

The Wildside Gaming System

Fantasy Role-Playing Edition



Emotion

Emotion magic deals with the mind. Emotion spells all alter or enhance the way creatures' minds function, or affect perceptions which filter through to the mind. Emotionists can cause creatures to perceive things which are unreal, or cause them to fail to perceive reality—not by distorting that reality as an illusionist would, but by altering the mind's abilities to absorb the truth. Emotion magic need not be malignant. It allows wizards to converse with animals or to befriend them, to communicate telepathically, to cure a variety of afflictions of the mind. It also allows emotionists to cause most of those afflictions and, steal people's skills, alter their memories and, perhaps most terrifyingly of all, to take control of the minds of other creatures. It is for this reason that emotionists who are discovered in their art seldom live long. Though other schools of magic wield more brute power, none inspires more fear or hatred than the insidious sorceries of the emotionist. Emotionists, even if player characters, are never trusted, nor should they be. Sooner or later, an emotionist will find the temptation to pry into his or her companions' minds too difficult to withstand, the urging too powerful to contain. . . .

Total Spells:	500
Spell Breakdown:	
1–5 points:	168
6–10 points:	104
11–15 points:	49
16–24 points:	50
25–34 points:	51
35–44 points:	33
45+ points:	45

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

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.

addiction 10 ◇◇◇ causes an addiction to a substance, creature, or belief of the caster's choice. ☞ ♣

aggressiveness 3/day ◇◇◇ renders a Table I creature more aggressive than is usual. ☞ ♣

alert 2 ◇◇◇ heightens a person's senses, although not beyond their normal limits. ☞ ♣

alter emotion 2 ◇◇◇ changes a victim's surface emotion somewhat. This will not cause a dramatic change—i.e. anger to unadulterated joy—but it will modify a creature's mood in a direction chosen by the caster. ♣

alter will 4 ◇◇◇ changes a victim's mind, although it will not convince that creature of something diametrically opposed to his or her principles. ☞

amnesia variable causes a Table I creature to lose all conscious memory for the duration of the spell.

amnesia ◇◇◇ 7/week ☞ ♣

permanent amnesia ◇◇◇◇ 35 ☞ ♣

amplify emotion 2 ◇◇◇ amplifies an emotion already being experienced by the recipient of the spell. This spell does not create emotions, it simply increases them a hundredfold. Every lost kiss is a suicide-level tragedy; every injustice a rallying call to arms. . . . ☞ ♣

amplify sensation 3/hr ◇◇◇ doubles the intensity of a particular sensation. May be used on both pleasurable and painful sensations. ☞ ♣

animal acceptance 9 ◇◇◇◇ makes a family or group of animals accept a human as a member. You could join a pack of wolves, a pride of lions, or a flock of geese. This does not grant immunity to in-group fighting, i.e., alpha male disputes, etc. ☞

animal call 7 ◇◇◇◇ the caster projects a telepathic call that attracts a species of animal to a specific area, which must be within the caster's line of sight. If there are no animals of the desired species within the limited "call area" (up to a 1-mile radius for every level of the wizard casting the spell) then none will appear. Easier than jacklighting. ☞

animal ensorcel 50 ◇◇◇◇◇ allows a wizard to turn a person or other intelligent creature into a 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 1 *animal ensorcel* can be cast on a single creature. *Animal ensorcel* releases upon that creature's death (sometimes with explosive force). A *permanency* spell must be used within a month of the initial *animal ensorcel*, or the enchantment on the item will dissipate. ☞ ♣

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

animal instinct variable the human recipient of this spell temporarily acquires the mental/psychological attributes of a specific animal. A human with the attributes of a panda would become lethargic but highly territorial and aggressive, etc.

animal instinct ◇◇◇ 2/day ☞ ♣

animal instinct ◇◇◇◇◇ 14 (permanent) ☞ ♣



animal intelligence 19 ◇◇◇◇ permanently raises an animal's intelligence. The animal cannot become smarter than the limits of its species, however—you may get a really smart cat, but it will still be a cat. 🗣️ 🐾

animal loyalty 6 ◇◇◇◇ makes an animal loyal to a person of the caster's choosing. Does not change the animal's personality—a dumb, temperamental wolf will become a fiercely loyal dumb, temperamental wolf. 🗣️ 🐾

animal repel *variable* the opposite of *animal call*—repels a specified unintelligent species of animal from a given area. Useful in wolf-infested forests.

