50 $\diamond\diamond\diamond$ causes a magic item to lose its enchantment. Works on all but the most powerful magic items.  


dispel elemental 30 $\diamond\diamond\diamond$ forces an elemental to return to its own universe.  


dispel magic 7 + *original spell cost* $\diamond\diamond\diamond$ allows a wizard to negate another wizard's spell, regardless of the class of that wizard. 


dispel summons 40 $\diamond\diamond\diamond$ returns a magically summoned creature to its place of origin, even if that location is in another universe. 


displace 14/300 lbs. $\diamond\diamond\diamond$ displaces something within 20 feet of the caster up to the caster's INT in feet from its original location. 

disrobe 12 $\diamond\diamond\diamond$ removes all clothing and other accessories (like rings of protection) from the victim of the spell. The removed items are deposited nearby, up to 10 feet away per level of the caster.  



distort space 42 + 8/1,000 cubic feet $\diamond\diamond\diamond$ uses extra-dimensional space to make a room or place much larger than it would otherwise be; a house can be twice as large on the inside as it looks from outside, for instance. After the spell is cast, the caster can add (or take away) additional space for 16/1,000 cubic feet (10 x 10 x 10). This can be used in the caster's own universe, or to expand a space created in another dimension. 

distortion maze 15/day $\diamond\diamond\diamond$ creates a maze centered on the target. The target can see clearly in all directions because light passes without problem through the maze. However, the actual physical space has been warped into an elaborate maze. (Those outside the maze can see into it as well, but sounds will not penetrate to the person inside it, although magical communication is possible. The target can make a sense resistance roll and his or her degree of success determines how long it takes to navigate the maze, which can be up to a square mile per level of the caster in size.  

dust 1 $\diamond\diamond$ rids a surface of dust. 



dustpan 1 $\diamond\diamond$ catches small items for as long as the caster concentrates on them (useful for haircuts, raking leaves, or draining blood out of a body). 

edit summons 1/2 *original spell cost* $\diamond\diamond$ when cast in conjunction with a summoning spell, leaves out part of what is being summoned. Want the poached fish without the bones? Peaches with-



out the pits? Leave them behind. Can't be used on living creatures to summon a person without a head, but can send a person away while leaving his sword (or clothes) behind.  

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 $\diamond\diamond\diamond$ 50  



extended ensorcel $\diamond\diamond\diamond$ 75 (extends an ensorcel spell for a second month. An ensorcel can be extended only once.)  



entice *variable* attracts a single type of non-intelligent creature (chosen by the caster) to a particular place. A building could, for example, become absolutely overrun by roaches, rats, or other vermin. A henhouse could draw every fox, stoat, or minor predator for miles around. Less sportingly, a hunting blind could be made irresistible to deer.


entice I $\diamond\diamond$ 3/week  



entice II $\diamond\diamond\diamond$ 8/month  



entice III $\diamond\diamond\diamond$ 17/year  



entice IV $\diamond\diamond\diamond$ 37 (permanent)  



erase magic trail *half original spell cost* $\diamond\diamond\diamond$ 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.  

escher 30 $\diamond\diamond\diamond$ allows for physical connections within a space that would otherwise be impossible (Like an exit in the far wall would lead to an entrance on the ceiling). This will only work within dimensions created by the spell caster, and each escher incidence must be cast separately. 

exchange 4 + 1/lb over 5 lbs $\diamond\diamond$ replaces one nonmagical item with a similar but random item of roughly the same size and weight. For instance a sword might be replaced with a scepter or a crown with a metal hubcap.  

extension $\frac{1}{2}$ *original spell cost* $\diamond\diamond$ extends the duration of a spell to double the normal length of time. Spells can be extended more than once, but the amount of time added by each additional extension remains constant, i.e. a one-hour spell will be extended an additional hour for each extension cast.  

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

false magic trail 4 $\diamond\diamond$ 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. For an additional 2 points (6 points total) that dimension can be in another universe or dimension.  

