

Animal

This subschool of transmutation deals with change in animals and animal matter. Wizards of this class can turn themselves into animals, and turn animals into practically anything. Animal magic includes limited healing and extensive transformational powers. Want a new face? Want to be a few pounds lighter? Want your little brother to have bat wings and green skin? All of these things and many others fall within the scope of animal magic. This class does not include attracting animals—that is part of summoning—but allows them to be shaped and transformed into forms nature never intended.

Total Spells:	518
Spell Breakdown:	
1–5 points:	165
6–10 points:	79
11–15 points:	52
16–24 points:	66
25–34 points:	52
35–44 points:	45
45+ points:	57

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

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

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



absorb body fat 12 ◇◇◇◇ when cast on a particular body fat deposit (for example, a stomach bulge), allows it to be absorbed

harmlessly back into the body (over a period of 1 pound/week). Should be used cautiously, since some body fat is necessary to human functioning. . . . ☞ ☛

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

accelerated growth 15/year ◇◇◇◇ causes a creature to age at 12 times the normal rate, effectively aging a year every month. Can be used to make a 6-year-old taller than his or her parents. . . . ☞ ☛

accelerated healing 8/week ◇◇◇◇ allows the recovery of 3% of damage per wound per day, regardless of the level of activity a creature engages in. ☞ ☛

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

aerial 7/4 hrs ◇◇◇◇ causes a table I creature to temporarily grow large wings capable of sustaining flight. ☞ ☛

age 6/year ◇◇◇◇ ages a creature. ☞ ☛

alpha 3 ◇◇◇ causes the target to become the alpha of a given group of creatures. The creatures must be a group animal, and this does not protect the target from future challenges. ☞ ☛

alterform 10 ◇◇◇◇ alters the form of a shapeshifted creature to a form of the caster's choosing. The new shape lasts until the original shapeshift spell wears off. ☞ ☛

alterskin 35 ◇◇◇◇ permanently changes the skin of a table I creature. A creature could become covered with feathers, could have a thick pelt of constantly growing hair or just random, wispy growths, could acquire a turtle's thick carapace, or could simply have thicker, tougher skin. ☞ ☛

alter animal instinct 18 ◇◇◇◇◇ allows the caster to alter, but not erase, a creature's particular instinct as he or she chooses. Your cat may never chase your pet mouse again, for example. Instead, it might instinctively chase dragonflies, pieces of paper, the maid. . . . ☞ ☛

alter blood *variable* allows the caster to alter the qualities of a creature's blood or other bodily fluids as he or she chooses. Blood may become poisonous, or acidic, or an antidote to a given poison. The creature is not affected by the quality chosen (a creature cannot be poisoned by his or her own blood, for example), but other creatures who come in contact with that creature's blood may be. Only one change at a time may be made to a creature's blood.

alter blood ◇◇◇◇◇ 18/day ☞

alter blood ◇◇◇◇◇ 38/month ☞

alter blood ◇◇◇◇◇ 59/year ☞

alter blood ◇◇◇◇◇ 91/permanent ☞

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

alter body temperature *variable* allows a caster to make a creature's body temperature hotter or cooler. Dramatic changes may cause problems coping with one's environment, or may trigger behavioral changes (i.e. The sleep patterns of cold-blooded reptiles). A creature must be touched to be affected.

alter body temperature ◇◇◇◇ 7/day ☞ ☛

alter body temperature II ◇◇◇◇◇ 28/month ☞ ☛

alter body temperature III ◇◇◇◇◇ 48 (permanent) ☞ ☛

alter body temperature II *variable* allows a caster to alter a creature's body temperature so that it automatically changes in synchronization with his or her environment. Note that hotter temperatures force one's body to burn off dramatically more calories to be as fuel. A creature must be touched to be affected.

alter body temperature ◇◇◇◇ 8/day ℹ️ 🐾

alter body temperature II ◇◇◇◇◇ 33/month ℹ️ 🐾

alter body temperature III ◇◇◇◇◇◇ 58 (permanent) ℹ️ 🐾

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

alter reproductive rate 38 ◇◇◇◇◇ allows the caster to alter a particular creature's rate of gestation and/or reproduction. A hen could lay eggs every two hours, for example, or two decades. The creature affected may experience various side effects, of course. ℹ️ 🐾

alter reflex *variable* allows the caster to alter a specific physical reflex as he or she chooses. A fighter's reflexive move to his or her sword hilt could be made faster, or slower, or clumsier. . . .

alter reflex ◇◇◇ 5/day ℹ️ 🐾

alter reflex II ◇◇◇◇◇ 17 (permanent) ℹ️ 🐾

alter scent *variable* alters the scent of a Table I creature as the caster chooses, whether to attar of roses or skunk. It will not mask or eliminate the creature's scent, however.

alter scent ◇◇◇ 1/day ℹ️ 🐾

alter scent II ◇◇◇◇◇ 11/month ℹ️ 🐾

alter scent III ◇◇◇◇◇◇ 21 (permanent) ℹ️ 🐾

alter sensation *variable* changes a particular sensation being experienced by a creature to one of the caster's choosing. A toothache can be turned into a headache or an aching in the joints, for example. The creature must be touched to be affected and the alteration ceases when the original sensation does.

alter sensation ◇◇◇ 2 (one time only)

alter sensation II ◇◇◇◇◇ 14/week

alter sensation III ◇◇◇◇◇◇ 28/year

alter sensation IV ◇◇◇◇◇◇◇ 38 (permanent)

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

alter taste I ◇◇◇ 1/day ℹ️ 🐾

alter taste II ◇◇◇ 4/month ℹ️ 🐾

alter taste III ◇◇◇◇◇◇ 14 (permanent) ℹ️ 🐾

animal ensorcel 50 ◇◇◇◇◇◇ allows a wizard to turn a person or other organic object into a living (or once-living) magic item. This lays the initial enchantment and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with animal ensorcel. Only one *animal ensorcel* can be cast on a single creature or object. If cast on a living creature, an *animal ensorcel* releases upon that creature's death (sometimes with explosive force). Other organic materials to be ensorcelled should be as nearly flawless as possible and should be kept in excellent repair to avoid the same fate. A *permanency* spell must be used within a month of the initial *animal ensorcel*, or the enchantment on the item will dissipate. ℹ️ 🐾

animal imprint 2 ◇◇◇ causes very young creatures to look upon a person or animal specified by the caster as a mother or father. ℹ️ 🐾

animal instinct 4/day ◇◇◇ gives a human the instincts of a specific animal chosen by the caster, whether or not the human has in fact

shapeshifted into the animal's form. ℹ️ 🐾

antidote 18/dose ◇◇◇◇◇ transforms a dose of any animal-based poison into an antidote to that poison. ℹ️ 🐾

appetite 2 ◇◇◇ increases a creature's appetite. ℹ️ 🐾

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

armor 2 ◇◇◇ 2/day (roll 2+ to penetrate armor) ℹ️ 🐾

armor 3 ◇◇◇ 3/day (roll 3+ to penetrate armor) ℹ️ 🐾

armor 4 ◇◇◇ 4/day (roll 4+ to penetrate armor) ℹ️ 🐾

armor 5 ◇◇◇ 5/day (roll 5+ to penetrate armor) ℹ️ 🐾

armor 6 ◇◇◇◇◇ 6/day (roll 6+ to penetrate armor) ℹ️ 🐾

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

arthritis ◇◇◇ 4/week ℹ️ 🐾

arthritis II ◇◇◇◇◇ 14/year ℹ️ 🐾

arthritis III ◇◇◇◇◇◇ 24 (permanent) ℹ️ 🐾

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

asthma ◇◇◇ 4/week ℹ️ 🐾

asthma II ◇◇◇◇◇ 14/year ℹ️ 🐾

asthma III ◇◇◇◇◇◇ 24 (permanent) ℹ️ 🐾

attract 12/year ◇◇◇◇◇ affects a single creature's body chemistry, causing him or her to seem totally irresistible to a single type of animal chosen by the caster. For instance, someone might be made to attract cats, which will purr, rub against the victim's leg, follow him or her around, etc. Or, the animal attracted could be rats, or pigeons, or cougars. . . . ℹ️ 🐾

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

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

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

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

bleed 1 ◇◇◇ causes an open wound to bleed profusely. The victim loses 1%/round, i.e. 6%/minute. ℹ️ 🐾

blind animal 6/week ◇◇◇◇◇ blinds a nonintelligent table I creature. ℹ️ 🐾

blister 1 ◇◇◇ causes a blister to form on an area of skin touched by the spell caster. 🐾

