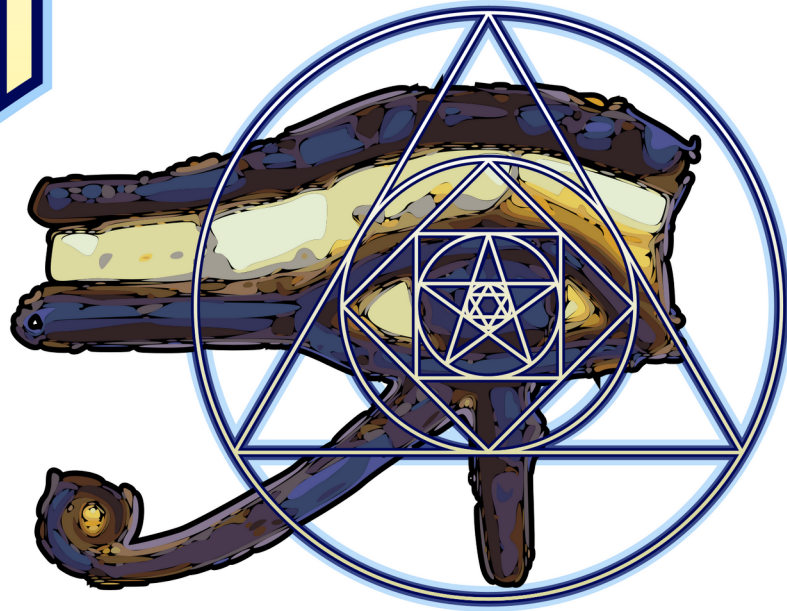


MYTHMAGICA™



The Oculus of Occultism

by Whitson John Kirk III

**Occult Magic Guide
of the Mythmagica RPG**



Mythmagica

The Oculus of Occultism

Beta 12b

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The Oculus of Occultism

Introduction

The entirety of this book is reference material for the game of Mythmagica™. Specifically, it contains the information needed for Occultists, such as Magicians, Sorcerers, Wizards and Witches. It assumes that you already have a copy of [The Rules Reference](#) and [The Character Compendium](#). [The Rules Reference](#) contains all of the basic rules governing the game, while [The Character Compendium](#) contains the basics needed to work up a character. As such, the fundamental spell casting rules are not duplicated in this volume. However, the specifics of occultism reside here.

This book represents the culmination of decades of research and play testing the various forms of occult magic found in folklore and fantasy fiction. The magic systems and mythologies presented are as complete as the authors could make them. As new spells could always be devised and written from the nearly infinite variety of magic found in folklore, no magic system could ever give a one hundred percent overview of all supernatural beliefs in history. Nevertheless, the systems presented here delve pretty deeply into the major branches of arcana. They are presented in a logical, easily playable manner that, we believe, reflects a reasonable facsimile of the sacrifices and rewards a spell caster accepts in fairy and folk tales.

Magic, as described in folklore and mythology, is far from the one-size-fits-all perspective taken by most fantasy role-playing games. Rather, it comes in a plethora of forms that are endowed by their respective cultural origins with identifying characteristics. Each magic system has its own unique personality that separates it from other forms, but they are all somehow related to each other in subtle ways. Any ardent student of folklore will likely recognize these patterns as their research on the topic progresses. The disparate “flavors” of magic fit together in a manner resembling more of a patchwork quilt than elegant lace. Consequently, any attempt to provide a cogent, scientific model that succinctly describes these systems as a whole is doomed to failure. Even so, the authors have endeavored to provide Mythmagica players with a magic system that is rich and diverse, and fits the flavor of these ancient tales reasonably well.

While some of the magic in Mythmagica comes directly from fables of powerful magi and wizards, much of it is derived from the abilities of fantastical creatures as described in folklore. The Occultist spell [Invoke Colossal Deft Dire Deathly Moan](#) is an example of this. We took this symbiotic approach in order to embellish the game's magic system whenever we added a new beast to the ranks of Mythmagica monsters. (The experience has taught us that killing a two-headed roc with one philosopher's stone is harder than it sounds.)

To maintain a sharp demarcation between pagans and

occultists, we distinguished between monsters found in myth and those found in folklore. (Our definition of a myth is any story that was widely believed and promoted as religious dogma. Folklore, on the other hand, deals with fairy tales and locally held beliefs.) This book, [The Oculus of Occultism](#), presents the magic of Occultists. [The Codex of Cultures](#) contains Mythmagica's Pagan and Mystical magic.

Beyond the gross chasm separating religion from the occult, Mythmagica provides many more subtle variations on the two basic themes. After all, no ancient traveler would mistake a Nordic Berserker for an Egyptian high priest. Similarly, no description of Merlin would include flying carpets, magic lamps, and jeweled turbans. Mythmagica strives to provide comparable flavor to your own spell casters.

We sincerely hope that you get as much pleasure out of using this book as we had in writing it.

How Occult Magic Works

Occultism, also known as magecraft, is the type of magic practiced by mages (Occultists). It is characterized by spells that have Occult Lores as prerequisites.

When a mage casts a spell, they are essentially summoning and binding spirits to do their bidding. The spell tells the spirit what the caster wants and then the spirit goes off and does it. Ordinarily these spirits cannot be seen, as they exist on the Astral plane. However, their ghostly apparitions can be perceived by any character with Astral Vision or some other means of peering into that dimension.

Gaining New Occult Lores

Mages can gain new Occult Lores only by gaining classes that provide the necessary training. Once gained, ranks are obtained in the individual lores by spending XP.

Gaining New Occult Spells

Mages gain spells by diligently studying manuscripts describing how they work. Some spells are obvious once a character satisfies the Prerequisites to cast them. Others require a mage to possess specialized knowledge, which is often provided by a written description of that spell. For this, they must often pay dearly.

Spells which are listed in the spell tables section without a New Scroll Cost can be cast by any spell-caster satisfying its Prerequisites. Spells listed with a Scroll Cost, though, require the caster to somehow obtain the spell. Often this will be from a scroll or spell book, but may be accomplished through training by a mentor.

For those spells with a Scroll Cost, the price depends on the spell's Difficulty Level. The Difficulty Level of a spell

equals the highest Occult Lore rank required to learn the spell. Thus, a spell that requires the caster to know Earth 5 and Fire 7 has a Difficulty Level of 7. Once the Difficulty Level of a spell is known, its price can be determined by the Occult Scroll Cost Table.

Occult Scroll Cost Table

Spell Difficulty Level	New Scroll Cost (s.oz.)	Spell Difficulty Level	New Scroll Cost (s.oz.)
1	200	11	6,400
2	300	12	9,600
3	400	13	12,800
4	600	14	19,200
5	800	15	25,600
6	1,200	16	38,400
7	1,600	17	51,200
8	2,400	18	76,800
9	3,200	19	102,400
10	4,800	20	153,600

Gaining Ranks in Occult Spells

Mages gain ranks in their spells indirectly by gaining ranks in their Occult Lore. The rank of a mage spell equals the lowest rank of all Occult Lore required to learn the spell. So, a Wizard's Apprentice gains ranks in her Procure Twinkle of Colossal Light spell by gaining ranks in Air Lore, the only Occult Lore required to cast the spell. As she gains ranks in Air, her rank in Procure Twinkle of Colossal Light improves.

Note that gaining a rank in any Occult Lore only requires the character to expend the appropriate XP to the lore. It does not require any further training from a more experienced tutor.

Offensive Spells require a Maleficium Style

Just as swordsmen have various fighting styles (Florentine-Style Fencing, Half-Sword Fencing, and Old-Style Fencing), occultists have a variety of spell-casting styles, known as Maleficium styles. Maleficium is only required for offensive spells, which are primarily those that deliver Damage or Setback to targets. However, a Maleficium style may be applied to a non-offensive spell as well if the caster wishes to obtain the benefits of the style in its casting.

There are several Maleficium styles in the game, including Diablerie (blood-magic used by Sorcerers and other dark mages), Hermeticus (a melee-friendly style used by Wizards), Incantare (a speech-oriented style used by Witches and Warlocks), Legerdemain (a gesture-oriented style used by Magicians and Illusionists), and Duellum (a style requiring a wand that is most commonly used in magic duels). Finally, Maleficium itself is a bare-bones, no-frills

offensive casting style taught to most initiate occultists.

When a spell requires a Maleficium Style to be cast, any such style can be utilized. The choice of style may provide the caster with distinct benefits.

The Cost of Casting Occult Spells

Occult spells have an associated Setback Cost, which is felt in the form of Voluntary Setback. This is a cost, in Fate Points, that must be expended for the spell to work. This cost works the same way as it does for all magical abilities in the game, as described in [The Foundation of Magic](#) section of [The Rules Reference](#).

Most often, the amount of Setback felt by the caster equals the occult spell's Setback Cost minus their Intelligence, to a minimum of 2. So, a mage will usually suffer some Setback, regardless of how impressive an Intelligence they have¹. If an item casts an occult spell, treat it as having a 0 Intelligence unless otherwise stated. (In this case, the user's Intelligence is irrelevant.)

Further, occultists cannot cast themselves down to 0 Fate Points. Any such attempt will fail.

Casting Occult Spells in Combat

Most difficulties of casting occult spells in combat depend on the Maleficium style being used. As such, you should consult the Maleficium style's description for details on how it works in combat.

Regardless of the Maleficium style used, though, an Occult spell's effects will suffer from a Drawback for each blow striking the occultist since their last Turn, or since entering combat if they haven't had a Turn yet. So, if a Wizard is struck twice in the Round prior to casting an [Invoke Burst of Dire Flame](#) spell, their Attack Roll when using the spell suffers from two Drawbacks.

¹ With an exception for "The First One's Free" rule, as described in [The Rules Reference](#).

The Occult Script

When an occultist wants to take notes or convey information to other occultists, but keep the information hidden from laymen, they will often encrypt their messages using Occult Script, a cipher of occult symbols. That is, they will substitute a different symbol for a standard letter. So, a “R” will be used in place of an “A”. This cipher has evolved over the centuries and has become widely known to many Occultists, who guard it jealously from non-Occultists.

The Occult Script Cipher Table provides the most common symbols used in this script². Note that most letters can be represented by more than one symbol.

Occult Script Cipher Table

A	B	C	D	E	F	G	H	I
△	⌘	⌚	∧	▽	△	♁	♁	♁
E	W	♀	3	⊕		♁	♁	♁
⌘	⌘	→*	♀	♁				
♁		♀						
J	K	L	M	N	O	P		
⌘	▽ T	♁	♁	▽	3	☆	♁	
	▽ ♁	♁	♁	♁	♁	♁	♁	♁
	♁							
Q	R	S	St	T	U	V		
♁	♁	♁	♁	♁	♁	♁	♁	♁
♁	♁	♁		♁				
♁	♁	♁						
QE		f						
W	X	Y	Z		0	1	2	3
▽	c	♁	♁		♁	♁	♁	♁
♁					♁			
4	5	6	7	8	9	10	11	12
♁	♁	♁	♁	♁	♁	♁	♁	♁

As a standard practice, many magic items made by Occultists have their command words or phrases engraved, etched, painted, or otherwise placed onto their surface, although this is not required. Some even have brief descriptions of their purpose. Any such command word is often interpreted as the item’s name.

Items intended to be used by non-Occultists usually have their notices written in common languages. But, those intended to be used only by Occultists almost always use Occult Script. Anyone capable of reading Occult Script will be able to decipher these cryptic messages.



2 The symbols are authentic alchemy (Unicode) symbols. The cipher itself is pure fiction, although the symbols were placed on the table based on some aspect of their underlying meanings.

Occult Classes

This section contains the standard Occult classes.

We start with a table laying out how the various Occult Classes relate to one another (along with a number of non-Occult classes). The classes in the left-most column are all the classes that characters generally start with in their Mystic

careers. The columns to the right have skill Prerequisites that are satisfied by those to their immediate left.

Note that the table lists only some of the possible career paths. It is in no way exhaustive.

Occult Class List

<u>Magician's Apprentice</u>	<u>Magician</u>	<u>Aeromancer</u> <u>Astromancer</u> <u>Gallipot</u>	<u>Wizard</u> <u>Witch</u> <u>Alchemist</u> <u>Illusionist</u> <u>Sorcerer</u> <u>Creationist</u>
	<u>Warlock</u>	<u>Geomancer</u> <u>Magus</u> <u>Master Mage</u> <u>Necromancer</u> <u>Theurgist</u> <u>Pyromancer</u> <u>Black Mage</u> <u>Thaumaturgist</u> <u>White Mage</u>	<u>Archmage</u> <u>Black Mage</u> <u>Demonologist</u> <u>Witch</u> <u>Demonologist</u> <u>Illusionist</u> <u>Enchanter</u>
<u>Sorcerer's Apprentice</u>	<u>Sorcerer</u>	<u>Black Mage</u> <u>Creationist</u> <u>Demonologist</u> <u>Gallipot</u> <u>Illusionist</u>	<u>Cult Leader</u>
		<u>Necromancer</u>	<u>Thaumaturgist</u> <u>Alchemist</u> <u>Cult Leader</u> <u>Master Mage</u> <u>Thaumaturgist</u> <u>Cult Leader</u> <u>Theurgist</u>
<u>Witch Neophyte</u>	<u>Witch</u>	<u>Aeromancer</u> <u>Black Mage</u>	<u>Astromancer</u> <u>Creationist</u> <u>Demonologist</u> <u>Necromancer</u> <u>Thaumaturgist</u> <u>Warlock</u> <u>Creationist</u> <u>Illusionist</u> <u>Alchemist</u> <u>Creationist</u> <u>Demonologist</u> <u>Enchanter</u> <u>Astromancer</u> <u>Illusionist</u> <u>Thaumaturgist</u>
		<u>Forester</u>	
		<u>Geomancer</u> <u>Hydromancer</u> <u>Pyromancer</u> <u>Theurgist</u>	
		<u>White Mage</u>	
<u>Wizard's Apprentice</u>	<u>Wizard</u>	<u>Aeromancer</u> <u>Astromancer</u> <u>Alchemist</u> <u>Creationist</u> <u>Demonologist</u> <u>Geomancer</u> <u>Enchanter</u> <u>Hydromancer</u>	<u>Warlock</u> <u>White Mage</u> <u>Sorcerer</u> <u>Necromancer</u>
		<u>Necromancer</u> <u>Pyromancer</u> <u>Thaumaturgist</u> <u>Theurgist</u>	<u>Witch</u> <u>Gallipot</u> <u>Illusionist</u> <u>Black Mage</u> <u>Magician</u> <u>White Mage</u>

Occult Class Descriptions

Aeromancer

An Aeromancer specializes in the areas of Occult Lore dealing with the awesome power of hurricane force winds and the sublime grace of flight. Although this class is often unfairly ridiculed for its lack of firepower, nobody doubts its defensive effectiveness. Few spell-casters can compete with the tactical advantages an Aeromancer gains when they disappears in a puff of smoke.

