

## **Dsummer:**

To keep things simple, I figure I'd start a separate thread compiling the various magical based items, spells, etc., I've posted. To start things off, here's a couple of spells, I whipped up.

**Babel:** Save vs. Int x 3 on d100, or speak nothing but incoherent babble for 1d4 hours. R = I x 2, PR=4

**Charm:** Allows the spellcaster roll on the reaction table that is most favorable to him, as though he had a Charisma of 30.

**Run like the Wind:** +100" of ground movement, R = Self/Touch; PR=3

**Smite:** Forms a "hand" of mystical energies that allows the spellcaster to strike his opponent at a distance. Damage = 1d8; PR=1, R= I + E/2.

**Tongues:** Allows the spellcaster to speak & understand any language. R = Self/Touch; PR=1

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## **John:**

A

### **Animal Stomp**

The caster stomps with the vigour of an enraged bull, sending a shockwave through the earth, doing 2d12 damage in a 2" radius. Pr = 8.

### **Arcane Contention**

Pr=100. (conjunction/evocation/enchantment) Creates a neither world were two wizards may duel in safety. When one wizard is beaten the spell is broken and both return unharmed. The loser must give up 1 spell to the victor of the victor's choice. While in the neither world, all material components are not needed.

### **Acid Rain**

Menacing looking dark clouds rapidly form, before releasing a highly corrosive rain storm on the victim. Attacks as Chemical Power. 2d8 damage, R=INT+END, PR=4

### **Aura of Fear**

Attacks as Emotion Control/Fear, the spell caster generates an aura that will cause those coming into contact with it, to recoil in fear. R=CHRx2, Max area affected = Power/2", PR=2 per turn.

### **Abyss**

Pr=115. (conjunction/evocation) This spell summons a hole in space that attacks the target. Target saves Sd100 or pulled into the hole in space. The Abyss is hostile for human life, they take 3 damage per turn. The caster loses 5 charisma.

B

### **Banishment**

Pr=80. (abjuration/conjunction) Range equals Caster's charisma in feet. The target is banished to another plane of existence. The target must save Ed100 or its whisked away.

### **Black Sphere**

Pr=25+2 per turn. (Conjunction) This spell summons a ball of negative energy. This ball of Anti Matter can travel at speeds of I + level of caster in movement points. The ball does 8d10 damage per turn. The caster must make a save vs. I per action to control the ball. If the roll fails the ball will speed towards the caster. The ball has disintegration defense and 25 hit points. The caster needs a black pear to cast.

### **Banshee's Wale**

Attacks as a Sonic attack inflicting 1d12 damage. PR=2, R= INT x 2

### **Bind**

Pr=10 per band. (conjunction/evocation) Energy bands are summoned that bind limbs. They attack as force field and if successful, the target must save Sd100 per turn to break out.

### **Blessed Calm**

Pr10 (enchantment) As emotion control. 1 roll is made vs. everyone in 100' radius. Whoever fails the save, loses next action, turns off all defenses, and rests.

### **Blink Strike**

Teleports to a target with momentum, dealing +1d12 damage with any melee weapon (including HtH). R = I. Pr = 3.

### **Become**

Pr=25.(alteration) Must touch target. Caster becomes that target in all respect until unconscious, dead, dispelled or caster becomes something else. Caster must have a lump of carbon to cast this spell.

### **Bad-Corpse Dust**

This spell creates a barrier which zombies cannot cross. This powder requires the intestines of a zombie, an ounce of flesh from the spell caster (which he must bite out himself), and the dried and powdered flowers of a rare jungle liana. The whole is carefully dried, pounded together, and chanted over for several hours (2 PR per hour of chanting), then poured in the desired trail or line, chanted over once more (for the cost of another 2 PR) for the spell to take effect (total of 6 PR). The dust forms a magical invisible wall which zombies cannot cross. This barrier remains until the dust is washed or blown away. One creation of the dust results in enough to form a barrier Cha in inches long.

### **Black Binding**

This spell offers a way to create an ordinary zombie. A ritual liquid must be poured over a corpse, or into the grave in which the corpse lies. Determine the ingredients of the liquid: at least one part should be difficult to legally obtain. The corpse is left to mature. At the end of the week, the caster comes to the grave and intones the Black Binding, which costs 16 PR and 1d4 HPs from the creator. At the end of the half-hour ceremony, the corpse will claw its way from the grave and does the caster's will. A zombie made this way continues to rot after its creation and a replacement must be created periodically.

### **Beguile**

Pr=3 (enchantment) As mind control. Target believes what caster says. The target can save 1d20 once per minute.

### **C**

#### **Clone**

Pr=10 per basic hit. (enchantment/necromancy) This spell creates an exact duplicate of a target. The caster needs blood, or some other part of the original to create the clone. It takes one month per basic hit to grow. This spell costs 10,000 dollars a week in supplies and support. Remember the clone will have no memories that the original had.

### **Confusion**

Pr=2. (enchantment) Target attacked as emotion control. If hit, the target loses next action.

### **Create Zombies**

Another way to create zombies. This spell requires a human corpse which retains sufficient flesh to allow mobility after activation. The caster puts an ounce of his or her own blood in the mouth of the corpse, then kisses the lips of the corpse and 'breathes part of himself' into the body. The caster loses 1d10 PR and 1d4 HPs. Once the spell is cast, the zombie awakes ready to obey simple commands from its creator. Should the caster die, the zombie becomes inactive. The number of zombies that can be created is unlimited (as long as the caster can pay the PR/HP costs). Part of the invocation refers collectively to the Outer Gods - every caster knows such entities exist, though no names are used. These zombies stay useful indefinitely.

