

Mineral

This subschool of transmutation deals with change in inorganic materials. This class contains the wizard who aspires to turn lead into gold, to harden or soften stone or metal. Mineral transmutationists are great makers of magical weapons. They can build great structures or destroy impregnable fortresses. Mineral mages can turn men to stone. It is a powerful class, although it does not contain the sort of potent offensive spells which make fire mages so feared.

Total Spells:	166
Spell Breakdown:	
1–5 points:	108
6–10 points:	20
11–15 points:	9
16–24 points:	3
25–34 points:	5
35–44 points:	4
45+ points:	17

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

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

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



absorb magic 10/point ◇◇◇ similar to store magic, except that this spell absorbs spell points cast at it rather than storing them to be re-used. Used in conjunction with *ensorcel* and *permanency* to make spell-absorbing magic items. for example, a sword with 8 points of absorption (*ensorcel* + absorb magic x 8 + *permanency* = 180 points total cost) could absorb any spell of 8 points or less

cast at its wielder. Once a spell is absorbed, a vent magic spell must be used to empty the points before another spell can be absorbed.

affix gem 3 ◇◇◇ permanently adheres a gem or other small object to an inorganic surface (like the eyes of a statue). 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). ☛

animation 3/10 lbs/4 hrs ◇◇◇ gives an inanimate object seeming life under the spell caster's control. A sword, for example, would be able to crawl snakelike back to its owner. ☞

annotate 2/word ◇◇◇ allows a wizard to insert words into an already written document. After any annotations have been made, the document will not appear to have been visibly altered. Useful for surreptitiously modifying treaties and wills. ☞ ☛

antidote 18/dose ◇◇◇◇ transforms a dose of any mineral-based poison into an antidote to that poison. ☞ ☛

armorer 8 ◇◇◇◇ repairs damage to any metal armor. ☞ ☛

balance weapon 5 ◇◇◇ causes a weapon to become balanced. ☞ ☛

bonus I 40 ◇◇◇◇ causes an ensorcelled weapon to give +5% on damage—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☛

bonus II 50 ◇◇◇◇ causes an ensorcelled weapon to give +10% on damage—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☛

bonus III 60 ◇◇◇◇ causes an ensorcelled weapon to give +15% on damage—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☛

bonus IV 60 ◇◇◇◇ causes an ensorcelled weapon to give +1 on combat rolls—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☛

bonus V 65 ◇◇◇◇ causes an ensorcelled weapon to give a bonus based on the table below—effective only in conjunction with *ensorcel* and *permanency*. Roll d% ☞ ☛

ROLL	BONUS
1–19	+5%
20–38	+10%
39–49	+15%
50–69	+1
70–78	+1/+5%
79–84	+1/+10%
85–92	+1/+15%
93–97	+20%
98–00	+2

bonus VI 75 ◇◇◇◇ causes an ensorcelled weapon to give a bonus based on the table below—effective only in conjunction with *ensorcel* and *permanency*. Roll d% and add +10% ☞ ☛

ROLL	BONUS
1–19	+5%
20–38	+10%
39–49	+15%
50–69	+1
70–78	+1/+5%
79–84	+1/+10%
85–92	+1/+15%
93–97	+20%
98–00	+2

bonus VII 85 ◇◇◇◇ causes an ensorcelled weapon to give +1 on combat rolls and +5% on damage—effective only in conjunction

with *ensorcel* and *permanency*. ☞ ☞

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

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

bonus X 105 ◇◇◇◇ causes an ensorcelled weapon to give +2 on combat rolls—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☞

bonus XI 30 ◇◇◇◇ confers +1 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☞

bonus XII 40 ◇◇◇◇ confers +2 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☞

bonus XIII 50 ◇◇◇◇ confers +3 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. ☞ ☞

bounce variable makes an object incredibly rubbery; anything that hits it bounces off. If cast on armor, it won't protect a person from being bruised or battered and broken from the force of blows, but nonmagical weapons will bounce off rather than cut.

bounce ◇◇◇ 1/square ft/day ☞ ☞

bounce II ◇◇◇◇ 8/square ft (permanent) ☞ ☞

breakable item 1/lb ◇◇◇ makes an item extremely fragile. ☞ ☞

brittle 3/cubic foot ◇◇◇ makes a metal object brittle and easily snapped. ☞ ☞

clean water 2/1,000 cubic feet ◇◇◇ removes any dirt or debris from water. The debris is left alongside the edge of the water. ☞

color variable allows a wizard to color an inorganic surface, such as a metal table or a stone wall.