Prerequisites

The character must already possess the gift of Occult Beckoning and must satisfy one of the following groups of requirements:

- 12th rank in one of the following: Air Lore, Gas Lore, Hearing Lore, Hot Lore, Motion Lore, Spring Lore, Sky Lore, Summer Lore, or Wet Lore
- 9th rank in two of the following: Air Lore, Gas Lore, Hearing Lore, Hot Lore, Motion Lore, Spring Lore, Summer Lore, Sky Lore, and Wet Lore
- 6th rank in three of the following: Air Lore, Gas Lore, Hearing Lore, Hot Lore, Motion Lore, Spring Lore, Summer Lore, Sky Lore, and Wet Lore

Gifts

Incantare, Reading and Writing a Common Script

Martial Proficiencies

Reviewed (+1) in: Shooting Proportional Bows

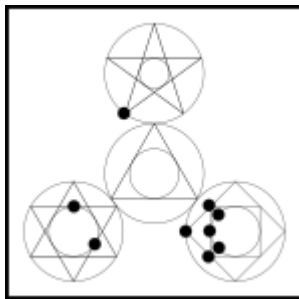
Martial Skills

Reviewed (+1) in: Ballistics

Occult Skills

Versed (+2) in: Air Lore,
Gas Lore, Sky Lore

Reviewed (+1) in: Hearing Lore, Hot Lore, Motion Lore, Spring Lore,
Summer Lore, Wet Lore



Alchemist

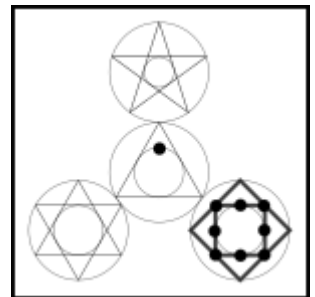
Most Alchemists are spell-casters devoted to the pursuit of quintessence, or true gold. This remarkable substance is believed to bestow upon the possessor immortality and virtually unlimited power. This time consuming research, unfortunately, needs vast wealth as the laboratory equipment requires exacting precision and the raw materials are exceedingly rare and often dangerous to acquire.

In seeking quintessence, alchemy evolved into a magical profession capable of smelting the true forms of the other six alchemical metals of mercury, lead, copper, iron, tin, and silver. Each of these true metals has remarkable properties in its own right and their production can attract a considerable income. As yet, though, the secret of true gold eludes even the most brilliant alchemists. Although the secret is not known, whether it be a formula or a catalyst or some other as yet unimagined contrivance, it has many names including the “Philosopher's Stone”, the “Elixir of Life”, and the “Sorcerer's Stone”.

Even though the Alchemists' ultimate goal thwarts them, their diligent research provided many clues on manufacturing magical potions, incenses, powders, and elixirs along the way. To offset the constant drain of money their research demands, many Alchemists set up shop to sell to customers rich enough to afford their services.

A subset of Alchemists believe that the true purpose of alchemy is not the search for quintessence and ultimate power. Rather, they study alchemy to improve the art of herbal medicine. These humanitarians practice Spagyric Alchemy, the profession of producing herbal medicines and potions using alchemical procedures.

Obviously, only an unusually wealthy city can support the uncommon sight of an Alchemist's tower. At night, flashes of light, billows of smoke, and the retort of an occasional explosion stupefy passing pedestrians as they gather to watch the frightening pyrotechnics. In legend, only thirteen alchemists exist at a time. In this way, they maintain a monopoly to drive the price of their wares as high as possible. To date, no Alchemist has found the elusive secret that taunts them night and day.



Prerequisites

The character must already possess the gift of Occult Beckoning and must satisfy one of the following groups of requirements:

- 12th rank in one of the following: Body Lore, Cold Lore, Dry Lore, Gas Lore, Liquid Lore, Hot Lore, Plasma Lore, Solid Lore, or Wet Lore.
- 12th rank in Smelting
- 9th rank in two of the following: Blowing Glass, Identifying Concoctions, Curing, Foraging, Smelting
- 9th rank in two of the following: Body Lore, Cold Lore, Dry Lore, Gas Lore, Liquid Lore, Hot Lore, Plasma Lore, Solid Lore, and Wet Lore.
- 6th rank in Tetrangle Lore

Gifts

Familiar Bonding, First Aid, Maleficium, Reading and Writing a Common Script

Academic Skills

Expert (+4) in: Metal Lore

Versed (+2) in: Herb Lore

Occult Skills

Reviewed (+1) in: Cold Lore, Body Lore, Dry Lore, Gas Lore, Hot Lore, Liquid Lore, Solid Lore, Plasma Lore, Tetrangle Lore, Wet Lore

Trade Skills

Expert (+4) in: Smelting

Specialized (+3) in: Identifying Concoctions

Reviewed (+1) in: Blowing Glass, Curing, Foraging, Harvesting

Archmage

An Archmage is a spell-caster who attained power unparalleled in their time. In fact, since some Overlords view this class as so elite, anyone attaining this class may best be called The Archmage. In even the most magical of worlds, only a handful of spell-casters can ever attain this rank. A suggestion: If your character ever attains this rank, play them in one more glory filled adventure. Then retire them. You won.

Prerequisites

The character must possess the gift of Occult Beckoning. Further, they must first attain the class of Master Mage, and must gain at least 4 other veteran mage classes (i.e. Wizard, Thaumaturgist, Enchanter, and Illusionist). Further, they must attain 15th rank in at least 4 areas of Occult Lore.

Gifts

Attracting Followers, Reading and Writing a Common Script, Reading and Writing an Archaic Script, Speaking an

Archaic Language. Plus, one of the following: Diablerie, Duelling, Hermeticus, Incantare, Legerdemain

Occult Skills

Expert (+4) in: Four areas of Occult Lore (i.e. Air, Earth, Fire, and Water) of the character's choosing that the character already possesses.

Trade Skills

Specialized (+3) in: Choice of one of the following: Riding Canines, Riding Deer, Riding Equine-like Mounts, Riding Raptor-like Mounts, Riding Reptiles

Astromancer

An Astromancer is an astrologer, expert at reading the heavens and finding meaning from them. In particular, they study the positions of the planets and stars, and decipher a person's destiny from them. Unfortunately, their powers of prophecy are extremely limited, and provide little in the way of practical assistance. Astromancers are, nevertheless, revered as exceptionally wise.

Most Astromancers rise to their exalted status from the ranks of witches, although certainly many earn the title through other avenues.

Often, an Astromancer will be chosen to assume leadership of the coven or guild to which she belongs. Some establish new covens or orders in remote locations while others use their powers to fight some diabolical force.

Prerequisites

The character must possess the gift of Occult Beckoning. Further she must have attained one of the following requirements:

- 12th rank in one of the following: Aether Lore, Gaia Lore, Jupiter Lore, Mars Lore, Mercury Lore, Moon Lore, Sky Lore, or Venus Lore
- 9th rank in two of the following: Aether Lore, Gaia Lore, Jupiter Lore, Mars Lore, Mercury Lore, Moon Lore, Sky Lore, or Venus Lore
- 6th rank in Star Lore

Gifts

Duelling, Familiar Bonding, First Aid, Magic Sense, Reading and Writing a Common Script

Academic Skills

Specialized (+3) in: History

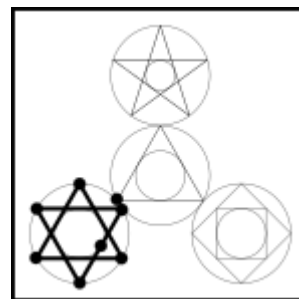
Occult Skills

Versed (+2) in: Gaia Lore, Jupiter Lore, Mars Lore, Mercury Lore, Moon Lore, Venus Lore

Reviewed (+1) in: Aether Lore, Sky Lore, Star Lore

Trade Skills

Versed (+2) in: Concocting Herbal Balms

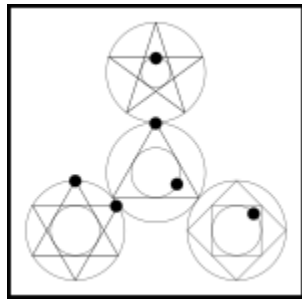


Black Mage

Many fables tell of withered old crones, jealous of surrounding beauty and youth, who curse children with the evil eye, destroy crops with blight, and kill whole townships with disease and rot. Although the powers of these dark spell-casters closely follow those found in tales, the appearance of a Black Witch or Warlock does not. Perhaps a Black Mage's greatest curse is avoiding detection as she blames citizen after citizen of the evil she brings herself. Luckily, most of these hateful spell-casters are loners, reluctant to share their secrets. A mage just starting in black magic may have a difficult time finding a willing mentor. Although most Black Mages gain the class after progressing through the Astromancer class, occasionally one of these dark spell-casters takes a different path. In this case, they simply add the title "Black" to their most favored class (e.g. Black Magician, Black Necromancer, or Black Witch).

A practitioner of black magic has the view that good and evil are indivisible parts of natural law. Such a person nurtures the perspective that death and suffering are always revealed to favor the strong in nature. This "fact" stokes the fires of hatred within a Black Mage until it swells within her.

This evil energy provides a Black Mage with great strength, which she directs at others through dark arts. The mage toys with all the forces of evil by calling upon and enslaving its followers to her authority. She burns with the desire for mastery over all others and seeks to destroy anything she cannot own or control.



Prerequisites

The character must possess the gift of Occult Beckoning. Further, the character must satisfy one of the following groups of requirements:

- 12th rank in one of the following: Autumn Lore, Blood Lore, Chaos Lore, Mars Lore, Mind Lore, or Moon Lore.
- 9th rank in two of the following: Autumn Lore, Blood Lore, Chaos Lore, Mars Lore, Mind Lore, or Moon Lore.

Gifts

Diablerie, Familiar Bonding, Magic Sense, Reading and Writing a Common Script

Academic Skills

Reviewed (+1) in: Faery Lore

Occult Skills

Versed (+2) in: Chaos Lore, Moon Lore, Mind Lore

Reviewed (+1) in: Autumn Lore, Blood Lore, Mars Lore

Trade Skills

Specialized (+3) in: Foraging, Harvesting

Reviewed (+1) in: Brainwashing, Concocting

Hallucinogenic Poisons, Concocting Toxic Poisons, Identifying Poisons, Riding Canines, Riding Equine-like Mounts

Creationist

Creationists have power over shape, form, and size. They change people into frogs and create monstrous creatures. They experiment in changing the color of rabbits from white to purple while preventing them from growing extraneous appendages or slavering fangs. On the other hand, some Creationists are more inclined do the opposite.

A Creationist studies the anatomy, habitat, food chain, and other biological data of hundreds of creatures and plants. This study gives them valuable knowledge on the interrelationships of the various organs of the body and their necessary configurations for various life forms. They observe how crystals and minerals develop and how their texture, size, and quality affects their roles in the environments they support. Only with this well-rounded education can a Creationist reliably practice their arts.

Prerequisites

The character must possess the gift of Occult Beckoning. Further, the character must satisfy one of the following groups of requirements:

- 12th rank in one of the following: Body Lore, Bone Lore, Chaos Lore, Earth Lore, Flesh Lore, Law Lore, Mind Lore, or Spirit Lore.
- 9th rank in two of the following: Body Lore, Bone Lore, Chaos Lore, Earth Lore, Flesh Lore, Law Lore, Mind Lore, and Spirit Lore.
- 6th rank in Triangle Lore.

Gifts

First Aid, Maleficium, Reading and Writing a Common Script, Magic Sense

Academic Skills

Specialized (+3) in: Anatomy, Beast Lore

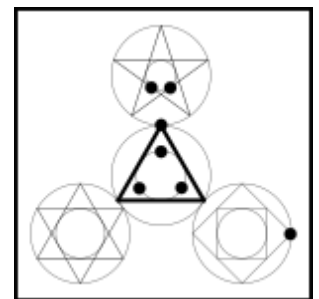
Occult Skills

Reviewed (+1) in: Body Lore, Bone Lore, Chaos Lore, Earth Lore, Flesh Lore, Law Lore, Mind Lore, Spirit Lore, and Triangle Lore

Trade Skills

Versed (+2) in: Mending

Reviewed (+1) in: Riding Raptor-like Mounts

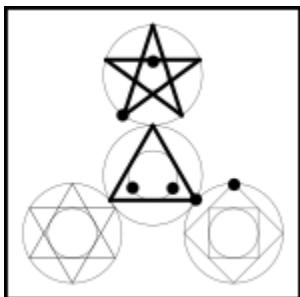


Demonologist

The term “demonologist” inspires images of a masterful magician rocking back and forth chanting near the edge of a meticulously drawn pentacle. Nearby, incense burns, silently filling the room with exotic, unsettling odors as its smoke slowly outlines a creature forming within the bounds of the protective circle. The great potential of power lures many to this dangerous profession. Nevertheless, a demonologist must realize that the power they wield is not their own. Forgetting this important fact spells their doom.

Demonology requires a spell-caster to write contracts, enforce their will, and inscribe glyphs and pentacles. The slightest incompetence in any of these areas ensures a demonologist's demise. The arts of demonology allow an occultist to summon and master Eidolons of all kinds. However, for practical reasons, they most commonly focus their attention on Demons that have no pesky morals that might get in the way of fulfilling their desires.

A demonologist performing their arts must exhibit extreme caution. Enslaving a spirit which serves a greater being, such as a deity, can bring tremendous penalties to the summoner. A god can think up and enforce punishments far worse than death to any belligerent mortal. As such, Demonologists usually concentrate their skills on loner Demons, or Hellions, as they do not fall under anyone's protection. Nevertheless, these hideous evil creatures warp the meanings of words in contracts presented them to the greatest possible detriment of their master. As such, a demonologist must always be wary.



Prerequisites

The character must possess the gift of Occult Beckoning. Further, the character must satisfy one of the following groups of requirements:

- 12th rank in one of the following: Blood Lore, Chaos Lore, Fire Lore, Hearing Lore, Law Lore, or Spirit Lore.
- 12th rank in Demon Lore
- 9th rank in two of the following: Blood Lore, Chaos Lore, Fire Lore, Hearing Lore, Law Lore, and Spirit Lore.
- 6th rank in Pentacle Lore or Triangle Lore.

Gifts

Beguiling, Diablerie, Familiar Bonding, Haggling, Magic Sense, Reading and Writing a Common Script

Academic Skills

Specialized (+3) in: Demon Lore

Occult Skills

Versed (+2) in: Chaos Lore, Law Lore, Spirit Lore

Reviewed (+1) in: Blood Lore, Fire Lore, Hearing Lore, Triangle Lore, Pentacle Lore

Enchanter / Enchantress

Enchanters create magic items and cast other charms and enchantments. This useful power not only allows them to store great powers for later use, it also provides an impressive source of income. The wealthiest nobles seek out the most skilled enchanters to create national treasures such as impervious armor or charmed swords.

Prerequisites

The character must possess the gift of Occult Beckoning. Further, they must satisfy one of the following groups of requirements:

- 12th rank in one of the following: Chaos Lore, Law Lore, Solid Lore, or Spirit Lore.
- 12th rank in one of the following: Assembling, Blowing Glass, Bone Working, Forging Glass, Forging Metal, Leather Working, Stone Working, Weaving, Wood Working
- 9th rank in two of the following: Chaos Lore, Law Lore, Solid Lore, and Spirit Lore.
- 6th rank in Tetrangle Lore.
- 6th rank in Jack-of-all-Trades.

Gifts

Magic Sense, Reading and Writing a Common Script

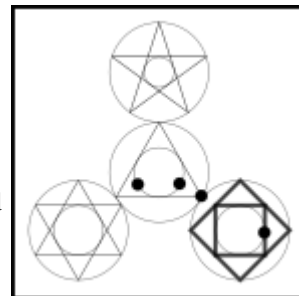
Occult Skills

Versed (+2) in: Chaos Lore, Law Lore, Solid Lore, and Spirit Lore

Reviewed (+1) in: Tetrangle Lore

Trade Skills

Versed (+2) in: Jack-of-all-Trades



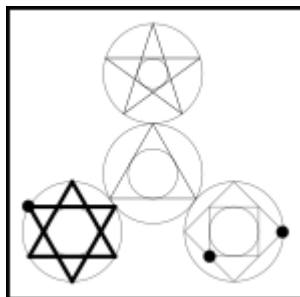
Forester

A Forester is a keeper of woodlands, a person that patrols forests to ensure they are respected and properly cared for. To become a Forester, a candidate must first complete a grueling course of study in the arts of both occultism and wilderness survival. Once attained, the graduate is expected to use their abilities in defending their forest home from all defilers.