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. ℹ️ 🐾

body change 4/day ◇◇◇ changes the appearance of a human or humanlike body. Birthmarks can be added, parts can change size

or configuration, etc. Weight must remain approximately the same. 🗡️ 🐾

bodysculpt 18 + 2/lb of mass added or subtracted ◇◇◇◇ permanently reshapes a specific body part as the caster dictates. Always wanted long, shapely fingers or killer biceps? Fancy a nose job, or breast augmentation or reduction? Can be used to make minor alterations to surface features, but not to alter physical stats. 🗡️ 🐾

boils 1 ◇◇◇ causes boils on the creature upon whom the spell is cast. The creature must be touched to be affected. 🐾

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

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

bonespur 21 ◇◇◇◇ causes a single bone to gradually form as many offshoots as the caster specifies. The spurs will continue to grow for a time period specified by the caster, which may result in the spurs breaking through the skin. 🗡️

brand 3 ◇◇◇ creates a brand similar to one implanted with an iron, but without the pain of a burn. The recipient must be touched to be affected. 🐾

breed variable when cast on two or more dissimilar animals at the same time, allows them to breed successfully (physiological structure permitting) and bear viable—if bizarre—combined offspring. The gingham dog and the calico cat. . .

breed ◇◇◇◇ 29/creature (lasts for a single mating period or season) 🗡️ 🐾

breed II ◇◇◇◇ 49/creature (permanent) 🗡️ 🐾

breedtrue variable when cast on a creature, eliminates effects of crossbreeding, inbreeding, or recessive genes. The creature will breed true to its purest form. An excellent way to preserve the bloodlines of your elegant Siamese.

breedtrue ◇◇◇◇ 12/creature (lasts for a single mating period or season) 🗡️ 🐾

breedtrue II ◇◇◇◇ 42/creature (permanent) 🗡️ 🐾

breedwere variable when cast on a creature, causes its offspring to become were-creatures (were-form chosen by the caster).

breedwere ◇◇◇◇ 27/creature (lasts for a single mating period or season) 🗡️ 🐾

breedwere II ◇◇◇◇ 47/creature (permanent) 🗡️ 🐾

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

camouflage 4/day ◇◇◇◇ changes a creature's hair and skin color to blend in with surrounding areas. This does not work on clothing or armor, of course, and will only disguise the recipient as long as he or she stays in the same general surroundings—the camouflage doesn't change to match new surroundings 🗡️

cateyes variable gives a creature the eyes of a cat, including night vision and nictating membranes.

cateyes ◇◇◇ 4/day 🗡️

cateyes II ◇◇◇◇ 24/year 🗡️

cateyes III ◇◇◇◇ 34 (permanent) 🗡️

catscratch 2 ◇◇◇ causes cat scratches (or similar painful shallow wounds) on a person or object. The victim must be touched to be affected.

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

ceiling 3 ◇◇◇ doubles the height a wizard can achieve with any sort

of flight spell. 🗡️

chameleon 8/day ◇◇◇◇ changes a creature's hair and skin color to blend in with surrounding areas. This does not work on clothing or armor, of course, but the camouflage changes to match new surroundings as the recipient moves. 🗡️

change animal color variable I've never seen a purple cow. . .

change animal color ◇◇◇◇ 8/day 🗡️ 🐾

change animal color II ◇◇◇◇ 25/week 🗡️ 🐾

change animal color III ◇◇◇◇ 60 (permanent) 🗡️ 🐾

change animal cry variable changes a creature's cry/bark/characteristic vocal noise to one chosen by the caster. Want your Chihuahua to sound like a Rottweiler?

change animal cry ◇◇◇ 5/day 🗡️ 🐾

change animal cry II ◇◇◇◇ 15/month 🗡️ 🐾

change animal cry III ◇◇◇◇ 25 (permanent) 🗡️ 🐾

change animal type 20/month ◇◇◇◇ allows a radical change in animal type (i.e. changing a wolf into a large monarch butterfly) on any table I or table II creature. This will not change the volume of the affected creature—i.e., the wolf would become a *really big* butterfly. 🗡️ 🐾

change dominant hand 15 ◇◇◇◇ alters a creature's dominant hand from right to left or vice-versa. 🗡️ 🐾

change eye color variable changes a person's eye color to a hue of the caster's choice.

change eye color ◇◇◇ 5/month 🗡️ 🐾

change eye color II ◇◇◇◇ 18 (permanent) 🗡️ 🐾

change hair color variable changes a person's hair color to a hue of the caster's choice. Tired of worrying about dark roots? Changes all bodily hair color

change hair color ◇◇◇ 5/month 🗡️ 🐾

change hair color II ◇◇◇◇ 18 (permanent) 🗡️ 🐾

change hair texture variable always wanted that perm? Changes all bodily hair to a texture of the caster's choice.

change hair texture ◇◇◇ 5/month. 🗡️ 🐾

change hair texture II ◇◇◇◇ 18 (permanent) 🗡️ 🐾

change skin texture 18 ◇◇◇◇ permanently changes skin texture over all or part of a Table I creature's body as specified by the caster. 🗡️ 🐾

change skin tone variable changes a person's skin tone to a hue of the caster's choice.

change skin tone ◇◇◇ 4/day 🗡️ 🐾

change skin tone II ◇◇◇◇ 18/month 🗡️ 🐾

change skin tone III ◇◇◇◇ 28 (permanent) 🗡️ 🐾

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

claws variable changes the paws/fingers of a non-clawed Table I creature to include fully retractable claws.

claws ◇◇◇ 3/day 🗡️ 🗡️

claws ◇◇◇◇ 15/month 🗡️ 🐾

claws ◇◇◇◇ 25 (permanent) 🗡️ 🐾

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

clumsiness 5/day ◇◇◇ lowers a creature's C00 by 1–6 points. 🗡️ 🐾

clumsiness II 40 ◇◇◇◇ lowers a creature's C00 by one point. No stat can be permanently lowered below its starting point more than twice. 🗡️ 🐾

clumsiness III 48 ◇◇◇◇ lowers a creature's C00 by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice. 🗡️ 🐾

condense 7/6 hrs ◇◇◇◇ causes a table I creature to become 50% smaller, with a proportional loss of strength and weight. 🗡️ 🐾

conditional animal ensorcel 50 ◇◇◇◇ enchants a person or other

organic object in the same manner as an *animal ensorcel* spell, but allows a condition to be imposed on the ensorcelled creature. An enchantment which turned a person into a frog only until he or she was kissed by a princess, for example, would use *conditional animal ensorcel*. As with *animal ensorcel*, a *permanency* spell must be cast on the enchanted creature within a month or the magic will fade. 🗡️ 🐉

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. 🗡️ 🐉

cook 1/5 lbs ◇◇◇ cooks animal-based food to the caster's preference. 🗡️ 🐉

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

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

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

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

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

create scar 2 + 1/2 inches ◇◇◇ creates a scar of a size and shape chosen by the caster. The creature to be scarred must be touched to be affected. 🗡️ 🐉

cure lycanthropy 30 ◇◇◇◇ heals a were-creature of that affliction. 🗡️ 🐉

cure pelt 3 ◇◇◇ cures the previously removed hide of a dead creature. 🗡️ 🐉

darksight 1/hr ◇◇◇ This spell makes the subject's eyes hyper-sensitive, so a single photon registers well, giving a person the ability to see in near-total darkness. The drawback is that if the lights are suddenly turned on, the person is totally blinded, may suffer permanent nerve damage, and get a vicious migraine to boot, because we do not have a cat's slitty pupils with their quick-adjustment ability. 🗡️ 🐉

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

decay 5 ◇◇◇ causes dead flesh to decay and rot. 🗡️ 🐉

decelerated aging 15/year ◇◇◇◇ causes a person to age half as quickly. 🗡️ 🐉

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

declaw 8 ◇◇◇◇ declaws a table I creature, which must be touched to be affected. 🗡️ 🐉

decrease height 7/inch ◇◇◇◇ makes a creature shorter. Has been known to alter the odds in basketball games. 🗡️ 🐉

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

decrease metabolism ◇◇◇◇ 7/month 🗡️ 🐉

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

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

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

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

defang 9 ◇◇◇◇ removes a Table I creature's fangs; the creature must be touched to be affected. 🗡️ 🐉

dehydrate 5 ◇◇◇ desiccates a table I creature. 🗡️ 🐉

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

delay ◇◇◇◇ 10/year 🗡️ 🐉

extended delay ◇◇◇◇ 30/10 years 🗡️ 🐉

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

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

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

detect poison 1/hr ◇◇◇ detects the presence of any sort of toxin or contamination within the caster's line of sight. 🗡️ 🐉

detect transmutation 2/day ◇◇◇ detects any magically transmuted object or creature within the spell caster's line of sight. 🗡️ 🐉

devenom 8 ◇◇◇◇ renders a poisonous animal nonpoisonous. 🗡️ 🐉

devolution 30/week ◇◇◇◇ causes a man or animal to take on the characteristics of a remote ancestor. Also known as "fun with your new dinosaur." 🗡️ 🐉