false teleport 6 $\diamond\diamond\diamond$ creates a fake magical trail leading to a destination of the caster's choice. (Unlike *false magic trail*, no original spell is needed.) For an additional 3 points (9 points total) that

dimension can be in another universe or dimension. 🗡️ 🐉

find animal 1 🗡️ 🐉 locates a particular animal within a 1 mile radius. 🗡️ 🐉

flock 5 🗡️ 🐉 summons all birds in the area to the location the spell is cast on. This location can be a person or an inanimate object. How long the birds stay depends on how hospitable the location is. 🗡️ 🐉

fog 8/3,000 cubic feet 🗡️ 🐉 summons a dense fog. 🗡️ 🐉

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 locate its caster. Does not literally move the caster. 🗡️ 🐉

freshness seal 12 🗡️ 🐉 seals a closeable object and stops time inside that enclosure until the seal (or the object) is broken. Only works on non-living material. 🗡️ 🐉

gate settings 2 🗡️ 🐉 allows the caster to know where a gate goes, how many times it will work, if it works in both directions, and whether it is locked (but not the password or conditions to unlock it). 🗡️ 🐉

gate time limit 25 🗡️ 🐉 sets a timer on a gateway between universes or dimensions, allowing it to expire after a certain amount of time or a vague condition is met. The timer can last up to 10 years per level of the caster. The condition can specify by kind or amount (i.e., after the tenth elf has passed through the gate it will close) but not a specific person. 🗡️ 🐉

gravity inversion 228 🗡️ 🐉 causes physical laws within a dimension to work differently than in the “normal” universe: People may feel lighter or heavier, or objects may be attracted upward rather than downward. The effect must be specified at the time the spell is cast, and can’t be changed unless the spell is removed or another time inversion superseded it. The cost given is for dimensions created by the summoner casting the spell; for dimensions created by someone else, the spell is 50 points higher (278 points total). (Note that universes are too big to be affected by time inversion; this will only work on dimensional spaces.) 🗡️ 🐉

grime 2/week 🗡️ 🐉 attracts dirt to a surface. Works on tables, dishes, small children, etc. 🗡️ 🐉

guardian demon 10/skill level 🗡️ 🐉 a minor spirit summoned as a protector from another universe. It stands between 6 and 7 feet high, shaped roughly as a human. Guardian demons fight only passively; they may be ordered to defend a doorway, for example, but they would not then attack any creature not threatening that doorway. Such guardians fight as at least a weapon-1, more if their summoner expends more points. They are table I creatures, are never at a length advantage or disadvantage, can take 100% damage before disappearing back to their own universe, and are unarmored. They are unaffected by missiles. 🗡️ 🐉

help 1/2 miles 🗡️ 🐉 sends a generic distress call to a creature of the caster’s choice, or to all creatures within range, at the caster’s discretion. 🗡️ 🐉

herd 1/15 herd animals/hr 🗡️ 🐉 allows the caster to control a herd of 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*. 🗡️ 🐉

history 6 🗡️ 🐉 shows an object as it was originally, rather than as it is at the time of the spell casting. 🗡️ 🐉

hive 10 🗡️ 🐉 induces bees to nest in the area over which the spell is cast. 🗡️ 🐉

hop 12 🗡️ 🐉 teleports the caster (or a person touched by the caster) to a point within the caster’s line of sight. 🗡️ 🐉

increase space 168 🗡️ 🐉 adds a certain volume of space to a dimension, either drawn from a particular part of a neighboring universe or taken from interdimensional space, at the caster’s option. The new space will conform to the same physical laws as the dimension they are added to, which the summoner must be physically present on to cast the spell. The caster can add up to a cubic mile of space per level (so a summoning-8 could add up to 8 cubic miles, stealing a mountain or city or pretty lakeside vista from a neighboring universe. 🗡️ 🐉

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*.

interdimensional communication 25 🗡️ 🐉 allows the caster to communicate with a being in another universe or dimension without creating an opening to that universe. The communication lasts as long as the summoner fully concentrates. 🗡️ 🐉

is there? 1 🗡️ 🐉 determines if a desired item exists within the radius of the spell. Works within a 1 mile radius per level of the spell-caster. 🗡️ 🐉

laws of universe 8 🗡️ 🐉 allows a summoner to know the laws governing a particular universe or dimension. The spell can be cast through a gate or window, so it’s possible to find out the properties of a universe before entering it.

light 1/hr 🗡️ 🐉 a ball of light which can be cast on any inanimate object—gives about the illumination of a 40 watt light bulb. 🗡️ 🐉

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

locate 5 🗡️ 🐉 locates a specific creature within a 10-mile radius. 🗡️ 🐉



locate II 25 🗡️ 🐉 locates a specific creature at any distance. For an additional 10 points (35 total) this will locate a creature even if he or she is in another universe. 🗡️ 🐉





locate non-dimensional 15/hr 🗡️ 🐉 locates any creatures or objects within the caster’s line of sight that did not originate in the current universe or dimension (or a specific creature or object if the caster prefers to narrow the spell). 🗡️ 🐉





locate wizard beacon 1 🗡️ 🐉 allows a wizard to detect the signal given off by a wizard beacon not of his or her own creation. The spell range is 1 mile per level of the caster; the spell only works within the universe where it’s cast. 🗡️ 🐉