Prerequisites

The character must possess the gift of Occult Beckoning. Further, they must satisfy one of the following groups of requirements:

- 9th rank in one of the following: Earth Lore, Gaia Lore, or Spring Lore.
- 6th rank in two of the following: Earth Lore, Gaia Lore, or Spring Lore
- 9th rank in two of the following: Foraging, Forest Lore, Rural Stealth, Tracking.



Gifts

Familiar Bonding, Reading and Writing Occult Script, Swimming, Wilderness Insight, Woodland Insight

Academic Skills

Versed (+2) in: Forest Lore

Martial Proficiencies

Reviewed (+1) in: Shooting Proportional Bows, Wielding Proportional Longswords, Wielding Proportional Quarterstaves

Occult Skills

Versed In (+2) in: Star Lore³

Reviewed In (+1) in: Earth Lore, Gaia Lore, Spring Lore

Trade Skills

Reviewed (+1) in: Foraging, Harvesting, Quartering, Riding Deer, Rural Stealth, Tracking

Gallipot

A Gallipot is a brewer and seller of magical potions. Most of them set up shop in towns and cities, and have a lifestyle akin to merchants, crafters, and artisans. These tradesmen of the occult arts are usually very focused on their bottom lines, as most are aspiring Alchemists, a profession that requires significant capital.

The standard Gallipot is loathe to leave his shop unattended. So, they tend to purchase the materials they require from brave souls willing to venture out into the wilderness to acquire them.

Prerequisites

The character must already possess the gift of Occult Beckoning and must satisfy one of the following groups of requirements:

- 6th rank in three of the following: Concocting Herbal Balms, Foraging, Herb Lore, and Identifying Concoctions.
- 6th rank in two of the following: Blood Lore, Body Lore, Gas Lore, Hot Lore, Liquid Lore, Smell Lore, Taste Lore, or Wet Lore.

Gifts

First Aid, Haggling, Magic Sense, Maleficium, Reading and Writing a Common Script, Speaking a Common Language

Academic Skills

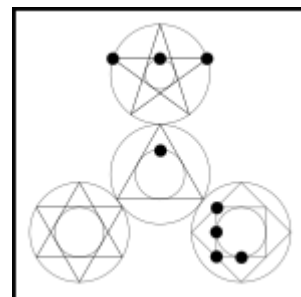
Versed (+2) in: Herb Lore

Occult Skills

Reviewed (+1) in: Blood Lore, Body Lore, Gas Lore, Hot Lore, Liquid Lore, Smell Lore, Taste Lore, Wet Lore

Trade Skills

Versed (+2) in: Concocting Herbal Balms, Identifying Concoctions
Reviewed (+1) in: Curing, Foraging, Harvesting



³ Note that ranks in Star Lore can serve to satisfy Class prerequisites for Occult Lore's falling under the Star umbrella (Land, Sea, Sky, Sun, etc.).

Geomancer

Geomancers specialize in geology. They are fascinated with minerals, gemstones, metals, rock, crystals, and fossils. They go gaga over granite, rave over rubies, marvel at marble, and cheer for chert. Few comprehend their fanatical devotion to dirt. But, fewer still doubt their strong bond to the earth.

Prerequisites

The character must possess the gift of Occult Beckoning and must satisfy one of the following groups of requirements:

- 12th rank in one of the following: Autumn Lore, Cold Lore, Dry Lore, Earth Lore, Land Lore, Solid Lore, or Rest Lore, or Winter Lore.
- 12th rank in Cutting Gemstones, Gem Lore, Prospecting or Stone Lore
- 9th rank in two of the following: Autumn Lore, Cold Lore, Dry Lore, Earth Lore, Land Lore, Solid Lore, Rest Lore, or Winter Lore.
- 6th rank in three of the following: Autumn Lore, Cold Lore, Dry Lore, Earth Lore, Land Lore, Solid Lore, Rest Lore, or Winter Lore.

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Beguiling, Familiar Bonding, Hermeticus, Reading and Writing a Common Script, Underworld Insight

Academic Skills

Versed (+2) in: Stone Lore

Reviewed (+1) in: Gem Lore

Fantasia Skills

Reviewed (+1) in: Cutting Gemstones

Martial Proficiencies

Reviewed (+1) in: Using Slings, Wielding Undersize Picks

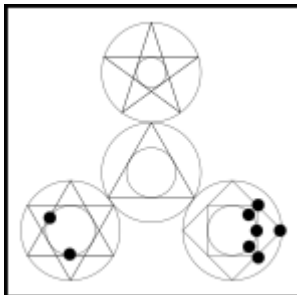
Occult Skills

Versed (+2) in: Earth Lore, Land Lore, Solid Lore, Rest Lore

Reviewed (+1) in: Autumn Lore, Cold Lore, Dry Lore, Winter Lore

Trade Skills

Versed (+2) in: Prospecting



Hydromancer

An hydromancer, also known less formally as an “Aquamancer,” is a spell-caster who is versed in all aspects of water. Rivers, ponds, oceans, brooks, and springs are all intimately familiar to these occultists. While the power of these spell-casters is obviously reduced in arid regions, it can be truly terrifying when encountered on the ocean.

Hydromancers are among the few Occultists that study the art of Legerdemain, with the specific purpose of replacing verbal components with gestural ones for spell-casting while submerged.

Prerequisites

The character must already possess the gift of Occult Beckoning and must satisfy one of the following requirements:

- 12th rank in one of the following: Cold Lore, Liquid Lore, Rest Lore, Sea Lore, Spring Lore, Vision Lore, or Water Lore, Wet Lore, or Winter Lore.
- 12th rank in Seafaring Lore
- 9th rank in two of the following: Cold Lore, Liquid Lore, Rest Lore, Sea Lore, Spring Lore, Vision Lore, Water Lore, Wet Lore, and Winter Lore
- 6th rank in three of the following: Cold Lore, Liquid Lore, Rest Lore, Sea Lore, Spring Lore, Vision Lore, Water Lore, Wet Lore, and Winter Lore

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Aquatic Combat, Arctic Insight, Legerdemain, Marine Insight, Reading and Writing a Common Script, Swimming

Fantasia Skills

Reviewed (+1) in: Scrimshaw

Martial Proficiencies

Reviewed (+1) in: Wielding Proportional Tridents

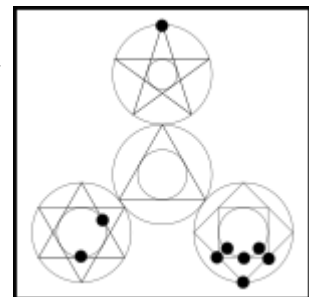
Occult Skills

Versed (+2) in: Liquid Lore, Sea Lore, Vision Lore, Water Lore

Reviewed (+1) in: Cold Lore, Rest Lore, Spring Lore, Wet Lore, Winter Lore

Trade Skills

Reviewed (+1) in: Riding Equine-like Mounts



Illusionist

Illusionists make others perceive events that actually do not occur. The images created in this way seem so real that they create pain or pleasure. In fact, these spell-casters know that the power of suggestion can, at times, become more real to a human mind than reality. For example, a brave knight may lose consciousness from the flaming breath of an illusory dragon even though no burns appear on their body. The suggestion of searing heat overcomes the knight's own perceptions that no dragon exists.

Prerequisites

The character must possess the gift of Occult Beckoning. Further, they must satisfy one of the following requirements:

- 12th rank in one of the following: Hearing Lore, Mind Lore, Smell Lore, Touch Lore, Taste Lore, and Vision Lore
- 9th rank in two of the following: Hearing Lore, Mind Lore, Smell Lore, Touch Lore, Taste Lore, and Vision Lore
- 6th rank in three of the following: Hearing Lore, Mind Lore, Smell Lore, Touch Lore, Taste Lore, and Vision Lore
- 6th rank in Pentacle Lore

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Concealing Undersize Items, Legerdemain, Magic Sense, Reading and Writing a Common Script, Taunting

Fantasia Skills

Reviewed (+1) in: Illustration

Martial Proficiencies

Reviewed (+1) in: Using any single Close Combat, Range, or Entrapment weapon of their choice.

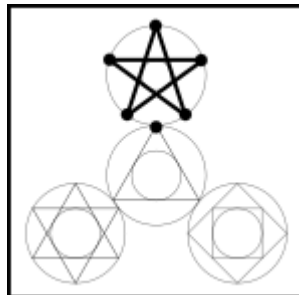
Occult Skills

Versed (+2) in: Hearing Lore, Smell Lore, Touch Lore, Taste Lore, and Vision Lore

Reviewed (+1) in: Mind Lore, Pentacle Lore

Trade Skills

Reviewed (+1) in: Brainwashing, Disguising, Picking Pockets, Sleight of Hand



Magician

The works of a Magician, also known as a Hakeem, are recalled every time a tale is told about flying carpets, magic lamps, or dancing swords. These Arabian miracle workers charm snakes, summon whirlwinds, and levitate themselves and other objects. Individually, the spells of a magician may seem less powerful than those of other spell-casters. Nevertheless, the powers of the great magicians rivals the powers of the fiercest sorcerers and wizards through creative combinations of magicry's diverse spells.

Much of the magician's bag of tricks is described in the Picatrix, also known as the Ghāyat al-Ḥakīm, or The Aim of the Sage. This scholarly work is a huge tome containing teachings concerning talismanic magic, astrology, alchemy, and hermeticism.

Prerequisites

The character must possess the gift Occult Beckoning and must satisfy one of the following requirements:

- 12th rank in one of the following: Dry Lore, Gas Lore, Jupiter Lore, Mars Lore, Mercury Lore, Motion Lore, Plasma Lore, Sky Lore, and Sun Lore
- 9th rank in two of the following: Dry Lore, Gas Lore, Jupiter Lore, Mars Lore, Mercury Lore, Motion Lore, Plasma Lore, Sky Lore, and Sun Lore
- 6th rank in three of the following: Dry Lore, Gas Lore, Jupiter Lore, Mars Lore, Mercury Lore, Motion Lore, Plasma Lore, Sky Lore, and Sun Lore

Gifts

Desert Insight, Familiar Bonding, Legerdemain, Magic Sense, Reading and Writing a Common Script

Academic Skills

Specialized (+3) in: Daeva Lore

Reviewed (+1) in: Desert Lore, Philosophy

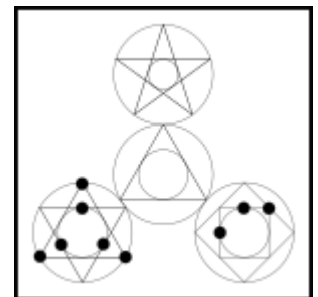
Martial Proficiencies

Reviewed (+1) in: Wielding Scimitars, Wielding Daggers (esp. Jambiya)

Occult Skills

Versed (+2) in: Mars Lore, Motion Lore

Reviewed (+1) in: Dry Lore, Gas Lore, Jupiter Lore, Mercury Lore, Plasma Lore, Sky Lore, and Sun Lore



Magician's Apprentice

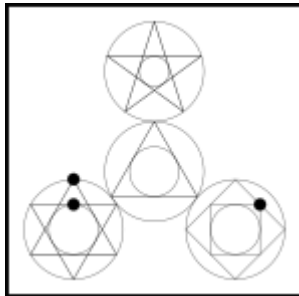
Tales abound concerning the mystical works of magicians. Ali Baba and his forty thieves benefited from a magician's secret "Open Sesame" cave entrance. Aladdin grew rich by stealing a magic lamp in which a magician trapped a djinni. Thus, the fame of these Arabian magicians swelled.

Most magicians start out as apprentices with few spells to aid in their adventures. As the beginning magician knows little of the mystical powers they involve themselves with, their spells lack great power. They start with the following spells:

- Force Cumulative Dehydration
- Invoke Medium Cone of Grim Sand
- Make a Scimitar Dance

Prerequisites

The character must already possess the gift of Occult Beckoning. Further, the character must attain 3rd rank in Daeva Lore, Desert Lore, or Philosophy.



Gifts

First Aid, Reading and Writing a Common Script, Maleficium, Reading and Writing Occult Script

Academic Skills

Reviewed (+1) in: Daeva Lore, Desert Lore, Philosophy

Martial Proficiencies

Reviewed (+1) in: Wielding Proportional Scimitars, Wielding Proportional or Undersize Daggers (esp. Jambiya)

Occult Skills

Reviewed (+1) in: Dry Lore, Mars Lore, and Motion Lore

Trade Skills

Reviewed (+1) in: Sleight of Hand

Master Mage

A Master Mage is a spell-caster who has attained unusually high respect even among the most powerful members of the occult professions. Their high degree of skill in spell-casting earns a male Master Mage the coveted title of Magister. Females of the species are called Magistra. These titles place them above more common mages. This "rank" often gives them unusual privileges in mage societies and guilds. They are served the best wine, offered the most luxurious rooms, and provided with the most exceptional service. These lavish accommodations are lost, of course, when the guild's high Archmage is visiting town.

Prerequisites

The character must have attained 9th rank in eight Occult Lore and must have the gift Occult Beckoning.

Gifts

Familiar Bonding, Magic Sense, Reading and Writing a Common Script, Reading and Writing an Archaic Script, Speaking an Archaic Language. Plus, one of the following: Diablerie, Duellum, Hermeticus, Incantare, Legerdemain.

Occult Skills

Specialized (+3) in: Four Occult Lore (i.e. Air, Earth, Fire, Water, etc.) of the character's choosing that the character already possesses.

Trade Skills

Versed (+2) in: Choice of one of the following: Riding Canines, Riding Deer, Riding Equine-like Mounts, Riding Raptor-like Mounts, Riding Reptiles

Necromancer

A necromancer is a dark occultist who delves into the forbidden lore of summoning the dead from their graves in order to bring their subjects to a state between life and death. Necromantic powers can be used to both create and enslave the restless dead. Needless to say, few cultures condone the practice of these diabolical secrets. After all, nobody likes waking up to find their dearly departed mother standing over them with a meat cleaver. Necromancers, therefore, often stay clear of civilization.

Many of this breed promote their practices as mere parlor entertainment or, at worst, as the socially acceptable profession of “channeling.” True necromancers, though, go far beyond the séances and visitations of psychics and charlatans. Their true interest lies in learning sufficient personal information about a recently deceased spirit to rebind it to its lifeless corpse and animate it as an unwilling slave. Most of the spells in a necromancer’s repertoire create zombies, wights, skeletons, and other mindlessly obedient horrors.