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

disguise voice 1/day ◇◇◇ allows the caster to change a creature's voice to virtually anything he or she wants. 🗡️ 🐉

dislocate 5 ◇◇◇ dislocates a joint, specified by the caster, of a Table I creature. The affected area must be touched to be affected.

dispel magic 8 + original spell cost ◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class or level of that wizard. 🗡️ 🐉

dispel transmutation spell cost + 4/level of caster over dispeller ◇◇◇◇ allows a wizard to negate another transmutationist's spell. 🗡️ 🐉

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

- disease. 🗡️ 🗡️
- dissolve organ 30** ◇◇◇◇ gradually dissolves an internal organ or organs of the caster's choosing over a long period (specified by the caster, or 4–24 months if left to chance). The victim must be touched to be affected. 🗡️ 🗡️
- dizziness 6/hr** ◇◇◇ causes dizziness in a table I creature. 🗡️ 🗡️
- doppelganger 15/day + 1/10 pounds gained or lost** ◇◇◇◇ allows the spell caster to shapeshift him or herself or another table I creature into an exact duplicate of another person or creature. The caster must have had physical contact with the creature to be duplicated within one hour before the spell is cast. 🗡️ 🗡️
- double joint 1/day** ◇◇◇ allows a joint to bend the wrong way without breaking 🗡️ 🗡️
- double vision 3/day** ◇◇◇ causes a creature to literally see double. The creature must be touched to be affected. 🗡️ 🗡️
- drown animal 8** ◇◇◇◇ causes an unintelligent animal to lose its ability to swim. 🗡️ 🗡️
- dryeyes 1** ◇◇◇ reduces the moisture level of a creature's eyes, causing discomfort and blinking. 🗡️ 🗡️
- drymouth 2** ◇◇◇ leaves a creature suddenly parched. . . . 🗡️ 🗡️
- dull senses 4** ◇◇◇◇ suddenly dulls all physical senses of a Table I creature to their lowest levels. Adrenalin will counteract this, or it will wear off naturally as soon as the affected creature gets some rest. 🗡️ 🗡️
- ectomorph 24** ◇◇◇◇ shifts an athletically built creature's build to a slighter, less powerful one, but with the original height and weight. 🗡️ 🗡️
- edible 2/5 lbs** ◇◇◇ makes spoiled or rotted animal-based food edible and fresh. 🗡️ 🗡️
- enlarge 8/6 hrs** ◇◇◇◇ causes a creature to become 50% larger in size, with a proportional increase in weight and strength. Works only on table I creatures. 🗡️ 🗡️
- 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.) 🗡️ 🗡️
- envenom 18** ◇◇◇◇ causes a creature's bite to become poisonous. 🗡️ 🗡️
- erase animal instinct 22** ◇◇◇◇ erases a particular animal instinct belonging to a specific creature, as chosen by the caster. Tired of your cat sharpening its claws on the sofa? 🗡️ 🗡️
- erase reflex 22** ◇◇◇◇ allows the caster to erase a specific physical reflex from a creature's physical repertoire. 🗡️ 🗡️
- 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). 🗡️ 🗡️
- extrude limb *variable*** allows a wizard to extrude a limb or tentacle from anywhere on a table I creature's body. Length and functionality are chosen by the caster, so a creature could have a new arm, an octopuslike tentacle, a cat's tail, or merely a limp flap of useless skin. The tissue is taken from the surrounding area and reabsorbed back into its original location once the spell expires. A creature must be touched on the chosen area to be affected by this spell, and the new limb takes 2–12 weeks to fully develop and gain functionality.
- extrude limb** ◇◇◇◇ 38/year 🗡️
- extrude limb II** ◇◇◇◇ 48 (permanent) 🗡️
- extrude organ 48** ◇◇◇◇ allows the caster to extrude a specified internal organ through the skin of an affected creature. The process can be nearly instant, or can be prolonged over a period of days. The affected creature must hold still while the caster touches him or her and casts the spell 🗡️
- eyejerk 3** ◇◇◇ causes involuntary jerking of the eyes from side to side, up and down, or rotatory—according to the whim of the caster. The victim must be touched to be affected, and the effects of the spell wear off in a few minutes. 🗡️
- eyesight 4/day** ◇◇◇ raises a creature's EYE by 1–6 points for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1–3 points instead of 1–6 (roll d6: 1–3=1; 4–5=2; 6=3). 🗡️ 🗡️
- eyesight II 47** ◇◇◇◇ raises a creature's EYE by 1 point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️
- eyesight III 50** ◇◇◇◇ allows a creature to re-roll its EYE; if the number is equal to or below the current EYE, the creature's eyesight rises by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️
- eyesight IV 53** ◇◇◇◇ raises a creature's EYE by 1–3 points (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️
- facial change 2/4 hrs** ◇◇◇ changes the appearance of the recipient's face. A person can be made to look like someone else specific (the king, for instance), or just like a different person. 🗡️ 🗡️
- faint 5** ◇◇◇ causes someone to feel suddenly dizzy and faint. May cause some people to lose consciousness briefly. 🗡️ 🗡️
- fangs 9** ◇◇◇◇ lengthens eyeteeth until their owner resembles a vampire. 🗡️ 🗡️
- feral 11** ◇◇◇◇ causes a tame animal to become feral. 🗡️ 🗡️
- fins 1/hr** ◇◇◇ causes a Table I creature's hands and feet to become webbed. Does not confer water-breathing ability or swimming skill, however. 🗡️ 🗡️
- flexibility 2/day** ◇◇◇ increases the general flexibility of a creature. 🗡️ 🗡️
- flyeyes *variable*** gives a Table I creature the multifaceted eyes and vision of a fly.
- flyeyes** ◇◇◇ 4/day 🗡️ 🗡️
- flyeyes II** ◇◇◇◇ 24/year 🗡️ 🗡️
- flyeyes III** ◇◇◇◇ 34 (permanent) 🗡️ 🗡️
- fortitude 3/day** ◇◇◇ raises a creature's FOR by 1–6 points for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1–3 points instead of 1–6 (roll d6: 1–3=1; 4–5=2; 6=3). 🗡️ 🗡️
- fortitude II 42** ◇◇◇◇ raises a creature's FOR by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️

fortitude III 45 ◇◇◇◇ allows a creature to re-roll its FOR; if the number is equal to or below the current FOR, the creature's fortitude rises by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🐾

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

freezeform variable ◇◇◇◇ traps a shapeshifted creature permanently in its shifted form.
freezeform 26/month 🗡️ 🐾
freezeform II ◇◇◇◇ 54 (permanent) 🗡️ 🐾

freshen food 1/10 lbs ◇◇◇ repairs agin meat or other animal-based foodstuffs similarly on their last legs. Cannot make spoiled or rotten food edible. 🗡️

fuse bones 12 ◇◇◇◇ fuses all bones in an area chosen by the caster into a single mass (all bones in the hand, for example). The victim must be touched to be affected. 🗡️

glareblind 2 ◇◇◇ causes a creature's pupils to involuntarily contract and the eyes to squint as if suddenly exposed to harsh light. The creature must be touched to be affected. 🗡️

groom 2 ◇◇◇ the magical equivalent of a shower, shave, and haircut. 🗡️

groom animal 1 ◇◇◇ tired of brushing your Persian? 🗡️

hair 25 ◇◇◇◇ allows the spell caster to manipulate or alter all of a creature's body hair. For instance, a person's hair might be transformed into fluffy bright yellow feathers or porcupine-like quills, or simply changed in texture or color. The hair alterations are permanent, and will grow back if plucked or otherwise destroyed. 🗡️ 🐾

hair II 18/year ◇◇◇◇ gives a spell caster control over a creature's hair growth patterns. Hair growth could be accelerated or stopped entirely, or a creature could begin to sprout hair in previously hairless places as the spell caster chooses. The recipient must be touched to be affected. 🗡️

hair growth 7 ◇◇◇◇ accelerates the growth of hair over the entire body of a table I creature. 🗡️ 🐾

