

F E E L T H E P O W E R

Dark Spell

A FANTASY ROLE-PLAYING GAME

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P A R T O N E

Characters

Characters in Dark Spell are built around three expendable pools of points, two fixed scores, and a number of Skills, Combat Styles, and Spells of the Novice, Adept, and Master levels. All of these statistics are bought with a number of character points (or CP), most often 50. However, if a GM so desires, they may alter this amount up or down a bit. It is not recommended that a game start with characters built with fewer than 35 or greater than 65 points. The elements of a character are listed and described below.

VITALITY

The Vitality pool represents the staying power of a character. It does not actually correspond to any physical or mental virtue, but rather a character's importance to the overall story. Vitality is equal to one fifth of the CP used to build a character, and may not be bought up or

down.

WILLPOWER

The Willpower pool represents a character's ability to extend themselves beyond their normal limits and take extraordinary action. Characters start with a base of 5 points of Willpower. Each additional point in the Willpower pool costs 1 CP. A starting character may not have more than 20 points in this pool.

SORCERY

The Sorcery pool represents a character's base magical talent. Not every character will have points in their Sorcery pool. The Sorcery pool starts at 0, and every 2 points of it cost 1 CP. A character's Sorcery pool may not exceed twice their Willpower pool.

FORTE

Forte is a fixed score that measures how good a character is at what they are good at. In other words, the amount of talent they show in their areas of expertise. Forte starts at 2, and costs 5 CP per 1 additional point. Starting characters

may not have a Forte above 5.

BATTLE

Battle is a fixed score that represents a character's talent for killing things and not being killed by like minded individuals. Like Forte, Battle starts at 2, and costs 5 CP per 1 additional point. Starting characters may not have a Battle above 5.

SKILLS

A character either has a Skill or they do not. Each Skill is a broad area of talent; possessing a Skill indicates that a character has a knack in that field. The Skills (mostly self-explanatory) are as follows: Alertness, Animals, Art, Athletics, Leadership, Lore, Medicine, Occult, Sailing, Socialize, Stealth, Tactics, Wilderness, Wild Card (may represent anything). Each Skill costs 3 CP. It is recommended that every character have at least 2 Skills.

COMBAT STYLES

Combat Styles are like Skills in that one either possesses any given Style or they do not. They each represent a method by which a character fights, and come with various benefits. They are described in the Combat section of this booklet. Each Style costs 3 CP.

SPELLS

Spells are specific magical effects that a character may spend points from their three pools (primarily Sorcery) to accomplish. Spells come in three levels: Novice (weakest), Adept (middle), and Master (strongest). In order to take a Novice spell, a character must have a Sorcery pool of 5 or greater. Adept spells require a Sorcery pool of 10 or greater and the Occult Skill. Master spells require a Sorcery of 20 or greater, the Occult Skill, and the Lore Skill. Novice spells are gained two at a time for 1 CP. Adept spells cost 1 CP each. Master

spells cost 3 CP apiece.

Newly created characters have not reached their maximum potential. At the end of every game session, the GM will hand out 1 to 3 Experience Points (EXP) to every character, based on their performance and player participation. 1 EXP may be spent to re-throw any roll of the dice. More importantly, they may be spent for character improvement. Round all fractions up.

Increasing Vitality by 1 point costs EXP equal to half the pool's new rating. Increasing Willpower by 1 point costs EXP equal to one third of the pool's new rating. Increasing Sorcery by 1 point costs EXP equal to one fourth of the pool's new rating. Increasing Battle or Forte by 1 costs EXP equal to three times the score's new level. Gaining a new Skill, Combat Style, or Master Spell costs 5 EXP. New Adept spells cost 2 EXP, and Novice spells cost 1.

PART TWO Resolution

When a player states that their character is attempting an unopposed action upon which some modicum of drama hangs, the GM should call for a check. They will then say whether this is a Battle check or a standard check, and if standard, what Skill applies (if any). They will then list a Difficulty, ranging from 4 (simple) to 19 (practically impossible), with 7 being slightly difficult, 10 distinctly difficult, 13 very difficult, and 16 incredibly difficult.

The player will then roll either dice equal to

their Battle (for Battle checks), their Forte (for standard checks when the character possesses the relevant Skill), or 1 (for standard checks when the proper skill is not possessed). They may spend points from their Willpower and Vitality pools for extra dice on a one for one basis. A character may not roll more dice than their current Vitality (current as of after figuring in any deductions spent on extra dice for the roll). After all dice are rolled, the player totals them up, and announces the result. If this is greater than or equal to the difficulty, the action is a success. Otherwise, it is a failure.

In many situations, two characters will be going up against each other head to head. This is known as a contest. In these instances, each character makes an appropriate roll as in a check. The character that rolls highest wins. Ties are either left as tied or re-thrown—how this is handled is up to the GM.

A character that has dropped to 0 Vitality is unconscious or otherwise disabled. A character at negative Vitality is considered dead. At the end of each scene, every character recovers 1 lost point from their Vitality pool and 2 lost points from their Willpower pool. If there is a great amount of down-time between scenes (at least a week), then the pools instead refresh completely.

PART THREE

Combat

There are two types of combat: reactive combat and active combat. Reactive combat occurs whenever characters are fighting defensively or with no particular immediate goal against a

large number of similar foes. It is resolved by a single Battle check. If this check is failed, the character loses 1 point of Vitality, and must make the roll again. This continues until either the character reaches 0 Vitality or succeeds at a check.

Active combat occurs when the characters are fighting offensively for a specific goal against many generic foes, or combat of any sort against, cool, unique foes. It is resolved through a number of Battle contests, each representing up to 10 seconds of fighting. The loser of each contest loses 1 point of Vitality. If the winner pays Willpower equal to the loser's Battle, the loser instead loses Vitality equal to the winner's Battle. If the combat is taking place over a long distance with ranged weapons, one character may not lose Vitality if their foe lacks a weapon that can reach them.

It is possible to gang up against one character in Active Combat. In this case, the outnumbered character only makes one roll. This roll is compared separately to each assailant's roll.

As promised, the Combat Styles are listed and described below.

DEFENSIVE FIGHTING

You gain a +2 bonus on reactive combat rolls. Also, when making an active combat contest roll, you may choose to fight defensively. If you do, subtract 2 from your score to determine whether or not you injure your enemy, but add 2 to determine whether or not they injure you.