### **Chant of Thoth**

This spell increases the caster's chance to solve a particular intellectual problem. The caster must complete a 30 minute ritual and spend 2 PR. For every 2 PR spent in the chant, the caster gets to add a 5% bonus to their Inventing Percentage (or alternately, a +1 bonus to any d20 Int based skill check). A GM may rule that this spell only works on tasks that involve a character's known Knowledge Area.

### **Consume Likeness**

This spell allows the caster to assume the likeness of a freshly-dead corpse. The victim may be no more than half or twice the original size of the caster. For the next two days, the caster must consume the victim and work the spell, expending 6 points of PR and 1d3 HPs every six hours. The caster could cast this spell more than once, and thereby be able to turn into several different likenesses. Once the spell is complete, the caster takes on the appearance of the victim at will, so long as desired. However the shadow of the caster always remains as it was originally - a good reason to avoid strong light. Losing one or more HPs, the caster must revert to original form and rest 1d3 hours. To go from an assumed form to the original form costs movement only. The original form must be reverted to before another form can be assumed. This spell is known by many Serpent People.

### **Cure Poison Or Disease**

Pr=50. (Necromancy/enchantment) This spell removes all poisons or disease from a target. Caster needs honey to cast this spell. Target must eat the honey.

### **Coma**

Pr=50. (enchantment) as sleep but save is Ed100, once per week.

### **Command**

Attacks as Mind Control. The spellcaster may issue a specific verbal command such as "Run away", attack your friend, etc. The victim must save vs. INT, or will be forced to comply with the spellcaster's wishes. R=CHR<sup>x2</sup>, PR=12.

### **D**

#### **Detect Magic**

Pr=5 (divination) 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

### **Duo Dimension**

Pr=4+4 per turn. (alteration) The target becomes two dimensions. When they turn sideways, they no longer exist for all intents and purposes. A piece of paper is needed to cast this spell.

### **Dark Portal (Teleportation Spell)**

Maximum Distance = caster's power score in inches (x10000), creates a 5' x 5' portal, PR 4.

### **Demon's Breath (Flame Powers Spell)**

The caster can breathe fire with a range of 37" (S+E), does 2d12 Damage, PR 4 per attack.

### **Deflect Harm**

This spell allows the caster to negate various physical attacks. The spell cost 1 PR point per every two points of damage negated. The caster invokes the Outer Gods and stretches out a hand toward the attacker. Until dropping the hand, the caster may deflect a succession of attacks by expending power points for every two points of damage. If an attack misses, then no Power is spent. Dropping the hand ends the spell. It may be recast. The caster may deflect a succession of attacks, but can only deflect one attack at a time. The caster may deflect attacks until out of power points. He or she may choose which attacks to deflect and from which attacks to take damage, but must choose before knowing what the damage will be. Lacking the power points to stop a particular attack, the blow or missile hits or misses, but he or she loses no power points.

### **Dispel Magic**

Pr=5+1 per level of the magic being dispelled. (abjuration) This spell negates magic that is targeted. The chance is 100% minus the level of the magic being dispelled. A magic item can not be dispelled, just go dormant for as many days as level of the caster.

E

### **Eyes of the Peacock**

Pr=7per day. ( divination/alternation/enchantment) This spell creates 100 invisible eyes witch watch for the target. They get a 100% detection rate. The eyes can see in normal light, infra, night vision. Peacock feathers are needed to cast this spell.

### **Eagle's Claw**

Attacks as Natural Weaponry for HTH+1d6 damage. R=INT x 2, PR=1

### **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.

### **Empower**

Pr=100. (enchantment/conjuration) This spell creates the tiny worm hole in a target's brain that connects them to the source of metapowers. The target gets 1d8 metapowers. They also get two weakness. This totally replaces any metal powers they may have had. The caster must spend 10,000 experience points per power gained by target as well as have a symbol drawn on the chest of the target. This symbol fades once the

### **Enrage**

Attacks as Emotion Control. Area affected = CHR". Anyone in the affected area must save vs. INT or, become enraged, attacking both friend and foe alike, until they either make successful save, or be come exhausted. R=INT+ENDx2, PR=20.

### **Enervate**

Pr=4 (Necromancy) attacks as paralysis. 4d10 off power. Range is C'.

F

### **Fires of Hell**

(enchantment/necromancy) Attacks as paralysis. Pr=4. 1d12 off power, and then target must save vs. Ed20 or be forced to tell the truth to a question. Caster needs some blood scrapped off a torture device.

### **Fireball**

Attacks as Flame Control doing 1d12 damage. Range is equal to Intelligence + Endurance. PR=3 per an attack. No force, just flame.

### **Frenzy**

For the next two rounds, for the caster's initiative roll an additional 3D10 (4D10 + Agility). Also, he takes 50% more damage (round down) from all attacks. Pr = 7 to activate.

### **Find Familiar**

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 1d20. 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

G

### **Gift of Laughter**

Pr=5+5 per target. ( enchantment) As emotional control. Targets save vs. 1d20 or loose actions. However, 1 healing rate is gained per action as laughter is the best medicine. Each target must save per action. Caster needs to do something funny to cast the spell.

### **Ghost Form**

Pr=5+5 per turn. (Enchantment/Necromancy) turns non corporeality. Needs some cloth from a corpse to cast.

### **Gray Binding**

This spell allows the caster to form an uncontrolled zombie. A ritual liquid must be poured over a corpse. The GM should determine the ingredients of the liquid, but at least one part should be costly or illegal. Once pouring is finished, the caster intones the spell and spends 8 power points and 1d6 HPs. The ritual takes five minutes after which the corpse awakes. It is nearly mindless, and has free-will. It is not under the control of its creator. The things continues to rot after its creation, and so eventually decays into incapacity.

H

### **Heroic Aura**

Pr=5+5 per turn. (enchantment) This spell gives the target a shimmering aura that grants invulnerability of 25 points. The caser must hunt and kill a large predator themselves and make a pelt of its skin per casting of this spell.