animal repel ◇◇◇◇ 5 (1 time only; the animals may return in a few hours) 🗣️

animal repel II ◇◇◇◇ 7/day 🗣️

animal repel III ◇◇◇◇ 17/month 🗣️

animal repel IV ◇◇◇◇ 37 (permanently repels animals from the spell location) 🗣️

animal telepathy 6/hr ◇◇◇◇ allows a wizard to telepathically converse with animals. 🗣️ 🐾

anxiety 2/hr ◇◇◇ induces a state of nervous tension in a creature. 🗣️ 🐾

aphasia *variable* causes an inability to use or understand words. Reasoning skills are unaffected—affected creatures will be as smart as ever—but the ability to communicate through language is disrupted. Words will be frustratingly unclear and their meanings obscure, and attempts to speak will turn into gibberish.

aphasia ◇◇◇ 8/day 🗣️ 🐾

aphasia II ◇◇◇◇ 18/month 🗣️ 🐾

aphasia III ◇◇◇◇ 38 (permanent) 🗣️ 🐾

arouse 1 ◇◇◇ sexually arouses a creature. 🗣️ 🐾

association *variable* like Pavlovian conditioning without all the hard

work. Makes a person feel a certain sensation whenever a separate predetermined sensation is felt—for instance, hunger when a bell is heard, sexual desire whenever a certain food is eaten, or nausea whenever he or she lies.

association ◇◇◇◇ 10/year 🗣️ 🐾

association ◇◇◇◇ 25 (permanent) 🗣️ 🐾

attention decay *variable* shortens the attention span of someone to almost nothing.

attention decay ◇◇◇ 4/day 🗣️ 🐾

attention decay II ◇◇◇◇ 20/month 🗣️ 🐾

attention decay III ◇◇◇◇ 35 🗣️ 🐾

authority *variable* causes the recipient to not question authority. Now you can start your own dystopian society.

authority ◇◇◇ 3/day 🗣️ 🐾

authority II ◇◇◇◇ 28/year 🗣️ 🐾

authority III ◇◇◇◇ 38/permanent 🗣️ 🐾

awareness 5/hr ◇◇◇ makes the recipient completely aware of everything that is going on around him or her. No matter how many simultaneous events are happening, the recipient cannot be distracted or lose track of anything that is going on. The recipient requires 3 hours of total rest for every hour the spell is in effect, and must make a shock roll to survive if the spell is in effect for more than 4 hours. 🗣️ 🐾

backup 30 ◇◇◇◇ creates a copy of all memories in a specific creature's brain and stores them in a receptacle. If anything happens to the primary copy, just reinstall. 🗣️ 🐾

battle fatigue 15/week ◇◇◇◇ creates a numb disassociation from reality. 🗣️ 🐾

blindness *variable* causes total blindness in a creature; the brain's optical centers cease functioning.

blindness ◇◇◇◇ 7/day 🗣️ 🐾

blindness II ◇◇◇◇ 35/month 🗣️ 🐾

blindness III ◇◇◇◇ 55 (permanent) 🗣️ 🐾

bliss *variable* creates a sensation of perfect contentment. Just relax, sit back, and enjoy . . . everything is perfect. . . .

bliss ◇◇◇◇ 8/day 🗣️ 🐾

bliss II ◇◇◇◇ 28/week 🗣️ 🐾

bliss III ◇◇◇◇ 48/month 🗣️ 🐾

bliss IV ◇◇◇◇ 68/year 🗣️ 🐾

bloodlust 1/hour ◇◇◇ causes the recipient (who must be touched) to go into a killer rage, needing to kill something, anything, or everything.

blunt *variable* prevents the recipient from shading the truth, and makes him or her be perfectly honest. ("It's not the dress that makes you look fat . . .")

blunt ◇◇◇ 1/day 🗣️ 🐾

blunt ◇◇◇◇ 11/year 🗣️ 🐾

blunt ◇◇◇◇ 21 (permanent) 🗣️ 🐾

blurt 2 ◇◇◇ causes a person to blurt out whatever he or she is most anxious to hide. 🗣️

blurt II 15/10 foot radius/day ◇◇◇◇ causes anyone who enters the area of the spell to blurt out whatever he or she is most anxious to hide. 🗣️

bond *variable* sets up a telepathic bond between an animal and a human

bond ◇◇◇◇ 9/day 🗣️ 🐾

bond II ◇◇◇◇ 29/year 🗣️ 🐾

bond III ◇◇◇◇ 39 (permanent) 🗣️ 🐾

borrow skill 3/skill point/day ◇◇◇ allows the caster to borrow a skill temporarily. A 3-point skill like longsword-0 would cost 9 points, while longsword-1 would cost 12 (3 + 1 = 4; 4 × 3 = 12). The victim does not lose the skill. 🗣️

Beginning Wizard

Gallani is the son of a lawyer-emotionist, who practices his arts in the prince's court. He takes after his father in intelligence (20 INT) and magical aptitude, but spent many of his free hours hanging around the prince's guardsmen. They taught him to use a sword (with a 22 COO he gets +2 in combat), and their stories of military campaigns (real or imagined) also gave him a case of wanderlust.