Prerequisites

The character must possess the gift of Occult Beckoning and must satisfy one of the following requirements:

- 12th rank in one of the following: Aether Lore, Body Lore, Bone Lore, Dry Lore, Mind Lore, Rest Lore, or Spirit Lore
- 12th rank in Ghost Lore
- 9th rank in two of the following: Aether Lore, Body Lore, Bone Lore, Dry Lore, Mind Lore, Rest Lore, and Spirit Lore

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Incantare, Reading and Writing a Common Script, Magic Sense, Speaking an Archaic Language

Academic Skills

Specialized (+3) in: Ghost Lore

Fantasia Skills

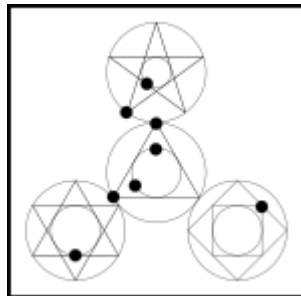
Reviewed (+1) in: Scrimshaw

Occult Skills

Reviewed (+1) in: Aether Lore, Body Lore, Bone Lore, Dry Lore, Hearing Lore, Mind Lore, Rest Lore, Spirit Lore

Trade Skills

Reviewed (+1) in: Bone Working, Brainwashing, Curing



Pyromancer

Pyromancers are occultists that specialize in all aspects of the element of fire. They are some of the most feared spell-casters that exist. Despite what you might think, the dread experienced by their enemies doesn't come primarily from the fact that a pyromancer's spells of flaming destruction inspire awe in themselves (although that is certainly the case). Mostly it arises from their maniacal cackle and look of zealous glee as they bring down raging infernos on any and all opposition.

Prerequisites

The character must possess the gift of Occult Beckoning. Further, they must satisfy one of the following requirements:

- 12th rank in one of the following: Autumn Lore, Dry Lore, Fire Lore, Hot Lore, Motion Lore, Plasma Lore, Summer Lore, or Sun Lore
- 9th rank in two of the following: Autumn Lore, Dry Lore, Fire Lore, Hot Lore, Motion Lore, Plasma Lore, Summer Lore, and Sun Lore.
- 6th rank in three of the following: Autumn Lore, Dry Lore, Fire Lore, Hot Lore, Motion Lore, Plasma Lore, Summer Lore, and Sun Lore.

Gifts

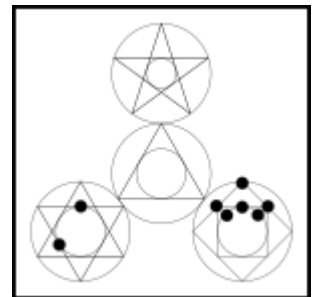
Duelling, Reading and Writing a Common Script

Martial Proficiencies

Reviewed (+1) in: Wielding Undersize and Proportional Daggers (esp. Stiletto)

Occult Skills

Versed (+2) in: Fire Lore, Motion Lore, Plasma Lore, Sun Lore
Reviewed (+1) in: Autumn Lore, Dry Lore, Hot Lore, Summer Lore



Sorcerer / Sorceress

Sorcerers are learned mages that study anatomy and the humours, or liquids, of the body. A body whose humours are in proper balance is lively and healthy. If they are thrown out of balance, the result is illness or madness. Obviously, this knowledge can be used to heal the sick and treat the wounded. Some few Sorcerers do exactly that.

Unfortunately, it is far easier to use sorcerous knowledge to inflict harm on others and this is the tact taken by most Sorcerers. As such, Sorcery has gained a reputation as the most vile of spell-casting professions, whose members are all rotten to the core.

Prerequisites

The character must possess the gift of Occult Beckoning. Further, they must satisfy one of the following requirements:

- 12th rank in one of the following: Bile Lore, Blood Lore, Body Lore, Bone Lore, Flesh Lore, or Phlegm Lore
- 6th rank in two of the following: Bile Lore, Blood Lore, Body Lore, Bone Lore, Flesh Lore, and Phlegm Lore
- 6th rank in Pentacle Lore

Gifts

Diablerie, Familiar Bonding, Magic Sense, Reading and Writing a Common Script

Academic Skills

Reviewed (+1) in: Anatomy, Demon Lore

Martial Proficiencies

Reviewed (+1) in: Wielding Daggers (esp. Kris).

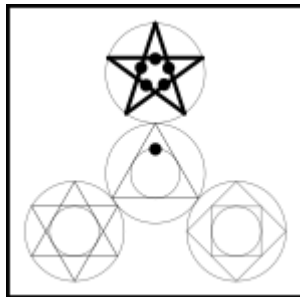
Occult Skills

Versed (+2) in: Bile Lore, Blood Lore, Bone Lore, Flesh Lore, and Phlegm Lore

Reviewed (+1) in: Body Lore, Pentacle Lore

Trade Skills

Reviewed (+1) in: Bloodletting, Mending, Quartering



Sorcerer's Apprentice

Those aspiring to wield the power of Sorcery must first apprentice themselves to practitioners of this evil art. This is not always easy, as Sorcerers covet the powers they control. They view anyone having comparable powers as a threat. The main reason a Sorcerer agrees to having an apprentice at all is to keep up appearances with their peers. A Sorcerer long without an apprentice may be seen as too weak to control one. Most just obliterate their apprentices when they become too powerful.

Apprentices can only obtain spells from their mentors. Obtaining spells from any other source would be considered a grave insult to the apprentice's master. Nobody, not even other Sorcerers, wants grudges held against them by Sorcerers. A Sorcerer's Apprentice starts out with the following spells:

- Force Cumulative Blood Boil
- Force Cumulative Choking
- Invoke Medium Cone of Grim Acid

Prerequisites

The character must already possess the gift of Occult Beckoning. Further, the character must attain 3rd rank in Anatomy, Bloodletting, Demon Lore, or Philosophy.

Gifts

First Aid, Maleficium, Reading and Writing a Common Script, Reading and Writing Occult Script

Academic Skills

Reviewed (+1) in: Anatomy, Demon Lore, Philosophy

Martial Proficiencies

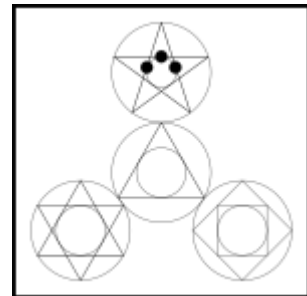
Reviewed (+1) in: Wielding Undersize and Proportional Daggers (esp. Kris)

Occult Skills

Reviewed (+1) in: Bile Lore, Blood Lore, and Phlegm Lore

Trade Skills

Reviewed (+1) in: Bloodletting



Thaumaturgist

Thaumaturgy is perhaps the most fundamental of all branches of Occult Lore. The term “thaumaturgy” literally means “the study of miracles” and can be viewed as a form of meta-magic. In other words, thaumaturgists delve into the inner workings of magical energy. To convey complex magical concepts to other spell casters, thaumaturgists created an intricate alphabet of glyphs, sigils, and runes. These symbols are combined, mutated, and shuffled to create magical scrolls used by all students of occult lore.

Expert calligraphers, thaumaturgists can create exploding glyphs, protecting wards, and magical sigils to guard their homes from unwanted visitors. Only foolish thieves believe they can outwit a thaumaturge without suffering highly unpleasant consequences.

Prerequisites

The character must possess the gift of Occult Beckoning and must satisfy one of the following requirements:

- 9th rank in one of the following: Triangle Lore, Tetrangle Lore, Pentacle Lore, or Star Lore
- 6th rank in two of the following: Triangle Lore, Tetrangle Lore, Pentacle Lore, and Star Lore

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Familiar Bonding, Magic Sense, Maleficium, Reading and Writing a Common Script, Speaking an Archaic Language

Academic Skills

Reviewed (+1) in: Philosophy

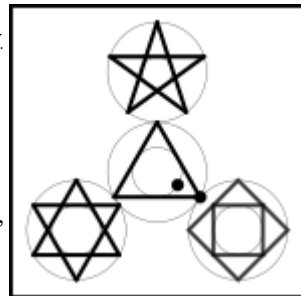
Fantasia Skills

Reviewed (+1) in: Illustration

Occult Skills

Versed (+2) in: Triangle Lore, Tetrangle Lore, Pentacle Lore, and Star Lore

Reviewed (+1) in: Chaos Lore, Law Lore



Theurgist

Theurgy is the branch of Occult Lore that delves into the mysteries of other worlds and their effects on this one. Theurgists alter the fabric of space and time. They can create planes of force, change the physical sizes or locations of objects, or create extra-dimensional rooms. After attaining greater power, they can travel through portals to other planes of existence and travel vast distances in the twinkling of an eye.

Prerequisites

The character must possess the gift of Occult Beckoning and must satisfy one of the following requirements:

- 12th rank in one of the following: Aether Lore, Chaos Lore, Earth Lore, Law Lore, Spring Lore, Motion Lore, Rest Lore, or Spirit Lore
- 9th rank in two of the following: Aether Lore, Chaos Lore, Earth Lore, Law Lore, Spring Lore, Motion Lore, Rest Lore, and Spirit Lore

Gifts

Duelling, Familiar Bonding, Magic Sense, Reading and Writing a Common Script

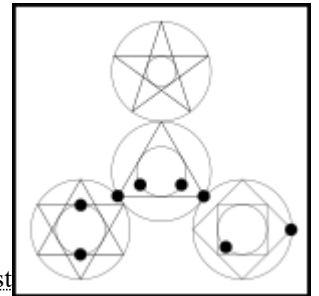
Academic Skills

Reviewed (+1) in: Philosophy

Occult Skills

Versed (+2) in: Motion Lore, Rest Lore, Spirit Lore

Reviewed (+1) in: Aether Lore, Chaos Lore, Earth Lore, Law Lore, Spring Lore



Warlock

A Warlock is an occultist with a true love of the art of war. They are history buffs, who obsessively study the battle strategies used by the best generals of the past. As such, Warlocks focus on magic to help them in battle, which gives this mage class a very dark mystique and an association with black magic. The fact that Warlocks are often also Black Mages, Sorcerers, Necromancers, or Demonologists only reinforces this reputation.

Since horses have historically been a big part of warfare, Warlocks necessarily delve into magic concerning horses and a variety of equine spirits. This knowledge helps them develop a rapport with equines of all kinds.

Prerequisites

The character must possess the gift of Occult Beckoning. Further, they must satisfy one of the following requirements:

- 12th rank in one of the following: Blood Lore, Land Lore, Mars Lore, Motion Lore, Rest Lore, Sea Lore, Sky Lore, or Sun Lore.
- 12th rank in Equine Lore.
- 9th rank in two of the following: Blood Lore, Land Lore, Mars Lore, Motion Lore, Rest Lore, Sea Lore, Sky Lore, and Sun Lore
- 6th rank in Star Lore.

Gifts

Incantare, Reading and Writing a Common Script, Magic Sense

Academic Skills

Specialized (+3) in: Military Conventions

Versed (+2) in: Equine Lore, History

Martial Proficiencies

Reviewed (+1) in: Throwing Daggers, Wielding Swords

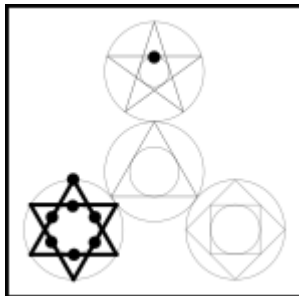
Occult Skills

Versed (+2) in: Blood Lore, Mars Lore

Reviewed (+1) in: Land Lore, Motion Lore, Rest Lore, Sea Lore, Sky Lore, Star Lore, and Sun Lore

Trade Skills

Reviewed (+1) in: Riding Equine-like Mounts, Training Equine-like Creatures



White Mage

A White Mage is an occultist that is the antithesis of a Black Mage. Where a Black Mage causes pain and suffering, a White Mage gives comfort and aid. Where the evil of black magic brings blight and disease, the good of white magic encourages growth and health. Using this area of magic requires the caster's complete devotion to purity and truth. Oddly enough, White Mages often are forced into a hermit-like existence as ignorance and fear of all forms of magic often drives them from civil abodes. These spell-casters simply add the term "White" to their most favored class (e.g. White Wizard, White Witch, or White Theurgist).

Prerequisites

The character must possess the gift of Occult Beckoning and must satisfy one of the following requirements:

- 12th rank in one of the following Occult Lore: Law Lore, Spirit Lore, Spring Lore, Sun Lore, or Venus Lore.
- 9th rank in two of the following Occult Lore: Law Lore, Spirit Lore, Spring Lore, Sun Lore, or Venus Lore.
- 6th rank in Star Lore

Gifts

Duelling, Familiar Bonding, First Aid, Magic Sense, Reading and Writing a Common Script

Occult Skills

Versed (+2) in: Spirit Lore, Star Lore, Sun Lore

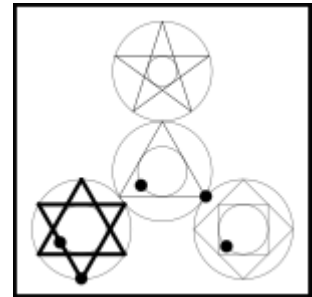
Reviewed (+1) in: Law Lore, Spring Lore, Venus Lore

Trade Skills

Specialized (+3) in: Concocting Herbal Balms, Gardening, Harvesting

Versed (+2) in: Herbal Remedy

Reviewed (+1) in: Riding Equine-like Mounts



Witch

From Baba Yaga to the Good Witch of the North, witches have remained legendary for centuries. Many famous fables include a withered old crone selling poisoned fruits or a beautiful enchantress aiding lost travelers. These tales relate various facets of witchcraft and the higher orders of black and white magic. Witchcraft is neither a collection of demonic rituals nor a collection of wondrous special effects. Rather, it is a form of magic that works with nature spirits of all kinds to attain desired ends.

Witchcraft summons the forces of nature to accomplish the witch's goals. It is a simple and informal art in which most spell-casting lore is passed by word of mouth.

Prerequisites

The character must possess the gift of Occult Beckoning and must satisfy one of the following requirements:

- 12th rank in one of the following: Autumn Lore, Gaia Lore, Moon Lore, Spring Lore, Summer Lore, Venus Lore, or Winter Lore.
- 12th rank in Faery Lore
- 6th rank in two of the following: Autumn Lore, Gaia Lore, Moon Lore, Spring Lore, Summer Lore, Venus Lore, and Winter Lore.

Gifts

Familiar Bonding, First Aid, Incantare, Magic Sense, Reading and Writing Occult Script, Wilderness Insight

Academic Skills

Specialized (+3) in: Faery Lore

Reviewed (+1) in: Herb Lore

Martial Proficiencies

Reviewed (+1) in: Using Slings, Wielding Daggers (esp. Knife)

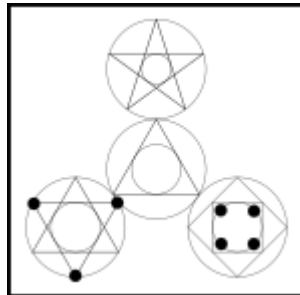
Occult Skills

Versed (+2) in: Autumn Lore, Gaia Lore, Spring Lore, Summer Lore, Winter Lore

Reviewed (+1) in: Moon Lore, Venus Lore

Trade Skills

Reviewed (+1) in: Concocting Herbal Balms, Foraging



Witch Neophyte

Initiate witches study and commune with nature, seeing good and evil as indivisible. A witch character starts as an initiate of a coven of witches, known as a Witch Neophyte, and has a mentor within it. The character's mentor teaches them spells, potion brewing, and sympathetic magic.

Since most covens shun outsiders, witches rarely find anybody other than their original mentors to freely relinquish spell-casting knowledge to them. On this other hand, it does happen occasionally, so losing one's mentor does not necessarily mean the stagnation of a witch's career.

A witch attains the ability to cast spells of increasing power as they gain experience and knowledge. Unlike other spell-casters, witches usually learn their spells directly from other witches rather than scrolls. This is sometimes frustrating as few covens hold a full repertoire of spells. Not even the most powerful witches know all the spells, but they may know where to find them.

A Witch Neophyte starts with the knowledge of how to cast only a couple of spells. Since they have not yet attained any measure of power, this first spells must be relatively simple to cast. They start with the following spells:

- Beget Toad
- Invoke Bane of Dire Faery Pinch
- Invoke Fury of Dire Frostbite
- Procure Nixie's Breath

Prerequisites

The character must already possess the gift of Occult Beckoning. Further, the character must attain 3rd rank in Faery Lore, Foraging, or Philosophy.