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 inversion 228 🗡️ 🐉 causes all spells cast within a dimension to function differently than in the “normal” universe: They may cost half as much or twice as much to cast, may be half as effec-







tive or twice as effective, or may have the opposite of their intended effect. The effect must be specified at the time the spell is cast, and can't be changed unless the spell is removed or another magic inversion supersedes it. The cost given is for dimensions created by the summoner casting the spell; for dimensions created by someone else, the spell is 50 points higher (278 points total). (Note that universes are too big to be affected by magic inversion; this will only work on dimensional spaces.)  





magnet 4   causes a small, loose metal object of the caster's choice to be attracted to the caster, or alternately, to a surface the spell is cast on.  







magnetic field 10/10 foot radius   causes all small, loose metal objects within the spell area to be attracted to the caster, or to a surface the spell is cast on.  







mask dimension 60     hides a dimension from all beings that do not already have a connection (like a gate or *wizard beacon*) to that realm. Scrying attempts will fail, and teleports will either not work or go to a random dimension. (Note that universes are too big to be hidden; this will only work on dimensional spaces.)  


mask soul 40/year     prevents demons from finding you, and makes soul-stealing spells ineffective.  

mental rapport 40     causes two individuals to develop an empathic bond where they always know exactly where the other is located. This link can be used as a guide for teleportation or gate creation. For an additional 10 points (50 total) it will work across universes. Additional people can be added to the rapport for 20 points each, but only at the time the spell is first cast. Once created, no one else can be added. A creature can have only one mental rapport at a time; casting a new one ends the previous one.  





mine 40/ton     removes ore, precious metals, or gems from a vein and deposits them nearby. The caster must touch the vein to complete the spell, and the place where the ore is deposited must be known to the caster and within 1 mile per the spellcaster's level. (Note that if the wrong material is touched, the result may be a heap of quartz instead of diamonds.)







mirror trap 15     when a being touches the mirror this spell is cast on, he or she is drawn into a dimension that is an inverted copy of the one that contains the mirror. This dimension is dependent on the universe that contains the mirror, so any changes to the main universe will affect the reflected plane. The victim will be able to see into the main universe through any mirror in the reflected plane, but will be unable to affect the main universe. The victim will be trapped until either the spell or the mirror is broken. The trap lasts until it's triggered, but there's a 10% chance of it dissipating after each year. (The more perfect the mirror, the less likely the spell is to dissipate.)  







mirror trap II 25     when a being touches the mirror this spell is cast on, he or she (and everyone else within a 10-foot radius) are drawn into a dimension that is an inverted copy of the universe that contains the mirror. This dimension is dependent on the universe that contains the mirror, so any changes to the main universe will affect the reflected plane. The victims will be able to see into the main universe through any mirror in the reflected plane, but will be unable to affect the main universe. The victims remain trapped until either the spell or the mirror is broken. The trap lasts until it's triggered, but there's a 10% chance of it dissipating after each year. (The more perfect the mirror, the less likely the spell is to dissipate.)  

misalign 1  moves a small object within the caster's line of sight a few inches.





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   




mold 1   attracts molds and fungi to a surface.  

nest 4   induces birds to nest in the area of the spell caster. 







no entry variable cast on an existing doorframe and anybody trying to go through the door will find themselves walking out of the doorway back to where they were instead.







no entry     20/year  







conditional no entry     30/year (can allow certain creatures to enter, but not others. Makes for great pet doors.)  







object scry 4/hr  allows the caster to observe a distant object or area with which he or she is familiar. The spell works only within the universe where it is cast; to spy on other dimensions a *scry universe* must be used.  







one-way gate variable permanently links any two locations within a universe; 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 or people will disappear from the first one, but reappear in a random location somewhere in between the two locations.







one way gate     28 (1 time only, within a year of the spell casting)  





one way gate II     48/month  

one way gate III     58/year  

one way gate IV     68 (permanent)  

open gate 18     opens a gate to another universe. This gate can only be closed magically, such as with a *close gate* spell (although a wizard can close gates he or she has personally opened for half the original spell cost). It permits passage to extra-universal creatures as well as to the spell caster. Note that it requires considerable practice for a wizard to consistently find the correct universe—there are likely to be mistakes, perhaps unfortunate ones, until the summoner has thoroughly practiced the spell. Opening a permanent gate between points within the same universe costs 36, since technically it's done by opening two back-to-back gates, one leaving the universe and the other coming back at the desired location.  

open one-way gate 20     using the frame of an existing door, the spell opens a gateway to another universe or dimension chosen by the caster (or at random if the caster is careless or not specific enough) that can only be used once before disappearing. Once something has gone through in either direction the gate closes.  

