

# Transmutation

Transmutation includes all magic dealing with changing one thing into another. Transmutationists may draw spells from animal, vegetable, and mineral magic, all of which are subschools of transmutation. In addition, there are spells that may only be used by transmutationists, and not by any members of the subschools. Note that a transmutationist may get points for casting the same spell from two different subschools (i.e., *detect magic* in both vegetable and mineral magic), since the spells are not actually identical, but rather different approaches that accomplish the same result; each spell requires separate knowledge to cast (and the spell point costs may be different if the approach is more difficult in one class than in another).

Total Spells:	856 (combines animal, vegetable, mineral, and mixed transmutation spells)
Spell Breakdown:	
1–5 points:	382
6–10 points:	120
11–15 points:	69
16–24 points:	78
25–34 points:	68
35–44 points:	56
45+ points:	93

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.

The following spells may be used by full transmutationists only, since these spells span all three subschools of transmutation. Transmutationists may also use animal, vegetable, and mineral spells.



**affix 3** ◇◇◇ permanently adheres a gem or other small object to any surface (like the eyes of a statue, or someone's forehead). The spell will work on objects up to 1 inch in diameter per level of the caster (up to ½ inch for a level-0). ☞

**antidote 18/dose** ◇◇◇◇ transforms a dose of any poison (organic or inorganically based) into an antidote to that poison. ☞ ☛

**camouflage 6/200 lbs/day** ◇◇◇◇ changes the color of a person, plant, or object to blend in with surrounding areas. This does not work on clothing or armor, and will only disguise the recipient as long as its location stays the same—the camouflage doesn't change to match new surroundings. ☞

**chameleon 10/200 lbs/day** ◇◇◇◇ changes the color of a person, plant, or object to blend in with surrounding areas. This does not work on clothing or armor, but the camouflage changes to match new surroundings as the recipient moves. ☞

**change flavor 1/cubic foot** ◇◇◇ changes a food's flavor (animal, vegetable, or mixed). ☞ ☛

**color variable** allows a wizard to color any surface, such as the leaves on a tree or the clapboards on a house. This will work on organic, inorganic, or mixed surfaces.

**color** ◇◇◇ 1/10 square feet/week ☞ ☛

**color II** ◇◇◇ 2/10 square feet/year ☞ ☛

**color III** ◇◇◇ 4/10 square feet (permanent) ☞ ☛

**conditional delay 55** ◇◇◇◇◇ 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. This spell can be used on spells within any of the subschools of transmutation. ☞ ☛

**conditional ensorcel 55** ◇◇◇◇◇ 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. This *conditional ensorcel* can be used with spells from any of the subschools of transmutation; in other words, an item enchanted this way could combine, for instance, animal and mineral spells. ☞ ☛

**cook 1/5 lbs** ◇◇◇ cooks food (animal, vegetable, or mixed) to the caster's preference. ☞ ☛

**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. This *delay* can be used on spells within any of the subschools of transmutation.

**delay** ◇◇◇◇◇ 11/year ☞ ☛

**extended delay** ◇◇◇◇◇ 33/10 years ☞ ☛

**detect age 4** ◇◇◇ detects the age of an item (organic or inorganic).

**distort doorway 7** ◇◇◇◇ buckles a doorway, either closing it beyond opening, or causing it to no longer be able to be closed. ☞ ☛

**edible 2/5 lbs** ◇◇◇ makes spoiled or rotted food (animal, vegetable, or mixed) edible and fresh. ☞ ☛

**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. This *ensorcel* can be used with spells from any of the subschools of transmutation; in other words, an item enchanted this way could combine, for instance, animal and mineral spells.

**ensorcel** ◇◇◇◇ 55 🏹 🐉

**extended ursorcel** ◇◇◇◇ 83 (extends an *ensorcel* spell for a second month. An *ensorcel* can be extended only once.) 🏹 🐉

**extension**  $\frac{1}{2}$  original spell cost + 1 point ◇◇◇ 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). This *extension* can be used on spells within any of the subschools of transmutation. 🏹 🐉

**freshen food** 1/10 lbs ◇◇◇ repairs wilted lettuce or other foodstuffs (animal, vegetable, or mixed) similarly on their last legs. Cannot make spoiled or rotten food edible. 🏹 🐉

**infinity** 11 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*. This *infinity* can be used on spells within any of the subschools of transmutation.