color ◇◇◇ 1/10 square feet/week ☞ ☞

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

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

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. ☞ ☞

copy 2/page ◇◇◇ makes a perfect copy of a written work. ☞ ☞

crystallize 1/gallon ◇◇◇ causes minerals to crystallize. If cast on a pitcher of ocean water, for instance, salt crystals would form, along with microscopic crystals of trace elements such as gold, calcium, zinc, copper, etc. Crystals could then be removed and the water drunk. ☞ ☞

cut gem 3 ◇◇◇ shapes an uncut gem into a cut of the caster's choice.

darken 2/square foot ◇◇◇ darkens a metal surface without otherwise changing the properties of that metal. ☞ ☞

darkness 2/hr ◇◇◇ creates a dark area about twelve feet in diameter, pitch dark in its center while only dim on its outskirts. The spell must be cast on an inanimate object. ☞

decrease friction 1/square foot/day ◇◇◇ decreases the friction of a particular surface chosen by the caster. The affected area must be touched by the spell-caster. ☞

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 ☞ ☞

delete 2/word ◇◇◇ allows a wizard to delete words from an already written document. After deletions have been made, the documents will not appear to have been visibly altered. Useful for surreptitiously modifying treaties and wills. ☞ ☞

detect age 3 ◇◇◇ detects the age of an inorganic item. ☞ ☞

detect gems 3/hr ◇◇◇ allows the caster to detect gems within a hundred yard radius. ☞

detect magic 2/hr ◇◇◇ causes all enchanted objects within the caster's line of sight to become visible. The spell may be cast on non-wizards, but will take some practice to get used to. With frequent use, the spell can be used to differentiate between classes of magic, as well as just detecting magic (i.e., a magic ring created by a summoner will look different than one created by an emotionist). ☞ ☞

detect metal 3/hr ◇◇◇ allows the caster to know the location of all refined metals within a 100 yard radius of the caster, or the location of a particular kind of metal. ☞

detect mineral 3/hr ◇◇◇ detects the presence of a specific mineral or ore within a hundred yard radius of the caster. ☞

detect poison 2/hr ◇◇◇ detects the presence of any sort of toxin or contamination within the caster's line of sight. ☞

detect scrying 2/day ◇◇◇ allows a wizard to detect any attempts at magical spying from afar. ☞ ☞

detect secret doors 3/hr ◇◇◇ makes hidden or secret entrances obvious. ☞

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

detect traps 2/hr ◇◇◇ makes hidden traps and snares apparent. ☞

dig 1/5 cubic feet ◇◇◇ digs through dirt or soft surfaces. ☞

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

disguise 3/square foot ◇◇◇ transmutes the outer surface of an inorganic object (for example, lead over gold ingots, or marble over the surface of a sandstone statue). ☞ ☞

dispel magic 6 + original spell cost ◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class of that wizard. ☞

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

dissolve 4/gallon ◇◇◇◇ will dissolve non-living matter in liquids. If someone were stirring coffee with a spoon, the tip of the spoon would dissolve in the coffee. ☞ ☞

distort 4 ◇◇◇ warps an inorganic object slightly. Can make unbalanced swords, fun-house mirrors, inoperable locks, etc. ☞ ☞

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

door 10 ◇◇◇◇ opens a doorway through an inorganic surface, such as a stone wall. ☞

dull 2/blade ◇◇◇ dulls the edge on a blade. ☞ ☞

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

edge 4 ◇◇◇ creates a sharp edge (of several inches — up to a knife's length) or crease on a piece of stone. The quality of the stone is determined by the stone: soft stone won't hold a strong edge unless hardened or transformed by other earth spells. ☞

electroplate 12/square foot ◇◇◇◇ causes one metal to adhere to another. ☞ ☞

emanate heat 4/hr ◇◇◇ causes an inanimate object to generate and give off heat equivalent to a small fire. ☞ ☞

engrave 1/10 letters ◇◇◇ engraves on any inorganic surface. ☞

ensorcel variable the preliminary spell used in creating a magic item. This lays the initial enchantment on an inorganic object and lasts

about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *ensorcel*. Only one *ensorcel* can be cast on a single object. Objects to be enchanted should be as nearly flawless as possible, as defects in structure or workmanship can allow magic to leak away over time (or very suddenly, with explosive force). A single magic item cannot contain conflicting enchantments (such as *protection vs. heat* and *protection vs. cold* simultaneously) and should not be dangerously overloaded with too many unrelated spells. The best magic items are composed of spells so flawlessly integrated that they all seem to work together as a single power. A *permanency* spell must be used within a month of the initial *ensorcel*, or the enchantment on the item will dissipate.

ensorcel ◇◇◇◇ 50 🗡️ 🗡️

extended ensorcel ◇◇◇◇ 75 (extends an ensorcel spell for a second month. An ensorcel can be extended only once.) 🗡️ 🗡️

erase 2/page ◇◇◇ erases a document. 🗡️ 🗡️

etching 2/word ◇◇◇ etches a design or words into stone, glass, or metal.