open one-way gate II 30     using the frame of an existing door, the spell opens a gateway to another universe or dimension chosen by the caster (or at random if the caster is careless or not specific enough) that can only be used briefly before disappearing. The gate lasts up to a minute per point of INT of the caster plus

10 minutes per level. 🗡️ 🗡️

parasite bait 4/week ◇◇◇ causes a person to attract fleas, ticks, etc. 🗡️ 🗡️

password gate 15 ◇◇◇◇ locks a gate until the correct password is given. ("Speak, friend, and enter.") The cost is only 15 if the spell is cast at the same time the gate is opened, 25 if added to a previously opened gate, and 50 if added to a gate opened by another wizard. 🗡️ 🗡️

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. 🗡️ 🗡️

pervert magic field 90 ◇◇◇◇ causes all spells within a 100-yard radius to escape from their casters' control. Can be cast anywhere within the caster's line of sight.

phosphorescence 1/hr ◇◇◇ causes a sickly, dim light, which can be cast on animate or inanimate objects. 🗡️ 🗡️

pickpocket 7 ◇◇◇ takes a small object from a creature within the caster's line of sight and conveys it to the caster (or another location within the caster's line of sight).

planar divide 86 ◇◇◇◇ splits a dimension into 2 new distinct dimensions. Total matter, energy, size, and laws must be maintained, so an infinite unbounded plane could not split into 2 finite bounded planes, and a finite bounded plane cannot split into infinite unbounded planes. (Note that universes are too big to be merged; this will only work on dimensional spaces.) 🗡️ 🗡️

planar merge 96 ◇◇◇◇ merges 2 finite or bounded dimensions. The contents of both dimensions will be present, but the laws and topology will be an amalgam. (Note that universes are too big to be merged; this will only work on dimensional spaces.) 🗡️ 🗡️

planar probe 18 ◇◇◇◇ creates a homunculus on another universe that acts as the caster's eyes, ears, and other senses. The caster must focus on the homunculus, and if the homunculus is destroyed before the caster dismisses it, the caster must roll a shock roll to avoid serious injury or death. The homunculus is particular to the plane it is created for, and can survive in that universe regardless of environment, but will dissipate if it crosses over to a different plane. 🗡️

prison variable creates a small planar pocket that traps an unresisting target. The pocket must be centered on a tangible object, like a jar or a sword. The target does not age, grow hungry, tired, or thirsty while in the pocket, but they are unable to leave it until the spell expires or the object is broken.

prison I ◇◇◇◇ 30/year 🗡️ 🗡️

prison II ◇◇◇◇ 40/10 years 🗡️ 🗡️

prison III ◇◇◇◇ 50 (permanent) 🗡️ 🗡️

protection vs. curses 6/year ◇◇◇◇ protects against all curses. 🗡️ 🗡️

protection vs. demons 4/day ◇◇◇ protects against demons. This protection is negated if a protected creature attacks a demon. ("Go on, hit me . . . you're protected.") 🗡️ 🗡️

protection vs. elementals 2/day ◇◇◇ protects against even the most powerful elementals. This protection is negated if a protected creature attacks an elemental. 🗡️ 🗡️

protection vs. ghosts 8/day ◇◇◇◇ protects against both tangible and intangible effects of ghosts. 🗡️ 🗡️

protection vs. insects 1/day ◇◇◇ protects against all normal-sized insects. Bug eyed monsters are undeterred by this spell. 🗡️ 🗡️

protection vs. magic detection 7/day ◇◇◇◇ makes an object or person (and all he or she is carrying) immune to the effects of a

detect magic spell. 🗡️ 🗡️

protection vs. parasites 3/year ◇◇◇ protects against lice, ticks, fleas, etc. 🗡️ 🗡️

protection vs. plagues 3/square mile/year ◇◇◇ protects fields from destruction by plagues of insects. 🗡️

protection vs. scrying 2/day ◇◇◇ protects the recipient from any magical spying from afar. 🗡️ 🗡️

protection vs. summoning variable prevents a creature from being magically summoned.

protection vs. summoning ◇◇◇ 1/day 🗡️ 🗡️

protection vs. summoning II ◇◇◇◇ 15/year 🗡️ 🗡️

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 I ◇◇◇ 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) 🗡️ 🗡️

random summon 5 ◇◇◇ randomly summons an object or creature, which could be useful or not (and could be a danger to everyone). For an extra 5 points (double the normal cost) the object or creature will be summoned from a random universe. 🗡️ 🗡️

return fire 2 ◇◇◇ reverses the trajectory of a small missile in mid-flight (either in a random direction or back at the person who fired it, at the caster's choice). The missile must be slow enough to be pointed at by the caster, i.e., an arrow arcing toward him or her from long range, but not a lightning bolt or a point-blank crossbow shot.