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

hearing II 36 ◇◇◇◇ raises a creature's hearing by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🐾

hearing III 40 ◇◇◇◇ allows a creature to re-roll its hearing; if the number is equal to or below the current hearing, the creature's hearing rises by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🐾

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

heat 1 ◇◇◇ puts a female animal into heat. 🗡️ 🐾

heighten scent 2/day ◇◇◇ increases the odor of a creature. 🗡️ 🐾

hibernate 3 ◇◇◇ causes a creature that is capable of hibernation to go into hibernation out of season. 🗡️ 🐾

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

human intelligence 22 ◇◇◇◇ gives an animal the learning capacity of a small child, either temporarily or permanently as the caster chooses. 🗡️

hypersense 1 ◇◇◇ suddenly increases all physical senses of a Table I creature to maximum levels, as if in response to extreme dan-

ger. 🗡️

identify animal 1 ◇◇◇ the answer to "what is that thing?" 🗡️

ignore bodily sensation 1/day ◇◇◇ allows a creature to ignore a specific physical sensation which he or she is experiencing. A headache could be ignored for as long as the spell lasted. Of course, ignoring bodily sensations has its side effects. . . . 🗡️ 🐾

ignore pain 1/day ◇◇◇ for the duration of the spell, the victim feels no pain. This does not decrease the severity of wounds taken, and can cause the victim to exacerbate existing wounds without knowing it. 🗡️ 🐾

impotence variable renders a male impotent or a female frigid.
impotence ◇◇◇ 3/week 🗡️ 🐾
impotence II ◇◇◇◇ 15/year 🗡️ 🐾
impotence III ◇◇◇◇ 28 (permanent) 🗡️ 🐾

increase apparent age 5/week ◇◇◇ causes a creature to appear up to 40 years older than his or her actual age, while retaining the same physical abilities. The apparent age is chosen by the caster. 🗡️ 🐾

increase height 16/inch ◇◇◇◇ makes a creature permanently taller. This spell increases height but not mass, so the affected creature will get lankier and lankier as he or she grows taller. 🗡️ 🐾

increase height II 22/inch ◇◇◇◇ makes a creature permanently taller. This spell increases both height and mass, so the affected creature's proportions will remain the same as he or she grows taller. 🗡️ 🐾

increase fertility variable causes a Table I creature to become more fertile, although does not cause pregnancy in and of itself.
increase fertility ◇◇◇◇ 7/year 🗡️ 🐾
increase fertility II ◇◇◇◇ 17 (permanent) 🗡️ 🐾

increase metabolism variable increases a creature's metabolism. Makes dieting ridiculously easy.
increase metabolism ◇◇◇◇ 8/month 🗡️ 🐾
increase metabolism II ◇◇◇◇ 32 (permanent) 🗡️ 🐾

increase sensitivity 6/week ◇◇◇◇ increases a creature's ability to feel pain or pleasure. The slightest pinch will be as painful as a punch, the barest caress intensely pleasurable. . . . 🗡️ 🐾

increase weight 1/5 lbs ◇◇◇ increases a creature's weight. 🗡️ 🐾

incubate 3 ◇◇◇ hatches any fertilized, unhatched egg. 🗡️

infect wound 4 ◇◇◇ causes a wound to become infected. 🗡️ 🐾

infertility variable causes sterility or infertility in a creature. Leads to dynastic squabbles.
infertility ◇◇◇◇ 12/year 🗡️ 🐾
infertility II ◇◇◇◇ 22 (permanent) 🗡️ 🐾

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

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

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

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

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

- intensify sensation *variable*** intensifies a particular sensation being experienced by a creature. A mild headache, for example, could feel like a thundering migraine for as long as the headache lasted. The creature must be touched to be affected.
- intensify sensation** ◇◇◇ 1 (one time only, on the next occurrence of that particular sensation) 🗡️
- intensify sensation II** ◇◇◇◇ 16/month 🗡️
- intensify sensation III** ◇◇◇◇◇ 26/year 🗡️
- intensify sensation IV** ◇◇◇◇◇ 36 (permanent) 🗡️
- intoxicate 5** ◇◇◇ intoxicates a single table I creature. 🗡️ 🗡️
- itch 2/day** ◇◇◇ causes skin (in a particular area or over the whole body) to itch. Because the spell affects the skin itself, no amount of scratching will help; it will only open ugly, painful sores. 🗡️ 🗡️
- jointlock 4/day** ◇◇◇ locks a particular joint of the caster's choice into the position it happens to be in at the time. The joint must be touched to be affected. 🗡️
- last effort 6/day** ◇◇◇◇ allows a person to fight until dead, instead of collapsing when rendered unable to continue. Someone who survives such a fight must make a shock roll at +20 on the roll in order to survive the spell's physiological aftermath. 🗡️ 🗡️
- leadership 2/day** ◇◇◇ adds 1–6 to a creature's LEA for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1–3 points instead of 1–6 (roll d6: 1–3=1; 4–5=2; 6=3). 🗡️ 🗡️
- leadership II 40** ◇◇◇◇◇ adds one point to a creature's LEA. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️
- leadership III 44** ◇◇◇◇◇ allows a creature to re-roll its LEA; if the number is equal to or below the current LEA, the creature's beauty rises by one point. No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️
- leadership IV 48** ◇◇◇◇◇ raises a creature's LEA by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently raised above its starting point more than twice. 🗡️ 🗡️
- leech *variable*** when cast on a creature, allows him or her to suck and store another creature's blood by biting; the creature develops tiny needlelike fangs and the ability to prevent its victim's blood from clotting. The leech's body stores the blood in various sacs created by the spell.
- leech** ◇◇◇ 3/day 🗡️ 🗡️
- leech II** ◇◇◇◇◇ 15/month 🗡️ 🗡️
- leech III** ◇◇◇◇◇ 25 (permanent) 🗡️ 🗡️
- lengthen coat 7** ◇◇◇◇ lengthens the pelt of a Table I creature. The caster can cause the fur to grow up to double its current length. 🗡️ 🗡️
- lengthen fingernails 5** ◇◇◇ turns fingernails to talons. 🗡️ 🗡️
- lengthen limb 7/inch** ◇◇◇◇ lengthens a single limb or body part at the discretion of the caster. No body mass is added; the new growth is taken from fat or other excess tissue elsewhere in the body 🗡️ 🗡️
- limbshift *variable*** allows the caster to change the proportion, shape or function of specified limb(s) as he or she chooses. Arms could temporarily be made five feet long, for example.
- limbshift** ◇◇◇ 5/day 🗡️ 🗡️
- limbshift II** ◇◇◇◇◇ 18/month 🗡️ 🗡️
- limbshift III** ◇◇◇◇◇ 28 (permanent) 🗡️ 🗡️
- limbsplit 19** ◇◇◇◇◇ causes a limb or other body part to divide in two (or more, as chosen by the caster). The new limbs continue to grow until they reach normal size. For example, when cast on a creature's wrist, four new hands would sprout and begin to grow, in addition to the original hand. All five hands would be fully functional, although they'd get in each other's way a lot. 🗡️ 🗡️
- loosen muscles 1** ◇◇◇ loosens and relaxes tense muscles. Similar to a very good massage without the strain on the fingers. 🗡️ 🗡️
- lower beauty 4/day** ◇◇◇ lowers a creature's BEA 1–6 points. 🗡️ 🗡️
- lower beauty II 32** ◇◇◇◇◇ lowers a creature's BEA by one point. No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️
- lower beauty III 42** ◇◇◇◇◇ lowers a creature's BEA by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️
- lower eyesight 5/day** ◇◇◇ lowers a creature's EYE by 1–6 points. 🗡️ 🗡️
- lower eyesight II 36** ◇◇◇◇◇ lowers a creature's EYE by one point. No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️
- lower eyesight III 44** ◇◇◇◇◇ lowers a creature's EYE by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️
- lower fortitude 3/day** ◇◇◇ lowers a creature's FOR by 1–6 points. 🗡️ 🗡️
- lower fortitude II 33** ◇◇◇◇◇ lowers a creature's FOR by one point. 🗡️ 🗡️
- lower fortitude III 37** ◇◇◇◇◇ lowers a creature's FOR by 1–3 (roll d6: 1–3=1, 4–5=2, 6=3). 🗡️ 🗡️
- lower intelligence 6/day** ◇◇◇◇◇ lowers a creature's INT by 1–6 points. 🗡️ 🗡️
- lower intelligence II 38** ◇◇◇◇◇ lowers a creature's INT by one point. No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️
- lower intelligence III 43** ◇◇◇◇◇ lowers a creature's INT by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice. 🗡️ 🗡️
- lower physical stat 34** ◇◇◇◇◇ randomly lowers the physical statistic of a creature by 1–3 (roll d6: 1–3=1, 4–5=2, 6=3). 🗡️ 🗡️
- lower strength 3/day** ◇◇◇ lowers a creature's STR by 1–6 points. 🗡️ 🗡️
- lower strength II 40** ◇◇◇◇◇ lowers a creature's STR by one point. 🗡️ 🗡️
- lower strength III 43** ◇◇◇◇◇ lowers a creature's STR by 1–3 (roll d6: 1–3=1, 4–5=2, 6=3). 🗡️ 🗡️
- lust *variable*** causes a creature to lust for another creature or object, specified by the caster. Will not cause a creature to feel lust for an object he or she would not be normally attracted to (i.e. an artichoke), but can be used to cause "beer goggles" (i.e. after enough beers anyone starts to look good). If a particular creature is not specified, the victim will lust for the next creature of the appropriate gender and species sighted.
- lust** ◇◇◇ 1/day 🗡️ 🗡️
- lust II** ◇◇◇◇◇ 12/month 🗡️ 🗡️
- lust III** ◇◇◇◇◇ 24 (permanent) 🗡️ 🗡️
- lycanthropy 42** ◇◇◇◇◇ makes a table I creature into a were-creature. The type of lycanthropy is up to the caster, who can stray well beyond the standard werewolves, were-tigers, etc. (were-sloths, were-salmon . . .). Creatures infected with lycanthropy will transform on the full moon or in times of great stress. When the moon is full, lycanthropes retain their were-forms from moonrise to moonset. At first a lycanthrope 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 lycanthrope will continue to change at each full moon, however. (see *transmutation* for additional material on lycanthropy) 🗡️ 🐾