Gifts

Duelling, First Aid, Reading and Writing a Common Script

Academic Skills

Reviewed (+1) in: Faery Lore, Philosophy

Martial Proficiencies

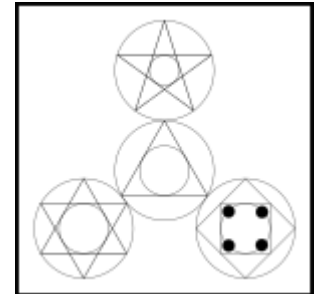
Reviewed (+1) in: Wielding Undersize Daggers (esp. Knife)

Occult Skills

Reviewed (+1) in: Autumn Lore, Spring Lore, Summer Lore, and Winter Lore

Trade Skills

Reviewed (+1) in: Concocting Herbal Balms, Foraging, Harvesting



Wizard

Undoubtedly the first vision that springs to mind at the word “wizard” is that of a wizened man with a long flowing white beard. They invariably direct a lightning bolt from their fingertips to decimate their enemies. The most famous of these spell-casters is King Arthur's adviser Merlin, who was actually much more than a simple wizard. Nevertheless, the classical depiction of wizards is not far from true for those persistent enough in learning their art.

Wizardry is the study and control of elemental dragon spirits⁴. Whether these spirits are the souls of dragons long dead or dragons not yet born is unknown. What is certain is that, even more than their living brethren, the dragon spirits command the four elements which make up the mortal realm: Air, Earth, Fire, and Water.

Prerequisites

The character must possess the gift of Occult Beckoning and must satisfy one of the following requirements:

- 12th rank in one of the following: Aether Lore, Air Lore, Chaos Lore, Earth Lore, Fire Lore, or Water Lore.
- 12th rank in Dragon Lore
- 6th rank in two of the following: Aether Lore, Air Lore, Chaos Lore, Earth Lore, Fire Lore, and Water Lore.
- 6th rank in Tetrangle Lore

Gifts

Familiar Bonding, Hermeticus, Magic Sense, Reading and Writing a Common Script

Academic Skills

Specialized (+3) in: Dragon Lore

Reviewed (+1) in: Philosophy

Martial Proficiencies

Reviewed (+1) in: Wielding Quarterstaves

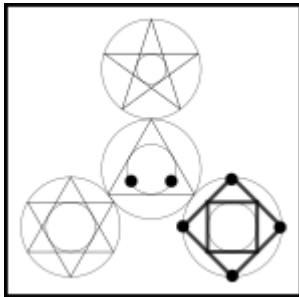
Occult Skills

Versed (+2) in: Air Lore, Earth Lore, Fire Lore, Water Lore

Reviewed (+1) in: Aether Lore, Chaos Lore, Tetrangle Lore

Trade Skills

Reviewed (+1) in: Riding Reptiles



Wizard's Apprentice

A Wizard is a spell-caster versed in the Occult Lore of Air, Earth, Fire, and Water. The ability to manipulate these elements enables these spell-casters to gain awesome power. Nevertheless, attaining the required level of knowledge to wield this deadly power skillfully is quite difficult. The gesticulations of spell-casting demand perfection and the necessary mental images require clarity. The more knowledge a wizard gains in their areas of Occult Lore, the more difficult and powerful the spells they can learn.

Every wizard starts out as an apprentice with few spells to seek their fortune. As the youth has not experienced enough to cast spells of great power, their starting spells must be simple to cast. The apprentice starts with the following spells:

- Invoke Burst of Dire Flame
- Invoke Medium Cone of Grim Fire
- Invoke Medium Cone of Grim Lightning
- Procure Apt Earthly Insight
- Procure Water Walking

Prerequisites

The character must already possess the gift of Occult Beckoning. Further, the character must attain 3rd rank in Dragon Lore or Philosophy.

Gifts

Duellum, First Aid, Reading and Writing a Common Script, Reading and Writing Occult Script

Academic Skills

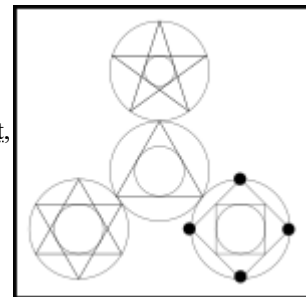
Reviewed (+1) in: Dragon Lore, Philosophy

Martial Proficiencies

Reviewed (+1) in: Wielding Proportional Quarterstaves

Occult Skills

Reviewed (+1) in: Air Lore, Earth Lore, Fire Lore, and Water Lore



⁴ Merlin's symbol was that of the Wyvern, which he purportedly rode. A similar theme appears in Slavic folklore, which includes a school for Wizards, known as the School of Scholomance, or Solomonarie, that trained its pupils in the art of dragon riding.

Occult Maleficium Styles

Whenever an occultist enters an offensive combat situation, mere knowledge of how the occult arts work is insufficient to win a battle through magical means. An occultist must also be skilled in the arts of magical offense. An occultist's power comes from summoning and commanding spirits to do their bidding, and in life-and-death situations, those orders must be brief, to-the-point, and unambiguous. Further, just as Medieval-Style Fighting differs from Florentine-Style Fencing, a variety of spell-casting styles address different needs. These different techniques are known collectively as Maleficium Styles.

All offensive spells require a Maleficium Style be used when casting the spell. Other (non-offensive) spells do not require a Maleficium Style. However, if such a spell is cast in combat, then a Maleficium style may be used when casting it as well. In such cases, the Maleficium style may provide additional benefits (such as avoiding having a Drawback when defending from melee attacks).

Unless an occultist uses a Maleficium style stating otherwise, their actions are hindered while casting Occult spells in combat. They suffer a Drawback against all attacks directed at them until the start of their next Turn and are unable to gain the Parry advantage for any weapon in hand during this time. Further, they cannot cast Occult spells while encumbered by armor. (If a Maleficium style is being used, the style determines how spell-casting affects combat.)

Finally, the caster's spells will suffer from a Drawback for each blow striking them since the end of their last Turn, or since entering combat if they haven't had a Turn yet. (For spells allowing Conflict Rolls, this means the spell's Conflict Roll gets a Drawback for every such blow.)

Maleficium

Prerequisites: This Gift can only be learned by obtaining a class that grants it.

Description: This is the basic offensive spell-casting style taught to many new occultists. It provides no benefits, other than the ability to cast offensive spells without the need for an additional tool (wand, staff, dagger, etc.).

Diablerie

Prerequisites: This Gift can only be learned by obtaining a class that grants it.

Description: Diablerie is an offensive casting style, and the darkest form of Maleficium known. It uses every dirty, underhanded trick available, regardless of moral and ethical considerations.

Other Details: To use the style, the occultist must wield a Proportional or Undersize Blade Weapon. Diablerie may be used in melee combat without the Occultist suffering a Drawback or any defensive penalties for doing so, even when struck. In fact, the Occultist gains the Parry value of their Undersize Blade Weapon while casting with this Maleficium style and may wear encumbering armor while casting.

Further, the caster may deliver touch spells with the blade they hold. This includes both instantaneous spells having a range of Touch, and spells whose effects are delivered by the occultist's touch after the initial casting (such as a Manifest Dire Fatiguing Touch spell). When delivering spells having a range of Touch, the caster must first initiate the spell but stop in casting just shy of completing it (as described in the Combat Rules for Readying an Action). In either case, when delivering a touch effect, the caster must make a successful attack with their blade weapon (using their Attack Bonus with that weapon rather than that of a Touch Attack). When this is done, the weapon delivers damage as normal to the target as well as the spell effect.

Further, if the Occultist can obtain a sample of their target's blood on their blade (prior to casting), they gain considerable advantage over their foe. (This is assumed to be true any time the bladed weapon damages a creature that has the capacity to bleed.) In such a case, the target sustains double Damage from any spell delivered by the caster for the remainder of the current Scene, as long as the mage uses the Diablerie style to cast the spell. The target still retains the right to its normal Conflict Rolls against the spells cast by the Occultist, however.

For example, suppose a Sorcerer strikes an enemy Goblin with a dagger and thereafter successfully casts Force Cumulative Choking on that same goblin. Normally, the spell delivers 2 choking damage on the first Round, 4 on the second Round, 6 on the third, etc. However, with the blood link between the Occultist and their foe, the Goblin would instead automatically sustain 4 damage on the first Round, 8 on the second, 12 on the third, etc.

Assume that a given blade will have the blood of only a single creature on it at a time. This will be the blood of the most recently struck creature. So, if a Sorcerer strikes a foe with their blade, and casts a spell on that creature to doubling the Damage, and then uses that same blade to strike another creature, the Sorcerer has lost their Damage doubling advantage over the first creature, but gains it over the second. For this reason, practitioners of Diablerie often

carry two or three blades for added flexibility in their targeting choices.

If a touch-based spell is delivered via the blade, or the damage doubling effect of Diablerie is utilized, the Quality Level of the blade limits the rank of the spell.

Duellum

Prerequisites: This Gift can only be learned by obtaining a class that grants it.

Description: Duellum is a Maleficium style designed to allow an Occultist to cast spells while engaged in range combat. The style was originally developed as a form of sport for young Occultist apprentices to practice their arts in friendly magic duels between one another. Over time, the apprentices became the masters, and the Duellum champions started using the style in the real world.

Other Details: To use the style, the Occultist must wield a wand. A wand is a narrow rod, which can be straight or gnarly. They typically are very lightweight, have blunted ends with no sharp edges, and are too delicate to be used as bludgeoning weapons. They are primarily designed to be held in the hand and used to point at a target. To qualify as a wand, an item must be crafted, although it may be fashioned from virtually any solid materials. It need be no more than a short, thin rod, but is often far more ornate. (Occultist apprentices are usually instructed by their mentors to craft their first wands themselves using their Jack-of-all-Trades skills.)

An Occultist using Duellum suffers from a Drawback against attacks targeting them while casting in combat. Further, if the caster is struck by a weapon while casting, whether from a range or up close, the spell being cast suffers from a Drawback for every such blow. (For spells allowing Conflict Rolls, this means the spell's Conflict Roll gets a Drawback for every such blow.)

However, using Duellum, the caster gains the unusual ability to "Parry" spells targeting them. This ability comes in the form of an Edge on all Conflict Rolls against any such spells. This bonus pertains to spells affecting areas in which the Occultist happens to stand, and to those specifically targeting them.

Finally, any spell cast using the Duellum style may have its range increased by 10 feet. This includes spells that have a range of Touch, which have their ranges extended to 10 feet. If this range enhancing capability is utilized, though, the Quality Level of the wand limits the spell rank. Further, while the range may be extended through this means, the orientation of its Affected Area cannot be. For example, suppose a mage uses Duellum to extend the range of an Invoke Medium Cone of Grim Fire spell. Ordinarily, this spell produces a spell whose apex starts at the caster's hand and is oriented away from the caster. With Duellum, the cone's apex can be moved 10 feet from the caster, but the cone must still extend directly away from the caster. It cannot be reoriented to turn it 90 degrees in an attempt to affect more targets.

Hermeticus

Prerequisites: This Gift can only be learned by obtaining a class that grants it.

Description: Hermeticus is a Maleficium style designed to allow an occultist to cast spells while in melee combat.

Other Details: Conflict Rolls are detailed by the specific occult spell being cast.

To use the style, the Occultist must wield an Undersize or Proportional Blunt Weapon. Hermeticus may be used in melee combat without the Occultist suffering a Drawback or any defensive penalties for doing so, even when struck. In fact, the Occultist gains the Parry value of their weapon while casting with this Maleficium style and may wear encumbering armor while casting.

Further, the caster may deliver touch spells with the weapon they hold. This includes both spells having a range of Touch, and spells whose effects are delivered through touch. When delivering spells having a range of Touch, the caster must first initiate the spell but stop in casting just shy of completing it (as described in the Combat Rules for Readyng an Action). In either case, when delivering a touch effect, the caster must make a successful attack with their blunt weapon (using their Attack Bonus with that weapon rather than that of a Touch Attack). When this is done, the weapon delivers damage as normal to the target as well as the spell effect. The target still retains the right to its normal Conflict Rolls against the spells cast by the Occultist, however. If this capability is used, though, the Quality Level of the weapon limits the rank of the delivered spell.

Incantare

Prerequisites: This discipline can only be learned by obtaining a class that grants it.

Description: Incantare is a Maleficium style designed exclusively for spell-casting while foregoing the need for gestural components. As such, the hands are free for other tasks.

Other Details: This Maleficium style purposefully leaves the caster's hands free so that they can potentially use them for tasks other than spell-casting. Further, they do not suffer from a Drawback while casting spells in combat. Further, if the caster is struck by a weapon while casting, whether from a range or up close, the spell being cast does not cause the caster to suffer from Drawbacks on their Occult spells.

The Maleficium style is not so flexible that it allows the caster to simultaneously attack while casting. However, Incantare does allow the caster to hold a weapon and/or a shield in order to gain the defensive bonuses they provide.

Incantare provides one other big advantage to a spell-caster. Through the use of an obscure arcane dialect whose vocalizations are notoriously difficult to master, spells normally requiring a Gestural component can substitute that requirement with a Verbal component when they are invoked using this Maleficium style.

Legerdemain

Prerequisites: This discipline can only be learned by obtaining a class that grants it.

Description: Legerdemain is an offensive spell-casting style. It is a form of Maleficium designed exclusively for spell-casting at a range without the need for verbal components or a tool, such as a wand or staff.

Other Details: To use the style, the Occultist must have their hands completely free. They cannot hold a weapon in hand. An Occultist using Legerdemain suffers from a Drawback while casting in combat. Further, if the caster is struck by a weapon while casting, whether from a range or up close, the spell being cast suffers from a Drawback for every such blow. (For spells allowing Conflict Rolls, this means the spell's Conflict Roll gets a Drawback for every such blow.)

Legerdemain provides one notable advantage to a spell-caster. Through the use of an arcane form of sign-language, spells normally requiring Verbal components can substitute that requirement with a Gestural component when they are invoked using this Maleficium style.

Occult Skill Domain

You might think that explaining such an amorphous, abstract, and all encompassing subject as occultism would be tough. You'd be right. However, we must provide some sort of logical framework in which our occult system works, if only to give an Overlord some basis on which to judge events.

Over the course of years, the occult system evolved and grew. We always kept in mind the desire to mirror actual folklore as closely as possible. As new research into myths and legends uncovered archaic tidbits of folklore, these were slowly incorporated into the game. Most did not easily fit into the system as it originally appeared. As more and more pieces were blended into the patchwork, though, the task grew easier as we recognized and exploited patterns.

One of the biggest problems in describing occultism arises from its many branches, which provide their own perspectives and twists. One universal theme, however, is the arrogance of the members in each field. Each branch has practitioners espousing to be on the verge of discovering the last hidden truth, one that will unlock the secrets of the universe. (All Douglas Adams fans know the answer is 42, but these poor fellows lacked Mr. Adams's dissertations on the subject.) So which perspective should we take?

The American Heritage Dictionary defines Thaumatology, or Thaumaturgy, as "the study of the workings of miracles." Since we've included the field of Thaumaturgy in the game, this seems as good a place as any to start.