return fire II 12 ◇◇◇◇ reverses the trajectory of any size missile in mid-flight (either in a random direction or back at the person who fired it, at the caster's choice). The missile must be slow enough to be pointed at by the caster, i.e., an arrow arcing toward him or her from long range, but not a lightning bolt or a point-blank crossbow shot. This will work on large rocks thrown by giants or trebuchets, for instance.

reverse gate 20 ◇◇◇◇ permanently reverses the direction of a one way gate. 🗡️ 🗡️

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 I ◇◇◇ 2/day 🗡️ 🗡️

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

randomly misdirect scrying III ◇◇◇◇ 22 permanent 🗡️ 🗡️

reality warp variable causes the laws of an entire dimension, or section of a dimension, to act in random ways that normally wouldn't work. Gravity could be increased, magic can cease working, or inertia can no longer apply, for example. (Note that universes are too big to be affected; this will only work on dimensional spaces.)

reality warp I ◇◇◇◇ 96/year 🗡️ 🗡️

reality warp II ◇◇◇◇ 196/10 years 🗡️ 🗡️

reality warp III ◇◇◇◇ 296 (permanent) 🗡️ 🗡️

recharge 5 times 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/day. In other words, a magical ring that has an effect equal to a 3-point spell could be used to perform that effect

once every 3 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.

repel variable repels a single type of non-intelligent creature (chosen by the caster) from a particular person. The victim of the spell could, for example, become absolutely unbearable to fleas, or cats . . . or sharks.

repel ◇◇◇ 3/week 🗡️ 🗡️

repel II ◇◇◇◇ 8/month 🗡️ 🗡️

repel III ◇◇◇◇◇ 17/year 🗡️ 🗡️

repel IV ◇◇◇◇◇ 37 (permanent) 🗡️ 🗡️

repel harmful birds 2/acre/year ◇◇◇ keeps destructive birds away from crops. 🗡️

repel harmful insects 2/acre/year ◇◇◇ keeps harmful insects away from crops. Does not impede beneficial insects, such as earthworms. 🗡️

repel rodents 2/acre/year ◇◇◇ keeps harmful rodents away from crops and orchards. 🗡️

replace variable switches two similar items (like a new cup for a broken one). The item will be switched with another one at random, so if you switch your exhausted horse for a fresh one, someone else riding nearby will suddenly find herself on an exhausted horse.

replace I ◇◇◇ 1 (less than 1 lb, i.e., a bouquet of flowers) 🗡️ 🗡️

replace II ◇◇◇ 4 (less than 10 lbs, i.e., a sword) 🗡️ 🗡️

replace III ◇◇◇◇◇ 24 (less than 1 ton, i.e., a horse) 🗡️ 🗡️

replace IV ◇◇◇◇◇ 124 (any 1 thing, i.e., a castle) 🗡️ 🗡️

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

scatter 10/lb ◇◇◇◇ places scattered items in the air or on the ground (like throwing coins into a crowd, getting rid of the evidence, etc.). The objects can be scattered locally, or to random locations anywhere in the world, as the caster chooses. (He or she will not know where the objects have been sent, just approximately what radius they've been scattered over.) for an additional 50 points (50 + 10/lb total) the objects may be scattered among random universes.

scry universe 15 ◇◇◇◇◇ allows the caster to view a creature or object in another universe, or to look at other universes at random. The spell can only last a short duration (up to the caster's FOR in minutes) due to the strains involved, and the caster must rest at least an hour for every minute spent scrying. 🗡️ 🗡️

seal 90 ◇◇◇◇◇ prevents beings from entering and/or leaving a dimension. For larger dimensions, multiple seals must be used. If fewer than the necessary seals are used, it increases the difficulty of entering or exiting that dimension. At the time the spell is cast, the summoner must specify whether the spell is to be used to keep creatures from entering, leaving, or both. For an additional 30 points (120 total) the seal may be made conditional; for instance, a dimension might be closed to anyone except the caster's blood relatives, or anyone but elves. (Note that universes are too big to be sealed; this will only work on dimensional spaces.) 🗡️ 🗡️

send object 4 + 1/10 lbs/100 yards ◇◇◇ shifts an inanimate object a short distance. 🗡️

sending 6 ◇◇◇◇ allows the spell caster to send an image of his or herself to a distant location where it can speak and act as the cast-

er chooses. The wizard must be totally undisturbed and devote his or her entire concentration on the sending to maintain it. Sendings are insubstantial, and not quite opaque. It costs 2 additional points to have the sending depict a creature or object other than the caster (but known to him or her), plus 2 more points for any change of images during the sending. They can be cast anywhere within a range of (INT + magic level) miles. Maintaining a sending is draining, and a magician must spend 1 hour immediately afterward resting for each 5 minutes of time spent concentrating on the spell. For 12 points (double the normal cost), a sending may be sent anywhere in the world or to another universe or plane.

