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| Dick Dante's  Spells:   Read Magic Pr=5 per turn (divination) Caster can read any arcane language. A perfectly ground lens must be used, and is consumed by the spell.  All this does is let the caster read a language that is mystical in nature, not cast unknown spells. Each time this spell is cast on an new piece of unknown text, there is a 1% chance that one may find a prieviously unknown letter in the Language of Creation.     Read Languages: Pr=3 per turn.  (Divination)  Caster must dry out and make a powder out of three different  classess of animals' toungues.  This powder is sprinkled on the text that the caster wishes to read.  Normal, non magical writtings may be read if the caster makes a Id20 per turn.   Once the caster fails a roll, the spell is over.  Identify Magic Pr=5+5 per hour. (divination) This spell is what a Mage uses to find out what a magical enchantment does. There is a 10% cumulative chance per hour to divine what the item does. The caster needs a silver mirror, and a small glass lens  Each hour the caster must save vs Id20.  Each save reveals one thing about the enchantment.  Once the caster fails a save, the spell is over.  Read Aura  Pr=5 per turn. (Divination) As the power of the same name.  The caster must save Id20 per turn.  Once the caster fails, the spell is over.   The magician needs a sphere of purest crystal to look through for this spell to work.  Version Two was created to use a set of Crystal Spectacles instead of the crystal sphere. Same PR and results.   Aura Perception:  Pr=0  constantly active  as any sense.  Can see a being’s aura.  +4 to hit them x4 for detections. With an action, can look deeper into the aura.  Save 1d20.  The number of success  above the intelligence of the user gleans more information.                                                                     1-3  no more information                                                            4-6 can see things like true form, or if they are Meta   Human or magical.                                                                                                                                                                      7-9       can see if under mental attacks/mind control.                                                                      Or a character’s approximate experience level 10-12 What race the being is,  it won’t give you  their name but you will recognize the aura’s racial traits, ei  dwarven,  human,  alien, etc..     See Magic  Many people confuse this with Detect Magic.  They are two different, yet highly useful, spells.  See Magic lets a wizard actually see the formulae of a spell when this spell is cast while another spell is in effect or being cast.    The casting wizard must save Id20 to be able to see the actual formula used to create the magic the caster is observing.  This can be cast on an enchanted item, person, or area.  Each time this spell is cast for the first time on an new bit of magic, there is a 1% chance that a new letter of the Language of Creation may be observed.       This spell is very rare, and is a highly guarded secret!  See Magic:  Pr=10 ( Divination) Caster must prepare a powder made from dried and crushed butterfly wings, cat whiskers, toad skin, and tanis root.  Magic Circle: (Abjuration) S,M  A magic circle is a useful spell for defining the boundries of magic.   This is useful in two ways; either keeping magic OUT of the circle, or keeping magic CONTAINED in the circle.   The magician draws the circle.   For each foot radius of the circle, it cost 1 power.  It will automatically work against ambient, unfocused magic.  If the circle is challanged, then the wizard must roll I+Ld20.  The challanger rolls the same.   Whomever has the higher success roll, is the winner.  If the caster of the circle wins, the circle contains the magic, if the challanger wins, the circle is broken.  Fairy Glamour:  Don't know all the specifics. Illusion:Visual and Psionic. Seems like a Combo of Illusions and Phantasm. May cause the caster to appear as someone else. Material Component is Fairy Dust. Basically something that Faries secret like sweat. Not exactly common  Iron Hide:  A Protection Spell that gives him Force Field Defense and 10 pts protection for each 3 Pr spent.  ! Action per rd plus Pr to maintain,Range is Self/Touch Material Component: An Ingot of Iron  Mysterions Infallable Curse Bolt:  A Mystic Bolt that unerringly fires and strikes it's target for 1d6 damage. No roll to hit needed.  Pr=3 Range= Sight Evocation/Enchantment  The Ruby Slippers  Conjuration,. Somantic. Pr= 9+1. The caster spends the 9 Power and casts the Spell in a sepecific location. This location will now be where the Caster will appear when the final 10th point of power is used and the Spell completed. Upon Completion of the Spell and the last point of Power used the caster will be magically Transported to the Location the original Spell was cast. The Caster must be able to click their heels together. No material Components are needed  Spirit Wrack: (Necromancy, Alteration) Pr=100   V, M, S.      