Gallani has 10 spell points, and an assortment of spells typical for a journeyman emotionist:

calm animal 1 ◇◇◇
 cold 4/hr ◇◇◇
 courage 2/hr ◇◇◇
 depression 4 ◇◇◇
 detect magic 4/hr ◇◇◇
 fatigue 4 ◇◇◇
 induce lie 5 ◇◇◇
 sober 1 ◇◇◇

There are useful spells here, but nothing that a mage wouldn't trust a journeyman with—in other words, nothing that's likely to get Gallani executed for casting it. There are spells here that can head off trouble before it starts (like *depression* and *fatigue*), but once it does start he'll have to rely on his sword, since there's little combat magic here.

bother 12/week ◇◇◇◇ causes the spell's victim to be bothered by a particular person, place, or event chosen by the caster. How the victim reacts to this growing irritation will depend on his or her personality. 🗡️ 🖤

bravery variable more than a mere protection against fear, this spell inspires the person it's cast upon to perform feats of daring beyond the normal call of duty (and far, far beyond the dictates of common sense).

bravery ◇◇◇◇ 9/day 🗡️ 🖤

bravery II ◇◇◇◇◇ 19/week 🗡️ 🖤

bravery III ◇◇◇◇◇ 39/year 🗡️ 🖤

burnout 19 ◇◇◇◇◇ causes a creature to suffer a nervous breakdown. 🗡️ 🖤

calm 3 ◇◇◇ calms a creature in a state of panic or emotional distress. This spell will bring a creature out of shock. 🗡️ 🖤

calm animal 1 ◇◇◇ calms an animal in a state of panic or severe distress. 🗡️

catatonia 30 ◇◇◇◇◇ puts a creature into a catatonic state. The victim cannot be roused by normal means. 🗡️ 🖤

change dominant hand 20 ◇◇◇◇◇ alters a creature's dominant hand from right to left or vice-versa. 🗡️ 🖤

change sensation 3/hr ◇◇◇ transforms one sensation to another. Can be cast on a creature (literally turning pleasure to pain or vice-versa) or with a *delay* on an object (to mask the temperature of a boiling pool to the next creature that stepped into it, for example—though not the damage of being cooked). 🗡️ 🖤

change sexual orientation 16 ◇◇◇◇◇ changes a creature's gender orientation. 🗡️ 🖤

charm 17/week ◇◇◇◇◇ allows a wizard to take control of a creature's mind and supersede that creature's will. 🗡️ 🖤

charm animal 11/week ◇◇◇◇◇ allows the caster to take over the will of a Table I animal. The animal cannot perform actions that are impossible to its physiology, or that it's not capable of understanding (i.e., a dog can be used to fetch things or attack, but not to do quadratic equations). 🗡️ 🖤

charming 12/day ◇◇◇◇◇ makes a person seem utterly charming—no matter what he or she says or does—to everybody within a ten foot radius. 🗡️ 🖤

chatter variable when cast on a creature, he or she can't help but talk constantly about anything that comes to mind.

chatter ◇◇◇ 1/hour 🗡️ 🖤

chatter II ◇◇◇◇ 8/day 🗡️ 🖤

chatter III ◇◇◇◇◇ 38 (permanent) 🗡️ 🖤

cheerfulness 1 ◇◇◇ helps cure those down days . . . induces a good mood as opposed to terminal perkiness. Will not change a mood of anger to cheerfulness, but will rather bring a smile onto the angry person's face for a brief shining moment. 🗡️ 🖤

circular logic 4/day ◇◇◇ ceases linear thought and slows productivity ("in order to kill the necromancer, we need to get more powerful; in order to get more powerful we need to live, in order to live, we need to kill the necromancer . . ."). 🗡️ 🖤

cold 4/hr ◇◇◇ causes a creature to feel very, very cold, without actually having any physical effects. 🗡️ 🖤

command 20 ◇◇◇◇◇ forces a table I creature to perform a particular action. Cannot be used to cause a person to harm himself, but can compel a variety of other actions. The command must be phraseable as a single, unambiguous verb, or it may be subject to misinterpretation.