### **Hands of Colubra**

This spell turns the hands of the caster into foreparts of venomous snakes. The spell costs 12 power points and 1d10 HPs. It can only be used on the caster and takes an action to cast. The effect lasts 1d3 + 3 phases. The transformed snakes can bite targets up to 2" away. Each snake receives a +4 bonus to hit, and does 1d3 damage per bite, plus poison (1d10 HP Damage \*and\* 2d10 Power points. A successful End save means the victim loses power only).

### **Heal**

This spell maximizes the target's healing rate (healing rate x3). This spell costs 3 PR to cast and takes five minutes to complete. The recipient must be touched by the caster or the spell cannot take effect, and must be reapplied each day to have effect for that day.

### **HEX**

This spell makes the improbable probable. Attacks as Mind Control, 16 inch range, PR = 3 per use.

## **I**

### **Inferno**

On a successful attack role, the target is completely engulfed in mystical flames, which will continue to burn until extinguished, or the spell caster is killed or otherwise incapacitated. Attacks as Flame Power doing 1d12 damage per turn. Range is equal to Intelligence + Endurance. PR=8 per turn maintained.

### **Identity Artifact**

Pr=5+5 per hour. (divination) This spell is what a Mage uses to find out what a magic artifact 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.

### **Iron Will**

Allows the spellcaster to defend against mystical and psionic attacks as though they had Willpower (A). R = Self, PR=2 per turn.

## **J**

### **Jump**

Pr= 3 (enchantment) A character's jump rate is x10 for one jump. Needs a grasshoppers legs to cast. One pair per spell.

### **Janson's Helm**

Attacks as Emotion Control: those affected will be instantly enraged, hitting out at the nearest individual and never saving actions, until saving throw vs. Charisma is made (on percentile dice between turns). Range is 28 inches, PR = 10 per attempt, whether used against groups (radius of effect is 28 inches) or against an individual target.

### **Jaylyn's Merciful Touch**

The spell caster is capable of mystically healing the wounds of anyone he lays hands on. The spellcaster must be in direct physical contact with the person he is attempting to heal, and must do nothing else for one full turn. If successful, the spell will heal 3d10 points of damage. R=Touch, PR=8

### **Jaylyn's Healing Slumber**

Allows the spellcaster to slip into a coma like state. While in this state, the spell caster will heal wounds and recover power at an accelerated rate. They'll recover HP, at their standard rate, each hour, instead of per day. While in this state, the spellcaster is completely defenseless. PR=15.

## **K**

## **L**

### **Life Drain**

A green energy pours from the caster into the victim, beginning to drain him of his life. HP drained is taken from the target and added to the HP level of the caster (after sleep, HP levels return to normal). Attacks as Power Blast. Drains 3 hp/phase, lasts 15 seconds. R = I. This is a channeling spell, meaning if the target passes outside of range the spell ends, and the caster can do nothing else while draining. Pr = 10.

### **Light**

Pr=1+1 per hour (evocation) 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.

### **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 and 1d4 HPs. 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).

## **M**

### **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 challenged, then the wizard must roll I+Ld20. The challenger 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 challenger wins, the circle is broken.

### **Metalskin**

Bestows ADR 66 on the caster, non-cumulative. PR is 12

### **Mystic Impotence**

Pr=20. (abjuration) This spell strips the target of one paranormal type of ability. This means the target loses either spell casting, psionics, or metapowers. They must save once a week on 1d100 to regain those powers. If the loss lasts a year, then it becomes permanent. The caster needs saltpeter to cast this spell.

### **Mind speak**

Pr=1+1 per turn. (Enchantment/divination) Attacks as mind control. Caster can understand and converse with target via mental link. Needs a copper coin to cast.

### **Mirror Image**

This spell creates a mirror image of the spellcaster. Treat as Illusions (A). R=INTx2, PR=2.+1 per each additional 2 images created.

### **Mystic Bolt**

Attack as Powerblast, 1d20 damage, R=ENDx2, PR=3

### **Mist of R'leh**

The caster can create a dense mist to appear within Cha/4 inches of himself. This cloud has an oval volume of 2" x 2" x 3". The long axis of the cloud is always at right angle to the direction in which the caster faces. This spell obscures vision (treat as Darkness Control) for 1d6+4 Phases). PR Cost 3/spell.

### **Meteor Storm**

A form of Light Control, this spell causes a swarm of blinding-bright streaks of light to surround a victim, causing a blinding-light attack with a radius of four inches, and one weak Power Blast attack that does 2d4 damage on the main target only. PR = 4. Range = 10 inches. May be used only at night.

N

### **Night Terrors (Emotion Control/Terror Spell)**

Range 1", PR 8 per successful hit, victim must make a saving throw vs. Charisma on d100.

### **Nightmare**

This spell causes the target to experience a horrible nightmare, awake with a scream, and lose 1d10 power points. The target is considered to be fatigued until he or she can get a proper night's rest. The spell costs 8 power points and 1 HP to cast. It effects a single sleeping individual, whose name must be known to the caster. The spell can take effect at any range. The shaken victim awakes in a cold sweat, but cannot remember the contents of the dream. An Int check (d20) is needed to see if the victim can recall the dream.

### **Numerological Control**

Causes the change of the rolls of the caster's enemies in combat. Two rolls are made for each roll needed. The GM chooses which roll is applied. Range = 25 inches. This spell costs movement and does not take an action to use. PR - 6 per turn.

### **Note of Jericho**

Opens all locks/latches and disables all manmade security devices within a 1" radius per 1 PR spent. Requires one round of music/dance per increment.

O

P

### **Pyrokinesis**

Pr=3+3 per turn. (Evocation) Can control flame. 2d12 damage per attack. This spell doesn't create fire, you can just control.