EVASIVE

When your enemy succeeds at an active combat contest, you may spend Willpower equal to their Battle to avoid losing any Vitality. When going up against multiple opponents, one

Evade dodges them all, but the cost is the best Battle among your enemies (even if they did not roll higher than you).

FATED BLOW

Before you roll an active combat contest, you may spend up to your Battle in points of Vitality. If you win the roll, it cannot be negated by Evade, and your enemy loses extra points of Vitality equal to those spent by you.

FAVORED WEAPON

Choose one type of weapon, such as short sword, bow, or spear. When wielding that type of weapon, your enemy never gains a bonus for favored weaponry, and you deal an extra point of Vitality damage on a successful contest.

OFFENSIVE FIGHTING

You gain a +2 bonus on reactive combat rolls. This bonus does not stack with that granted by Defensive Fighting. Also, when making an active combat contest roll, you may choose to fight offensively. If you do, add 2 from your score to determine whether or not you injure your enemy, but subtract 2 to determine whether or not they injure you.

RELENTLESS

You may roll with your full Battle even when your current Vitality is lower. You are still disabled at 0 Vitality and killed at negative Vitality.

SLASH LEGIONS

You gain a +4 bonus on reactive combat rolls, stacking with all other bonuses.

SURVIVOR

When failed reactive or active combat rolls would reduce you to negative Vitality, they instead reduce you to 0 Vitality (as long as you weren't at 0 to begin with). Also, you are not

completely dead until you reach -5 Vitality. Otherwise you may still be revived, but you suffer a permanent 1 point Vitality drain for each instance in which you go negative.

TAKE ON ALL

When fighting multiple opponents in active combat, you may trade one hit against one opponent for a hit against another with a lower Battle, or one defend against one opponent for a defend against another with a lower battle, per contest roll.

TOUGH

Whenever you lose Vitality from any sort of injury, you may pay 2 points of Willpower to lose reduce your loss by 1 point. This may only be done once per injury.

VICIOUS

The Willpower cost of dealing your Battle in Vitality damage on a successful active combat roll is decreased by one.

PART FOUR

Sorcery

A sorcerer may cast any spell that they know without assistance, as long as two criteria are met: that the magician pay the spell's Cost, or requisite levies from the Sorcery, Willpower, and Vitality pools; and that they meet any other Requirements that the spell might have. Requirements include such things as incantations, arcane gestures, components used up by the spell, focuses that must be on hand, and other conditions that must be met. The sorcerer must also take some specified amount of time in the casting of the spell.

It is possible for multiple wizards to cast a spell in consort. All sorcerers involved in the casting of the spell must stand within a circle, with neighbors no more than a few feet away. When spells are cast in this manner, the Cost may be split between them in any way desired. However, each participant in the casting must pay at least 1 point from each pool that is levied, even if this would increase the total number of points paid above the spell's Cost. Also, only one sorcerer in the group must know the spell at hand, but each that doesn't must succeed at a check (Occult applies); difficult 7 for Novice spells, 10 for Adept, and 13 for Master; or prevent the spell from being cast. Before the spell is cast the circle must decide on a leader, who will direct the spell; an actor, who will meet the spell's Requirements; and a provider, who will make any rolls associated with the spell and upon whose statistics the spell's parameters will be based. Any of these positions may be assigned to the same person, but all position holders must be members of the circle and know the spell at hand.

Note that paying the Cost is the last thing that the sorcerer does—if they are interrupted halfway through the casting time, or do not have a focus on hand, their pools are not levied. A wizard may not cast a spell if it requires more points from their Sorcery pool than the magician's current Vitality. Spent points from the Sorcery pool return at the rate of one point per five minutes of sleep or meditation, or ten minutes of light activity and rest.

Some spells require concentration to maintain or direct. A sorcerer may take action other than casting a new spell while concentrating on a current one. Multiple spells may not be concentrated upon at once.

There are five different types of Spells, each

with their own characteristics, outlined below.

POWER WORDS

These spells require but the pronunciation of a single syllable to activate, but are often costly in terms of the caster's personal energy. Additionally, most Power Words have severely limited ranges, last for an instant, and effect only a single target. Power Words are quick enough that they may be used in combat, but may not be cast by a circle.

WEAVES

Spells of this sort may be raised quickly and have few Requirements, but fade quickly when the caster's concentration is lifted. Weaves, like Power Words, may be cast quickly enough to be used in combat.

SENDINGS

Able to travel any distance when an empathic link is provided, Sendings are brief spells that target a specific living creature. Sendings may take anywhere from a few seconds to a minute or two to cast, and have Requirements that almost always include a spoken incantation, arcane gestures, and a focus of some sort or another.

CANTRIPS

Cantrips are the most common type of spell, almost always requiring a few seconds to ten minutes and incantations, gestures, and a focus or material component of some sort or other. They tend to affect either the caster or a nearby target or area, and have widely disparate uses.

RITUALS

Powerful magic that takes anywhere from an hour to many days to invoke, Rituals have incredibly high Costs and expensive Requirements but effects on an epic scale.

Magic may also be directed as a raw energy that, while colorful and distracting, is gone in an instant and has little material effect.

However, if two sorcerer's agree, they may fight a formalized wizard's duel in which this energy is directed at the magical reservoir of the opposition. The rules for a wizard's duel are similar to those for active combat.

Wizard's duels are fought in rounds. At the beginning of each round, each participant must pay 1 point from their Sorcery pool. If a magician cannot or will not pay this price, then they have lost the duel. If both wizards pay, then a contest is rolled (Occult applies). The loser is docked another 2 points of their Sorcery pool. If the winner pays a number of Willpower points equal to the Forte of the loser, the loser is levied additional points from their Sorcery pool equal to twice the Forte of the winner.

Only one thing may permanently strip a sorcerer of their powers: speaking their birth name in their presence. Even if the sorcerer does not hear with their ears, the words will echo forever in their soul. For this reason, most sorcerers will keep their true names deeply hidden, as will any who aspire to become a

master of magic. Even a magician's common name may be used against them: when inscribed into a weapon (most often an arrow) in sorcerous runes, the weapon will ignore any magical defense that the sorcerer raises and will also cause the loss of 4 points from the Sorcery pool every time it deals Vitality damage to the intended target.

