

Artificial Magic - Spells

Name	Description & effect	Requirements	Min.MAN	WIL cost
<i>Every spell normally has a very dramatic or individual name which differs from user to user from region to region. Effect name is given here.</i>	<i>If nothing else is stated the range is MAN metres and duration MAN rounds.</i>	<i>R=Read (text), W=Words (spoken), G=Gestures, T=Tools/items, C=Channeling Item</i>	<i>Minimum Mana to learn the spell</i>	
Magic missile	A blunt, edged or pointed magic missile thrown from casters hand. 5P damage	RWGC	10	1
Fire/Energy missile	A fireball, lighting bolt etc. 10F damage	RWGC	15	1
Range Wounds	A mundane weapon slashes target up to MANx4 m away. Attack magic skill is used. 7E, B, P or F damage. Lasts 10 rnds. Dedicated weapon/item needed.	RWGTC	15	2
Kindle	Slowly lights flammable objects, much like kindling.	RWGC	8	1
Ignatius	Fire which ignites items or foes. Causes 5 IP each round and armours don't apply. Takes 2 rnds and 3D6 vs AGI to extinguish.	RWGC	15	1
Shield	Protects like armour 4 for 10 rnds (4 is max AV together with existing armour, not added together).	RWGC	10	1
Superior Shield	Protects like armour 6 for 10 rnds (6 is max AV together with existing armour, not added together).	RWGC	15	2
Protective sphere	A short lived, powerful protective sphere. Protects like 15 armour (not added to existing armour). Lasts 2 rnds. No recast in 10 rnds.	WGC	15	4
Circle of Steel	Protective circle with 4 m radius. All allies within have +2 armour for 10 rnds. Cannot be re-cast in 1 hour	RWGTC	10	1
Circle of Pain	All foes within the 4 m radius circle receive +4 damage from any attacks. Lasts 20 rnds.	RWGTC	15	2
Circle of Reflection	All missiles are reflected back with same attack as original but reduced by 4.	RWGTC	15	2
Sleep	Victim falls into a natural sleep. Is roused by the usual things (sound, contact etc). Lasts MAN/3 hours. Range is MAN metres.	RWGC	8	1
Magical sleep	Victim falls into a magical sleep. Can only be roused by other magic or "magical events" such as surge, princess kiss etc. Lasts MAN hours. Range is touch.	RWGTC	15	3
Pain	Inflicts 5 IP and causes stun (pain) for RR failure # of rounds.	RWGTC	10	2
Thunderclap	Painfully loud noise from caster's hands. All unprepared within MAN/2 m must roll 5D6 vs CON or stun 2 rnds and impaired hearing 4 rnds. Prepared roll 3D6 vs CON.	WGC	15	1
Obstruction	Dust, earth, sand etc envelops victim and slows his movement. -4 to all physical actions as well as INI, MOV (but not dodge)	RWGTC	12	1
Hold	Holds victim in place for RR failure # rnds. Is dispelled if victim attacked/hit etc	RWGC	15	2
Blinding	One of victim's senses is blinded/unusable for caster's MAN rounds.	RWGTC	15	3
Darkness	Pitch natural darkness envelops a MAN metres area not in direct sunlight. Can be pierced by light sources and nightvision however. Bonuses apply to hiding of course. Lasts MAN rounds	RWGTC	8	1
Magical Darkness	Pitch magical darkness envelops a MAN metres area not in direct sunlight. Can only be pierced by other magic. Bonuses apply to hiding of course. Lasts MAN rounds.	RWGTC	15	2