compassion 6/day ◇◇◇◇ useful on the cruel. 🗡️ 🖤

compatibilize animal 6/animal ◇◇◇◇ makes two normally incompatible animals (a lion and a lamb, for example) get along. Must be cast on two or more creatures simultaneously. 🗡️

Beginning Wizard

Lon Ardimas's father was determined to make him into a soldier, and he thinks he has done so. Tall and strong (20 STR), if only average in other physical stats, Lon is a fine rider, and is competent with a longsword or crossbow. Unbeknownst to Lon's father, however, the boy has been secretly learning emotion magic from his grandfather, a professional gambler and family scoundrel who lives in the Garrett apartment above the family's house.

Lon has 11 spell points (21 INT), and has learned the sort of spells that a gambler would feel are useful to a novice wizard:

calm 3 ◇◇◇

confuse 3/5 minutes ◇◇◇

detect invisible 1/hr ◇◇◇

detect lie 1 ◇◇◇

detect magic 4/hr ◇◇◇

fear 4/hr ◇◇◇

protection vs. emotion magic 2/hr ◇◇◇

protection vs. fear 1/day ◇◇◇

wizardmark 3 ◇◇◇

Beginning Wizard

Like her father, a longtime professional thief who taught her how to cloud men's minds and pick their pockets, Zoozya has tremendous natural gifts. She is fast, coordinated (20 SPE, 20 COO, giving her +1 in combat), and intelligent (19 INT). She is also a black-haired, green-eyed beauty (21 BEA), and has no compunctions about taking advantage of people who can't see past her looks. Zoozya has 10 spell points, and the following spells:

calm 3 ◇◇◇

courage 2/hr ◇◇◇

depression 4 ◇◇◇

detect age 1 ◇◇◇

fake emotion 1/hr ◇◇◇

fear 4/hr ◇◇◇

feral 4 ◇◇◇

fury 2 ◇◇◇

hide emotion 1/hr ◇◇◇

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. 🗡️ 🖤

confess 10 ◇◇◇◇ will make a person admit to having done just about anything, whether guilty or not. 🗡️ 🖤

confide 10/day ◇◇◇◇ causes someone to have the utmost trust in the caster. 🗡️ 🗡️

confidence 11 ◇◇◇◇ permanently makes an individual have faith in himself and his actions. Can make the arrogant unbearable. The spell lasts forever unless something truly hideous happens to shake the victim's confidence. 🗡️ 🗡️

confuse 3/5 minutes ◇◇◇ renders a creature too confused for effective action. 🗡️ 🗡️

confuse direction 4 ◇◇◇ gets people lost. 🗡️ 🗡️

confusion in the ranks 31 ◇◇◇◇ makes members of a large group forget which side they are fighting for. Some might continue fighting, others will stop fighting completely, and still others will switch sides mid-battle. Works within a radius of the caster's INT in feet, plus 10 feet per level (so an emotion-2 with a 21 INT could affect anyone within 41 feet). 🗡️

count minds 2 ◇◇◇ detects the number of living creatures within range of the spell, even if they are hidden behind obstructions or in other rooms. The caster can tell a rough degree of intelligences as well; a wizard could distinguish between people and dogs, for instance, but not between people and elves. Range is equal to the caster's INT plus 10 feet per level of the caster (so an emotion-2 with a 22 INT could detect hidden minds up to 42 feet away). 🗡️

counter 5/day ◇◇◇ the recipient of this spell is able to count and to calculations at much faster than normal speeds. He or she can determine the number of people in a large crowd or do calculations with large numbers in seconds. This does not grant a person skills he does not have. A bookkeeper could do his work without any aid of pen and paper or abacus in record time, but an uneducated child could not do advanced calculus. 🗡️ 🗡️

courage 2/hr ◇◇◇ causes a creature to lose all fear without losing all sense of self-preservation. 🗡️ 🗡️

creativity 18/week ◇◇◇◇ causes a burst of talent; literally forces creativity out of artists such as musicians, painters, craftspeople. Overuse of this spell destroys natural talents . . . each application drains a year from an artist's creative lifetime, which is often quite short to begin with. 🗡️ 🗡️

creature scry 3/hr ◇◇◇ allows the caster to observe a creature known to him or her, but not present. 🗡️

creeping anxiety 3/day ◇◇◇ causes a gradual state of nervous tension to set in over a day. 🗡️ 🗡️