P A R T F I V E

Casting

The GM will be responsible for coming up with Non-Player Characters (NPCs) for the Player Characters (PCs) to interact with. Minor NPCs of no importance have a Vitality of 3, no Willpower, two or three Skills, and Forte and Battle statistics at 2 or 3. NPCs that play a larger role should have Vitality scores of 5, Willpower of 5 or so, four to 5 Skills and Combat Styles, and Forte and Battle scores up to 4. The game's most major villains and other important characters should be around the power level of the PCs or even higher.

The Tome of Spells

Spells are presented in the following format:

SPELL NAME

Level: Novice, Adept, or Master.

Type: Power Word, Sending, Cantrip, Ritual, or Weave.

Time: How long it takes to cast the spell.

Cost: Expenditure from Vitality, Willpower, and Sorcery pools needed to cast the spell. If the spell is interrupted before its casting is completed, the Cost need not be paid.

Requirements: Anything else that needs to be done or be present for the spell to take effect.

Range: How far away the target of the spell may be centered.

Target: What the spell effects. If the spell creates something instead of effects something, the Target will be "creation".

Duration: How long the spell lasts. Casters may choose to end their spells prematurely.

Effects: What the spell does. When a spell refers to a "current (x) pool," it refers to the number of points in the pool after the spell is cast.

The spells are listed alphabetically below.

AEGIS OF FLAME

Level: Adept

Type: Cantrip

Time: 5 seconds

Cost: 5 sorcery

Requirements: speak incantation, make arcane gestures, toss powdered sulfur

Range: personal

Target: the caster

Duration: unlimited

Effects: You are surrounded by a cocoon of flame that does not harm you, but burns those who approach. Any attempting to engage you in close combat are harmed by it. They automatically lose 1 point of Vitality for each active combat contest that they roll against you.

AEGIS OF FROST

Level: Adept

Type: Cantrip

Time: 5 seconds

Cost: 5 sorcery

Requirements: speak incantation, make arcane gestures, toss ice crystals

Range: personal

Target: the caster

Duration: unlimited

Effects: You are surrounded by a cocoon of frost crystals that protect you equally from flame and freezing. Any magical or mundane attack or effect that harms by fire or cold does not affect you. Also, your functioning is not affected by the ambient temperature of the environment.

AIR BRIDGE

Level: Adept

Type: Cantrip

Time: 1 minute

Cost: 3 sorcery

Requirements: speak incantation, make arcane gestures, toss powdered chalk

Range: (base sorcery pool)x10 feet
Target: (base sorcery pool) 10 by 10 sheets of air
Duration: concentration plus up to (base sorcery pool) minutes
Effects: The targeted air coalesces and hardens into a solid bridge that provides enough traction to be safe to run on without fear of slipping even when wet. The sheets are as hard as iron, and none may be tilted at more than a 45 degree angle. All sheets must be used to form a continuous, safe to run on without fear of slipping pathway anchored to at least one object.

AZURE BUTTERFLY

Level: Master
Type: Cantrip
Time: 5 seconds
Cost: 2 sorcery
Requirements: speak incantation, make arcane gestures, toss powdered butterfly wing, outdoors
Range: sight
Target: one creature or object
Duration: instant
Effects: A butterfly the size of a horse and composed of flame dives from the heavens to strike the target unless they succeed at a roll (Athletics applies), difficulty of 13. If the butterfly hits, flammable materials are set alight and you may pay up to your current Vitality in Willpower. The target loses that many points of Vitality.

BATTLE MAGIC

Level: Adept
Type: Weave
Time: a fraction of a second
Cost: 3 sorcery
Requirements: none
Range: personal

Target: the caster
Duration: instant
Effects: Magical energy is channeled into your reflexes and weaponry. Gain a bonus die on any active or reactive combat roll.

BINDING

Level: Master
Type: Ritual
Time: 5 minutes
Cost: 8 sorcery, 5 willpower, 2 vitality
Requirements: lure the target into a specially prepared barrow circled with silver dust with an obsidian block in the center large enough for them to lie upon
Range: (base sorcery pool) feet
Target: one living creature
Duration: instant
Effects: White light arcs around the target, then spreads to outline a dome along the perimeter of the circle marked by silver dust. The target must make a check (Occult applies) against a difficulty equal to your base sorcery pool. If they fail, the dome vanishes in a flash of light, and they are sucked under the earth and into the barrow where they are set in a magical slumber for eternity. After a number of months have passed equal to your base sorcery pool, they may begin making escape attempts in the form of one roll (Occult applies) against difficulty 15 per day. Fetishes and menhirs may be used to tighten the binding.

BLAST

Level: Adept
Type: Power Word
Time: a fraction of a second
Cost: 3 sorcery, 1 willpower
Requirements: speak incantation
Range: (base sorcery pool) feet
Target: one object fitting inside a sphere

with a radius of your base sorcery pool

Duration: instant

Effects: The target is blasted backwards in a rush of magical force to the edge of the spell's range. Living targets must make a roll (the skill Athletics applies) at difficulty 10. If they fail, they also lose 2 from their Vitality pool. If this spell would slam them against a hard surface, they automatically lose 1 additional point of Vitality.

BLIGHT WEATHER

Level: Master

Type: Ritual

Time: 8 hours

Cost: 10 sorcery, 6 willpower

Requirements: an animal sacrifice, an ounce of mercury, a gallon of mixed salt and sulfur

Range: sight

Target: a circle of land with a diameter of (base sorcery pool) miles

Duration: unlimited

Effects: The affected land's weather becomes disgusting and harmful to the population and environment. Unbearable year round heat, frost in the depths of summer, and constant, torrential rain are all possible effects.

BLIND

Level: Adept

Type: Power Word

Time: a fraction of a second

Cost: 5 sorcery, 1 willpower

Requirements: speak incantation

Range: (base sorcery pool) feet

Target: one creature that can see

Duration: instant

Effects: The target loses the sense of vision. Blinded characters suffer a -6 penalty to any roll that requires sight. Additionally, targeting a spell requires a check (Occult applies) at difficulty 13. Failure means that the spell is

off by up to half the distance between the caster and the intended center of effect.