With this in mind, let's look at what Thaumaturgists studied. Thaumaturgists divided all the workings of magic into four categories: Triangle, Tetrangle, Pentacle, and Star. For those of you unfamiliar with all of these terms, Tetrangle means "Four Angled" and usually refers to a square. Pentacle means "Five Angled" and usually refers to a star-like shape as found on the American Flag. Star is a term referring to a "Six Angled" shape usually comprised of two triangles laid on top of one another. When each of these shapes is drawn in relation to occultism, it is often inscribed within a circle to show its perfect symmetry.⁵

Each of these categories represents a set of related Occult Lores gleaned from our research into occultism. This at least gives us a means to organize these disparate fields of arcane knowledge.

Occult Skills

The following table provides a general overview of Mythmagica's Occult Domain skill hierarchy. The table has the Occult Root Skills on the left. Skills defaulting to a Root Skill are listed in the two columns to its right. The capabilities of any derived skill may be provided by a more general skill from which it is derived, either directly or indirectly. Root skills are the most general type of skill, and do not default to anything.

⁵ In particular, a triangle inscribed within a circle is often called a "Thaumaturgic Triangle".

Occult Skills Table

Skill Domains	Root Skills	Derived Skills	More Derived Skills
Occult	Pentacle Lore	Bile Lore Blood Lore Bone Lore Flesh Lore Hearing Lore	Phlegm Lore Smell Lore Taste Lore Touch Lore Vision Lore
	Star Lore	Gaia Lore Jupiter Lore Land Lore Mars Lore Mercury Lore Moon Lore	Motion Lore Rest Lore Sea Lore Sky Lore Sun Lore Venus Lore
	Tetrangle Lore	Air Lore Autumn Lore Cold Lore Dry Lore Earth Lore Fire Lore Gas Lore Hot Lore	Liquid Lore Plasma Lore Solid Lore Spring Lore Summer Lore Water Lore Wet Lore Winter Lore
	Triangle Lore	Aether Lore Body Lore Chaos Lore	Law Lore Mind Lore Spirit Lore

Root Occult Lore

This section contains descriptions of the four Root Lore of Occultism. These are Triangle, Tetrangle, Pentacle, and Star. All of the remaining Occult Lore represent aspects of these four fundamental lores, and are described in the section hereafter.

Pentacle Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The pentacle is a five-pointed star. The ancient Greek Phthagoreans called the pentagram hugieia (“health”), while the ancient Christians used the symbol to represent the five senses.

The ancient Grecian philosopher Hypocrates asserted that all aspects of health could be explained by studying the four fluids, or “humours” of the body: Yellow Bile, Black Bile, Blood, and Phlegm. Mythmagica condenses these four lores down into the lores of Bile, Blood, and Phlegm (because black bile is really nothing more than yellow bile contaminated with blood). To the body liquids are added the more solid forms of Flesh and Bone to complete the make-up of the physical form of all living creatures. The five-pointed pentacle is also associated with the five senses of Vision, Taste, Touch, Hearing, and Smell.

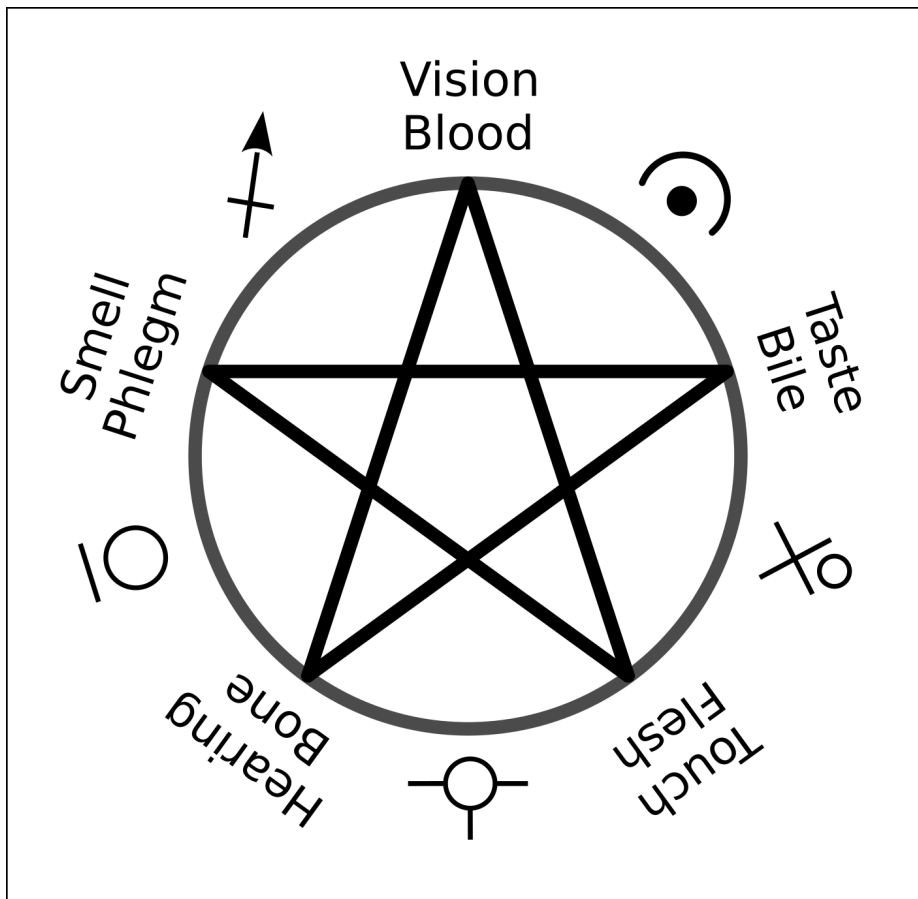
It is far easier to throw the body humors out of balance than to nudge them into balance. Thus, the branch of Sorcery magic, which largely focuses on the body humors, is largely considered evil by the populace at large. Not all applications of the lores of the Pentacle are diabolical, however. Creationists and Illusionists also derive much of their power from the lores of the five-pointed figure.

Pentacle covers the knowledge of all the Occult Lore pertaining to life and perception: Blood, Bile, Flesh, Bone Phlegm, Vision, Taste, Touch, Hearing, and Smell. In fact, ranks in Pentacle can substitute for ranks in any of these other Occult Lore. So, 5th rank in Pentacle satisfies the prerequisite of a spell requiring 5th rank in Blood. Of course, it is far more difficult to gain ranks in Pentacle Lore than in the individual lores it represents (note its Base).

Ability Type: Utilitarian

Defaults To: None *Base:* 80

Conflict Rolls: A character with this lore may attempt to answer questions dealing with mystical aspects of life and perception. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.



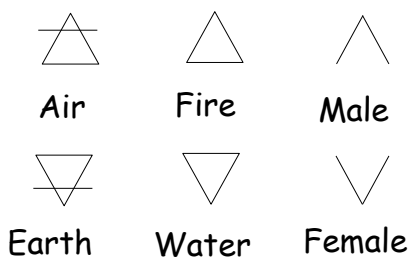
Star Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Star Lore is represented by the six-pointed hexagram, also known as the Talisman of Saturn, the Seal of Solomon, and the Star of David. The hexagram is constructed by overlaying two isosceles triangles on top of one another, with one pointing upward and the other pointing downward. Often, a circle is circumscribed around the six-pointed figure, but this is not required. The upward pointing triangle is associated with the heavens above, with air and fire, and the male gender. The downward pointing triangle is associated with the world below, with earth and water, and the female gender.

It is no coincidence that the alchemical symbols for Air, Fire, Earth, Water, Male, and Female, when superimposed upon one another, form a complete hexagram.

Alchemical Symbols



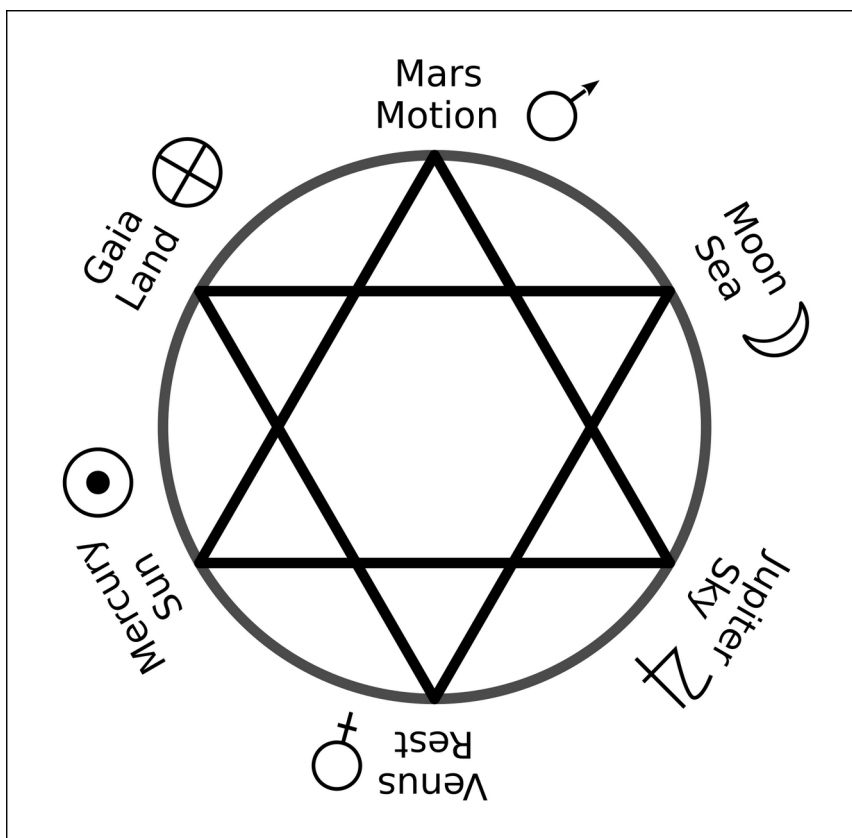
Star covers the knowledge of all the Occult Lore pertaining to destiny: Gaia, Jupiter, Land, Mars, Mercury, Moon, Motion, Rest, Sea, Sky, Sun, and Venus. In fact, ranks in Star can substitute for ranks in these other, more specialized, Occult Lore. So, 5th rank in Star satisfies the prerequisite of a spell requiring 5th rank in Jupiter. Of course, it is far more difficult to gain ranks in Star Lore than in the individual lores it represents (note its Base).

As the Talisman of Saturn, Star Lore also delves into the properties of levitas, or true lead. Levitas is the alchemical metal associated with Saturn and is the only substance known to fall towards the stars rather than the ground.

Ability Type: Utilitarian

Defaults To: None *Base:* 120

Conflict Rolls: A character with this lore may attempt to answer questions dealing with mystical aspects of destiny and fate (although it does not go so far as to grant a character the ability to make their own prophecies). In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.



Tetrangle Lore

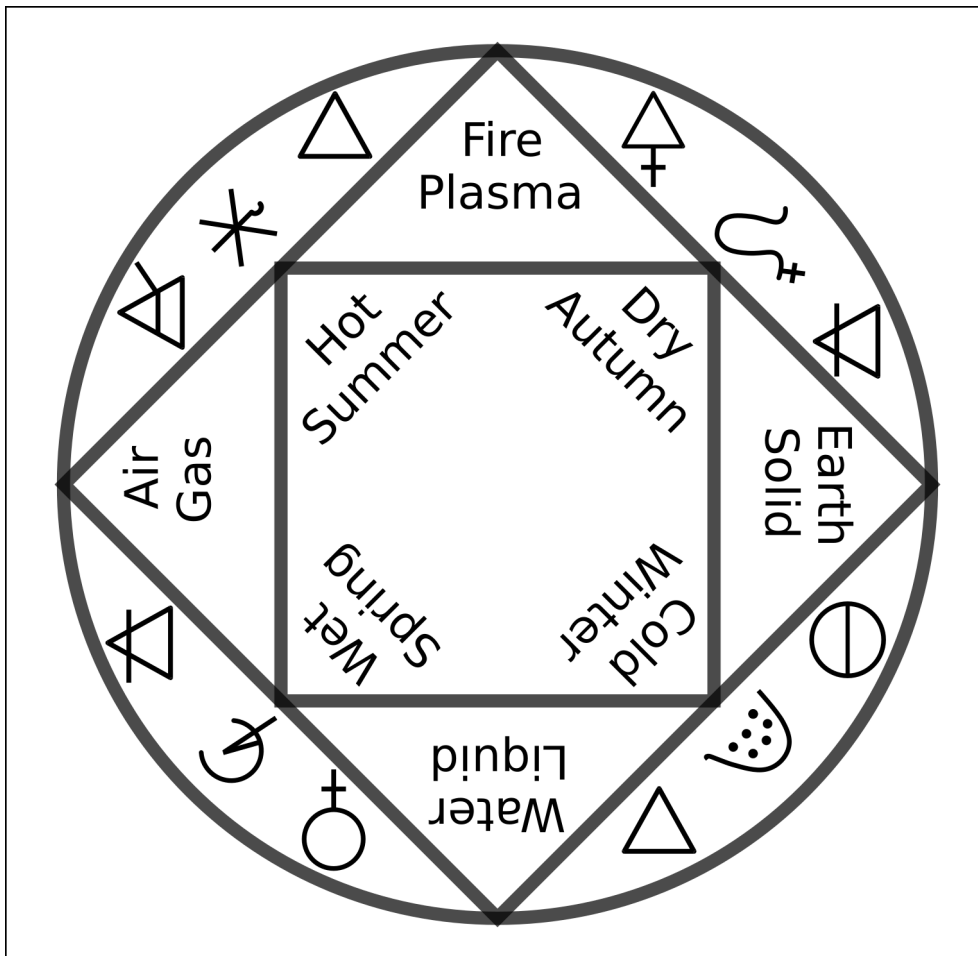
Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: When drawn formally, a Tetrangle is a square with another square inscribed within it whose corners touch the midpoints of the outer square's edges. However, the tetrangle is often drawn in an abbreviated form as a simple square whose points encompass the Occult Lores pertaining to the four elements.

Aristotle referred to these four elements as Air, Earth, Fire, and Water and discussed each element's natural behavior. He explained that rocks fall towards the ground because the ground is a rock's natural habitat. Smoke rises for the same reason. The Aristotelian perspective of the elements is that they are composed of indivisible and immutable "atoms". The atoms of a particular element all have the same shape, and the shape determines the element's properties. The atoms of Fire are shaped like a tetrahedron (the shape of a 4-sided die); those of Earth are shaped like a cube (a 6-sided die); Air atoms have the shape of octahedrons (8 sided-dice); the icosohedron (a 20-sided die) is the shape of the atoms of Water.

A Tetragram is a simply a Tetrangle inscribed within a circle. Fire, being the most active element, is usually placed at the

top corner, while the remaining elements are placed at the others. The inner square illustrates the four elemental properties of Hot, Wet, Cold, and Dry. Fire is both Hot and Dry. Water, on the other hand, is Cold and Wet. Alchemists call this version of the Tetrangle the Wheel of Opposition, and view it as map explaining how mixing the properties of the elements in various ways changes the characteristics of a substance. The Alchemists' perspective of the elements was more sophisticated than the Aristotelian perspective. They were highly focused on change: the transmutation of one substance into another, and the passing of the seasons. They interpreted the elements of Air, Earth, Fire, and Water in terms of elemental phases. For example, if Earth (Solid) is heated enough with Fire (Plasma), it melts and takes on the properties of Water (Liquid). If further heated, the liquid boils and takes on the properties of Air (Gas). Elements, they believed, could only be transmuted by going around the wheel, never by jumping directly to an element directly opposite it. So, a Solid cannot be transformed into Gas directly. It must first be transformed into a Liquid or Plasma. With these insights, the Alchemists took the practice of smelting to heights never before attained. Through tightly controlled heating of various rocks, which contained no obvious metals themselves, the rocks were partially transformed into liquid metals which were poured into molds to form ingots. Depending on the type of rock smelted



and the process used, an alchemist could produce the metals known to the ancients. But, others had exotic properties never seen before. The Alchemists' tireless experimentation and careful note-taking eventually gave rise to modern-day chemistry. But, this game gives life to the occultist perspective Alchemy had before it got that far.