manipulate embryo 20 ◇◇◇◇ allows the caster to make changes (specified by the caster) to an embryo during a creature's pregnancy. Birth defects could be corrected, for example. Or additions could be made. . . . 🗡️

marsupialize 25 ◇◇◇◇ creates a marsupial pouch on a non-marsupial, making it capable of carrying and suckling young as a marsupial does. 🗡️ 🐾

mask scent 2/day ◇◇ masks the smell of a specific item or creature. 🗡️ 🐾

mat 1 ◇◇ causes tangled mats in an animal's coat. Very bad for long-haired species. 🗡️

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

merge animal 40 ◇◇◇◇ when cast simultaneously on two animals, merges them into one animal with characteristics of both. The animals 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. Ever wonder how centaurs *really* came into being? 🗡️

mesomorph 24 ◇◇◇◇ shifts a creature's body type to that of an athlete of his/her height and weight. No more working out. . . . 🗡️ 🐾

modify animal type 10/month ◇◇◇◇ allows the caster to make a slight change in a table I creature, such as changing a wolf to a dog. 🗡️ 🐾

modulate voice variable changes a creature's "default" tone of voice. For instance, this spell could cause the victim to speak more softly or loudly than she thinks she is, in a sarcastic tone of voice when no sarcasm was intended, or in a chipmunk-like squeak. The modulated voice will sound normal to the speaker, but not to any listeners. It can also be used to make a naturally annoying voice more normal.

modulate voice I ◇◇◇◇ 3/day 🗡️ 🐾

modulate voice II ◇◇◇◇ 13/month 🗡️ 🐾

modulate voice III ◇◇◇◇ 23/permanent 🗡️ 🐾

moles 8 ◇◇◇◇ causes dozens of moles to randomly appear and grow at a rapid rate on the body of a Table I creature. 🗡️ 🐾

molt 1 ◇◇ causes a feathered creature's feathers to fall out. Peacocks beware. 🗡️ 🐾

morph 40 ◇◇◇◇ causes a Table I creature to slowly change into another creature 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 grow to gradually more closely resemble his dog, until suddenly, one day, they're indistinguishable. Once complete, a morph is permanent. 🗡️ 🐾

multishift 14/day + 1/10 lbs gained or lost ◇◇◇◇ allows the recipient to shapeshift an unlimited number of times and into an unlimited number of shapes. 🗡️ 🐾

muscle dance 25 ◇◇◇◇ causes all a Table I creature's muscles to jerk under the caster's direct control. Always fancied yourself a puppeteer? The victim must be touched to be affected, but the spell lasts as long as the spell caster concentrates on his or her prey.

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

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

affected. 🗡️

mute variable renders a creature incapable of speech. The speech centers of the brain are entirely disabled.

mute ◇◇◇ 5/day 🗡️ 🐾

mute II ◇◇◇◇ 25/month 🗡️ 🐾

mute III ◇◇◇◇ 45 (permanent) 🗡️ 🐾

myopia variable causes nearsightedness in a table I creature.

myopia ◇◇◇ 5/day 🗡️ 🐾

myopia II ◇◇◇◇ 18/month 🗡️ 🐾

myopia III ◇◇◇◇ 38 (permanent) 🗡️ 🐾

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

narcolepsy ◇◇◇◇ 8/month 🗡️ 🐾

narcolepsy II ◇◇◇◇ 18/year 🗡️ 🐾

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

nest 6 ◇◇◇◇ induces birds to nest in the area of the spell casting. 🗡️

neuter animal 15 ◇◇◇◇ neuters a Table I creature. 🗡️ 🐾

night vision 3/day ◇◇◇ gives the recipient night vision as good as his or her normal vision. 🗡️ 🐾

nocturnalize 11 ◇◇◇◇ causes a normally non-nocturnal Table I creature to adopt the characteristic behavior of a nocturnal creature. 🗡️ 🐾

open wound 3 ◇◇◇ reopens a closed wound that has not fully healed.

Will not make a wound where one never existed. 🗡️ 🐾

organic wizardmark 6 ◇◇◇◇ creates a permanent mark on a living creature that is unique and visible only to its caster. An organic wizardmark becomes visible if a detect magic is cast. 🗡️ 🐾

osmosis variable allows a creature to absorb specified animal matter as chosen by the caster through his or her skin. Food, for example.

osmosis ◇◇◇◇ 18/month 🗡️ 🐾

osmosis ◇◇◇◇ 38/year 🗡️ 🐾

osmosis ◇◇◇◇ 58 (permanent) 🗡️ 🐾

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

paralyze 12/minute ◇◇◇◇ paralyzes a human sized creature. 🗡️

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

parchment 3 ◇◇◇ transforms an animal skin—already removed from the animal—to parchment. 🗡️ 🐾

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

partial paralysis ◇◇◇◇ 7/day 🗡️

partial paralysis II ◇◇◇◇ 29/year 🗡️

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

permanency 50 ◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its enchantment in order for it to permanently retain its magic. This is necessary for all magical items except potions. Normal extension and delay spells will not work with permanency. 🗡️ 🐾

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

pregnancy 15 ◇◇◇◇ induces a parthogenetic (i.e., the cells are all the mother's) pregnancy. Makes "just saying no" more or less useless. 🗡️ 🐾

prehensile 2/day ◇◇◇ when cast on a creature, allows normally non-prehensile body part(s) as specified by the caster (toes, for