CHANCE

Level: Novice

Type: Weave

Time: a fraction of a second

Cost: 1 sorcery

Requirements: concentration

Range: (base sorcery pool) feet

Target: one randomizer

Duration: concentration

Effects: You may decide the outcome of a shuffled deck of cards, flipped coin, rolled die, or similar randomizer that you concentrate upon.

CLOAK

Level: Novice

Type: Weave

Time: a fraction of a second

Cost: 2 sorcery

Requirements: concentration

Range: personal

Target: the caster

Duration: concentration

Effects: For as long as you concentrate, move slowly, and keep relatively near shadow and cover, no one will notice you as long as your current Sorcery pool is greater than their current Vitality.

COMBUST

Level: Master

Type: Power Word

Time: a fraction of a second

Cost: 6 sorcery, 4 willpower

Requirements: speak incantation

Range: (base sorcery pool) feet

Target: one object (living or nonliving) or section of an object fitting within a cube (base sorcery pool) feet on a side

Duration: instant

Effects: The target explodes in a gout of flame, as long as your current Sorcery pool is higher than their current Vitality.

COUNTERSPELL

Level: Adept

Type: Power Word

Time: a fraction of a second

Cost: 4 sorcery

Requirements: speak incantation

Range: sight

Target: one Novice or Adept level spell

Duration: instant

Effects: The target spell is ended (if already in effect) or prevented from taking effect (if currently being cast). Note that some spells have lasting affects but are of instant duration. Counterspell does not end those affects. If you target a spell currently being cast, the caster may spend 2 Sorcery and 1 Willpower to make a roll (Occult applies), difficulty 10, to force their spell through.

COUNTERSPELL, HIGH

Level: Master

Cost: 6 sorcery

Target: one spell of any level

Effects: As Counterspell, except as noted above. Also, it costs 4 Sorcery and 1 Willpower to force a spell through, and the difficulty is 13.

COUNTERSPELL, LOW

Level: Novice

Cost: 2 sorcery

Target: one Novice level spell

Effects: As Counterspell and High Counterspell, except as noted above. Also, it costs only 1 Willpower to force a spell through, and the difficulty is 7.

CRAFT FETISH

Level: Novice

Type: Ritual

Time: 2 hours

Cost: 2 sorcery

Requirements: a wooden stake, wood carving tools

Range: touch

Target: a wooden stake

Duration: unlimited

Effects: You engrave a stake with runes of warding, crafting it into a sealing fetish. Each fetish guarding a barrow that is the site of a Binding increases the difficulty for the prisoner to break free by 1.

CRAFT MENHIR

Level: Adept

Type: Ritual

Time: 4 hours

Cost: 4 sorcery

Requirements: a block of stone at least 8 feet high and having a diameter of 3 or more feet

Duration: unlimited, stone carving tools

Range: touch

Target: the block of stone

Effects: You engrave a monolith of stone with runes of warding, crafting it into a sealing menhir. Each menhir guarding a barrow that is the site of a Binding increases the difficulty for the prisoner to break free by 1/4 its height in feet.

CRIMSON TRAIL

Level: Adept

Type: Cantrip

Time: 2 minutes

Cost: 4 sorcery

Requirements: speak incantation, make arcane gestures, sprinkle a footprint, wheel track, or other sign of passing with mixed blood, sulfur, and quartz sand

Range: 0 feet

Target: one track

Duration: unlimited

Effects: The targeted track begins to blaze with a crimson light, allowing you to follow it easily. The lit track extinguishes as you pass.

CRIPPLING CURSE OF HATRED

Level: Master

Type: Power Word

Time: a fraction of a second

Cost: 6 sorcery, 2 willpower, 1 vitality

Requirements: speak incantation

Range: earshot

Target: one living creature

Duration: instant

Effects: You pronounce a horrid curse that echoes in the target's soul, even if they cannot hear it with their ears. It twists them and dooms them to a lesser life, permanently halving their Vitality, and reducing their Forte and Battle by 1 each (although not below 2). The points from the caster's Sorcery pool used to pronounce the Crippling Curse of Hatred are lost *permanently*. The Curse may be used only once against any given target. Also, the caster is granted a free check (Occult applies) to ignore every counter-magic effect leveled against the Curse, with a difficulty of 7 for Novice level counter-magic, 10 for Adept, and 13 for Master level. Glittering Battlements of Glass is the only spell capable of automatically halting the Curse of Crippling Hatred.

CRYSTAL CURTAIN

Level: Adept

Type: Cantrip

Time: 10 seconds

Cost: 4 sorcery

Requirements: speak incantation, make

arcane gestures, toss quartz sand

Range: personal

Target: the caster

Duration: unlimited

Effects: The tossed grains of sand never reach the ground. Instead, they hang around you at shoulder height, about a yard off, and pulse with a blinding light. No creature may look directly at you. This causes others a -4 penalty on any roll that requires keeping you in their vision, and grants you a +4 bonus on reactive combat rolls.

CURE

Level: Adept

Type: Cantrip

Time: 1 minute

Cost: 3 sorcery, 1 willpower

Requirements: speak incantation, make arcane gestures, place hand over target, burn incense, sprinkle powdered herbs

Range: touch

Target: one living creature

Duration: instant

Effects: All poisons and diseases are purged from the target. This spell does not heal any previous damage done by such ailments.

DEATH-MOTH STORM

Level: Adept

Type: Cantrip

Time: 5 minutes

Cost: 8 sorcery

Requirements: speak incantations, make arcane gestures, toss powdered moth wing

Range: (base sorcery pool)x100 feet

Target: a sphere with a radius of (base sorcery pool) feet

Duration: (base sorcery pool) minutes

Effects: You conjure a storm of moths that tear those within the area to shreds. The cloud appears where you designate and

moves towards the largest mass of living targets at a rate of your base sorcery pool in feet per second. Targets lose 1 point of Vitality for every 10 seconds that they remain within the cloud. The cloud cannot leave the spell's range.

DEFLECT

Level: Novice
Type: Power Word
Time: a fraction of a second
Cost: 1 sorcery
Requirements: speak incantation
Range: 0 feet
Target: one attack
Duration: instant
Effects: This spell diffuses and deflects the harmful energy of one mundane or magical attack. Pay up to your current Vitality in Willpower. Any Vitality loss from the attack is reduced a number of points equal to the Willpower spent.