### **Probability**

Pr=6 (alteration/enchantment) This spell warps probabilities so improbable things occur. 60% of the time it's helpful. 30% it's harmful. 10% of the time it's just plain wacko. Need a die carved from ivory to cast.

### **Powder of Ibn-Ghazi**

This magic powder has three special ingredients, which must be compounded carefully according to strict directions (at least one part should be difficult to legally obtain) and 4 power points to activate the powder (one spell creates 1d3 + 3 doses of the powder). The GM should determine the special ingredients. The powder is used either by blowing it from a tube (range = 2") or by throwing it over the target (range = A/3). The powder has the ability to make invisible things visible, including magical lines extending from places enchanted for a Calling of a Mythos deity, the aura around a Gate, and invisible creatures. The duration of the powder is one phase only.

### **Power of Nyambe**

This spell grants the caster additional power points perhaps useful in an emergency. The caster must perform a ritual that requires many components of African tribal magic and 1d4 HPs. In return, the caster receives 2d6 points of additional Power usable for any purpose. These points do not regenerate. Once used they are gone (the caster decides when to use these points).

### **Polymorph Self**

Pr=10. (alteration) Any shape or size desired up to 100 lbs per level of the caster. A cocoon is needed to cast this spell.

Q

R

### **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.

### **Restoration**

Pr=40. (Necromancy) 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.

### **Red Sign of Shudd M'ell**

The caster paints a mystical symbol into the air with his fingers. If formed correctly, a dull, red symbol glows ominously in the air. The sign's sinister effects manifest the round after its creation. Once formed, the sign must be maintained by concentration. PR cost is 3 to activate and a further 3 points per phase concentrating.

those within Cha/4 inches of the sign's presence automatically lose 2d10 HPs (the victim cannot roll with this damage) as their bodies quake & spasm, and their internal organs & blood vessels convulse. Victims up to Cha/3 inches of the sign still take 1 HP of damage per phase within the spell's radius. This damage occurs per phase that the caster concentrates.

### **Ray of Weakness**

Pr=7 (enchantment) Target loses 10%-100% of their carrying capacity for one full minute. Caster needs kitten fur to cast. Range is casters C in feet.

### **Reality Warp**

Pr=7+7 per turn. (enchantment/alteration) Causes all surroundings to wig out and become all "Ditkoesque". All in spell area suffer a -4 to hit and save due to the amorphous nature of reality. Range is 25' radius per level

S

### **Scary Friend**

Pr=10+5per arm. (Conjuration) Summons a glob of goopy matter with stretching defense and an initiative of 30. It has 5 hits and a movement of 50. It can attack once per turn, per arm. It can not be hurt except by magical attacks or energy. Each arm has 2 hits. It uses the caster's power for rolling. Damage is as the caster's normal HTH.

### **Silence**

Prevents use of Sonics, Spells, Command words, etc. in a sphere of up to 18 inch radius. Range = 46 inches, PR is 2 per turn maintained. It requires an action to reshape or move the volume of silence (in addition to the PR for maintenance), but no additional PR for movement.

### **Sphere of Protection**

Creates a mystical barrier that completely surrounds the caster. Defends as Force field. PR=1 per square inch covered by the sphere, +1 per 2 points of damage repulsed. The maximum area that can be covered is per the Force Field rules in the rule book.

### **Spirit Drain**

Victim is affected as though they were hit with a Devitalization Ray attack. R=INT x 2, PR=3

### **Sanctuary**

Infallible Dimensional Travel to a previously specified area (the ConFederation base). PR = 7. Special requirement: A symbol must be dawn on the floor (or wall, or ceiling) to which the caster will return, with some precious material.

### **Shadow Dagger**

A dark mystical dagger hurls from the caster into the victim. If it hits the target's movement is slowed to 1/4 for 15 seconds. Attacks as hand to hand (+2 to hit, +1d4 damage). Range = A. Pr = 6.

### **Seal of Isis**

spell protects inanimate objects within a 10" cube against magical attack. This warding spell requires 1 hour, 1 HP and variable power points. Spells cast at items in the warded area are considered to have 2 points of Invulnerability per point of power spent. The spell also protects items from sensory magic (Detect Hidden rolls are need to detect the items under protection, with a -2% penalty per point of power spent). Seal of Isis does not defend people, and is not a barrier.

### **Shriveling**

This powerful spell of attack takes two phases to intone and costs the caster as many power points he or she wishes to spend. On a successful hit (attacks as Disintegration) , it blasts and blackens the target; subtract 1 HP from the target for every 2 Points of Power spent (the victim cannot roll with this damage).

### **Song of Hasatur**

This song is a wailing ululation costing the caster 1d4 HPs and 1d4 power points each round of the spell, but a successful Cha check (Sing skill check) is needed for the weird melody to be an effective spell. Though anyone present can hear the song, it must be directed against a specific target. This spell is ordinarily usable only when the stars are right. When successful, the spell causes the skin and flesh of the chosen victim to bubble and fester into pustulant blobs, costing the target 1d20 HPs per phase (the victim cannot roll with this damage). After two rounds, scarring reduces the victim's Cha by 1d6. After four rounds, internal ruptures lowers the victim's End by 1d6. The victim continues to lose 1d6 End per phase until he reaches zero End. Once this happens, the victim's body swells up and then bursts with a sickening pop as steam and gore spill onto the floor.

### **Shadow Assassin**

Pr=35 (Conjuration/Necromancy/Enchantment) The target's shadow rises to attack its owner as death touch. Caster needs a bone carved into a spike from some sort of undead.

### **Soul Assassin**

Pr=75 (necromancy) Caster loses 5 charisma every time this spell is cast. Target saves vs. current power or die. No resurrection can save the corpse as the soul is gone. Caster needs some dirt that was passed over by a shadow of an undead to cast.