sensesend 24 ◇◇◇◇◇ allows a wizard to teleport to the location of an object which has been previously sensitized by use of a *sensitivity* spell. The cost is the same regardless of whether the object is on the same universe as the spellcaster. 🗡️ 🗡️

sensesummoning 24 ◇◇◇◇◇ allows a wizard to summon an object which has been previously sensitized by use of a *sensitivity* spell. The cost is the same regardless of whether the object is on the same universe as the spellcaster. 🗡️ 🗡️

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 90 ◇◇◇◇◇ splinters a dimension so that it ceases to exist, but pieces of it merge with neighboring dimensions or universes. 🗡️ 🗡️

sheath 10/year ◇◇◇◇◇ creates a small extradimensional space where the target can conceal a weapon, map, potion or other small single item. The item can be brought to hand instantly, but the sheath disappears as soon as the item is removed. 🗡️

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

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

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

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.

snapback ◇◇◇◇◇ 20 (1 time only. Expires after a year if not triggered) 🗡️ 🗡️

snapback II ◇◇◇◇◇ 52/year 🗡️ 🗡️

snapback III ◇◇◇◇◇ 92 (permanent) 🗡️ 🗡️

speak with dead 14/minute ◇◇◇◇◇ works with any dead creature that consents to be spoken to. 🗡️

speak with ghosts 5/hr ◇◇◇ allows the caster to confer with a spirit which is already present. 🗡️

stash 21 + 8/1,000 cubic feet ◇◇◇◇◇ creates a closed pocket of space, which can be opened and closed only one time (though it can be reached readily by teleport or gate spells). Things can be teleported into and out of the stash, and the space can be expanded as needed for additional storage or to build interdimensional palaces. After the spell is cast (if no additional space is added initially, the stash is about the size of a duffle bag inside), the caster can add (or take away) additional space for 16/1,000 cubic