- example) to seize or grasp objects by wrapping around them. 🗡️
- preserve food 1/10 lbs/week** ◇◇◇ prevents meat or other perishable foodstuffs from spoiling. 🗡️
- prevent body odor 5/month** ◇◇◇ saves on deodorant costs. Especially effective on the non-bathing brutish warrior types. 🗡️
- prevent clotting 4** ◇◇◇ a bleeding wound will simply continue to bleed unless magically treated. 🗡️
- prevent sweat variable** keeps a creature from perspiring to shed excess heat. May cause overheating.
- prevent sweat** ◇◇◇ 4/day 🗡️
- prevent sweat** ◇◇◇◇ 14/month 🗡️
- prevent sweat** ◇◇◇◇ 24 (permanent) 🗡️
- prevent thirst variable** prevents a creature from feeling thirst. This may cause dehydration, if the victim forgets to drink as a result.
- prevent thirst** ◇◇◇ 1/day 🗡️
- prevent thirst II** ◇◇◇◇ 17 (permanent) 🗡️
- protection vs. cold 2/day** ◇◇◇ protects against most extremes of cold. 🗡️
- protection vs. disease 13/year** ◇◇◇◇ protects against all infectious diseases and infection. Not effective against hereditary conditions or curses. 🗡️
- protection vs. heat 3/day** ◇◇◇ protects against most extremes of heat. 🗡️
- protection vs. insects 1/day** ◇◇◇ protects against all normal-sized insects. Bug-eyed monsters are undeterred by this spell. 🗡️
- protection vs. parasites 3/year** ◇◇◇ protects against lice, ticks, fleas, etc. 🗡️
- 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** ◇◇◇ 2/day 🗡️
- extended prot. vs. petrification** ◇◇◇◇ 14/year 🗡️
- permanent prot. vs. petrification** ◇◇◇◇ 39 🗡️
- protection vs. poison variable** protects against all forms of poisons, including contaminated food and rabid animal bites as well as more conventional toxins.
- protection vs. poison** ◇◇◇ 2/day 🗡️
- extended prot. vs. poison** ◇◇◇◇ 16/year 🗡️
- permanent prot. vs. poison** ◇◇◇◇ 43 🗡️
- protection vs. transmutation variable** protects against any form of magical transmutation. This also prevents magical healing while the spell is in effect.
- protection vs. transmutation** ◇◇◇ 1/day 🗡️
- extended prot. vs. transmutation** ◇◇◇◇ 12/year 🗡️
- permanent prot. vs. transmutation** ◇◇◇◇ 31 🗡️
- purr variable** causes a creature to emit vibrating noises when excited, contented, or in pain.
- purr** ◇◇◇ 1/day 🗡️
- purr II** ◇◇◇◇ 15/year 🗡️
- purr III** ◇◇◇◇ 25 (permanent) 🗡️
- raise physical stat 44** ◇◇◇◇ raises a random physical statistic of a creature by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently raised above its starting point more than twice. 🗡️
- randomshift variable** causes the afflicted Table I creature to randomly shift among a variety of animals. The frequency, but not the selection, is set by the caster.
- randomshift** ◇◇◇◇ 24/day 🗡️
- randomshift** ◇◇◇◇ 54/week 🗡️
- randomshift** ◇◇◇◇ 84 (permanent) 🗡️
- reattach limb 27** ◇◇◇◇ reattaches a severed limb to a dismembered
- table I creature. This will work only with limbs that are less than a week old or have been somehow preserved (hence the preserve bodily part spell); it will not restore long-rotted appendages, nor will it restore full function to a mangled body part. 🗡️
- recharge 5 x original spell cost** ◇◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a three point spell could be used to perform that effect once every three days. This spell is only effective in conjunction with ensorcel and permanency spells.
- recovery 8/week** ◇◇◇◇ allows a spell caster to recover 3 expended spell points per day, regardless of how active he or she may be. 🗡️
- reduce age 18/year** ◇◇◇◇ lowers a table I creature's age by one year. 🗡️
- regenerate bodily part 32** ◇◇◇◇ regenerates a severed area of a table I creature's body, regardless of the age of the wound. The part grows back gradually after the spell is cast. 🗡️
- reincarnate 62** ◇◇◇◇ causes a dead creature to be reborn into a body provided by the wizard. Can be great fun when the new body is that of a hedgehog. Most effective if the body contains an adequately sized brain and vocal chords. 🗡️
- relocate muscles 23** ◇◇◇◇ relocates all the muscles in an area chosen by the caster to another body area on a Table I creature. All the muscles in one arm, for example, could be relocated to one leg. The victim must be touched to be affected, and the muscles cannot be relocated outside the body. 🗡️
- relocate organs 38** ◇◇◇◇ relocates an organ or organs chosen by the caster to another internal area of a Table I creature. The victim must be touched to be affected. 🗡️
- remove brand 2** ◇◇◇ this is a hanging offense in most civilized nations. 🗡️
- remove fatigue 5** ◇◇◇ temporarily removes all fatigue. Dangerous if overused, because its effects are similar to most stimulants—fatigue is doubled or tripled after the immediate danger has passed. 🗡️
- remove hair variable** removes all bodily hair.
- remove hair** ◇◇◇◇ 6/month 🗡️
- remove hair II** ◇◇◇◇ 16 (permanent) 🗡️
- remove scar 6** ◇◇◇◇ will remove any scar of moderate size or less. This includes tattoos and brands on animals. 🗡️
- remove skin 10/body area** ◇◇◇◇ causes skin to vanish, exposing muscles, nerves, and blood vessels. An itchy mess. 🗡️
- remove tattoo 2** ◇◇◇ works wonders on drunken sailors. 🗡️
- remove 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 animal variable** causes a type of animal, chosen by the caster, to be absolutely repelled by the scent of the creature upon whom the spell is cast. The animal will flee from the creature's presence. Don't like cats? Only works on creatures which have a sense of smell, of course.
- repel animal** ◇◇◇◇ 8/week 🗡️
- repel animal** ◇◇◇◇ 28/year 🗡️
- repel animal** ◇◇◇◇ 43 (permanent) 🗡️
- replace bone 23** ◇◇◇◇ gradually replaces missing bones over a period of 4–24 months. Can be used to counter *debone* or to fix birth defects.
- reshape scar 3** ◇◇◇ changes the shape of an already existing scar,

mole, or birthmark to one of the caster's choice. 🐉

restore animation 14 ◇◇◇◇ restores a creature from a state of suspended animation to normality. 🐉 🐉

resurrect 82 ◇◇◇◇ brings a dead creature back to life in its own body, in the process restoring that body to complete health. The body will be aged as it was upon the creature's death, so this spell is futile on victims of old age. Skills and memories may or may not fully return. The resurrected character should roll d%, with the GM determining the odds of each skill being retained (something used every day will have a much better chance that a skill that is rarely used, or a language the character hasn't spoken in 5 years). If the body to be resurrected is incomplete or degraded, enough human flesh to make it complete must be provided; otherwise the spell will take the required flesh from the nearest possible person (and you may end up with a one-armed wizard). 🐉 🐉

retract limb variable allows a creature to cause a limb or other external body part to retract all or partway into a creature's body. The body part to be affected must be touched by the caster. Are your legs unfashionably long?

retract limb ◇◇ 3/hr 🐉

retract limb II ◇◇◇◇ 12/day 🐉

retract limb III ◇◇◇◇ 23/year 🐉

retract limb IV ◇◇◇◇ 43 (permanent) 🐉

reveal 3/3 hours ◇◇ makes apparent the true form of any shapeshifter in animal form. 🐉

ripplespine 6/day ◇◇◇ enables a Table I creature with a relatively rigid spine (for example, a human) to attain the flexible spine of a feline or other more supple animal. 🐉 🐉

sag flesh 6/day ◇◇◇ causes skin to sag into folds, wrinkle, wither, and generally look nasty. 🐉 🐉

sedate 2/hr ◇◇ stronger than *calm*, this spell puts a creature into a sleep-like state but doesn't completely knock him or her out. The creature is then very susceptible to other spells. 🐉 🐉

sensekill variable suddenly deadens the physical senses of a Table I creature. The victim must be touched to be affected.

sensekill ◇◇◇ 8/day 🐉

extended sensekill ◇◇◇◇ 22/week 🐉

permanent sensekill ◇◇◇◇ 37 🐉

sensekill II 35 ◇◇◇◇ gradually deadens some or all of a Table I creature's physical senses (as chosen by the caster) over a time period chosen by the caster (4–24 months if left to chance). 🐉

sensespill variable causes the physical senses of a Table I creature to spill over into one another. Sounds and sights are intermingled between eyes and ears, for example, or taste and touch are mixed between tongue and fingertips. Can momentarily disorient an unprepared creature.

sensespill ◇◇◇◇ 8/day 🐉 🐉

sensespill ◇◇◇◇ 28 (permanent) 🐉 🐉

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

sensory overload 5 ◇◇◇ suddenly overloads the physical senses of a Table I creature with sensory stimuli. The victim must be touched to be affected. 🐉

shape hair 5 ◇◇ shapes a creature's hair according to the whims of the caster. The hair must be touched to be affected.

shaped bruise 4 ◇◇◇ causes a large, painful bruise, in any shape chosen by the spell caster. The area to be bruised must be touched by

the caster. For instance, finger marks could be created on someone's throat. 🐉

shapeshift 8/day + 1/10 lbs gained or lost ◇◇◇◇ allows the spell caster to assume the shape of any creature he or she is familiar with. The shift can be full or partial (i.e. a fish or a mermaid). A creature must be touched to be affected; the spell affects table I creatures only. 🐉 🐉

shed 1 ◇◇◇ causes a Table I creature to shed (fur or scales, depending on the animal) more rapidly than normal. 🐉 🐉

shift body part variable causes a body part of the spell caster's choosing to migrate from one location on the victim's body to another. Always wanted eyes in the back of your head?