**Sparks**

Pr1 = 1 per target. (Evocation) Does 1d4 damage in a 50 radius. Doesn't need to hit all targets for spell to work.

**Sanctuary**

Pr=1+1 per turn. (enchantment/abjuration) The target of this spell can not be attacked unless the spell is over, or broken by the target making an aggressive action. Attackers must make a save vs. Cd100 to be able to attack target. Caster must hand the target a dove's feather to cast this spell.

**Sleep**

Pr=15. (enchantment) Target is attacked by paralysis. It attacks all within 50' radius except those named by the caster. Each turn the targets save Ed20 per turn. Caster must sprinkle sand in the road.

**Slumber**

Pr=25 (enchantment) As sleep but the save is Ed100.

**Shape Change**

Pr=13+3 per minute. (alteration) This is a more powerful form of polymorph self. The caster can turn into anything that they have experienced personally and gain its powers and abilities.

**Suggestion**

Pr=1 per turn of casting. (enchantment) as mind control. Target does what caster suggests. They save Id100 once a day to realize the deception.

**Soul Burn**

Pr=15 (Necromancy) as devitalization. Does 2d10 off the power score of the target and they also must make a moral check.

**Star Gazing**

Pr=120. (Divination) Can only be cast at four specific days a year. Make an inventing roll divided by two. Casting costs 60, 000 dollars in materials.

**Deep Sleep**

Attacks as Mind Control. Victim must save vs. INT on d100 or sleep for 1d8 hrs. R=INT, PR=10

**Steel Skin**

The spellcaster's skin becomes impervious to harm. The spellcaster is treated as though they had 30 points of Invulnerability. R=Self, PR=8 per turn.

**Synchronicity**

Pr=6. (Enchantment, evocation) This spell alters probability to cause some sort of coincidence to happen. The caster expresses their desired result and rolls Cd20. The lower the roll, the better the result. I use this guide; A success of 5 or less, a minor coincidence happens; 6 to 10, a rare or bizarre coincidence happens; 11-15, a once in a lifetime event can occur; 16-20; a one in a millennium event occurs. Any over 20 results gives a miraculous event.

T

**Talk with the Dead**

This spell allows the caster to talk to the dead. This ritual takes 4 turns to complete with a PR cost of 2/Turn (8 Total). Once the spell is complete, the caster can communicate with the number of dead equaling his Intelligence score.

**Thunderbolt**

Attacks as Lightning Control, doing 2d8 damage, and serving as a carrier for a Sonic Attack of 1d12. Range is 28 inches, PR = 7.

**Time Warp**

Pr=10. (enchantment) The caster can warp time to speed themselves up. They can increase their initiative by their level. Caster needs a copper wire, twisted into a coil to cast.

**Twister**

Pr=15. (enchantment/alteration) Creates a tornado that attacks as vibratory for 3d20. There is a 100' range. Can attack up to 10 basic hits at once.

**Throbbing Bones**

Pr=3 (necromancy/enchantment) Attacks as paralysis. Target's agility is cut in half. Each action costs 2 extra power from pain. Save E d100 per turn. Caster needs the knuckle bones of a hand to cast this spell.

**Tongue of Babel**

Speak and understand any earthly tongue, detect and hear the truth behind any spoken falsehood, cannot lie while Tongue is in effect. (Pr=1/minute). Overseer mode: Acts as Mind Control, direct verbal commands only. (PR=15/use)

**Time Bomb**

Pr=5 (evocation) creates an invisible bomb that detonates for 1d20 in a 50' radius. Caster must give a specific time for it to go off.

**Thunderclap**

When the spellcaster claps his hands, a massive sonic boom is created. Attacks as Sonic Abilities. 1d12 damage, R=END, PR=3

**Tokor's Mighty Fist**

A giant mystical fist forms from the ether, allowing the spellcaster to strike his enemies from afar. Attacks as Force Field. 1d12 damage, R=ENDx2, PR=2

U

### **Unleash**

A red bolt of energy from the caster's body electrifies the target. 4D20 damage. R = 1x2. Pr = 30.

### **Unspeakable Oath**

This spell establishes a binding oath made to He Who Is Not To Be Named, and costs the caster 2d8 HPs. In return, Hastur grants the caster some benefit - an important ancient tome as the R'lyeh Text or the yearly award of 2 points of a Basic Characteristic for the rest of the recipient's life are plausible gifts. Additionally, however, there is a non-cumulative chance of 2% per year that the caster transforms into a gruesome humanoid monster totally under Hastur's sway, one which the GM may create afresh.

V

### **Vision of Anubis (Paralysis Ray Spell)**

Eerie black light shines from the caster's eyes causing unconsciousness to the target. Range 52" (Ex2), PR 6/shot.

### **Voice of Ra**

This spell temporarily increases the caster's Cha and related skills. The spell requires 4 power points and 1 HP. The ritual takes two hours to complete and a variety of herbal components are burned during the casting. For 24 hours, the spell adds 2d10 Cha to the caster and increases any related Cha related skill checks with a +4 bonus (+20% if using percentage based saves).

W

### **Wrack**

This spell temporarily incapacitates a single target. It costs 5 power points and 1 HP to cast. After a successful hit (attacks as Paralysis Ray), intense, wracking pains seize the target (the target is considered incapacitated), the face and hands blister and drip fluid, the eyes cloud with blood and become temporarily sightless. The effect lasts 1d6 phases, after which sight returns. After 10 + 1d20 minutes, the target fully recovers and resumes normal activity. Traces of physical corruption fade as the hours pass, and in 24 hours only faint blemishes can be seen on the skin.

### **Wither**

Pr=15. (necromancy) as paralysis. The target takes 1d20. Caster gets the hits that were lost. The target area becomes withered until fully healed.

### **Wild Fire**

Pr=5 (evocation/evocation) 2d12 damage. Creates a ball of flame that travels at 200 movement and caster can see through it to guide it like a guided missal. Use caster's agility score for turns if needed.