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. 🗡️ 🗡️

extract mineral 3/10 cubic feet ◇◇◇ separates an inorganic object into its component minerals. useful for extracting ore from rock, for example. 🗡️

extract water 2/10 cubic feet ◇◇◇ forces all water from the nonliving object it is cast upon. In the desert, it could be cast on sand, for instance, and the result drunk. 🗡️

extrude wire 3/ft ◇◇◇ extrudes wire from refined metal. 🗡️

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

fireproof variable protects an inorganic surface against fire and heat damage.

fireproof ◇◇◇ 1/100 square foot/year 🗡️

fireproof II ◇◇◇ 4/100 square foot (permanent) 🗡️

flammable 1/square foot/year ◇◇◇ renders an inorganic surface flammable. 🗡️ 🗡️

flaw 6 ◇◇◇◇ creates a flaw in a gem. Allows priceless gems to be transformed into industrial diamonds. . . . 🗡️ 🗡️

fuse 6/square foot ◇◇◇◇ fuses together two metal surfaces. 🗡️ 🗡️

gemcolor 14 ◇◇◇◇ allows a wizard to change or improve the color and clarity of a gem. 🗡️ 🗡️

glass 3/square foot ◇◇◇ changes sand to glass 🗡️ 🗡️

harden 3/cubic foot ◇◇◇ makes any inorganic object twice as hard. If cast on metal armor it gives -1 to opponents' armor penetration rolls. 🗡️ 🗡️

harden stone 1/cubic foot ◇◇◇ makes a rock or mineral twice as hard. 🗡️ 🗡️

history 5 ◇◇◇ shows an object as it was originally, rather than as it is at the time of the spell casting. 🗡️ 🗡️

identify metal 1 ◇◇◇ allows the identification of any metal. 🗡️ 🗡️

identify mineral 1 ◇◇◇ allows the identification of any rock or mineral. 🗡️ 🗡️

ignite 4 ◇◇◇ causes a flammable object within range (equal to the wizard's spell points in feet) to burst into flames. The object must be easily ignitable—i.e. a tunic, straw, etc., not a log or a tree. The flames catch and spread quickly, unlike those caused by a *kindle* spell. The spell can be cast quite rapidly; the object to be ignited must be pointed to. 🗡️

impassable variable makes a surface impassable by magical means.

In other words, protects against door or pass spells.

impassable ◇◇◇ 1/10 square feet/year 🗡️ 🗡️

impassable II ◇◇◇ 1/square foot (permanent) 🗡️ 🗡️

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

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*. 🗡️

jam lock 2 ◇◇◇ jams a lock in its current position, either open or closed. 🗡️

kindle 1 ◇◇◇ lights easily ignitable material, which must be touched to be affected. The magical equivalent of a bic lighter.

light 2/hr ◇◇◇ causes inorganic matter—a rock, or a brass scone, or a sword, for instance—to glow at one end with a luminescent ball of light, giving off about the illumination of a 40-watt light bulb. 🗡️ 🗡️

loam 15/acre ◇◇◇◇ turns any soil into rich growing soil. 🗡️

magnetize 4 ◇◇◇ magnetizes a piece of metal. 🗡️ 🗡️

make transparent 15/square foot ◇◇◇◇ makes any thin inorganic material transparent. Want arrowproof iron windows? 🗡️ 🗡️

meld 1/square foot ◇◇◇ instantly attaches two metal or wood surfaces (they must be touching) together. The range of the spell is equal to the caster's INT in feet. 🗡️ 🗡️

metalbud 2/lb ◇◇◇ increases the mass of a base metal object, for example, turning a knife into a sword. 🗡️ 🗡️

metalpaint 2/square foot ◇◇◇ renders a pattern or design onto a metal surface. With practice, the designs can be quite intricate. 🗡️

metalshrink 2/lb ◇◇◇ decreases the mass of a base metal object, for example, turning a sword into a knife. 🗡️ 🗡️

misdirect scrying variable causes attempts to magically scry on a protected place or object to go awry.