shift body part ◇◇◇◇ 11/week 🐉 🐉

shift body part ◇◇◇◇ 27/year 🐉 🐉

shift body part ◇◇◇◇ 37 (permanent) 🐉 🐉

shift hair 14 ◇◇◇◇ causes some or all of a creature's hair to migrate from one place on his or her body to another. Hair color and texture remains the same. 🐉 🐉

shorten limb 6/inch ◇◇◇◇ shortens a specific limb or digit at the discretion of the caster. 🐉 🐉

shrink animal 14 ◇◇◇◇ shrinks an animal by up to 50% in size, at the caster's discretion. Turns attack dogs into toy poodles. 🐉 🐉

skinsplit 11 ◇◇◇◇ tautens the skin to the point of splitting open in one or more areas chosen by the caster. The victim must be touched to be affected. 🐉

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

sleeplessness 7/day ◇◇◇◇ afflicts a creature with insomnia, including all of the negative effects of lack of sleep. 🐉 🐉

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

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

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

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

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

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

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

smellsmite 14 ◇◇◇◇◇ permanently kills a creature's sense of smell. 🐉 🐉

smooth skin 4 ◇◇◇ cures acne or dry skin; smoothes callused skin. 🐉 🐉

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

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

sonar 6/day ◇◇◇◇ gives a creature the ability to guide itself by emit-

- ting high-frequency sounds and using the resulting echoes from objects as cues to avoid them. 🗣️
- spasms I** ◇◇◇ causes muscle spasms in a Table I creature, who must be touched to be affected. 🗣️
- speed 4/day** ◇◇◇ raises a creature's SPE by 1–6 points for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1–3 points instead of 1–6 (roll d6: 1–3=1; 4–5=2; 6=3). 🗣️ 🗡️
- speed II 48** ◇◇◇◇ raises a creature's SPE by one point. No stat can be permanently raised above its starting point more than twice. 🗣️ 🗡️
- speed III 51** ◇◇◇◇ allows a creature to re-roll its SPE; if the number is equal to or below the current SPE, the creature's speed rises by one point. No stat can be permanently raised above its starting point more than twice. 🗣️ 🗡️
- speed IV 54** ◇◇◇◇ raises a creature's SPE by 1–3 points (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently raised above its starting point more than twice. 🗣️ 🗡️
- spoil food 1/5 lbs** ◇◇◇ effective only on perishable animal-based food. The caster must be within 10 feet of the food to be spoiled. 🗣️
- stain I** ◇◇◇ stains a piece of animal-based fabric (like silk or wool, but not linen or cotton). 🗣️ 🗡️
- statlower variable** lowers all of a person's physical stats by 1–3 (roll d6; 1–3 = 1, 4–5 = 2, 6 = 3); if any stats have been lowered twice, the spell will not work on those stats.
- statlower** ◇◇◇◇ 10/day 🗣️ 🗡️
- statlower II** ◇◇◇◇ 36/month 🗣️ 🗡️
- statlower III** ◇◇◇◇ 66 (permanent) 🗣️ 🗡️
- statshock variable** raises all of a person's physical stats by 1–3 (roll d6; 1–3 = 1, 4–5 = 2, 6 = 3); if any stats have been raised twice, the spell will not work on those stats.
- statshock** ◇◇◇◇ 20/day 🗣️ 🗡️
- statshock II** ◇◇◇◇ 96/month 🗣️ 🗡️
- statshock III** ◇◇◇◇ 146 (permanent) 🗣️ 🗡️
- stiffness 1/day** ◇◇◇ decreases the general flexibility of a creature. 🗣️ 🗡️
- stop hair growth 2/month** ◇◇◇ drives barbers crazy. 🗣️ 🗡️
- stop natural aging variable** temporarily halts the aging process. The recipient will not age naturally, although the spell will not prevent aging from casting spells or other supernatural means.
- stop natural aging** ◇◇◇◇ 34/year 🗣️ 🗡️
- stop natural aging II** ◇◇◇◇ 110/5 years 🗣️ 🗡️
- store magic 10/point** ◇◇◇◇ creates a spell storing item. Usable only in conjunction with *ensorcel* and *permanency* spells.
- strength 5/day** ◇◇◇ raises a creature's STR by 1–6 points for a day. If the spell is used to create a permanent magic item (with *ensorcel*, *permanency*, and *infinity*) instead of just being cast on a person, then it adds 1–3 points instead of 1–6 (roll d6: 1–3=1; 4–5=2; 6=3). 🗣️ 🗡️
- strength II 49** ◇◇◇◇ raises a creature's STR by one point. No stat can be permanently raised above its starting point more than twice. 🗣️ 🗡️
- strength III 52** ◇◇◇◇ allows a creature to re-roll its STR; if the number is equal to or below the current STR, the creature's strength rises by one point. No stat can be permanently raised above its starting point more than twice. 🗣️ 🗡️
- strength IV 55** ◇◇◇◇ raises a creature's STR by 1–3 points (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently raised above its starting point more than twice. 🗣️ 🗡️
- stunt growth 15/year** ◇◇◇◇ the rotten brat that's bothering you may never grow beyond four-foot-five. . . . 🗣️ 🗡️
- sun blindness 4/day** ◇◇◇ burns a creature's retina as though he or she had been staring at the sun without eye protection. As a result, the central part of the creature's visual field is lost. The victim must be touched to be affected
- suntan 6** ◇◇◇◇ darkens the skin of a Table I creature without burning to a degree specified by the caster. 🗣️ 🗡️
- suspend animation 30** ◇◇◇◇ 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. 🗣️ 🗡️
- swap scent variable** exchanges characteristic body odor between two creatures. For instance, a dog could smell like a cat or vice versa. Any creatures affected must be touched by the caster.
- swap stat** ◇◇◇◇ 1/day
- swap stat II** ◇◇◇◇ 11/year
- swap stat III** ◇◇◇◇ 18 (permanent)
- swap stat variable** exchanges one stat, chosen by the spell caster, between two creatures. For instance, the caster could switch strength with a carnival strongman, or swap the King's intelligence with that of his court jester. Any creatures affected must be touched by the caster.
- swap stat** ◇◇◇◇ 8/day
- swap stat II** ◇◇◇◇ 44/year
- swap stat III** ◇◇◇◇ 64 (permanent)
- sweat I** ◇◇◇ causes a person to sweat heavily. 🗣️ 🗡️
- swivelears variable** reshapes a creature's ears and enables them to swivel to catch sounds.
- swivelears** ◇◇◇◇ 8/week 🗣️ 🗡️
- swivelears** ◇◇◇◇ 23/year 🗣️ 🗡️
- swivelears** ◇◇◇◇ 33 (permanent) 🗣️ 🗡️
- synchronize 1/person/day** ◇◇◇◇ this spell causes two or more creatures' internal clocks to become synchronized, allowing the victims to affectively perform coordinated actions, like complex dance routines, singing, or even diving. 🗣️
- talking animal variable** gives an animal the ability to speak, transmuting or creating vocal chords as necessary. Does not necessarily convey the ability to understand and/or speak human languages, particularly in the stupider members of the animal kingdom. This spell will also cure (nonmagical) muteness in humans, of course.
- talking animal** ◇◇◇ 4/day 🗣️ 🗡️
- talking animal II** ◇◇◇◇ 14/week 🗣️ 🗡️
- talking animal III** ◇◇◇◇ 34/year 🗣️ 🗡️
- talking animal IV** ◇◇◇◇ 54/permanent 🗣️ 🗡️
- taste variable** increases a creature's sense of taste. Useful for chefs or poison tasters.
- taste** ◇◇◇ 1/day 🗣️ 🗡️
- taste** ◇◇◇◇ 12/year 🗣️ 🗡️
- taste** ◇◇◇◇ 22 (permanent) 🗣️ 🗡️
- tastemite variable** kills a creature's sense of taste.
- tastemite** ◇◇◇ 1/day 🗣️ 🗡️
- tastemite II** ◇◇◇◇ 5/month 🗣️ 🗡️
- tastemite III** ◇◇◇◇ 14 (permanent) 🗣️ 🗡️
- tattoo 2** ◇◇◇ creates a tattoo of any shape or size. The wizard must touch the recipient to cast the spell. 🗣️
- tears I** ◇◇◇ makes a table I creature's eyes water. 🗣️
- terminate pregnancy 9** ◇◇◇◇ causes a pregnant table I creature to miscarry. 🗣️ 🗡️
- territorial 4** ◇◇◇◇ the animal this spell is cast on becomes incredibly territorial over an area of the caster's choice, even if it is not prone to territorial behavior. 🗣️ 🗡️

thermal inversion 10/day ◇◇◇◇ reverses the normal process of heat generation, causing a creature to lose instead of gain heat when exerting itself. In battle, for instance, the harder a person fights the colder he or she gets; a character who overexerted would collapse with hypothermia. 🗡️ 🐉

thirst 1 ◇◇◇ makes a creature thirsty. 🗡️ 🐉

tic 1 ◇◇◇ causes a slight facial twitch. 🗡️ 🐉

tighten flesh 6/day ◇◇◇◇ firms sagging flesh. 🗡️ 🐉

tinges 6 ◇◇◇◇ allows the caster to detect where a creature has been in the last 48 hours. 🗡️ 🐉

tone deaf 8 ◇◇◇◇◇ this removes all ability in the victim to discern between different tones. The bane of performers and public speakers alike. 🗡️ 🐉

tongue variable reshapes a creature's tongue as the caster chooses. Always wanted a tongue like an anteater?