Hide Magic	An attempt to mask magic use against detection. Success in spell must be overcome with detect magic roll for detection (and thereby also reduces grade of success)	RWGTC	15	2
Black Tongues of Bel	Caster strikes at foes with black, smoky tendrils (magic attack) for 3 rnds. Any hit is a grapple followed by a strangle (1D6+3 damage, no armour). 3D6 STR contest vs STR 16 to break free.	RWGTC	15	2
Open Power Gate	Initiates another user into magic and alters him. A ritual with at least 3 casters is required and takes 4 hours.	RWGTC	25	10
Animate Rope	A rope, tied sheets etc is animated and snake up and tie/untie itself etc	RWGC	12	1
Lightning Strike	A mundane weapon (staff etc) is enchanted to give a lightning-like damage (7F damage) for 10 rnds	RWGC	15	2
Enchant weapon	A weapon is enchanted to give +3 damage for 10 rnds	RWGC	15	2
Warp	Teleports caster 3-4 metres uncontrollably away.	RWGC	15	1
Artificy	Creation of artifacts by combining various artefactuals and spells. Minimum duration is 1 night. NOTE: Tools cannot be "memorized"	RTC	15	varies
Detect Magic	Pinpoints magic in use and magical items within MANx20 m as well as its nature (divine, artificial or natural)	WGC	8	1
Analyse Magic	Analyses magic items, spells, scrolls, phenomena etc to find out powers, origin, maker, previous users etc etc. Success defines amount of info.	WGC	10	1
Glow	Causes item to glow and illuminate like a lantern for 3 hours	WGC	10	1
Light	Lights large area around caster. Moves with him for 1 hour	RWGC	10	1
Blinding glare	Extremely bright flash. Resist with MAN or AWA whichever is highest. Blinded 1 rnd/point of failure	RWGC	15	2
Longevity	Complex ritual with many components needed which freezes aging for 6 months. However, this normally comes at a price and becomes harder and harder to perform with age.	RWGTC	20	15
Lift small item	Slowly lifts, holds and manipulates T,S and M items for 10 rnds	WGC	10	1
Assemble Items	Lift, manipulates and assemble items in complex and sometimes memorized (4D6 vs INT) patterns after activation.	WGC	15	1
Lock	Will lock and hold a locking mechanism and a door for MANx10 minutes. Normal keys and picka wont work. Door/mechanism can be broken though.	RWGC	15	1
Unlock	Unlocks normal doors/mechanisms and contests magically locked doors (Spellcasting roll vs spellcasting roll). Special magic "lockpick" item needed.	RWGTC	15	2
Hurl item	Throw existing T,S or M item (magic attack) at foe up to 20 m away.	WGC	10	1
Hurling storm	Throws MAN/2 objects at the same time at the target. Multiple attacks with directed spells.	WGC	15	1
Attract item	Swiftly attracts a T, S, M or L item. Resist with STR vs MAN if held.	RWGC	15	1
Minor Illusion	Effects one of either sight, smell, feel, sound and even magic. Can be combined for more realistic result but requires 1 WIL extra per "sense" and -1 to roll. Person sized moving illusions etc.	RWGC	15	1
Major Illusion	As minor illusion, but affects all senses and can be large objects, houses etc up to a maximum of MAN metres.	RWGC	20	2

Concealing	Conceals caster or another target and gives them +4 to Sneak & Hide	RWGC	15	1
Invisibility	Invisible to all who fail magic RR. Dispelled if interacted with (caster's name is spoken, caster speaks, caster stumbles/fumbles/knocks things over, caster attacks/is attacked). Only slow movements are allowed (no running etc). Lasts MAN minutes.	RWGTC	25	4
Blink	Caster teleports away from location and appears again after 1 round...somewhere else (Fallen Realms) in a random 1D6 m away.	WGTC	20	1
Hide Item	A T, S or M cannot be seen unless rolling a AWA crit or succeeding better in a MAN/WIL rr roll. Same applies for Detect Magic or Farwatch when trying to locate an item or detect the Hide spell, must roll higher than Hide roll.	RWGC	15	1
Zone of Silence	No sounds within MAN m diameter can be heard.	RWGTC	15	1
Dispell Divine magic	Dispells a Charm under operation (not something instantaneous). Must beat original caster's skill success.	WGC	15	1
Dispell Artificial magic	Dispells a Spell under operation (not something instantaneous). Must beat original caster's skill success.	WGC	15	1
Dispell Natural magic	Dispells a Power under operation (not something instantaneous). Must beat original caster's skill success.	WGC	15	1
Magic Ward	Lasts 1 day and protects against 1 magical attack. (Attacker succeeds only if he rolls a higher success)	RWGC	15	2
Warded area	A 4 m radius area which lasts 4 rounds and protects against all magic cast within or into the area. Magic must be cast with a higher success roll (and with -2 penalty) to penetrate. Physical magic attacks suffer -5 penalty to attack roll.	RWGTC	15	3
Alarm Ward	Alerts caster if anything physically enters a 50m diameter area (but not magic) which isn't known to the caster. Requires 20 min preparing the area. Lasts MAN hours.	RWGTC	12	1
Magic Alarm Ward	As above but alerts caster if magic is used in the area. Also requires 20 min. Lasts MAN hours.	RWGTC	15	1
Circle of Fire	A 2m diameter half-sphere of fire which inflicts 3D6 6F injury to anyone trying to cross it. It violently ignites most materials it comes in contact with, which then burns with 2D6 3F every round. Lasts MAN rounds	RWGTC	20	4
Expanding fire circle	Same as above, but it expands with 1m diameter per round until it has reached 20m diameter. Lasts MAN rounds	RWGTC	23	6
Message	A 3 min message is left in a location or linked to a certain item and activated by defined person, time, event etc. The message could be script, speech, vision etc.	RWGTC	10	1
Loss of memory	The victim loses the all memory of an event RR failure # of hours from the present or from a time defined by the caster. Range is touch and it ALWAYS requires an item/tool. Multiple spells may be cast for a prolonged period, but allows for a RR for each spell.	RWGTC	20	4
Create Channeling Item	Caster can create a magical channeling item used to offset the C limitation when casting spells.	RWGTC	25	15