DIRECT LIGHTNING

Level: Adept
Type: Cantrip
Time: 5 minutes
Cost: 6 sorcery
Requirements: speak incantation, make arcane gestures, cast while in the presence of a gathering storm or thunder storm
Range: sight
Target: a circle with a radius of (base sorcery pool) feet
Duration: the duration of the storm
Effects: During the course of the storm, the target area will be struck by a number of natural lightning bolts equal to your current Vitality. If this spell is cast while a storm is forming, it will develop into a thunder storm.

DREAM VISITING

Level: Adept
Type: Sending
Time: 1 minute
Cost: 2 sorcery
Requirements: speak incantations, make arcane gestures, burn incense, enter a trance
Range: unlimited
Target: one sleeping creature
Duration: the caster's trance
Effects: The caster enters into a sleep like trance, during which they may enter the dreams of the target. Their dream is altered to mimic their true environment and they become as aware of the dream world as they would of the real world were they not sleeping. You are free to converse during the dream. They will remember as much of the dream as you wish (and no more) upon waking.

DUEL

Level: Novice
Type: Weave
Time: a fraction of a second
Cost: 1 sorcery
Requirements: be involved in a wizard's duel
Range: personal
Target: the caster
Duration: instant
Effects: Colored magical energy assaults your opponent. Gain a bonus die on a contest roll for a wizard's duel.

EARTHQUAKE

Level: Master
Type: Ritual
Time: 1 hour
Cost: 10 sorcery, 5 willpower
Requirements: speak incantation, make arcane gestures, inscribe pentagram in mixed diamond and gold dust and remain at the center (or at a point if multiple participants

are involved) for the time it takes to cast the spell

Range: (base sorcery pool) miles

Target: a circle of earth with a radius of (base sorcery pool)x100 feet

Duration: (base sorcery pool) minutes

Effects: The target area suffers an earthquake. Spend points of Willpower equal to the earthquake's rating on the Richter scale. If you spend over 5 points, take the difference squared in Vitality damage.

ENAMOR

Level: Novice

Type: Sending

Time: 30 seconds

Cost: 4 sorcery

Requirements: speak incantation, make arcane gestures

Range: sight

Target: one living creature

Duration: unlimited

Effects: The target now views you as a friend (or more), as long as your current Sorcery pool is higher than their current Vitality.

ESPER SENSE

Level: Novice

Type: Weave

Time: a fraction of a second

Cost: 1 sorcery

Requirements: concentration

Range: personal

Target: a circle with a radius of (base sorcery pool)x100 feet

Duration: concentration

Effects: You attune your senses so that you may see, hear, smell, and feel magical presences. You are alerted of the presence, general direction, and basic composition of any magical creature or affect within Esper

Sense's area. For each presence, you may make a roll (Occult applies), difficulty 4 if it is within (base sorcery pool) feet, 7 if 10 times that, or 10 if out to the spell's maximum range. Success allows you to determine exactly what a spell does, recognize a sorcerer or magical creature that you have sensed with this spell before, and know the current and maximum numbers of points in a magician's Sorcery pool.

EYE

Level: Adept

Type: Cantrip

Time: 30 seconds

Cost: 4 sorcery

Requirements: speak incantation, make arcane gestures, trace a rune on a stone, marble, die, or other small object

Range: touch

Target: the small object

Duration: unlimited

Effects: The touched stone, marble, die, or other small object becomes a third eye. By concentrating, you may look through it and see as well as through your own true eyes, no matter the distance between you and the token.

EYE FIRE

Level: Adept

Type: Weave

Time: a fraction of a second

Cost: 4 sorcery, 1 willpower

Requirements: make arcane gestures, concentration

Range: (base sorcery pool) feet

Target: creation

Duration: concentration

Effects: You bring into life a globule of colored flame (of the same hue as your eyes) about a foot or two across. Anything it

touches bursts into normal flames. By concentrating you may make it move as fast as you can run, leaving streaks of itself trailing behind. You may use it as a weapon in active combat. It allows you to fight with your Forte instead of Battle (including adjusted Willpower costs for dealing extra damage) and always grants you the +2 bonus for superior weaponry. You may not use Combat Styles while fighting with Eye Fire.

FEAR

Level: Novice

Type: Sending

Time: 30 seconds

Cost: 3 sorcery

Requirements: speak incantation, make arcane gestures, clutch an item that once belonged to the target or was once part of the target

Range: unlimited

Target: one living creature

Duration: (base sorcery pool) minutes

Effects: As long as your current Sorcery pool is greater than their current Vitality, the target is overwhelmed by an unreasonable, sourceless dread pertaining to whatever they are currently doing. They suffer a -2 penalty on all rolls for the duration of the spell. Also, unless they succeed at a roll (Alertness applies), difficulty 7, they must attempt to get out of their current situation as quickly as possible.

FLAME SCRIPT

Level: Novice

Type: Weave

Time: a fraction of a second

Cost: 1 sorcery

Requirements: concentration

Range: (base sorcery pool) feet

Target: a square of air or material (base

sorcery pool) feet on a side

Duration: concentration plus up to (base sorcery pool) minutes

Effects: For as long as you concentrate you may write upon the target area in letters of colored flame, in any size and location. If you write on a material, your words will be permanently etched into it even after the spell ends.

FORCE SCREEN

Level: Adept

Type: Cantrip

Time: 10 seconds

Cost: 3 sorcery

Requirements: speak incantation, make arcane gestures, toss quartz sand

Range: (base sorcery pool) feet

Target: creation

Duration: unlimited

Effects: This spell is often used to bar doorways and windows. It creates a screen of force taking up a number of square feet equal to up to twice your base sorcery pool. At your discretion, the screen may prevent travel in both directions or in only one direction. Note that the screen is not solid; merely a magical force that matches any intruder's motions push for shove.

GATHERING CLOUDS

Level: Master

Type: Weave

Time: a fraction of a second

Cost: 6 sorcery, 1 willpower

Requirements: concentration

Range: personal

Target: a circle with a diameter of (base sorcery pool)x1000 feet

Duration: concentration plus up to (base sorcery pool)x10 minutes

Effects: As long as you concentrate, the sky

darkens, clouds roll in, rain or snow falls in torrential sheets, and lightning forks down around you. When you cease Gathering the storm fades into pleasant, light precipitation.