creeping depression 5/day ◇◇◇ causes a gradual, insidious depression to set in over the course of a day. 🗡️ 🗡️

creeping mind vac 120/10 foot radius/day ◇◇◇◇ creates a slowly moving field which causes anyone it comes into contact with to permanently draw a blank whenever they try to think of a specific thing. All other aspects of a person's life are unaffected. The affected thing will always seem to be on the tip of the victim's tongue, but he or she will never quite be able to remember it, no matter how many reminders he or she gets. Can be used to cause guards to forget how to use their swords, wizards to forget how to cast spells, etc. 🗡️

creeping sleep 30/10 foot radius/day ◇◇◇◇ creates a slowly moving field which causes anyone it comes into contact with to fall asleep. 🗡️

creeping terror 5/day ◇◇◇ causes a general nameless terror to set in gradually over the course of a day. 🗡️ 🗡️

cry 2 ◇◇◇ forces a person to cry. 🗡️ 🗡️

cure addiction 10 ◇◇◇◇ better than the 12 steps. . . 🗡️ 🗡️

cure catatonia 30 ◇◇◇◇ brings a creature out of a catatonic state. 🗡️ 🗡️

cure depression 15 ◇◇◇◇ can cure any depression except permanent depression. 🗡️ 🗡️

cure despair 11 ◇◇◇◇ cures both natural and magical despair. 🗡️ 🗡️

cure insanity 10 ◇◇◇◇ cures dementia of both magical and natural origins. 🗡️ 🗡️

cure jealousy 10 ◇◇◇◇ cures jealousy of both magical and situational origins (fixes love triangles fast). 🗡️ 🗡️

cure obsession 25 ◇◇◇◇ cures natural, unnatural, and magical obsessions. 🗡️ 🗡️

cure phobia 21 ◇◇◇◇ alleviates both natural and magical phobias. 🗡️ 🗡️

curse 50 ◇◇◇◇ this is a curse with a limiting factor, although that factor need not be reasonable. Examples: "May your skin rot until the Immortal King dies," or "may your breath stink and your earlobes fester until you rescue the kidnapped Princess and her father's dentures." 🗡️ 🗡️

cynic variable makes a person cynical to an annoying degree. The spell recipient is always looking for ulterior motives, denigrates everyone and everything, etc.

cynic ◇◇◇◇ 15/month 🗡️ 🗡️

cynic II ◇◇◇◇ 31/year 🗡️ 🗡️

cynic III ◇◇◇◇ 46 (permanent) 🗡️ 🗡️

daydream 1 ◇◇◇ causes a creature to daydream. This can be awfully distracting. 🗡️

decide 1 ◇◇◇ forces a creature to make a decision if he or she is faced with more than one choice. The best choice is not always made. 🗡️

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 🗡️ 🗡️

delay fatigue 5/8 hrs ◇◇◇ allows a creature to go on after he or she would normally be fatigued. One full day of rest is required afterward, as this delays, rather than erases normal fatigue, and the effect is cumulative. 🗡️ 🗡️

delusion 3/hr ◇◇◇ used to deceive a creature about the reality of a situation. Note that this is a subtle effect; the victim of this spell can be deluded in small ways only. 🗡️ 🗡️

depression variable causes a state of depression in a creature. While under the influence of this spell, a creature will live a terminally depressed life. The short-term version of the spell lasts until the victim is brought out of the depression by events or people around him or her, while the more long-term versions will linger unless magically removed.

depression ◇◇◇ 4 🗡️ 🗡️

depression II ◇◇◇◇ 11/month 🗡️ 🗡️

depression III ◇◇◇◇ 30 (permanent) 🗡️ 🗡️

desire variable causes a creature to covet a person or object chosen by the spell caster. If no object is specified, one should be chosen at random.

desire ◇◇◇ 3/day 🗡️ 🗡️

desire II ◇◇◇◇ 18/month 🗡️ 🗡️

desire III ◇◇◇◇ 36 (permanent) 🗡️ 🗡️

despair 6/hr ◇◇◇◇ causes almost immediate despair in a creature. 🗡️ 🗡️

desperation 2/day ◇◇◇ makes the recipient feel trapped or cornered, and all actions will feel as if his or her life depended on it.

detect age 1 ◇◇◇ ascertains the true age of any creature. 🗡️ 🗡️

detect attention 1 ◇◇◇ allows a wizard to sense all minds whose attention is directed at the caster or the target of the caster's choice at the moment the spell is cast ("paranoia paranoia everybody's coming to get you" . . . actually they are). 🗡️