Sanctuary	Creation of a sanctuary (building etc) of MANx10 m size, lasting MANx10 days, within which spell casting and spell powers can be increased. Takes at least 1 week to create a sanctuary and various magical components are needed. Sanctuary Value is derived from success roll and is = MANA + # of success D6 + 5	RWGTC	20	15
Sanctuary Senses	Magic user within the sanctuary can use his senses everywhere within the sanctuary. Lasts MAN rounds	WGC	20	1
Sanctuary Communication	Magic user can communicate through speech, thoughts, sounds, visions etc everywhere within the sanctuary. Lasts MAN rounds	WGC	20	1
Sanctuary Alarms	Creation of various magical "alarms" which notify the owner of physical or magical intrusion. Lasts the duration of the sanctuary	RWGTC	20	10
Sanctuary Veil	Magic use within the sanctuary is permanently hidden from outside detection. Magic detection must succeed higher than Sanctuary Value on contested 3D6 vs MANA. Lasts the duration of the sanctuary.	RWGTC	20	10
Sanctuary Reality	Reality is garbled within sanctuary. Size, distance, time and movement can be altered but applies to all within the sanctuary. Can be altered by recasting. Lasts the duration of the sanctuary.	RWGTC	20	5
Sanctuary Illusions	Perfect major illusion affecting all senses can be performed at any location within the Sanctuary. Lasts MAN minutes.	WGC	20	1
Sanctuary Portals	A permanent teleportation portal is created from one part of the sancturay to another. Several can be created. Can only be used by the sanctuary owner and those he allows. Lasts the duration of the sanctuary.	RWGTC	20	5
Sanctuary Enhancement	Spell casting for the owner of the sancturay is permanently easier. +2 to spellcasting and can affect any area within the sanctuary without range modifiers. However, any magic item within the sanctuary is also more powerful. Lasts the duration of the sanctuary.	RWGTC	20	10
Farsight	Caster can use his senses in a remote area up to MANx10 km away. Requires a specially created L item every time. Lasts MAN rounds. Cannot cast magic at/to this location.	RWGTC	20	5
Farspeech	Caster can communicate through speech, sounds, thoughts, visions etc at a location MANx10 km away. Requires a specially created L item every time. Lasts MAN rounds. Cannot cast magic at this location.	RWGTC	20	5
Farwatch	Caster can search for and locate persons or items (which he knows) in an area MANx10 km. Once found no other information is learned however. From then on Farsight, Farspeech etc is needed. Requires a specially created L item every time	RWGTC	20	10
Watchplace	Caster can define an area (must have been there to do that) lasting MANx20 days with certain items/tools placed there, which he later can influence from an unlimited distance with magic.	RWGTC	25	15
Watchplace Senses	The caster can use his senses at the watchplace for MAN rounds	WGC	25	1
Watchplace Casting	The caster can cast 1 spell/charm at the Watchplace. (extra pre-roll and extra cost to spell/charm cast there)	WGC	25	2
Watchplace Communication	Caster can communicate through speech, sounds, thoughts, visions etc at the Watchplace	WGC	25	1
Watchplace Alarms	Creation of various magical "alarms" which notify the owner of physical or magical intrusion.	RWGTC	25	10

Roving Watchplace Item	Like a watchplace, but a roving max M item with only a 10 m radius.	RWGTC	25	10