- feet (10 x 10 x 10). ☞ 🐉
- store magic 10/point** ◇◇◇◇ creates a spell-storing item. Usable only in conjunction with *ensorcel* and *permanency* spells.
- summon clouds 7** ◇◇◇◇ summons nearby clouds. If they add up to a rainstorm, this will cause one. If there are no nearby clouds, this spell will have no effect. ☞
- summon curse 15** ◇◇◇◇ randomly takes a curse from another creature and gives it to the victim of the spell. Who knows what one will get—anything from the wicked witch who didn't get invited to the christening's curse on a baby to the convicted sorcerer's curse on the king of the realm. ☞ 🐉
- summon demi-elemental 40** ◇◇◇◇ calls a demi-elemental, but does not protect the caster against that elemental's wrath. See pp. 000, 000, 000, and 000 for more information on demi-elementals. ☞ 🐉
- summon element 60** ◇◇◇◇ allows a summoner to call forth as much of a pure element (earth, wind, fire, or water) as he or she desires. The element will seem to flow from the wizard's hands in the direction desired, for as long as the spell-caster concentrates. The spell is exceptionally draining, and a shock roll afterward is required to avoid collapse. Wizards will need a day of rest even if the roll is made successfully.
- summon elemental 60** ◇◇◇◇ calls a powerful elemental, but does not protect the caster against that elemental's wrath. See See pp. 000, 000, 000, and 000 for more information on elementals. ☞ 🐉
- summon elemental spirit 25** ◇◇◇◇ calls an elemental spirit, but does not protect the caster against that elemental's wrath. See See pp. 000, 000, 000, and 000 for more information on elemental spirits. ☞ 🐉
- summon ghosts 24** ◇◇◇◇ forces a ghost to appear. This spell does not protect the caster against those ghosts. It can be used to summon a specific ghost. ☞ 🐉
- summon heat 1/hr** ◇◇◇◇ need a warm fire? why not borrow someone else's? ☞ 🐉
- summon smell 2** ◇◇◇◇ summons a smell from a distance. (The spell will temporarily disappear from the other place and appear at the spell location, which can be anywhere within the caster's line of sight.) Want to know if a bottle of wine you are about to buy is still good or has turned to vinegar? Also can be used as a distraction (the smells of cooking meat to entice a guard dog for instance). The spell lasts as long as the summoner concentrates on it. Once the spell has ended, the odor may dissipate quickly without the source emanating the smell, or may linger because of its potency—such as a skunk's odor. ☞ 🐉
- summon soul 24** ◇◇◇◇ summons a specific disembodied soul. Does not allow the caster to communicate with that soul. The soul must be that of a dead creature which has not become a ghost. ☞ 🐉
- summon sound 2** ◇◇◇◇ summons a sound of the caster's choosing from a distance. (The sound will temporarily disappear from the other place and appear at the spell location, which can be anywhere within the caster's line of sight.) The spell lasts as long as the summoner concentrates on it. Once the spell has ended, the sound will slowly dissipate (and begin again at the location where it was taken from). If the sound is stopped at its source, for instance if a musician stops playing his now-noiseless instrument, then the spell stops as well. ☞ 🐉
- summon spell 3** ◇◇◇◇ selects a random spell cast in an area, or the nearest spell. The spell cannot be controlled by the caster, although its initial direction may be specified. It need not be a summoning spell; anything from lightning bolts to stat bonuses may show up. ☞ 🐉
- summon time limit ½ original spell cost** ◇◇◇◇ sets a time limit on summoned items or creatures, after which they automatically return to the place they were summoned from or their home universe, at the spellcaster's choice. The time limit must be cast at the same time as the original summoning, and may be up to 10 years per level of the caster. ☞ 🐉
- summon undead 6/hr** ◇◇◇◇ compels all Table I within a mile or so to show up; more powerful undead may show up but feel no compulsion. A wonderful party trick. ☞ 🐉
- summoning 1/10 lbs** ◇◇◇◇ summons a specific creature to a location chosen by the caster, within his or her line of sight. For double the spell cost, the creature may be summoned from another universe or dimension. ☞ 🐉
- summons 4** ◇◇◇◇ summons a familiar small object belonging to the caster (such as a sword or necklace) from afar to a location chosen by the caster, within his or her line of sight. For 8 points (double the spell cost), the object may be summoned from another universe or dimension. (If the object has been previously sensitized by use of a *sensitivity* spell, there is no extra cost, regardless of its location.) ☞ 🐉
- summoning history 1** ◇◇◇◇ tells the history of when an item or person has been summoned or teleported. ☞ 🐉
- summons II 5/10 pounds** ◇◇◇◇ summons a specific nonintelligent object (or related group of objects) of the caster's choosing to a location chosen by the caster, within his or her line of sight. The objects need not belong to the caster, and can be very specific ("glazed ham on a silver platter," "flock of chickens," "ivory-hilted longsword"), and will be taken from the closest place within 1 mile per point of INT of the caster + 1 mile per level. ☞ 🐉
- switch 10** ◇◇◇◇ switches two small objects (or liquids). Both objects must be within the caster's line of sight
- sword from hand 6** ◇◇◇◇ causes a weapon to suddenly spring away from the hand of its wielder. ☞
- sword to hand 3** ◇◇◇◇ causes a wizard's weapon—it need not be a sword, but it must belong to the caster and be within a 10-foot radius—to come instantly to his or her hand.
- telegram variable** links two pieces of paper, parchment, slate or other writable surfaces together. Whatever is written on one appears on the other as well. (At the caster's choice, the spell can also be cast so that whatever is written on one disappears and is written on the other.) The spell may be cast so it works only once, or so that it works indefinitely, until the writable surface is used up or destroyed. Once the spell stops working the text already in place remains, but the writing material is no longer magical in any other way.
- telegram I 18** ◇◇◇◇◇ (one session only, up to 10 miles per level of caster) ☞ 🐉
- telegram II 38** ◇◇◇◇◇ (one session only, anywhere in the world) ☞ 🐉
- telegram III 68** ◇◇◇◇◇ (one session only, across universes) ☞ 🐉
- telegram IV 88** ◇◇◇◇◇ (until one of the sources is destroyed, up to 10 miles per level of caster) ☞ 🐉
- telegram V 128** ◇◇◇◇◇ (until one of the sources is destroyed, anywhere in the world) ☞ 🐉
- telegram VI 168** ◇◇◇◇◇ (until one of the sources is destroyed, across universes) ☞ 🐉
- teleport 36** ◇◇◇◇◇ 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 area may be in a different universe or dimension for the same cost.) 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 62 ◇◇◇◇◇ transports everything within a radius of up 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 area may be in a different universe or dimension for the same cost.) The spell can be cast on anything within the spell caster's line of sight. For an additional 20 points (82 total), the spell can be used to transport only creatures within the target along with what they're wearing and/or carrying, leaving other objects, walls, etc., behind. 🗡️ 🐉