GLAMOUR

Level: Adept

Type: Cantrip

Time: 5 seconds

Cost: 3 sorcery

Requirements: speak incantation, make arcane gestures, clutch a mirror shard

Range: personal or (base sorcery pool) feet

Target: the caster or a cube (base sorcery pool) feet on a side)

Duration: unlimited

Effects: This spell may either be used to craft an infallible illusory disguise or chunk of illusory terrain. Either way, the illusion appeals perfectly to vision but has no effect on the other senses. An illusory disguise moves with the caster's body, but created terrain is static.

GLITTERING BATTLEMENTS OF GLASS

Level: Master

Type: Cantrip

Time: 5 minutes

Cost: 5 sorcery

Requirements: speak incantation, make arcane gestures, toss mixed powder of opal, emerald, ruby, and diamond

Range: (base sorcery pool)x100 feet

Target: A section of air, up to a square (base sorcery pool) feet on a side, anchored on at least 1 side

Duration: unlimited

Effects: The target area is coated with a yard-thick sheet of glittering glassy material harder than any existing non-magical substance. The surface it presents is perfectly

smooth, and the plane is weightless but immovable as long as it remains anchored on any side. Multiple castings of Glittering Battlements of Glass merge with each other seamlessly. Power Words and divining magics may not pass through the Battlements, even though they may themselves be targeted by spells such as Counterplea and Combust.

GROWTH

Level: Novice

Type: Cantrip

Time: 1 minute

Cost: 2 sorcery

Requirements: speak incantation, make arcane gestures, sprinkle pure water, concentration

Range: 0 feet

Target: up to all plants within a circle with a radius of (base sorcery pool) feet

Duration: instant

Effects: By pouring magical energy into the earth, you make the plants around you gain a year's worth of growth in the time it takes to complete the spell. If you wish, you may choose to affect only certain plants within the area.

HEALING

Level: Adept

Type: Cantrip

Time: 3 minutes

Cost: 3 sorcery

Requirements: speak incantation, make arcane gestures, place hand over wound, burn incense, sprinkle powdered herbs

Range: touch

Target: one injured creature

Duration: instant

Effects: The target recovers a number of points of Vitality lost through combat or

other injuries equal to the number of points of Willpower that you elect to spend (up to your current Vitality). This spell may not restore Vitality lost from other causes.

ILLUSIONS

Level: Novice

Type: Weave

Time: a fraction of a second

Cost: 3 sorcery

Requirements: concentration

Range: (base sorcery pool) feet

Target: creation

Duration: concentration

Effects: For as long as you concentrate, you may create and direct illusions that appeal perfectly to sight and sound. The illusions look completely lifelike and move at your bidding. However, they do not have a smell or taste, and touch reveals them to be nonexistent.

LEVITATE

Level: Adept

Type: Cantrip

Time: 1 second

Cost: 2 sorcery

Requirements: speak incantation, dance arcane pattern, hold out a feather

Range: personal

Target: the caster

Duration: until the caster touches down

Effects: This spell grants you the power to magically raise or lower yourself in the air. It does not let you fly, however--if you want forward momentum, cast Levitate while leaping. You retain control of your height until you touch the ground.

LIGHT

Level: Novice

Type: Weave

Time: a fraction of a second

Cost: 1 sorcery

Requirements: none

Range: 0 feet

Target: creation

Duration: unlimited

Effects: You conjure a small ball of colored light that you may hold in your hand or set to float over your head or shoulder. It illuminates twice as well as a torch.

LOCATE

Level: Novice

Type: Sending

Time: 2 minutes

Cost: 2 sorcery

Requirements: clutch an item that once belonged to the target or was once part of the target

Range: unlimited

Target: once creature

Duration: instant

Effects: Think of a specific creature. Your sending races to find that creature, wherever they are, then comes back to you and lets you know their current relative and objective locations.

MAGE ARMOR

Level: Novice

Type: Cantrip

Time: 1 minute

Cost: 3 sorcery, 1 willpower

Requirements: speak incantation, make arcane gestures, tie a ribbon of the same color as your eyes around one wrist

Range: personal

Target: the caster

Duration: unlimited

Effects: You surround yourself with a faint aura of anti-magical energy. Whenever you are targeted by a harmful spell or enter the

target area of such a spell, you may exempt yourself from its effects by succeeding at a roll (Occult applies) with a difficulty equal to the number of points in the spell's Cost, +3 if it is an Adept spell or +6 for a Master. In order to make this roll you must pay 1 point from your Sorcery pool against Novice spells, 2 against Adept, or 3 against Master.

MAge LIGHTNING

Level: Novice

Type: Power Word

Time: a fraction of a second

Cost: 1 sorcery, 1 willpower

Requirements: speak incantation

Range: (base sorcery pool) feet

Target: one object

Duration: instant

Effects: The target is struck by a low powered bolt of lightning. They lose 1 point of Vitality.

Message

Level: Novice

Type: Sending

Time: 1 minute

Cost: 4 sorcery

Requirements: make arcane gestures, clutch an item that once belonged to the target or was once part of the target

Range: unlimited

Target: one living creature

Duration: concentration

Effects: You may converse telepathically with the target, regardless of distance.

MODIFY Memory

Level: Adept

Type: Weave

Time: 1 minute

Cost: 4 sorcery

Requirements: speak incantation, make

arcane gestures, either clutch an item that once belonged to the target or was once part of the target or touch the target

Range: unlimited

Target: one living creature

Duration: instant

Effects: Think of a period of time lasting up to a number of hours equal to your base sorcery pool. The target loses all memory of events during that period. Alternatively, specify a period of time lasting up to your base Sorcery pool in minutes, and rewrite the target's memory of events at that time. This spell does not effect a target if your current Sorcery pool is not higher than their current Vitality.