Divine Magic - Charms

Name of Charm	Description	Requirements	Min.MAN	WIL cost
<i>Every charm normally has a very individual name which differs from user to user from region to region.</i>	<i>If nothing else is stated the range is MAN metres and duration MAN rounds.</i>	<i>R=Read (text), G=Gestures, P=Prayer (spoken), T=Tools/items, V=Vestment item</i>	<i>Minimum Mana to learn the charm</i>	
Insight	Enables healer to understand what ails patient in terms of injuries, disease, poisons and even possession.	GPV	10	1
Healing Hands	Heals 15 IP instantly. Can be cast multiple times. Requires touch.	RGPV	10	1
Soothing Hands	Reduces 1D6 to disease and poison re-rolls. Requires touch.	RGPV	15	2
Curing Hands	Heals diseases of patient (not caster).	RGPV	20	4
Divine Antidote	Heals/cures poisoned patient (not caster).	RGPTV	22	4
Restoring Hands	Heals up to 2 wounds. Can be cast multiple times. Requires touch.	RGPV	15	2
Delay Death	Doesn't cure or heal, but delays effect/further progression of disease or poison for MAN/2 days. Holds dying (not self) at Death's Door with no further rolls for MANx2 rounds. Can be cast only once. Requires touch.	RGPV	15	1
Cheat Death	Automatic successes of patient's (not caster's) Death's Door rolls.	RGPTV	20	4
Hold Soul	Holds soul of departed patient within MAN/2 rounds after failed Death's Door rolls indefinitely in a physical vessel (if broken the soul departs) - but body must regularly be healed - until a soul merger can be made.	RGPTV	20	5
Soul Merger	Merges held soul back into body of a patient.	RGPTV	25	10
Purify food and water	Restores spoiled or corrupted (poisoned etc) food and water. Requires touch.	RGPV	10	1
Raise Dead	Bring dead back to life. Every hour after death = -2 to casting roll. Failure has a 10%+10% /hour chance of creating an undead. A sacrifice is needed in exchange (other living creature normally, or magical item etc). Requires touch.	RGPTV	25	5
God's Blessing	Gives a +2 bonus to next roll of a defined skill and in a certain defined situation.	GPV	10	2
Enlightenment	Gives a +5 DED bonus when reflecting a mystery, clue, riddle etc	GPV	10	1
Locate item	Locates a known (or well described) item within MAN/2 metres	GPV	15	2
Locate Person	Locates a known person or creature within MANx10 metres	GPTV	15	2
Sacred Flame	Burning flame which illuminates like a torch for 3 hours. Can be carried without injury.	GPV	10	1
Burning Disarm	One item becomes burning hot (without damaging it) and cannot be held (if held with WIL roll, user suffers 5 IP per round (no armour protection)	GPV	15	2
Behold Thy Servant	A 4 hour ritual which brings a new divine magic user to the attention of the gods and into their grace. At least 2 casters are required.	RGPTV	25	15
Bane	Gives a touched weapon Slaying properties for 10 mds (3D6 Kill roll on all 15 IP injuries and +1D6 to rolled Kill rolls)	RGPV	15	3