The Tetrangle covers the knowledge of all the Occult Lores pertaining to the elements, the seasons, and their properties: Earth, Water, Air, Fire, Solid, Liquid, Gas, Plasma, Dry, Cold, Wet, Hot, Autumn, Winter, Spring, and Summer. In fact, ranks in Tetrangle can substitute for ranks in any of these other, more specialized, Occult Lores. So, 3rd rank in Tetrangle satisfies the prerequisite of a spell requiring 3rd rank in Winter. Of course, it is far more difficult to gain ranks in Tetrangle Lore than in the individual lores it represents (note its Base).

Ability Type: Utilitarian

Defaults To: None *Base:* 128

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the elements. To do so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.

Triangle Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Also known as the "Triangle of the Philosophers", the Trigonum, or the Trine, the Triangle encompasses all the Occult Lores pertaining to creation. It is a geometric figure with three points and three edges. It represents the aspects of spirit, mind, and body, and the primordial law, chaos, and aether from which the world was fashioned. Seemingly the simplest of the four Thaumaturgic Lores, the Triangle actually represents a sort of rubric, or table of contents, for the other three. Each of its points highlights the primary topics covered by one of the other Thaumaturgic Lores.

One point of the Triangle pairs Law with Chaos, which is the organizing principle of the Tetrangle. Law ties directly to the four worldly elements of Air, Earth, Fire, and Water. Law represents their static, timeless nature when left alone. Chaos ties to the inner square of the Tetrangle, which represents transition of one state to another when elements are acted on by Chaos: Solid to Liquid, Liquid to Gas, and Gas to Plasma. The four seasons similarly represent Chaos, for if the world were static, there would be no seasons at all.

The second point of the Triangle pairs Mind with Body, which is the organizing principle of the Pentacle. The Mind is associated with the

five senses, while the Body is linked to Flesh and Bone as well as the humours of Bile, Blood, and Phlegm.

The third point of the Triangle pairs Aether with Spirit. Aether is the fifth element that makes up the heavens, the Astral Plane, the realm of dreams where spirits wander unshackled by the confines of the physical world. The Aether is the home of the stars, which record the destinies of men for those who can read them. The Aether is also the great celestial sphere that contains the material world and protects it from the endless void that lies outside its boundaries.

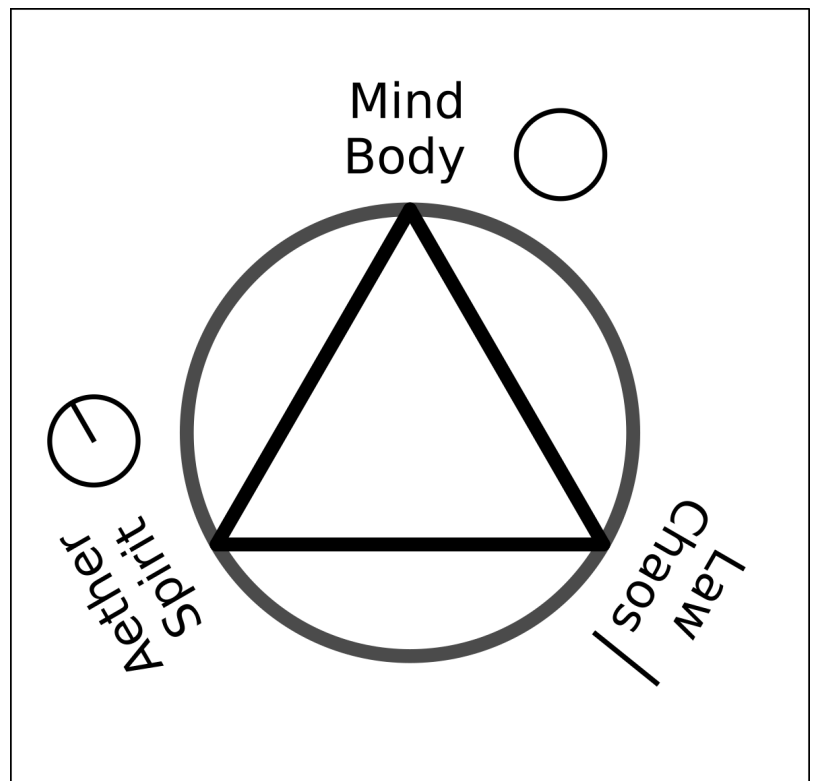
Some Christians associate the Triangle with the Holy Trinity, and tie its aspects to their core religious tenets of Father, Son, and the Holy Spirit. Gnostics, on the other hand, often associate the three aspects with Heaven, Hell, and Earth.

Triangle can substitute as a spell or class prerequisite for any of its constituent lores: Aether, Body, Chaos, Law, Mind, and Spirit. So, 3rd rank in Triangle satisfies the prerequisite of a spell requiring 3rd rank in Chaos. Of course, it is far more difficult to gain ranks in Triangle Lore than in the individual lores it represents (note its Base).

Ability Type: Utilitarian

Defaults To: None *Base:* 48

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of law, chaos, heaven, hell, the astral and ethereal planes of existence, and other spiritual matters. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.



Derived Occult Lore

Occult Lore ~ A













Aether Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Aether is the canvas upon which the universe was painted. It is one of the three primal components from which the universe was fashioned (the others being Law and Chaos). It is the space between the stars, and the veil between alternate realities. Aether is the medium in which all things are embedded and it is that which relates those things to all other things.

Aether is strongly associated with the dodecahedron (12-sided die), which is one of the five Platonic solids. Plato believed that the heavens are made of aether and each of the twelve signs on the zodiac correspond to the different faces of the dodecahedron.

The ancient Greek philosopher Anaximander was the very first to hypothesize about the aether, which he called *apeiron*, or *infinite*. He deemed it “a formless mass that was

Capricorn 	Aquarius 	Pisces 	Aries 
Taurus 	Gemini 	Cancer 	Leo 
Virgo 	Libra 	Scorpio 	Sagittarius 

both the source and destination of all material things”.

The spirits most closely associated with Aether lore are ethereal beings. Some examples of undead creatures fitting this bill are ghosts, specters, and wraiths. However, all Astral spirits, or Eidolons, are also associated with Aether.

Ability Type: Utilitarian

Defaults To: Triangle Lore *Base:* 4

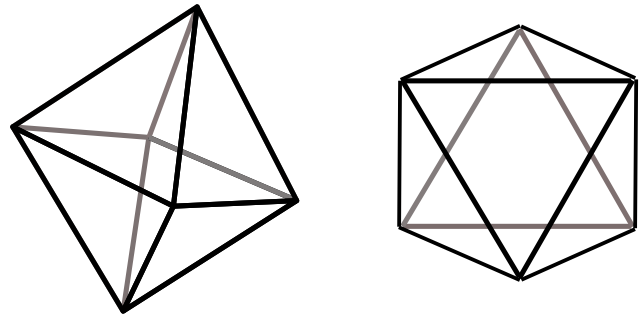
Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of space and parallel dimensions, most especially those of the Astral plane. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.

Air Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Air is one of the four Aristotelian elements, the others being Earth, Fire, and Water. It is the element associated with all gases and vapors.

Air is strongly associated with the octahedron (8-sided die), one of the five Platonic solids. Plato proposed that air is made up of perfectly smooth octahedrons, whose frictionless surfaces give air its gaseous properties.



In alchemical lore, Air is associated with the Sylph, an air elemental having the appearance of a beautiful translucent maiden with the gossamer wings of a dragonfly.

In Chinese mythology, Air is associated with black dragon spirits, which live in celestial palaces. In European folklore, the element of air is often associated with the flying wyvern (the symbol of the great wizard Merlin). Middle-eastern mythology tells of Asdeev, a winged white dragon capable of becoming invisible, which strongly ties the beast to the lore of air.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of air and winged dragons. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.

Autumn Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Autumn is the season of glorious colors and the time of year when leaves dry out and return to the earth. It falls within the purview of Tetrangle along with all the other elemental lores. Autumn is most closely linked with the alchemical lore of Dry, although it also has loose associations with the lores of Fire and Earth. Being a lore of the seasons, Autumn is highly nature oriented. Students of Autumn learn how to communicate with the various earth-dwelling faery spirits such as knockers, gnomes, oroads, and genies. Autumn is also associated with pixie faeries, mushrooms, toadstools, and toads. As a faery lore, it is also closely associated with the other faery lores of Spring, Summer, and Winter.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the Fall season as well as the faeries that bring it about. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Occult Lores ~ B

Bile Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Bile represents two of the four Grecian “humors” or liquids of the body. Specifically, it deals with the yellow and black biles. The other two humors, Blood and Phlegm, are dealt with in their own lores.

The lore of Bile is associated with digestion and appetite and is identified with the sin of gluttony. It is tied to voracious eaters like Manticores and Ghouls. Since bile is acidic, it is also connected to acid-spitters, such as the Allghoi Khorkhoi (Mongolian Death Worm) and the Peluda dragon. Finally, it is the humor that causes frenzy and mania as well as depression, sadness, and melancholy. The knowledge imparted to Sorcerers by this lore is also used to cast spells affecting the workings of the internal organs.

Ability Type: Utilitarian

Defaults To: Pentacle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with acid and bile, and about creatures that are strongly associated with Bile and acid. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Blood Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Blood is one of the four Grecian body “humors,” or liquids. Other than the obvious aspects of this lore in dealing with the health of the physical body, the lore of Blood deals with the requirements of creating pacts and sacrifices to evil spirits. In many magical rites, blood taken from a wound is considered a living part of the wounded creature and is therefore bound to that creature forever.

Dante's *Inferno* describes Phlegethon as a river of blood in the Seventh Circle of Hell in which souls are boiled. Similarly, the Greeks portray Phlegethon as a river of fire that coils around the earth and flows into Tartarus. The river lends its name to the Phlogiston Theory taught as part of the lore of Hot. This theory explains how phlogiston, an invisible liquid form of the element of Fire, acts as the world's lifeblood. It is through this connection that the humour of blood is most closely linked to the element of fire, and most particularly to its aspect of heat.

The lore of blood is associated with blood-suckers, such as leeches, ticks, spiders, redcaps, vampires, dhampirs, vampire bats, vrykolakas, and lamias. Demons summoned through blood sacrifice are also studied in the lore. These include cacodaemons, imps, hellhounds, doppelgangers, nightmares, and incubi. Ironically, Blood Lore also studies the power of the Christian sacrament, wherein Christ's blood is mystically transformed into wine prior to being consumed.

Defaults To: Pentacle Lore

Ability Type: Utilitarian *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with blood and creatures that are strongly associated with Blood. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Body Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Body Lore studies the myriad variety of physical vessels capable of housing mind and spirit, whether living, celestial, or elemental. As such, it is often grouped to form a triad of lores dealing with Spirit, Mind, and Body. Further, it is associated with the lores associated with the bodies of flesh-and-blood creatures: Bile, Blood, Bone, Flesh, and Phlegm. Finally, Body Lore studies the powers of the Christian sacrament, in which bread is mystically transformed into Christ's body prior to being consumed.

Ability Type: Utilitarian

Defaults To: Triangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of bodies of all types: living, undead, elemental, and spiritual. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Bone Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The lore of Bone delves into the mystical properties of skeletons. It is believed that the bone structure of various animals is that creature's main distinguishing characteristic and houses its spirit after death. This lore also studies the mysteries surrounding the spiritual aspects of the bones of Saints and other holy men, which supposedly have the power to perform miracles. Such relics draw pilgrims from far and wide to experience their healing properties.

Other than the obvious association with common skeletal undead, the lore of Bone is linked to other spirits such as galley beggars and old bloody bones. It also has a strong tie to the lore of Earth. After all, it is well known that the bones of dragons are made of stone, to which any experienced fossil hunter can testify.

Ability Type: Utilitarian

Defaults To: Pentacle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with bones and the skeletal aspects of creatures. Further, they may answer questions pertaining to creatures strongly associated with the lore of Bone. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Occult Lore ~ C

Chaos Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Chaos is one of the three primal components from which the universe was fashioned (the others being Law and Aether). Different pagan myths describe the initial struggle between the forces of law and chaos. Some tell of how law overthrew chaos and formed the world from the carcass of the defeated foe. The Hebrew Bible states that God formed the world from primeval chaos.

The spirits most closely associated with chaos are those of dragons, demons, and cacodaemons. However, the spirits of hybrids, composite creatures, also have strong links to chaos. Among these are chimeras, manticores, pegasi, capricorns, hippogriffs, griffons, tawerets, arachnidae, sphinxes, typhons, scyllas, and ta-bitjet. Tiamat, mother of all dragons and goddess of Chaos, is also a core subject of this lore. Multifarious creatures are her progeny.

Ability Type: Utilitarian

Defaults To: Triangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of chaos and creatures of chaos. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Cold Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Cold is the study of the extremely unhot. Since alchemy focuses on transforming of one substance into another, it specializes in spirits dealing with transition. Cold is the lore dealing specifically with transforming Water into Earth, and is most closely linked to the seasonal lore of Winter. Cold is also strongly related to the other alchemical lores of Hot, Wet, and Dry.

The lore of Cold is often represented in alchemical illustrations as the Undine. It is also associated with Snow Queens, Frost Giants, Yeti, and Barbagazi Gnomes.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the nature of low temperatures and its application in bringing about alchemical transformation between Earth and Water. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Occult Lore ~ D

Dry Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

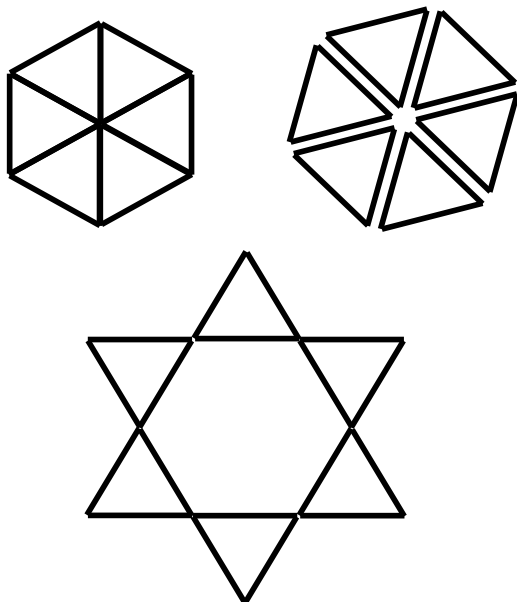
Description: The lore of Dry is used in alchemy in total opposition to the lore of Wet. Since alchemy is mostly concerned about the transformation of one substance into another, it is most interested in elemental spirits dealing with transition. Dry is the lore dealing with transforming Earth into Fire and visa-verse. It is most closely linked to the seasonal lore of Autumn and is loosely associated with the lores of Solid and Plasma. Dry is also strongly related to the other alchemical lores of Cold, Hot, and Wet.

The lore of Dry is usually represented in alchemical illustrations by the Ouroboros, a serpentine dragon biting its own tail. In fact, all serpents of arid regions, such as the Cobra, are subjects of Dry Lore. It is also associated with the Genomus, an earth elemental that gave birth to the race of Gnomes long ago.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with how things transition from being wet to being dry and how the application of this knowledge can bring about alchemical transformations between Earth and Fire. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).