MOTHS OF DEATH

Level: Adept

Type: Cantrip

Time: 10 seconds

Cost: 4 sorcery

Requirements: speak incantation, make arcane gestures, toss powdered moth wing

Range: (base sorcery pool)x10 feet

Target: a sphere with a radius of (base sorcery pool) feet

Duration: (base sorcery pool)x10 seconds

Effects: The target area is filled with a swarm of magical moths that attempt to devour the target. Any creature within the area loses 1 point of Vitality per 10 seconds that they remain there. The caster may direct the moths to move at a rate of their current Vitality in feet per second of concentration.

NIGHTMARES

Level: Novice

Type: Sending

Time: 5 minutes

Cost: 2 sorcery

Requirements: enter a trance, burn incense

Range: unlimited
Target: one sleeping creature
Duration: the target's rest
Effects: You send horrific visages and ill dreams to the target. They lose 1 point of Vitality. This spell may only affect any given target once per day.

OPEN

Level: Adept
Type: Cantrip
Time: 1 minute
Cost: 6 sorcery, 1 willpower
Requirements: speak incantation, make arcane gestures, clutch a key
Range: touch
Target: one building or complex
Duration: instant
Effects: All locks and bars in the target building or complex are violently opened. This spell often makes a great deal of noise.

PARALYTIC SPHERE

Level: Adept
Type: Weave
Time: a fraction of a second
Cost: 4 sorcery sorcery
Requirements: none
Range: (base sorcery pool) feet
Target: creation
Duration: concentration or until discharged
Effects: A small sphere of lightning (1 yard across) appears in the air before you. You may direct it to move as fast as you can yourself, as long as it does not leave the spell's range. When you wish to strike a target with it the spell ends and the the intended victim is paralyzed for a number of seconds equal to your base Sorcery pool, as long as your current Sorcery pool is higher than their current Vitality.

PART THE WATERS

Level: Adept
Type: Weave
Time: 1 minute
Cost: 6 sorcery
Requirements: concentration
Range: (base sorcery pool)x10 feet
Target: a corridor of water up to 15 feet wide and (base sorcery pool)x100 feet long
Duration: concentration plus up to (base sorcery pool) seconds
Effects: This spell forces seas and rivers to part, creating a dry path through a large body of water. When you release the spell the waters quickly rush back in, and the corridor is completely gone in about half a minute.

PILLARS OF FLAME

Level: Adept
Type: Cantrip
Time: 5 minutes
Cost: 8 sorcery
Requirements: speak incantation, make arcane gestures, sprinkle powdered sulfur
Range: (base sorcery pool)x10 feet
Target: (base sorcery pool)/5 (round down) patches of land, each a circle 15 feet across
Duration: instant
Effects: The targeted circles of earth burst into geysers of magical fire that shoot up to 100 feet into the air. Grass and greenery is left charred and barren, and creatures caught within the area lose 4 points of Vitality.

POWER

Level: Novice
Type: Cantrip
Time: 2 seconds
Cost: 1 willpower
Requirements: speak incantation, make arcane gestures
Range: personal

Target: the caster
Duration: instant
Effects: Regain 2 spent points from your Sorcery pool.

PROTECTIVE MISTS

Level: Adept
Type: Cantrip
Time: 1 minute
Cost: 3 sorcery
Requirements: speak incantation, make arcane gestures, spill a few drops of water
Range: personal
Target: the caster
Duration: (base sorcery pool) minutes
Effects: An iron-grey mist is gathered about the caster and extends for a yard in every direction. It is noticeably colder within the mist. Any non-magical hand to hand projectile weapons aimed at the caster are stopped by a sudden wind that crops up from the mist. The mist may not stop siege weapons (like ballistae and catapults) or magical projectiles (like the Mage Lightning spell).

SCRY

Level: Novice
Type: Cantrip
Time: 1 minute
Cost: 5 sorcery
Requirements: speak incantation, make arcane gestures, look into a reflective surface
Range: unlimited
Target: creature, object, or location
Duration: unlimited
Effects: Touch a mirror, still pond, or other reflective surface, and think of a creature, object, or place. The reflection is replaced with the image of the target of your thoughts as they really are as long as your current Sorcery pool is higher than their current Vitality. Any sort of magical warding on the

target (even if not meant to protect against information finding spells, such as Aegis of Flame) prevents Scry from functioning.

SHAPE SHIFTING

Level: Master
Type: Cantrip
Time: 10 seconds
Cost: 10 sorcery, 1 willpower
Requirements: speak incantation, make arcane gestures, shed a drop of blood
Range: personal
Target: the caster
Duration: unlimited
Effects: You assume the form of any vertebrate that you have seen before. Your equipment and clothing does *not* change with you. Various forms may grant any of the following bonuses, in addition to those intrinsic to the shape: +1 or +2 to Battle while in the form, any of the skills Alertness, Animals, Athletics, Stealth, and Wilderness. Note that many forms prevent the casting of spells that require incantations or gestures.

SIGHT WITHOUT EYES

Level: Novice
Type: Weave
Time: a fraction of a second
Cost: 2 sorcery
Requirements: concentration
Range: personal
Target: the caster
Duration: concentration
Effects: You are aware whenever any creature enters or exits a field extending (base sorcery pool) feet around you in all directions. For the purposes of this spell, sleeping counts as concentrating.

SILENCE

Level: Adept

Type: Weave
Time: a fraction of a second
Cost: 4 sorcery
Requirements: concentration
Range: (base sorcery pool)x10 feet
Target: a sphere with a radius of (base sorcery pool) feet
Duration: concentration
Effects: No sound may enter, leave, or exist in the target area. Among other things, this means that Power Words and other spells that require incantations may not be cast from within the silenced zone.

SLAY

Level: Master
Type: Power Word
Time: a fraction of a second
Cost: 6 sorcery, 1 willpower, 1 vitality
Requirements: speak incantation
Range: (base sorcery pool) feet
Target: one living creature
Duration: instant
Effects: The target is instantly slain if your current Sorcery pool is higher than their current Vitality.

SLEEP

Level: Adept
Type: Sending
Time: 10 seconds
Cost: 3 sorcery
Requirements: make arcane gestures
Range: (base sorcery pool) feet
Target: one living creature
Duration: (base sorcery pool)x10 minutes
Effects: The target is knocked into a dreamless sleep if your current Sorcery pool is higher than their current Vitality.