Dispell Divine magic	Dispells a Charm under operation (not something instantaneous). Must beat original caster's skill success.	GPV	15	1
Dispell Artificial magic	Dispells a Spell under operation (not something instantaneous). Must beat original caster's skill success.	GPV	15	1
Dispell Natural magic	Dispells a Power under operation (not something instantaneous). Must beat original caster's skill success.	GPV	15	1
Magic Ward	Lasts 1 day and protects against 1 magical attack. (Attacker succeeds only if he rolls a higher success)	RGPTV	15	2
Detect evil/good	Detects evil (or good) characters and creatures within MAN m and their exact alignment upon scrutiny.	PV	8	1
Loop	Time is looped in a MAN metres area for 3 rounds, with only the caste able to act 3 times if he manages a 3D6 WIL roll every time while all others act once. (Dodge defence still possible)	RGPTV	20	4
Sinners Confusion	Subject suffers -4 to all mental feats, initiative and AWA for MAN minutes (but no combat or physical actions).	RGPV	15	2
Mind Fog	All within MAN m area suffers -4 to all mental feats, INT, INU rolls, initiative and AWA (but not physical actions or combat) for MAN minutes.	RPGV	20	3
Blessed Ears	Understands all languages for 1 hour	RGPV	10	1
Blessed Tongue	Can speak all languages for 1 hour	RGPV	15	1
Hushed Silence	Magical silence envelops 10 m radius area	RGPV	15	1
Smite Sinner	Caster (or subject) gets +2 bonus when attacking anyone of opposite alignment to caster (good or evil) or of opposing faith for 5 rounds	RGPV	15	2
Blessed Instrument	Gives a weapon a +2 bonus to hit for 5 rnds. Requires touch.	RGPV	15	2
Desperate Weapon	Any S+ item becomes a 5B weapon for MAN rounds. Requires touch.	RGPV	15	2
Spiritual Weapon	Gives the caster a 6B ethereal weapon for 10 rnds	RGPTV	15	3
Communion	Enables the caster to commune with his gods. Uncertain effects.	RGPTV	20	5
God Infused	Invites the god to hear, see and feel what the devout experiences for MAN hours	RGPTV	15	1
Divine Attention	The caster or the subject is brought to the caster's god(s) attention (for good or bad) for 10 rounds.	RGPV	15	3
God Powered	The god's power manifests for use within the medium's body (different powers depending on god). However, some uncertain effects and actions take place at the whim of the god. Lasts MAN rounds	RGPTV	25	10
God Ridden	caster invites a god to ride his body for MAN minutes, some of the gods powers can be used through the medium (depending on medium's strength)	RGPTV	25	5

Sanctum	As Sanctuary spell. Creation of a holy sanctum (temple etc) of MANx10 m size, lasting MANx10 days, within which charm casting and charm powers can be increased. Takes at least 1 week to create a sanctum and various divine magical components are needed. Sanctum Value is derived from success roll and is = MANA + # of success D6 + 5	RGPTV	20	15
Sanctum Bliss	All devout within the sanctum receive a +3 to Resistance Rolls. Lasts for the duration of the sanctum.	RGPTV	20	5
Sanctum Enhancement	Charm casting for the devout of the sanctum is permanently easier. +2 to spellcasting skill and can affect any area within the sanctum without range modifiers. Lasts for the duration of the sanctum.	RGPTV	20	10
Sanctum Alarms	Alarms the devout of entry of opposed faith and alignment. Lasts the duration of the sanctum.	RGPTV	20	10
Sanctum Fallen Ward	All Fallen who try to enter must first succeed in WIL vs Sanctum Value to enter. All combat or spells vs Fallen are +2 to the devout.	RGPTV	20	10
Steal WIL	Steals a victims WIL for caster's magic use. Amount equals failure on RR +5. Must be used within 1 hour. Requires touch.	RGPTV	15	2
Sleep	Induce sleep in subject. Resists as usual but with +4 if engaged in physical activity to -4 if already sleepy/passive.	RGPTV	15	2
Charm	Caster gets a +4 to charm, seduction, persuasion and other social rolls.	GPV	10	1
False Face	Caster assumes the face and voice of another known (must have seen him more than fleetingly) or unknown/made up person	RGPTV	15	2
Doppelganger	Caster assumes the face, body, voice, clothes etc of another known (must have seen him more than fleetingly) or unknown/made up person.	RGPTV	20	3
Sense Thoughts	Caster can sense the current thoughts of a victim. Lasts MAN rounds.	RGPV	10	1
Steal Thoughts	Caster can partake in a RR failure # of "thoughts/memories" related to topics defined by the caster.	RGPTV	15	2
Create Sustenance	Create chosen sustenance and drink for 1 day for 1 person	RGPTV	12	1
Dream Feast	Caster enjoys a feast during his dream and awakens fully nourished for a day.	RGPV	15	1
Blessed Sustenance	Creates holy/cursed water, bread, meat out of existing and perishable items (not permanent). Will harm Good/Evil/Fallen etc who consume it or are subject to it.	RGPTV	15	1
Invade Dreams	Can invade the dreams of a sleeping victim which has been "tagged" physically by touch or carrying item. See what he dreams and can cast further dream charms.	RGPTV	15	3
Dream Speech	Can communicate with invaded dreamer. Must roll INU to remember when he awakens.	GPV	15	1
Dream Commands	Can plant 1 natural command with invaded dreamer.	GPV	20	2