misdirect scrying ◇◇◇ 2/day 🗡️ 🗡️

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

misdirect scrying III ◇◇◇◇◇ 22/permanent 🗡️ 🗡️

morph 40/1,000 cubic feet ◇◇◇◇◇ causes an object to slowly change into another 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 prized sword might slowly evolve into a plowshare. The basic substance is not altered, i.e. a wizard couldn't use this spell to turn lead into gold, but it could be used to turn a statue of the king into an equally imposing pedestal-bound pigeon. Once complete, a *morph* is permanent. 🗡️ 🗡️

neutralize poison 1/gallon ◇◇◇ renders an inorganic toxin which has not yet been ingested harmless. 🗡️ 🗡️

object scry 5/hr ◇◇◇ allows the caster to observe a distant object or area with which he or she is familiar. 🗡️ 🗡️

obstacles 2/100 square feet ◇◇◇ creates a number of small pits and obstacles in a natural ground surface, making it impassable for riders. 🗡️

open lock 5 ◇◇◇ unlocks a lock. 🗡️

palimpsest 2 ◇◇◇ makes erased writing erased readable. 🗡️ 🗡️

pass 32/hr ◇◇◇◇ allows the caster to pass through any surface. 🗡️

penetrate armor 6/day ◇◇◇◇ gives a weapon +3 to penetrate armor. 🗡️ 🗡️

permanency 50 ◇◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its

enchantment in order for it to permanently retain its magic. This is necessary for all magical items save potions. ☞ ☞

permanent darkness 15 ◇◇◇◇ creates a twelve foot circle of darkness which is permanent unless dispelled. The spell must be cast on an inanimate object. ☞

permanent light 14 ◇◇◇◇ causes an inanimate object to glow, giving about the illumination of a forty watt light bulb. The light can be brightened and dimmed by the caster. ☞ ☞

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

phosphorescence 5/hr ◇◇◇ causes a sickly, dim light on an inanimate object. ☞ ☞

polish metal 1/5 square feet ◇◇◇ burnishes any metal item. ☞ ☞

preserve writing 3/page ◇◇◇ makes written works impervious to fading or erasing. Not for rough drafts. . . . ☞ ☞

protection vs. dust 3/day ◇◇◇ makes it possible to breathe in dust storms, pass through dust walls, etc. ☞

protection vs. magic detection 8/day ◇◇◇◇ makes the recipient and all he or she is carrying immune to the effects of a detect magic spell. ☞ ☞

protection vs. poison 2/day ◇◇◇ protects against all forms of poisons, including contaminated food and rabid animal bites as well as more conventional toxins. ☞ ☞

protection vs. erosion variable protects stone or other inorganic material from the effects of wind, weather, and water.

protection vs. erosion ◇◇◇ 1/100 square feet/year ☞

protection vs. erosion II ◇◇◇ 1/square foot (permanent) ☞

protection vs. scrying variable protects the recipient from any magical spying from afar.

protection vs. scrying ◇◇◇◇ 6/day ☞ ☞

extended protection vs. scrying ◇◇◇◇◇ 15/year ☞ ☞

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 protection vs. transmutation ◇◇◇◇◇ 12/year ☞ ☞

permanent prot. vs. transmutation ◇◇◇◇◇ 31 ☞ ☞

quarry 1/cubic foot ◇◇◇ digs through rock or other material regardless of its hardness. ☞

recharge 5 x original spell cost ◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a three point spell could be used to perform that effect once every three days. This spell is only effective in conjunction with ensorcel and permanency spells

recovery 8/week ◇◇◇◇ allows a spell caster to recover spell points at a rate of 3/day, no matter how active he or she may be. ☞ ☞

remove flaw 6 ◇◇◇◇ removes a flaw from a gem or mineral. Can drastically improve the value of certain gems.

remove rust 1/square foot ◇◇◇ removes corrosion from a metal surface. Does not repair damage caused by that corrosion. ☞ ☞

repair metal 2/10 lbs ◇◇◇ will fix a sword or armor. ☞

remove wizardmark 10/level of original caster ◇◇◇◇ allows a wizard to erase another spellcaster's wizardmark or wizardscript. The cost varies depending on the level of the wizardmark's creator—it costs only 10 points to dispel a magic-0's wizardmark, but 60 points to remove the mark made by a magic-6. ☞

restore stone 1/cubic foot ◇◇◇ repairs the effects of weathering or erosion on worked or unworked stone. ☞

rock change 16/10 cubic feet ◇◇◇◇◇ transmutes one type of rock into another type of rock. This spell works on rocks only, not on

minerals. For example, it will change sandstone to marble, but not to rubies. ☞ ☞

rust 1/square foot ◇◇◇ causes a metal surface to corrode. ☞ ☞

rustproof variable prevents a metal surface from corroding.