**Wish:** Pr=10 (Abjuration, Alteration, Conjuraton, Divination, Evocation, Enchantment, Necromancy) VS.

The wish spell is the "grand unification theory" of magic. It requires that the wizard have a good understanding of all seven schools of magic. Many quests have ended in glory, and disaster over the correct formulae to cast this, the most often dreamed about, spell.

This spell requires the caster to speak and to dream. That means, the caster must spend an inventing point and make an inventing roll to cast this spell, along with all over requirement of spell casting.

Remember, a 95-00 roll on your inventing is a critical failure, so good luck.

Keep in mind, a failed inventing roll doesn't mean the spell didn't work. It just means you didn't properly think things through. Kind of a Monkey's Paw wish.

### **Word Of Command**

Pr=5 (enchantment) target is attacked by mind control or does what the caster asks for their next action. One action only per casting.

### **Wall of Fire**

Pr=3+1 per turn per 10' (evocation) Caster makes one side "cool" on side hot. All those on the hot side take 1d12 damage. If they go into the flames, they take 1d20. Caster needs a burnt stick.

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### **Dsummer 2:**

#### **Elfsbane**

Attacks as Transmutation. Range = 31 inches, PR = 4. Dispels spell effects, magical transmutation, magical paralysis, magical Mind or Emotion Control but not damage or devitalization. Also dispels the powers of magical items, weapons and armor on a special attack for 7 + 1 d 6 turns.

#### **Nepenthe**

Range = touch with hand (HTH). PR = 8. Victim saves vs. E% once. Victim (or willing patient) regenerates at the normal nightly Healing Rate every minute until all Hit Points are recovered, but remains unconscious until fully healed.

#### **Nimue's Stone**

Attacks as Mind Control, and creates the psychological illusion of an impenetrable force-field prism around the victim, who must save vs. his Detect Hidden percentage between turns. Range = 31 inches, PR = 10.

#### **Cat's Eye**

Grants the spellcaster night vision. No penalties for darkness. R = Self, PR=1



### **Command**

Attacks as Mind Control. The spellcaster may issue a specific verbal command such as "Run away", "Attack your friend.", etc. The victim must save vs. CHR, on a 1d100, or be forced to comply with the spellcaster's wishes. R= INT+CHR, PR=12.

### **Dispersal**

The spellcaster's body dissolves into smoke. The spellcaster may then pass through any solid object, that a gas or vapor would normally be able to pass through, on his next move as if it weren't there. If the caster ends his movement in a solid object, such as a wall, he immediately takes 1d8 damage, and reappears next to the object. PR=3

### **Noxious Vapor**

The spellcaster inhales, then exhales a cloud of noxious black vapor that attacks as Chemical Power, inflicting 3d10 damage on its target's Power. R = END/2, PR=2

### **Unlock**

Opens any lock, R=INT+CHR, PR=1

### **Whirlwind**

The spellcaster creates a tornado that operates under his complete control. Attacks as Weather Control. R= I x 2. Damage as per Tornado on the Weather Control table.

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### **Polarboy:**

#### **Hold Portal**

This spell magically seals shut a door, gate, manhole cover, chest, etc., preventing anything from forcing it open. PR = 2 to lock a 1" x 1" portal, + 1 power point per additional 1" x 1" area effected. Casting range = Intelligence inches. The effect lasts the number of turns equal to the magician's Intelligence + Level. **Option:** adding 1 power point will extend the duration for one turn. A permanent "lock" requires an inventing point.

There are many ways for devices to break in V&V. And a Mending spell from AD&D doesn't offer much help. So here's a heightened version of that spell that can save a technological teammate a lot of cash.

#### **Mend Device**

Range = touch, for each power point the magician spends, the spell has a 1% chance of repairing a broken device. Examples: a damaged Life Support suit; a device destroyed by vibratory powers; a malfunctioning system in an android/robot.

If cast on Armor B, 1 point of armor will return for every power point spent (up the the original ADR). This spell does not restore lost hit points or charges.

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### **Dsummer 3:**

#### **Acid Cloud**

A 5' x 5' cloud of dark green mists forms where indicated, inflicting 2d8 damage to all within. Attacks as Chemical Power; R= INT+CHR; PR=8

#### **Chain Lightning**

A bolt of mystic lightning erupts from your hand, attacking all in its path. A separate to hit roll is required for each target the caster wishes to strike. R=INT+CHR/2; damage = 2d8 -1 for each additional target struck, PR=5 + 1 for each additional target struck.

#### **Spirit Blade**

A brightly shimmering bladed weapon forms from the ether, allowing you to strike your opponents, for 3d6 damage to their Power Score, for each successful attack. The attack is +3 to hit. R=HTH, PR=3.

\*EDIT\* Thanks to Troy's feedback, on the subject, I modified the PR cost of Acid Cloud to 8.

### **Dsummer 4:**

#### **Forget**

The victim must save vs. Int (d100), or forgets the events during the specified time period. Attacks as Mind Control. R=INT+CHR, PR=See Below.

Forget one (1) Action – PR=2

Forget one (1) Turn – PR=3

Forget one (1) Hour – PR=5

Forget one (1) Day – PR=7

Forget one (1) Week – PR=10

Forget one (1) Month – PR= 15

Forget one (1) Year – PR=20

Forget one (1) Decade –PR=25

Wipe memory – PR=50

#### **Morass**

Acts as Transformation transforming solid ground into a liquid. R=INTx2, area affected=INT/2", PR=7.

#### Dsummer 4:

**Eyes of the Eagle:** PR=2, R=Self, 1 hour duration. The spellcaster's vision is mystically enhanced, granting him a +4 hit bonus.