Puppeteer Dreamer	Can control and sleepwalk with invaded dreamer for MAN rounds. WIL RR allowed for unnatural actions.	GPV	20	5
Astral Projection	Send senses out into physical world up to MAN/10 km away. Link severed by dispell magic etc. Can be attacked and even trapped by astral magic/attacks. Must prepare with 5 min ritual and drawn patterns to find way back.	RGPTV	20	4
Hypnotism	Eye contact for 2 rounds and implant 3 commmands per MAN failure (or max caster MAN minutes). Nothing life threatening. Not fast physical actions (fighting, jumping, throwing) but walking, taking, dropping, sitting, talking is ok. Requires instructions for every action.	RGPTV	20	2
Weaken	Victim has RR failure # of reduced STR for MAN rounds	RGPTV	15	2
Exhaust	Victim has RR failure # of reduced CON for MAN rounds	RGPTV	15	2
Seduce	Subject is romantically, emotionally, admiringly and sexually seduced by the caster for 1 hour if he fails the MAN RR.	RGPTV	15	3
Penance	Inflict religious penance on target. Must begin/undertake certain task (not impossible or fatal etc) or suffer -5 MOX and -4 in 1 skill. Penance lasts until task has been resolved or until MANx3 days have passed.	RGPTV	15	4
Imposed Prayer	Forces foe to pray to caster's god if he fails 3D6 MAN. Stunned prayer for 1 rnd per MAN failure	RGPV	15	2
Conversion	Convert others to own faith. Contested roll, casters MAN+Pious virtue vs defenders MAN+Pious/Worldly. Failure amount equals conversion period in days. Can retry every week. Those with less than 5 in pious can return to own faith when out of new religion's influence.	RGPV	12	4
Righteous Strength	Bonus of +4 to STR and +1 DB for MAN/2 rounds	GPV	15	2
Tireless	A task is never tiring. Skills can be re-rolled every round without re-try penalties. No CON loss for working, running etc. No sleep needed for 1 day. Lasts 24 hours.	GPV	10	1
Swiftness of the Gods	x2 movement when fleeing, retreating	GPV	12	1
Blur	Caster (only) blurred for 5 rnds. -4 to hit .	GPV	15	2
Gods Protection	Caster gets armour value of 5 (regardless of armour already worn, not cumulative). Lasts 1 hour	RGPTV	15	2
Calm the Flock	All within hearing of prayer receive +4 to Terror RR, controlling emotions etc. No effect on caster.	GPV	12	1
Protect the Flock	All within hearing of prayer receive -1D6 to future disease rolls for caster MAN hours. No effect on caster.	GPV	12	1
Encourage Flock	Valour virtue gets a +5 bonus. Incitement to great deeds, heroism etc. No effect on caster.	GPV	12	1
Shield the Flock	All within hearing of prayer receive +2 to magic RR rolls for caster MAN rounds. No effect on caster.	RGPTV	15	2

Defender of the meek	All within hearing of prayer receive a +2 bonus to defence for MAN rounds <u>until</u> performing an offensive action, charm etc. No effect on caster.	RGPTV	15	1
False alignment	Caster can seemingly be of another alignment for MAN hours	RGPV	15	1
Strong Emotions	Subject suffers extremely strong emotion of either love, hatred, fear, anger etc- -4 to RR. Common to invoke fear this way!!	GPV	12	1
Control Fallen	Controls one type of lesser Fallen creature (undead, shades, formorians or demons). Contest: Caster's MAN vs Fallen's WIL-3. Control lasts MAN hours	RGPTV	15	2
Summon Fallen	Calls Fallen creatures MAN km away to the caster (if they can come)	RGPV	15	1
Commune with Fallen	Various types of ghastly communions with higher Fallen lords or even gods.	RGPTV	15	1
Create Fallen	Create one type of lesser Fallen creature (undead, shade, formorian or demon) from a suitable substance (ash, corpse, shadow, sacrifice etc)	RGPTV	20	6
Dead Flesh	Caster's flesh takes on a sickly pallor but cannot feel pain or effects of wounds. No stun or wound penalties for MAN hours.	GPV	15	1
Death's Tale	Feel, see and hear the last experiences of a MAN years deceased.	RGPTV	20	1
Detect Fallen	Detects one type of Fallen creature (undead, shade, formorian or demon) within MANx10 m	RGPV	12	1
Ward against Fallen	10 m line or 10m radius circle keeps a certain type of Fallen creatures(undead, shades, demons, fomorians) at bay (must resist with WIL vs casters MAN to pass - rolled at creation of ward). Lasts 24 hours.	RGPTV	15	2
Permanent Ward	As above, but lasts until ward text, paint, carvings etc are destroyed. Ward value is rolled as 3D6 vs MAN.	RGPTV	20	12
Banishment/Exorcism	Banishes demon or shade from possessed item, person, place etc. Contested 3D6 WIL roll vs demons WIL	RGPTV	15	10
Fester	Makes targets wounds worse (every wound becomes -2) and causes disease re-rolls with 1D6 less.	GPV	15	1
Spread Disease	Spread 4D6 plague disease by touch. Boils, nausea, pains and fever within 1 day. Fatal is unlucky (if unlucky roll 3D6 death roll)	GPV	15	1
Spread Blight	Spread infernal corruption of plants and animals by touch. MANx10 m area turns blighted within 1-2 days and remains so for MAN weeks.	GPV	15	2
Corrupt	A target's negative virtue of the caster's choosing is enhanced temporarily to 9 for MAN days.	GPV	15	1
Pain	Inflicts 5 IP and causes stun (pain) for RR failure # of rounds.	RGPTV	12	2
Infernal Lies	Subtly corrupts words in conversation or written text and fills it with clever and deceiving lies. All who partake in conversation or read text must resist magic to understand they are infernal lies.	RGPTV	15	2