teleport area II 82 ◇◇◇◇◇ transports everything within a radius of up 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. For an additional 10 points (92 total), one or both of the target areas may be in a different universe or dimension. For an additional 20 points (102 total, or 112 if another dimension is involved), the spell can be used to transport only creatures within the target along with what they're wearing and/or carrying, leaving other objects, walls, etc., behind. 🗡️ 🐉

teleport object 6/10 lbs ◇◇◇◇ teleports a specific inanimate object (the exact whereabouts of which are known to the caster) to a location of the caster's choice. Unless a *safety* spell is used, it is possible that a wizard who does not make a successful spell failure roll will teleport the chosen object into something solid. For an additional 10 points (10 + 6/10 pounds), one or both of the target areas may be in a different universe or dimension. 🗡️ 🐉

teleport other 44 ◇◇◇◇◇ teleports any table I creature within the summoner'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. For an additional 10 points (54 total), the target area may be in a different universe or dimension. 🗡️ 🐉

teleport other II 64 ◇◇◇◇◇ 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. For an additional 10 points (74 total), one or both of the target areas may be in a different universe or dimension. 🗡️ 🐉

tether 30 ◇◇◇◇◇ the target cannot travel further than a fixed distance from a set point (and cannot leave the plane or universe he or she is imprisoned on). The distance can be as little as a few feet, or as large as a world. If the victim leaves that area he or she is transported back to the fixed point. Like one of those invisible fences for your pets. 🗡️ 🐉

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

time inversion 228 ◇◇◇◇◇ causes time within a dimension to flow differently than in the "normal" universe: It may pass half as quickly or twice as quickly, or creatures within the dimension may grow younger rather than older. The effect must be specified at the time the spell is cast, and can't be changed unless the spell is removed or another time inversion superseded it. The cost given is for

dimensions created by the summoner casting the spell; for dimensions created by someone else, the spell is 50 points higher (278 points total). (Note that universes are too big to be affected by time inversion; this will only work on dimensional spaces.) 🗡️ 🐉

track magic 3/hr ◇◇◇ allows the caster to follow a trail of active magic or an especially magical creature. 🗡️ 🐉

transfer gate 24 ◇◇◇◇◇ redirects an already open gate to a place known to the caster. (To redirect it to a random location, use a *pervert magic* on the gate.) 🗡️ 🐉

trap soul 45 ◇◇◇◇◇ traps the victim's soul in a previously enchanted but empty receptacle: a sword, a bottle, a ring, etc. If no receptacle is available, the soul is left to wander and possibly find some other sort of haven. The victim must be within the caster's line of sight to be affected. 🗡️ 🐉

truncate space 148 ◇◇◇◇◇ removes a certain volume of space from a dimension. All contents of that space are shoved out into the neighboring dimensions or become free-floating dimensions of their own, at the caster's option. The caster can remove up to a cubic mile of space per level (so a summoning-8 could remove up to 8 cubic miles, sending a mountain or city to another dimension or leaving them floating in interdimensional space. 🗡️ 🐉

universal pact 10 ◇◇◇◇ binds two beings from separate universes to a pact they both agree to. It cannot be entered against the will of either being. 🗡️ 🐉

universal purge 70 ◇◇◇◇◇ forces some or all non-native beings (at the summoner's choice) within the caster's line of sight from a specified universe back to their universe of origin, unless they are otherwise bound to the universe they're on. 🗡️ 🐉

universal vortex 70 ◇◇◇◇◇ forces some or all non-native beings (at the summoner's choice) within the caster's line of sight from any other universe back to their universe of origin unless they are otherwise bound to the dimension they're on. 🗡️ 🐉

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.

where 1 ◇◇◇ when cast in conjunction with a summons, allows a spellcaster to know where the object or person came from. 🗡️ 🐉

window 12 ◇◇◇◇◇ want a pretty view of a sun that never sets? Create a window to any universe you know the location of, or to a random universe. The window looks into another universe, but cannot be passed through in either direction. (It can be expanded into a gate for an additional 12 points, however.) 🗡️ 🐉

wish variable costs all of the caster's spell points. Summons what the caster most needs or wants at that moment, with the value of the item reflected by the spell points put into it. For example, a wizard locked in a jail cell sentenced to die who spends 2 spell points would get a hairpin, the wizard who spends 9 would get the key, the one who spends 30 would get the crucial piece of evidence that would prove her innocent. 🗡️ 🐉

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 can be used 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.