SLIP OF SPACE

Level: Master

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Type: Cantrip
Time: 5 seconds
Cost: 10 sorcery, 1 willpower, 1 vitality
Requirements: speak incantation, make arcane gestures, take a step
Range: unlimited
Target: the caster
Duration: instant
Effects: With but a single step, you may walk from your current location to any other place that you have ever been or can currently see.

SMASH

Level: Master
Type: Cantrip
Time: 5 minutes
Cost: 8 sorcery
Requirements: speak incantation, make arcane gestures, pour a drop of mercury
Range: sight
Target: a circle with a radius of (base sorcery pool) feet
Duration: instant
Effects: A circle of earth and everything in contact with it is flattened into the ground. Any creatures within the circle lose 5 points of Vitality.

SUMMON MIST

Level: Novice
Type: Cantrip
Time: 2 minutes
Cost: 3 sorcery
Requirements: speak incantation, make arcane gestures, sprinkle pure water
Range: sight
Target: a sphere of area out of doors with a radius of (base sorcery pool)x10 feet
Duration: concentration plus up to (base sorcery pool) minutes
Effects: You summon a thick mist into the

target area that prevents anyone from seeing more than a yard or two in any direction. While you concentrate the mist may not be dispersed by sun or wind. However it begins to fade normally when you turn your attention to other matters.

SUPPRESS

Level: Adept

Type: Weave

Time: a fraction of a second

Cost: 4 sorcery, 1 willpower

Requirements: speak incantation, dance in arcane pattern, concentrate

Range: (base sorcery pool)x10 feet

Target: a sphere with a diameter of (base sorcery pool) feet

Duration: concentration

Effects: As long as you concentrate, no magic may enter, leave, or function in the spell's area of effect. A sorcerer may force a spell through by paying a point of Willpower and 1 point from their Sorcery pool for a Novice level spell, 2 for an Adept, or 3 for a Master; and then succeeding at a check (Occult applies) with a difficulty of 10. You must pay 1 point of Willpower per 10 full minutes that you sustain this spell.

TARE

Level: Master

Type: Ritual

Time: 3 days

Cost: 25 sorcery, 10 willpower

Requirements: speak incantation, make arcane gestures, spill a liter of your own blood and a liter of the targets, mix them together with herbs and dust from precious metals and jewels, drink and have the target drink, meditate for hours, kill the target

Range: (base sorcery pool) feet

Target: one disabled sorcerer

Duration: permanent

Effects: This spell transforms a conquered foe into a powerful servant beholden to your will. No one else may participate in the ritual, and the target must have their Sorcery, Willpower, and Vitality pools all at 0 at its start. Over the course of the spell, the target is killed and reborn as your creature.

When the ritual is complete, the target's statistics are adjusted as following: their Vitality becomes equal to yours minus 10. Their Willpower becomes equal to yours minus 5. Their Sorcery becomes equal to yours minus 15. They gain a +1 bonus to Forte. They gain a +1 bonus to Willpower. The target also is able to commune with you telepathically over any distance, and you may deal them any amount of Vitality damage with a single thought. If your True Name is ever pronounced, the target dies.

TORTURE

Level: Adept

Type: Power Word

Time: a fraction of a second

Cost: 5 sorcery, 2 willpower

Requirements: speak incantation

Range: (base sorcery pool) feet

Target: one living creature

Duration: (base sorcery pool) seconds

Effects: The target is subjected to horrendous pain as long as your current Sorcery pool is higher than their current Vitality. As long as the pain lasts they take a -6 penalty to all actions. When this spell ends the target loses 1 point of Vitality.

TRIGGER CANTRIP

Level: Novice

Type: Power Word

Time: a fraction of a second

Cost: 1 sorcery, 1 willpower

Requirements: speak incantation, have a cantrip held (see below)

Range: personal

Target: one held cantrip

Duration: instant

Effects: When you cast a cantrip, you may choose to “hold” it by paying double the cost. When you do so, the spell’s effects do not immediately manifest. It remains held for a number of hours equal to your current Vitality at the time of holding. A held spell may be released at any time. You may not hold a new spell when it would cause the combined Sorcery levies of held spells to go over your current Vitality (taking the spell’s base Cost into account, not after doubling). By casting Trigger Cantrip, you may cause any held spell to take effect.

TUNNELING TORPEDO

Level: Master

Type: Cantrip

Time: 5 minutes

Cost: 10 sorcery, 5 willpower

Requirements: speak incantation, make arcane gestures, sprinkle mixed sulfur and sand

Range: (base sorcery pool)x100 feet

Target: A number of man-made structures or vehicles

Duration: instant

Effects: When you cast this spell you create a number of tunnels through earth and water that speed away from you equal to one fifth of your base sorcery pool, rounding down. The tunnels spray up a plume of dirt or water as they go. For each tunnel, designate one man made structure or vehicle in contact with the earth or water as the target. Multiple tunnels may strike the same target. Then make a check (Occult applies) for each

structure, difficulty 15 for a small structure, 25 for a large one, or 35 for a huge one. Divide each difficulty by the number of tunnels directed at the structure. If you succeed at your check for a structure it is destroyed.

UNLOCK

Level: Novice

Type: Cantrip

Time: 10 seconds

Cost: 1 sorcery

Requirements: speak incantation, make arcane gestures, clutch a key

Range: touch

Target: one locked or lock or bar

Duration: instant

Effects: The target locked lock or bar becomes unlocked. Note that some portals may have multiple locking mechanisms.

WEIRD MISTS OF DREAD

Level: Master

Type: Cantrip

Time: 10 minutes

Cost: 6 sorcery, 1 willpower

Target: a sphere of area out of doors with a radius of (base sorcery pool)x100 feet

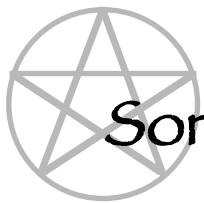
Effects: As Summon Mist, except for as noted above. Also, the mists flash with weird lights, and great scaled horrors crawl through them. Every creature within the mists must make a reactive combat roll, difficulty of your current Vitality. You may spend points of Willpower to increase this difficulty on a 1 for 1 basis, but you may not more than double it. The roll must be repeated for every 10 minutes that a creature remains within the mists.



Vitality



Willpower



Sorcery



Forte



Battle

Name and Titles

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Notes

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Skills

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Combat Styles

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