Natural Magic - Powers

Name	Description	Min.MAN	WIL cost
<i>A power can have different names in different cultures. Powers must be learnt in order with the easiest (lowest numbered) first.</i>		<i>Minimum Mana to learn the charm</i>	
Restoration			
1. Regrow	Re-grow or accelerate growth of parts of non-sentient living things	10	2
2. Mend	Restores 15 IP. Can be done twice	10	2
3. Heal	Restores 30 IP. Can be done twice. +5 healing per day	10	4
4. Preserve	Preserves/"freezes" someone at Death's Door, or dying from poisons, disease etc but doesn't heal	15	5
5. Restore	Brings back the newly dead (20 rounds) IF they have been mended/healed enough. Cures poisons and diseases.	20	15
Awakening			
1. Stir	Awaken sleepers at a distance, even magical sleepers. More dramatic with a kiss...	8	2
2. Sensitivity	Sensing magic actively in use (or magic items acgively used) within MANx10 m and can pinpoint it and its nature (artificial, natural or divine) but not its purpose. Can be cast upon others.	8	2
2. Wildeyes	Gets immediate attention of anyone within MANx2 m and gives them an urge to come to/ confront/ investigate user.	10	2
2. Strongsense	Bonus of +3 to AWA to user or target	12	4
3. Truesight	Sees past all illusions, magical darkness etc for MAN rounds	15	3
3. Feysight	Sense both active and non-active magic (or inactive magical items) within MAN m and can pinpoint it and its nature as well as its purpose.	15	4
4. Aurasight	Detects active as well as non-active magic users and their magical nature (natural, artifical, divine) within MANx10 metres.	20	6
4. Danger sense	Senses all active dangers in immediate vicinity (MANx10 metres)	20	6
5. Awaken	Awakens magic in another Elder creature. Starts Awakening process	20	15
Divination			
1. Clues	Formulate simple queries and throw rocks, bones, leaves etc for easy answer outcome. 5D6 INU to interpret	12	2
2. Glimpse	Quick glimpse of immediate future but no answers to queries.	15	6
3. Dreams	Query is answered in dreams which need to be interpreted.with 4D6 vs INU	15	4
4. Seering	Seering the future or a certain topic (where is my ring?)	20	8
Shaping			