**Leviation:** The spellcaster hovers just above the surface, allowing him to move at his normal movement rate over any surface. PR=1 per hour.

**Quake:** The ground begins to shake violently in an area = to the spellcaster's INT+CHR/2. Attacks as Vibratory Powers. Anyone standing must save vs. AGL or fall for 1d4 damage, objects in the affected area, such as buildings will suffer 1d12 damage, per turn. PR=8

#### Dsummer 5:

##### **Distortion**

The Spellcaster's image becomes vague and distorted to anyone trying to view him. All attacks against him are at a -4 penalty. R=Personal, PR=2 per turn.

##### **Earthquake**

The ground begins to shake violently causing anyone standing to save vs. AGL on 1d100, or lose his or her footing, and fall to the ground. Buildings/structures in the area are affected as though struck with a vibratory attack, and suffer 1d12 damage. Radius affected = INT. PR=8 then 5 per round, for each round thereafter.

##### **Frost Beam**

A beam of freezing cold air emanates from the spellcaster's hand. Targets are affected as though struck with Ice Powers, inflicting 1d12 damage. Ice is created as per Ice Powers. R=INT, PR=4.

##### **Melt Flesh**

Attacks as Transformation, 1d20 Damage, R=INT+ CHR.

##### **Word of Power**

When the Spellcaster speaks, and everyone in the area of effect must save vs. CHR on 1d100, or is affected as though struck with a Paralysis Ray attack. Radius=CHR", PR=25. Normal wake-up rolls apply.

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#### Polarboy 2:

**Garble:** Range = Intelligence x 2", attacks as Mind Control, PR = 2 per attack. Those affected cannot pronounce consonants (not even the letter y). Verbal communication is limited to simple vowel sounds such as Aaa and Eee and Ooo until saving vs. Intelligence (1d100) between turns.

**Levitation:** Requires one action to activate but none to maintain thereafter. Maximum flying speed equals one m.p.h. per inch of normal movement. PR = 1 per hour. Characters may levitate with legs folded, as if sitting.

**Rust:** Range = Endurance x 2", attacks as Paralysis Ray but affects only characters with metallic defenses, including Android Body, Bionics, Robotic Body, and Armor (when applicable), PR = 7 per shot. On their first action each turn, opponents can recover from paralysis if they save vs. Endurance (1d100). A special attack against a metal object causes the rusted item to fall to pieces permanently.

**Periscopic Vision.** Sometimes called *Wizard's Eye*, this Magical Spell (or Heightened Senses/Psionics) allows a character to peer around corners following a specific route (but not through objects). The maximum "traveled" distance ahead the character can see equals Intelligence x 10 game inches, taking into account any changes of direction. Requires one action per use. PR = 1. The character's physical body must stay in place while using this power.

#### Rune's Magical Spells

##### **Bear Form**

For one action, Rune may speak the true name of a grizzly bear to change shape into that form, PR=3. He may change back into human form for movement only (3"), PR=0, and he is able to speak in both forms, though he cannot cast Mirror Image in Bear Form. When changing shape either way, Rune keeps the same proportion of Hit Points that he had in the previous form. While in Bear Form he gains the following abilities:

Body Power: 1' added to height (7'), x4 to Weight (720 lbs.); +4 S, +2 E; retains own A, I and C; Movement x2 (x4 for up to one turn); attacks to the head do not have an increased chance of KO, and his head (only) has an Invulnerability of 11.

Heightened Senses: Enhanced smell (individual scents up to a mile away) and taste; Detect Hidden and Detect Danger +10%; Perception +5; Tracking +5.

Natural Weaponry: Long, curved claws; +3 to hit, +6 to Damage with HTH.

[Note that a level of Training has removed any negative Agility modifiers when shapechanging to larger sizes]

##### **Prestidigitation**

By speaking the true name of legerdemain, Rune may cast this spell for movement only (1") to create simple magical effects; they last up to 1 hour while within range (1") of Rune; PR=0. By successfully making a Sleight-of-Hand Skill roll (at +5), he can affect (color, clean, spoil, chill, warm, or flavor) up to 1 lb. of non-living material that is within 1" of himself. He cannot cause damage with this spell, but it could potentially be used to distract an opponent (GM's option). It can also be used to create small, simple objects, but they are too fragile to be used as tools.

### **Doorway**

When Rune speaks the true name of a door and spends one full action (PR=7) to draw an outline of that door (on any surface that can be drawn on) he is able to create a teleportation (portal-type) doorway up to 69,128 miles away. The doorway may be up to 5" x 5" in size (but must be at least 1" x 1"), is two-way (anyone can enter and/or exit from either side) and lasts until the end of the turn on which it was created. The destination doorway can be at any angle Rune desires at any location he has previously been to (or has perceived by plants he controls).

### **Mirror Image**

To create duplicate images of himself, Rune must speak the true name of a mirror and spend one action. The maximum number of mirror images he can create (all for one action) is equal to his current Level, and the total PR is 1 per duplicate image (so PR=3 to create 3). These figures stay near (within 1" of Rune or another duplicate), and move in unison with him. He can move in and through any duplicate, and the mirror images mimic Rune's actions exactly (so it is extremely difficult to tell which one is the original). To determine which counter is the original, the player writes down a selected number; when any copy of Rune is attacked, the other character must simply guess their target. When hit by at least 1 point of physical damage, a mirror image disappears. A mirror image may not be discerned by using sight (any wavelength) or hearing, but they are vulnerable to enhanced smell (Perception roll when appropriate). When moving, Rune can merge and split off from any duplicate(s), so that any enemies who have learned which image is real are again confounded.

### **Find Flaw**

If Rune speaks the true name of analysis and spend an action within 1" of an opponent, he gains a permanent combat bonus of +12 to hit that opponent; PR=0. He can also use this spell to discern the structural weaknesses or flaws of an item or object (within the same range); generally this will allow at least triple the normal damage done against the substance's Structural Rating.