rustproof ◇◇◇ 1/square foot/year ☞

rustproof II ◇◇◇ 4/square foot (permanent) ☞

sandpainting 1/color/hour ◇◇◇ creates paintings on sand. ☞

sculpt stone 30/100 cubic feet ◇◇◇◇◇ allows a wizard to shape stone as he or she chooses.

shape 7/cubic foot ◇◇◇◇ allows a wizard to shape any inorganic material into any form he or she chooses.

shape metal 1/lb ◇◇◇ allows a wizard to shape metal into any form he or she chooses.

sharpen 1/blade ◇◇◇ sharpens any blade, no matter how dull. ☞ ☞

smelt hard metal 7/cubic foot ◇◇◇◇ brings any metal to its boiling point. ☞

smelt metal 4/cubic foot ◇◇◇ brings a soft metal to its boiling point. ☞

soften metal 1/cubic foot ◇◇◇ halves a metal's hardness. If cast on metal armor it gives opponents' weapons +1 to penetrate. ☞

sparkthrow 2 ◇◇◇ shoots a spark at a target of the caster's choice, up to thirty yards distant. A pool of oil, for instance. . . .

stain glass 3/square foot ◇◇◇ colors glass or crystal surfaces in a pattern chosen by the caster. ☞ ☞

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

tarnish metal 1/5 square feet ◇◇◇◇ soils any metal surface. ☞ ☞

traceover 3/page ◇◇◇ when cast on written pages, obscures the writing so that it is illegible. No actual damage is done to the page, so the removal of the spell will restore the writing to legibility. ☞ ☞

trampoline variable when cast on the ground or another solid inorganic surface, creatures touching the affected surface will be able to bounce upward or sideways as if they were bouncing on a trampoline. With practice, the "bouncing" can be controlled if a creature spends enough time maneuvering about the surface the spell is cast on, but otherwise it hinders free movement (people walking on a trampoline surface must be careful to avoid having their footing thrown off). The caster can create a higher "bounce" for double the normal spell point cost.

trampoline ◇◇◇ 1/square foot/day ☞

permanent trampoline ◇◇◇◇ 10/square foot ☞

transmute coin 1/coin ◇◇◇ transmutes a coin into another country's currency of the same metal. ☞ ☞

transmute liquid 5/gallon ◇◇◇ turns one liquid into another. It can make water into wine, or molasses, or poison, for example. ☞ ☞

transmute metal 1/lb ◇◇◇ turns a base metal into another base metal or alloy. It can make steel or brass from iron, for example, but could not make gold or silver. It can also be used to turn steel to iron. ☞ ☞


transmute mineral 40/lb ◇◇◇ turns any rock or mineral into any other rock or mineral. Can be used, for example, to turn lead to gold, or quartz to diamonds. ☞ ☞




unbalance weapon 3 ◇◇◇ makes a weapon just a little bit unbalanced. ☞ ☞




unbreakable item 52/10 pounds/10 years ◇◇◇◇◇ makes an item—a sword for example—unbreakable by normal means. ☞ ☞




unforge 8 ◇◇◇ causes intricate metalwork to come apart at the seams. Does awful things to new suits of armor. ☞

unform 4/lb ◇◇◇ causes inorganic manufactured goods to revert to






their prior state. A sword might be rendered into iron ore, for example, or a crystal vase into sand. 




unweld 2    unfuses soldered or welded pieces of metal. 




vent magic $\frac{1}{2}$ original spell cost    harmlessly triggers a spell, potion, or rune by bleeding away its potency. A *delayed* fire spell, for example, could be triggered without cooking the spell caster. It costs only half the base spell cost, not the cost of making the rune or potion, or the cost of delaying a spell.

wall of dust 5/day   forms a dense wall of swirling dust and sand, which will scour away flesh and pit metal which attempts to pass through. 

waterproof 1/square foot/year   protects a surface from water damage

weld 4    solders together two metal surfaces.  

wizardmark 3    creates a permanent mark on an inanimate object that is unique and visible only to its caster. A *wizardmark* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.

wizardscript 5/hr    creates permanent writing on an inanimate object that is visible only to the caster. *Wizardscript* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.