**lycanthropy** 48 ◇◇◇◇ makes a table I creature into a were-creature. The type of lyanthropy is up to the caster, who can stray well beyond the standard werewolves and even cross subschools (i.e., a were-hemlock, were-wysteria, or were-statue are possible). Creatures infected with lyanthropy will transform on the full moon or in times of great stress. When the moon is full, lyanthropes retain their were-forms from moonrise to moonset. At first a lyanthrope has little control over his or her condition; he or she cannot change back to normal form until the moon has set, or control the process enough to willingly change. After several years, enough control is gained to be able to change back and forth at will, and to avoid changing in times of stress; a lyanthrope will continue to change at each full moon, however.

Many lyanthropes go mad with bloodlust after a change, although some eventually control this. While in were-form, lyanthropes are hard to kill; normal weapons affect them as if they were table II creatures, although silver or silvered weapons still affect them normally. The most common way to become a lyanthrope is to be bitten by one and infected with the disease. A table I creature bitten by a were-creature has a 30% chance—cumulative if the creature is bitten more than once—of contracting the condition.

It is possible to play a character that is a lyanthrope, although such characters are often killed in the first frenzied onset of the blood lust which accompanies the condition. Generally the clichéd forms like werewolves are less challenging to play. One character, Araden, became a were-Irish Setter. He

took full advantage of the fact that no one would suspect a glassy-eyed creature which left a trail of drool wherever it walked possessed any intelligence. Another character briefly existed as a were-tree, until he encountered a number of axe wielding barbarians. One can imagine the difficulties of a were-rockfish, who had better be in a pool of salt water when the full moon rises. The possibilities are endless. . . . 🏹 🐉

**merge** 44 ◇◇◇◇ when cast simultaneously on two animals, plants, or objects, merges them into one creature and/or object with characteristics of both. The creatures or items affected must be touching or side by side for the spell to take effect. The caster has partial, but not full, control of which traits become dominant in the combined creature. Transmutationists can use this spell to create centaurs, tree-people, or other hideous hybrids. 🏹 🐉

**morph** 48 ◇◇◇◇ causes a creature or object to slowly change into another creature or object of the caster's choosing. The process can be as quick as several hours, or can take years, as the caster chooses. For instance, a man might slowly turn into a statue, a dog might be turned into a cat, or a statue might become flesh and blood (although without a soul implanted it will not have more than the vestiges of life). Once complete, a morph is permanent. 🏹 🐉

**permanency** 55 ◇◇◇◇ 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*. This *permanency* can be used with spells from any of the subschools of transmutation; in other words, an item enchanted this way could combine, for instance, animal and mineral spells. 🏹 🐉

**petrify** 40/1,000 cubic feet ◇◇◇◇ turns organic material permanently to stone. The caster can choose the type of stone. Useful for making sculpture gardens out of one's enemies. Can be cast on creatures within the caster's line of sight. 🏹 🐉

**protection vs. petrification** variable protects creatures from being turned to stone, whether by spell or from the gaze of a gorgon, breath of a cockatrice, etc. but does not prevent other forms of transmutation.

**protection vs. petrification** ◇◇◇ 1/day 🏹 🐉

**extended prot. vs. petrification** ◇◇◇◇ 12/year 🏹 🐉

**permanent prot. vs. petrification** ◇◇◇◇ 29 🏹 🐉

**recharge** 6 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 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. This *recharge* can be used on spells within any of the subschools of transmutation.

**shapeshift** 12/day + 2/10 lbs gained or lost ◇◇◇◇ allows the spell caster to assume the shape of nearly anything (any creature, plant, or object the spell caster is familiar with). The shift can be full or partial (i.e. someone can be turned into a tree or a person with woody legs rooted to the ground). A creature must be touched to be affected; the spell affects Table I creatures only. 🏹 🐉

**sponge** 1/10 square feet/day ◇◇◇ makes an item of porous material (fabric, hair, leather) soak up any water or liquid it comes into contact with, until it is totally saturated with water. 🏹 🐉

**vegetize** 36 ◇◇◇◇ turns any object—animal, vegetable or mineral—into an equivalent mass of vegetable matter. The particular sort of vegetable matter is up to the caster. Allows wizards to give in to the urge to transform traveling salesmen into rose bushes.