tongue ◇◇◇ 2/day 🗡️ 🐉

tongue II ◇◇◇◇◇ 32 (permanent) 🗡️ 🐉

torpor 8 ◇◇◇◇◇ causes an animal to feel well fed to the point of saturation. 🗡️ 🐉

touch 3/day ◇◇◇ increases a creature's sense of touch 🗡️ 🐉

touchsmite 21 ◇◇◇◇◇ permanently deadens a creature's sense of touch. 🗡️ 🐉

transfer age 6/year ◇◇◇◇◇ removes age from a person or table I creature, while adding that age to someone else—generally the nearest creature. The recipient must be touched to be affected

transfer allergies variable takes a particular allergy from one Table I creature and gives it to another. The caster doesn't have to be the allergy sufferer, but can take an allergy from a second creature and transfer it to a third. All parties involved in the transfer must be touched to be affected.

transfer allergies ◇◇◇◇◇ 12/year

transfer allergies II ◇◇◇◇◇ 24 (permanent)

transfer animal instinct 16 ◇◇◇◇◇ enables the caster to transfer a specific animal instinct from one creature to another. Your cat could learn to fetch and your dog to claw the sofa.

transfer drunkenness 6 ◇◇◇◇ transfers alcohol or drug induced effects from one creature to another.

transfer fatigue 5 ◇◇◇ transfers physical fatigue from one creature to another.

transfer organ 71 ◇◇◇◇◇ enables the caster to swap specified internal organs between two creatures. The caster does not have to transfer his or own internal organs, but can transfer an organ from a second to a third creature. Tired of that annoying, smoker's cough? Use the wizard's version of an organ transplant to switch lungs with a robust, rosy-cheeked friend. . . . Both recipients must be simultaneously touched while the spell is cast.

transfer pain 14 ◇◇◇◇◇ moves the pain of an injury or disability (although not the injury itself) from one Table I creature to another. The caster doesn't have to be in pain, but can transfer it from a second to a third party. All parties involved in the transfer must be touched to be affected. The pain dissipates after about a day, assuming the victim survives that long.

transfer reflex 29 ◇◇◇◇◇ enables the caster to transfer a specific reflex from one creature to another. The caster does not have to transfer his or her own reflexes, but can transfer reflexes from a second creature to a third, for example. Always wanted that quick draw?

trench 15 ◇◇◇◇◇ kills the outer tissues of an appendage chosen by the caster, as if the tissues had been immersed in cold, damp conditions for weeks; this leads to skin and tissue damage and problems in using the affected appendage. 🐉

trigger variable causes a physiological reaction, chosen by the cast-

er, whenever a particular physical cue occurs (i.e. heavy sweating, rapid pulse). For example, someone might groan every time they sweat heavily, or his bladder might relax every time his pulse rate dropped to a certain point, or he might give off a particular scent whenever he yawns.

trigger ◇◇◇◇◇ 15/week 🗡️ 🐉

trigger II ◇◇◇◇◇ 35/year 🗡️ 🐉

trigger III ◇◇◇◇◇ 55 (permanent) 🗡️ 🐉

triggershift variable causes a creature to shapeshift in a certain way whenever a particular physical cue occurs (i.e. heavy sweating, rapid pulse). . For example, every time someone's heartbeat becomes rapid, his legs might turn into a mermaid's tail. The shapeshift can last up to a day at each occurrence or it can be of shorter duration, as the spell caster chooses.

triggershift ◇◇◇◇◇ 35/week 🗡️ 🐉

triggershift II ◇◇◇◇◇ 55/year 🗡️ 🐉

triggershift III ◇◇◇◇◇ 75 (permanent) 🗡️ 🐉

twilight sleep 10/day ◇◇◇◇ puts a Table I creature into a sleeplike state where she or he can hear and understand what is said to him or her; the creature does not have control over her/his body movements and does not feel pain. If the creature is touched or moved, the spell is broken. Useful to immobilize patients recovering from severe injuries. The creature must be touched to be affected. 🐉

twins 7 ◇◇◇◇ causes a pregnant creature to give birth to two or more offspring. 🗡️ 🐉

ultra-allergy variable intensifies the allergic symptoms of a creature who already suffers from an allergy, but does not create an allergy where none exists. The symptoms do not have to be active at the moment the spell is cast. The victim must be touched to be affected.

ultra-allergy ◇◇◇◇◇ 11/year 🐉

ultra-allergy II ◇◇◇◇◇ 21 (permanent) 🐉

ultrahearing variable raises a creature's hearing into the ultrasonic range. Good for bat lovers.

ultrahearing ◇◇◇ 2/day 🗡️ 🐉

ultrahearing ◇◇◇◇◇ 12/month 🗡️ 🐉

ultrahearing ◇◇◇◇◇ 22 (permanent) 🗡️ 🐉

ultravoice variable raises a creature's voice into the ultrasonic range. Talk to your bats in the belfry. . . .

ultravoice ◇◇◇ 3/day 🗡️ 🐉

ultravoice ◇◇◇◇◇ 16/month 🗡️ 🐉

ultravoice ◇◇◇◇◇ 26 (permanent) 🗡️ 🐉

untune 1 ◇◇◇ untunes an instrument with animal components (i.e. gut strings). 🗡️

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.

vertigo 4/day ◇◇◇ the victim of this spell will feel dizziness and a loss of direction. 🐉

vestigial traits 30 ◇◇◇◇◇ brings out vestigial body functions and forms on a table I creature. A human would have a tail, webbed hands, etc. 🗡️ 🐉























virility variable dramatically increases the sex drive of a table I creature

virility ◇◇◇ 1/day 🗡️ 🐉

virility ◇◇◇◇◇ 8/month 🗡️ 🐉

virility ◇◇◇◇◇ 18/year 🗡️ 🐉

voicetone variable allows a wizard to raise or lower a creature's voice tone and range. Not enough sopranos in your choir? No problem. . . .

- voicetone $\diamond\diamond$ 1/day  
- voicetone II $\diamond\diamond\diamond$ 6/month  
- voicetone III $\diamond\diamond\diamond\diamond$ 16/year  
- voicetone IV $\diamond\diamond\diamond\diamond$ 26 (permanent)  
- water breathing 7/hr $\diamond\diamond\diamond$ allows a creature to extract oxygen from fresh or salt water as well as normal air. Does not protect against water pressure.  
- weakness 4/day $\diamond\diamond\diamond$ lowers a creature's STR by 1–6 points.  
- weakness II 32 $\diamond\diamond\diamond\diamond$ lowers a creature's STR by one point. No stat can be permanently lowered below its starting point more than twice.  
- weakness III 42 $\diamond\diamond\diamond\diamond$ lowers a creature's STR by 1–3 (roll d6: 1–3=1 4–5=2 6=3). No stat can be permanently lowered below its starting point more than twice.  
- wereform 7/night $\diamond\diamond\diamond$ this allows a wizard to change to a specific form from dusk of one day until dawn of the next morning. The caster cannot resume his or her normal form until the spell has expired.  
- whiskers 24 $\diamond\diamond\diamond\diamond$ creates a complete set of whiskers on a Table I creature, which can be used to judge clearance and aid balance in the same way a cat's whiskers can. The whiskers are permanent, and will grow back if plucked or otherwise destroyed.  
- wither 52 $\diamond\diamond\diamond\diamond$ doubles a creature's age. The victim must be touched to be affected. 
- wither II 52 $\diamond\diamond\diamond\diamond$ halves a physical stat of the caster's choice. The victim must be touched to be affected. 
- wizardmark 3 $\diamond\diamond$ 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 $\diamond\diamond$ creates permanent writing on an inanimate object that is visible only to the caster. *Wizardscript* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.
- youthen 70 $\diamond\diamond\diamond\diamond$ halves a creature's age. The recipient must be touched to be affected. 