### **Wind Wall**

After speaking the true name of wind, Rune may use one action (PR=3) to generate a strong breeze of wind. This wind can function like the Force Field power, creating a wall up to 3" high and up to 5" wide. It functions like a force field with 30 Hit Points, so hits on the wall do ½ damage to the wall, and hits that penetrate it strike the intended target and do full damage to the wall.

### **Sanctum**

When Rune speaks the true name of sanctum and spends one full action (PR=10) to draw an outline of a door (on any surface that can be drawn on), he is able to create a teleportation (portal-type) doorway that accesses a small sub-dimension. This dimension may ordinarily only be accessed by Rune (and those he designates), and the portal will shut (and disappear) at the end of the turn that he creates it (between-turns). It may be opened from the sub-dimension side for one action (PR=0), and lasts until the end of the turn on which it was created. Once observers pass through the entrance, they find themselves in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, warm, and welcoming, and time passes at a rate 4 times faster than it does on Earth. Rune is able to make any floor plans he desires, once per hour, within a total maximum area of 12" x 12" x 12" (though it can appear much larger). The sanctum contains elaborate furnishings, and contains sufficient foodstuffs to serve a 12-course banquet to a number of people = Rune's Level x10. Eating the food (and resting) for a minimum of 1 hour allows characters to regain their Healing Rate x5 in Hit Points, but only once per day. Rune can use this spell anywhere in the universe (or in another dimension), but when he returns he goes back to the world or dimension he originally entered from.

### **Time Stop**

Once per turn, by speaking the true name of an hourglass, Rune can bestow upon himself such great speed that it will appear to stop time around everyone but himself. To do this costs one action and PR=5, and for approximately 15 seconds everyone (within his sight) appears to Rune as if they are frozen, though in actuality they are moving at their normal speed. Rune is then able to do things (and can take up to two new actions at PR=2 each), but during this spell he is not limited to the normal action rules (move and then act or act and then move). If Mirror Image is active, only the real Rune may move (the others also appear frozen), though that spell could still be cast. Ordinary and magical attacks that were already affecting Rune will continue to harm him, though their effect is slowed down by this as well. All other beings are invulnerable to Rune's attacks and spells during this time, and during this spell he may not target them with any attack or spell except Find Flaw. A spell that affects an area (or whose duration is longer than this spell) will have its normal effects and not be affected by this one. Rune is not able to move or harm items that are held, carried, or worn by another character or being while they appear frozen, but is able to affect any item that is not in the possession of another. Rune is not seen or perceived ordinarily, though some characters with very fast Heightened Speed might barely perceive him (GM's option).

### **Cure Wound**

By speaking the true name of injury, Rune can heal another character of any physical damage. For one action, PR=5, Rune may provide magical healing (which mends wounds, knits broken bones, etc.) equal to the character's Healing Rate x10. This can only be done once per character per day, and Rune must kneel over (and be close enough to touch the person) he is healing (Range=1"). During the spell, both Rune and the victim must remain very still (and can only be moved by an attack roll of 20). If used in combination with Mirror Image, a maximum of four images (one being the real Rune) must be next to the person being healed, though others could surround those four. This spell could even restore a severed limb, but will not work on a character that is dead.

### **Hunt Target**

By speaking the true name of hunting, Rune is able to find another person, creature, or object that he has previously used Find Flaw on. Once per day, he may attempt a % I save (one action) to sense the exact location of a person he has used Find Fault on in the past (at least one day before). After three consecutive failed attempts, the connection is lost and he may not track that person, creature, or object again until he has used Find Fault on them (or it) again (the original combat bonus remains, however). PR=5/attempt.

### **Eagle Form**

For one action, Rune may speak the true name of a golden eagle to change shape into that form, PR=1. He may change back into human form for movement only (1"), PR=0, and he is able to speak in both forms, though he cannot cast Mirror Image in Eagle Form. When changing shape either way, Rune keeps the same proportion of Hit Points that he had in the previous form. While in Eagle Form he gains the following abilities:

Size Change: Smaller; Height Factor: 2 (3', 7' wingspan), Weight = 15 lbs.; Agility Modifier +8, otherwise retains own Basic Characteristics; Movement 15" ground, 150" flying, but may dive attack at up to 675" (no velocity bonus).

Heightened Senses: Enhanced sight; Detect Hidden +30%; Perception +5.

Natural Weaponry: Long, sharp talons; +2 to hit, +4 to Damage with HTH.

**Slow**

Attacks as Paralysis Ray; PR=5; PR+1 and -1 to hit each successive hit on same target in same encounter; target gets 1d100 E save to resist; reduces target's initiative by 3d10 and makes them +2 to be hit while affected (at a minimum they still move on action phase 1).

**Dsummer 6:**

**Distortion:** The Spellcaster's image becomes vague and distorted to anyone trying to view him. All attacks against him are at a -4 penalty. R=Personal, PR=2 per turn.

**Earthquake:** The ground begins to shake violently causing anyone standing to save vs. AGL on 1d100, or loose his or her footing, and fall to the ground. Buildings/structures in the area are affected as though struck with a vibratory attack, and suffer 1d12 damage. Radius affected = INT. PR=8 then 5 per round, for each round thereafter.

**Frost Beam:** A beam of freezing cold air emanates from the spellcaster's hand. Target's are affected as though struck with Ice Powers, inflicting 1d12 damage. Ice is created as per Ice Powers. R=INT, PR=4.

**Melt Flesh:** Attacks as Transformation, 1d20 Damage, R=INT+ CHR.

**Word of Power:** When the Spellcaster speaks, and everyone in the area of affect must save vs. CHR on 1d100, or is affected as though struck with a Paralysis Ray attack. Radius=CHR", PR=25. Normal wakeup rolls apply.