The person this spell is cast on must be starved and then fed blood.   Only when the target has feed on blood can this spell be cast.    The target is transformed in to a canniblistic Doglike beast over the course of the next three nights.  Each night, the victum must be fed fresh humam meat and blood.  Then he gains the following ablities and weaknessess.    Lowered Charisma     Lowered Will    Heightened Endurance    Heightened Strength    Natural Weapony: + 2 hit, +4 damage    Improved Healing:  will recover from any wound that does not kill them and will slowly recover any limb that is lost.  No critical wounds nor dieasse.    Immune to Cool Rolls.  Imagine what damage a warlock with just a hand full of these beasts could do!  This book has vivid instructions on how by horrible and blashemous means, one can warp and twist a human into a demonic, canine beast.  This spell, called by the Comte, Spirit Wrack, is a horrid bit of necromancy and alteration.  Any wizard who uses this on an innocent person should suffer a Charisma loss as well as place his first step on the road to being a Warlock.   Dark Gate: (Conjuration)  Pr=35 V, S,    Must be cast during the night of the New Moon.   Gate stays open only untill sunrise.   Becarful, as gates work both ways! This book also has a spell that can open a portal to the Underworld of the Dreamlands.   This realm is the home of many nightmares and other, worse beings.  Cast at own risk!   Contact Guardian:  (Conjuration)  Pr=50 VSM   This spell sends a message to the "guardian of the gate of slumber". For what purpose, this is not known.    Caster must make a save vs Cd100 plus what ever power he spends above the 50 casting.  This is the chance that the spell worked and that you have made contact with the guardian.     Then caster must make a cool roll-20 to not panic and break the spell! Then a rection roll-20 is made for the Guardian to respond favorably to you.    This roll can be modified by knowing the guardian's name, or by having the Sliver Key.  And last, this book  talks about the "Guardian of the Gate"  a vast and poweful being that guards the walls of wakefulness and the veils of sleep.    It has a spell to contact him and to gain his attention.   Why anyone would want to disturb such a being is folly.  Protection from Weather    Protection from Fire     Protection from Normal Missles VSM Pr=8 Abjuration. 3D10 Invulnerability against Non Magic Missles. Material Component is Wood with a +2 Bonus if Metal is used    Cure Wounds  Pr=5 Necromancy. Grants the receiver one additioanl Healing Rate Healing Rate    Cure Illness  Pr= 12. Necromancy. Cures all Illnesses the receiver may have. Material Components. Honey, Garlic, Aspirin    Levitate This spell allows the caster or a chosen target to float slowly through the air. Levitate requires 1 power point per target's Basic Hits. The caster must be able to see the target properly to levitate it. The effect lasts 1d4 minutes. The spell levitates the target 1" off the ground or floor. If falling from a height, the target falls in slow motion and halts 1" off the ground. Each extra power point expended after the spell is cast allows the user to move himself or the target at the caster's ground movement rate. If the target is a living being who is unwilling to be levitated, the caster must make a successful Telekinesis attack first to grab hold of the target. The target floats as the caster wills, helpless to stop moving except by grabbing a tree limb or similar brace (Strength check with the spell having a roll of 2d10).    Detect Magic Pr=5 ( divination) V/S  Caster can instantly see magic auras. Detect Hidden x3. If the roll is under caster’s intelligence, the circle of magic can also be gleaned  Light Pr=1+1 per hour (evocation) V/S(M) This spell creates a ball of light that will illuminate a 50’radius. It also causes invisible beings to cast shadows. A dead glow bug is needed to cast.  Restoration Pr=40. (Necromancy) V/S/M This spell restores a target from paralysis, and or heals a lost limb. If used on a corpse, the corpse becomes freshly dead. If cast on an undead they take 1d100. Caster must touch target. Caster needs a frog leg to cast this spell.  Exorcise Pr=75+level of the possessor. (abjuration) The Caster tries to send the spirit out of the body that it inhabits. Success is 50% + caster’s level minus the possessor's level + 1% per extra power spent on this spell.  Perplex  PR=2. Enchantment. V/S. Victim must save vs Int D100 or lose next action from being "perplexed" as to what to do next.  Fumble  PR=1 Attacks as Mind Control. Enchantment. V/S (M) Victim of this Spell must save vs Agility on a D100 or either Slip and Fall or Drop whatever is being held at the time. If a Bannana peel is used as the Material Component the Caster receives a +4 Bonus to the Spell |