1. Mould	Alter dead natural objects such as stones, mud, sticks, fallen leaves etc when touched	10	2
2. Reshape	Alter cut building blocks, cut stones, metals, crafted metal etc	15	3
3. Alter	Alter non-sentient living things like trees, vines and animals	20	4
Motion			
1. Running	Fast (+4 MOV) and tirelessly for MANx2 minutes	8	2
2. Climbing	On most climbable surfaces (not ceilings, flat walls) without effort.	12	3
2. Swimming	Fast and tirelessly for MANx2 minutes	12	2
3. Jumping	Extra long distances and from great height (10m) without injury	15	3
4. Landing	Safe hero landing from any height	15	4
Body			
1. Warmth	Always warm, regardless of temperature. Lasts MAN hours. Can be cast on others.	8	2
1. Painkilling	Ignore first -3 wound penalties for MAN rnds. Can be cast on others.	12	2
2. Quickening	Extra of +4 to Movement and Initiative	12	2
2. Awareness	Extra +3 to AWA. Can be cast on others.	12	4
3. Strengthening	Extra +5 strength (but no damage bonus)	15	3
4. Hardening	Extra +2 armour	15	3
Mind			
1. Shelling	Bonus of +3 to WIL rolls (also resistance rolls)	10	2
2. Alteration	Extra +3 to either INT, DED or INU.	12	4
2. Searching	Extra +3 AWA when searching for something specific.	12	5
3. Sentinel	Extra +3 AWA when stationary standing guard, lookout etc for MAN/3 hours	15	4
4. Soaking	Soak extra WIL for power casting from surrounding. +2D6 extra WIL for 4 hours, but -4 AWA during this time.	15	1
Nature			
1. Eyeopener	Sees and senses weather before it changes, aware of nature around him. Can be cast on others.	8	1
2. Witness	Can experience what a plant, rock etc has seen/felt up to MAN days ago. Can be cast on others.	10	3
2. Identity	Can identify all tracks, marks etc in nature (not towns, underground etc and what made them (but not who)).	12	3
3. Tracking	Can follow any tracks for MANx10 minutes	15	5
4. Beastish	Understand what animals, have seen, want, have been and can ask simple questions suitable for that creature. Casters MAN defines number of animals, amount of time in hours etc	15	4
5. Messenger	Can send an animal anywhere to perform a simple task (Lassie get help! Blackbird show the way!) but animal can only communicate as usual.	20	6

Glamour			
1. Hiding	Deepened shadows, concealing foilage, similar colours etc. +3 to Sneak & +5 to Hide	12	2
2. Concealing	Stationary S-XL items can be hidden from all but magical sight	12	3
2. Pocketing	S-M items on the caster or someone else can be hidden from all but magical sight	15	3
3. Falseface	Casters face and boyd is altered to another similar creature. Roll vs MAN to spot	15	5
4. Liesight	Creates MAN number of stationary and/or moving illusions of humanoid and creautre size (humans, trees, items, doors, animals (i.e not entire castles, worlds etc)	15	6
5. Unsight	Caster becomes invisible from all but magical sight <u>unless</u> he interferes with the surrounding or others (or is interferred with). Can still be heard, smellt or fel.	20	5
5. Disorientation	Anybody passing within the MANx20 metres area are lost and confused unless succeeding with a -3 MAN rr.	20	12
7. Veil	Hides an entire MANx10 m area from detection. Seen as something else more mundane	20	15
Witchery			
1. Hex	Misfortune for victim if he fails a MAN roll. Next luck roll fails + next 3 skill rolls	10	3
2. Charm	Item given holds 1 charm (2 +4 skill rolls of defined type)	10	2
3. Ward	Ward items keep evil, undead etc at bay (must resist casters MAN)	15	5
4. Thievery	Steals 1 WIL/rnd until at 0. Normally through eating casters food, listening to song, eating apple, drinking juice etc. Roll vs caster MAN to resist	15	3
5. Holding	Incarcerating victim by either CON (apple, food etc), STR (stone, mud), AGI (vines, rope), WIL (fear), INU (dreams) or INT (riddles). Victim rolls vs stat or is "held" until help arrives. Re-rell every hour	20	10
Mesmerism			
1. Stun	Victim who has eye contact must roll vs casters MAN or be stunned 1 rnd/failure	10	3
2. Scare	Victim who sees caster must make a WIL -2 Terror Roll	12	2
3. Luring	Lures someone to the caster by sight, smell, hearing (song) etc. Must resist the casters MAN. Lasts MAN x3 rnds	15	3
4. Enchanting	Befriends victim through friendship, love, admiration etc. Roll vs casters MAN. Lasts 1 hour per casters MAN	15	5
5. Timetheft	On a failed MAN roll victim will not notice time passing. 3 hours per MAN	20	10
Fury			
1. Sting	6P damage for 1 attack	12	2
2. Claws	5E claws for 10 rnds	12	2
3. Throw	Bonus of +2 to throwing and 3 less range modifier	15	2