Purify Water  
  
  PR= 1+1 Per gallon of water being purified. Alteration magic. V/S. The caster may cause normal water to be purified. This is not Holy Water. It becomes purified water to be used. 1 Gallon of Purified Water can cause 1D4 Damage to Undead  
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Shower of Sparks  
  
Pr= 5. Evocation. 50' Radius Attack. V/S/M. Attacks as Light. The Caster can cause a rain of sparks to come down causing 2D8 Damage to all in the area of effect. Material Component is a Spark

Black Cat  
  
Pr=? Enchantment. V/S/M. Attacks as Paralysis. This Spell creates a Phantasmal Cat that "Steals the Victims Tongue". The victim is rendered speachless for the duration. Save vs Endurance D100.

Create Water  
  
Pr=1 V/S(M). Conjuration. The Caster may create one gallon of Water per level. Sould salt water be required the Caster needs a pinch of Salt for the Material Component

Create Plant Life  
  
Pr=5. Conjuration. The Caster may an Edible Moss. They may create 10sq' per level of the Caster.

Detect Life  
  
Pr=1. Necromancy?. V/S/M. Range = 1" per Int Point of the Caster. The Caster may Detect Obvious to see if something is alive or not. Material Component is 1 HP worth of Blood.

Circle Magic: Protection from Meta Beings  
  
Circle Magic: Protection from Magic  
  
See Protection and Circle Rules

**Cure Meta Psychosis**  
  
V/S/M Enchantment/Abjuration. PR 25.  
  
Material Components Mithral Scalpel and Phlogiston Spark. Items are used up in the spell  
  
Attacks as Mind Control. Must make physical Contact  
  
A Willing person must Save Vs Intelligence D20  
  
Non Willing becomes a contest of Wills between the Target and caster  
  
Roll a Twenty and someone loses all Meta Powers

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| Summon Efreet  Magic Circles for protection, large amount of flame  V/S/M Pr=50   This spell will allow the caster to summon an Efreet from their realm. Make sure you have a magic circle in place to contain them. The circle will contain the flame but not  he Heat. If you want a piece of the Efreet make sure there is a vessel for that. A brass lamp with a circle of clay seems to work well for this so far.  This was used once to summon the mighty Prince Nez. Remember to always be polite of course..... |
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Obfuscate  
  
Pr= 10+3 for each 10 Minutes. V/S/M. Enchantment. Material components vary but examples would be dropping a rock into a pile of other rocks or something similar into piles or areas of the same. Cannot use water or sand as examples. Attacks as mind control as a radius.  
  
The spell will make the caster or target obscure to all those affected so long as nothing is done to overtly draw attention to the target.

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| Find Familiar  VSM Pr=25+ (Conjuration, divination, evocation) This spell summons a small animal, commonly a bird or cat. This creature can communicate with its summoner, either via language or telepathy. The mage can use his familiar to act as his agent in other worlds, planes or simply other locations. The familiar will gather information and or act as the mage’s representative as needed. A mage with a familiar will gain +10% more experience as the familiar roams about gathering data. A mage can override his familiar’s mind and take him over. They can use all or none of the animal’s senses.  A Mage can use his training to train his familiar. All familiars are considered “metas” for purposes of buying powers, even if the mage is not!  A mage can have one familiar per 5 levels.  To cast Find Familiar, the mage spends 25 power points and 25,000exp. Also the ceremony costs about $20,000. The caster then rolls Id20. If he makes it, he finds a familiar. For each extra $1000 spent, the mage gets a modifier of one to the die roll. On a natural roll of 1, a special familiar is found. Special familiars can be almost anything! If the familiar is killed, the caster takes 25 damage that can not be rolled with. |
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| **Empower Item**  Pr=10=1 Per Oz  V/S/M Enchantment. Material Components Item plus those needed for the spell the item is being Empowered with. All must be done in a Magic Circle.   The Caster must go through the Inventing Process as well |
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