Occult Lore ~ E

Earth Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The lore of Earth is associated with the other Aristotelian lores of Air, Fire, and Water. This lore provides knowledge on minerals, rock, and soil. In addition, it hints at mysterious heavenly aspects of Earth (although even the wisest of scholars do not fully grasp the connection this lore has with the lores of the planets Mars, Jupiter, Venus, and Mercury). A few of the more learned sages recognize that it has some relationship to the lores of Sun, Moon, Star, and Comet. Aristotle himself explained much of the behavior of various objects by the amount of “gravitas,” or the attraction to the ground, they contain. Earth, he reasoned, falls to the ground because of its gravitas, and gravitas naturally wants to be grounded.

Earth is strongly associated with the cube (6-sided die), which is one of the five Platonic solids. Of all Platonic solids, cubes are the only shapes that completely fill space when packed together. Plato taught that Earth is made up of tiny cubical particles, which give Earth its solid nature due to their ability to stack perfectly.

The cube line drawing in the accompanying illustration is also known as a Gromoviti znaci, or thunder mark. This is a symbol of the Slavic thunder god Pyrun. Thunder marks provide buildings protection from all forms of lightning. As can be seen, the triangles making up a thunder mark can be rearranged to form a hexagram.

In Alchemical lore, Earth is associated with the Genomus, the humanoid earth elemental form from which Gnomes originally arose. Earth lore is associated in Chinese mythology by white and yellow dragon spirits. In European lore, it is often depicted in the form of a mighty wingless Wyrn. Sometimes Earth is represented by Grotesques and Gargoyles (which are also strongly linked to the lore of Water).

Ability Type: Utilitarian

Defaults To: Tetrangle *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of earth and tellurian creatures (those strongly associated with earth, such as wingless dragons). In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Occult Lore ~ F

Fire Lore

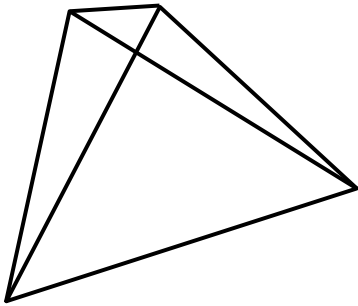
Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Fire lore deals with the ethereal and dynamic behavior of the most spectacular Aristotelian element.

Fire is strongly associated with the tetrahedron (4-sided die), which is one of the five Platonic solids. Plato posited that fire is made up of tiny particles having this shape, since the heat of fire feels sharp and stabbing, like the tetrahedron's four points.

In Alchemical lore, Fire is associated with the Vulcanus, a humanoid fire elemental. Chinese mythology associates fire with red dragon spirits and is often represented with the fire-breathing Tatzleworm, the Tarragon, and the Heraldic Dragon. Nordic mythology links fire with the Jötunn Surtr, who wields a flaming sword and who will ignite the world at Ragnarok, the end of the world.

Ability Type: Utilitarian



Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of fire and creatures strongly associated with fire, such as fire-breathing dragons. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Flesh Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Flesh is the lore of the physical makeup of the body and mainly deals with its musculature. Students of this arena dissect hundreds of various creatures and are expected to know the muscular characteristics of each. This broad background gives them great advantage when transforming the form of their own bodies into that of another creature. The lore of Flesh also encompasses the study of the vital organs of the body (such as the kidneys, liver, spleen, intestines, etc).

The lore of Flesh is linked to Changelings, Ogres, Zombies, and Doppelgangers. Further, Flesh lore explores various Christian phenomenon. Among these are the sacrament, wherein the flesh of Christ is mystically imbued within a loaf of bread prior to consumption and the incorruptibility of the flesh of Catholic Saints, whose bodies do not decay after death.

Ability Type: Utilitarian

Defaults To: Pentacle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the muscles, ligaments, tendons, and other fleshy aspects of living creatures. Further, they may answer questions pertaining to creatures strongly associated with the lore of Flesh. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Occult Lore ~ G

Gaia Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Gaia, also known as Terra and Mother Nature, was the Greek primordial goddess from which all life originally sprang. She gave birth to Uranus, and from union with him bore the Titans. The Titans, representing the raw forces of nature, gave birth to the gods in turn.

The lore of Gaia is linked to procreation, to nurturing, to life in general, and to plant-life in particular. Needless to say, as the bringer of life, Gaia often represents motherhood. The lore of Gaia is strongly associated with animated plants. So, while Tree Men adequately represent the lore of Gaia, Tree Ladies are even more apropos.

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with animated plant-life. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Gas Lore

(Wind Lore)

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Gas Lore deals with the organic, living aspects of Air, the gaseous state of the elements. It is strongly associated with the Alchemical lores of Plasma, Solid, and Liquid.

In Greek mythology, the wind is represented by four aerial horses known as the Anemoi: Zephyr (the west wind), Boreas (the north wind), Notus (the south wind), and Eurus (the east wind). In Arabian legend, Wind is associated with dust devils, jinni, djinni, and genies.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the mystical aspects of the four winds (north, south, east, and west), and creatures strongly associated with them. In addition, it deals with questions pertaining to gasses in general, and how gasses can transform into plasma or liquid through the application of heat or cold, respectively. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.

Occult Lore ~ H

Hearing Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Hearing is one of the five senses encompassed by the Pentacle as described above. Illusionists study this lore to learn how to trick others into hearing sounds and voices that don't exist and to mask actual sounds that do.

Hearing lore is closely linked to the Sirens, Mermaids, Leucrocotas, Hyenas, Lorelei, and the Slavic spirit Prigirstitis, whose hearing is so acute that whispers seem like shouts to it.

Ability Type: Utilitarian

Defaults To: Pentacle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the sense of hearing, the aspect of hearing in illusions, and creatures strongly associate with the sense. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.

Hot Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The lore of Hot is the study of the transition of one element into another through the application of heat. Hot Lore is most closely linked to the seasonal lore of Summer, and is loosely associated with the lores of Gas and Plasma. Hot is also strongly related to the other Alchemical lores of Cold, Dry, and Wet.

The lore delves deeply into the elemental spirits that can bring about transformations through heat. One such creature is the fiery Salamander, which is the Alchemical symbol of this lore.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with how things transition from being cold to being hot and how the application of this knowledge can bring about Alchemical transformations between Air and Fire, and between the various phases of matter (Solid, Liquid, and Gas) In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.

Occult Lore ~ J

Jupiter Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The lore of Jupiter deals with the nature of respect and leadership, thunder storms, and the properties of the Alchemical metal of tin. As such, it also studies Lumina, the pure Alchemical form of tin (see The Oculus of Occultism).

Jupiter is the Roman name for the Greek god Zeus, ruler of the sky, king of the gods, and wielder of lightning. Not surprisingly, then, Jupiter Lore is strongly linked to the lore of Sky.

Jupiter Lore studies the spirits of Eagles, Bulls, Centaurs, Cyclopes, Oak Trees, and even the Titans, whom Jupiter overthrew in battle.

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with thunder and lightning, leadership, the planet Jupiter, the alchemical metal of tin, and creatures associated with Jupiter. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.

Occult Lore ~ L

Land Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The study of Land delves deeply into the geology of the earth. It is associated with everything Chthonic, or dealing with the underworld. This includes natural caves, and the minerals and gemstones buried in the ground. Land is closely related to the Occult lores of Earth, Matter, and Gaia.

In addition to common earth elementals, the lore of Land is associated with the Chthonic Horses, the equines that pull Pluto's chariot and escort the souls of the dead to the underworld. Land is also linked to Behemoth, the huge primordial Hebrew beast of the land.

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of dry land and creatures strongly associated with land. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.

Law Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The lore of Law deals with the natural order of the universe. It is one of the three primal components from which the universe was fashioned (the others being Chaos and Aether). In pagan myths, law is associated with the gods who established civilization, in opposition to those of the Chaos of the unknown wilderness. In monotheistic religions, Law is associated with God, as the One who brought His law to mankind. Further, Law is strongly associated with the minions of the gods (or God), including Angels, Devas, Devils, Hellions, Valkyries, and their kind.

Law lore also delves into the meaning of nature's various aspects. For example, a pupil of this lore studies the motion of heavenly bodies and the various theories proposed as to why the spirits move them about in the sky in such a variety of patterns.

Ability Type: Utilitarian

Defaults To: Triangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the role Law plays in Creation and in the everyday lives of man, beast, and civilization. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.

Liquid Lore

(Fluid Lore)

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Liquid Lore deals with the fluid state of the elements and its readily changeable and conforming nature.

Fluidity is one of the three principle components in Spagyric Alchemy (the practice of blending herbal medicines with alchemical procedures). In that practice, fluidity represents the life waters (sap) of the herbs. The other two Spagyric components are matter (minerals – represented by salt) and phlogiston (the fire of the spirit – represented by sulphur). Because of its tie to the life force it is also associated with Gas, the breath of life. Within alchemical formulas, Liquid represents the ability of matter to melt and flow.

The lore of Liquid is also the lore most closely associated with Serpents, Snakes, and especially Eels. The Serpente Moura is a water elemental spirit that closely resembles a water Nymph. These water spirits have the ability to partially or fully transform into serpents.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the topics listed above, as well as the transition of liquids into gases and solids through the application of heat or cold. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.

Occult Lore ~ M

Mars Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The lore of Mars deals with the nature of war and strife and studies the properties of the alchemical metal of iron and the weapons made from it. It also studies the spirits of scorpions, vultures, dogs, and cocks (the kind that go “cock-a-doodle-doo!”).

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with iron, the male gender, aggressive emotions, warfare, the planet Mars, and any creatures associated with Mars. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference.

Mercury Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Mercury deals with the Alchemical metal, the pagan god, and the heavenly planet of the same name. The planet Mercury is also known as the Morning Star in astrology, since it can only be seen when the sun is just below the horizon. As such, it is closely linked to the lore of Sun. Due to its fluid nature, the metal of Mercury is also closely linked to the lore of Liquid, and to the fluid motion of snakes and serpents.

Mercury is the Roman name for the Greek god Hermes, the messenger of the gods who is the deity of astrology, herds, trade, travel, thieves, and athletics. At times, he was also the carrier of the Caduceus, a rod around which twin serpents were coiled. As such, the lore of Mercury is associated with snakes of all kinds. The Greek god is also strongly associated with the Egyptian god Thoth. Both Hermes and Thoth were the gods of writing and Alchemy in their respective mythologies. In fact, some worshipers blended the two deities into one god named Hermes Trismegistus. As such, the lore of Mercury encompasses knowledge of the religious practices and beliefs of both Hermes and Thoth.

Also known as quicksilver, mercury is a silvery liquid metal smelted from dragon's blood. Essence of Mercury is one of the five Alchemical metals, which is in turn smelted from common mercury. (The others Alchemical metals are copper, lead, tin, iron, silver, and gold.) Essence of Mercury looks like water with an iridescent silver sheen and continually emits a soft glow similar to starlight. Consequently, Mercury Lore educates its students in the properties of all of these substances.

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with any of the topics described in the description above. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Mind Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The lore of Mind studies the thought processes that occur when a person says such things as, "I'm hungry," "Kill that troll," and "Where did I leave the batteries to my light saber?" It delves into the mechanisms that make a person sane and what makes them insane. It studies the more mystical aspects of mind dealing with persuasion, emotion, and illusion. Mind gives clues to its pupils about appropriate responses to the phrase, "Pull my finger." It answers questions about why the speakers of such phrases invariably find themselves to be hilarious while the listeners just want to pull the proffered fingers completely off.

The lore of Mind is associated with the spirits of Salmon and Hazel trees, both of which represent wisdom in Irish mythology. Likewise, the sphinx of Egyptian mythology is closely tied to Mind.

Ability Type: Utilitarian

Defaults To: Triangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with mystical aspect of rational thought and mind. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Moon Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The Moon is considered an analogue to the Alchemical metal of silver and represents the night. It is also associated with the tides, and therefore with the sea and water. Because of its monthly cycles, it is also associated with the female gender.

Moon lore studies the creatures that live by the light of the Moon. Much can be learned from the Wolves, Werewolves, Owls, Rusalkas, and Cats of the world. That is, they study the night-ish and nightmarish aspects of the witching hour. The lore also studies the aspects of the various Moon goddesses, such as Luna, Diana, and Artemis.

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the moon and beings that are strongly associated with it. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Motion Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The lore of Motion describes in detail the changing aspects of matter and nature. It tries to explain the differences between waterfalls and standing water, between wind and still air, and between an avalanche and a pile of rocks. Motion lore deals specifically with the behavior of heavenly bodies and their paths through the sky. It is associated with Levitas, a rare alchemical metal that naturally falls upward rather than downward. Levitas is what causes fire and smoke to rise. As such, the lore of Motion is also loosely tied to those of Air and Fire. Motion lore opposes Rest Lore.

Motion Lore is strongly associated with creatures that continuously dance and flow, such as fire or air elementals, or move through continuous fluid motion, such as serpents of all forms.

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with motion and with spells that accelerate the passage of time. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Occult Lore ~ P

Phlegm Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Phlegm is one of the four Grecian humors that were held to control the health of the body by ancient Greek philosophers. The other three humors include blood, yellow bile, and black bile, which are combined into the lore of Bile, and Blood. Phlegm is the Occult lore dealing with breathing and bronchial illnesses such as pneumonia and is associated with emotional calm and detachment.

Phlegm is linked to the spirits of Bugbears and Boogie men as well as slimy beasts such as Slugs, Snails, and Grindylovs. Phlegm is also associated with creatures that spread disease, the most prevalent of which are Rats.

Ability Type: Utilitarian

Defaults To: Pentacle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with phlegm, disease, slime, and creatures that are strongly associated with these characteristics. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Plasma Lore

(Phlogiston Lore)

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Also known as Phlogiston Lore, Plasma Lore deals with the organic, living aspects of fire, the plasma state of the elements. It is the potential within wood, oil, and coal to produce heat and light. When released, it produces flickering, dancing flame. Represented by the substance of sulphur,

Phlogiston is a form of the element of Fire contained within combustible materials. It is released into the air through combustion. Phlogiston explains both the process of burning and the rusting of various metals. When a combustible material is set aflame in an enclosed container, the flickering flames will soon be extinguished, as the air within the container will become saturated with phlogiston and unable to absorb any more. As such, to truly understand heat, a scholar must study aspects of both Fire and Air.

Phlogiston is one of the three principle components in Spagyric Alchemy (the practice of blending herbal medicines with alchemical procedures). The other two being fluidity (the life-giving sap of herbs) and matter (represented by salt). Within that discipline, Phlogiston is strongly associated with Fire, which represents the combustible oils extracted from plants. In Alchemical formulas, phlogiston represents the principles of combustibility and action. As such, it is also associated with the lore of Motion. Due to the strong aroma of rotten eggs produced when sulphur burns, it is also associated with the lore of Smell.

In Alchemical folklore, Plasma represents the transformation into fire, and is linked to the fiery Phoenix, a beautiful bird that bursts into flame upon death and rises anew from its own ashes. The lore also studies Afrits and Efrits, the fiery elemental creatures of Arabian folklore.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the organic aspects of fire. Most specifically, it delves into the life essence of elemental fire spirits, and how best to release the dormant living flame that resides in all combustible materials. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Occult Lore ~ R

Rest Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Rest is the lore that studies the passage of time. It studies such phenomena as why time flows so slowly when your Rest lore professor is lecturing about all the myriad things that don't move. (tick tock tick . tock .. tick ... tock t.i.c.k t.o.c.k . . . t . i . c . k) The lore of Rest opposes the lore of Motion which delves into the mysteries surrounding why the passage of time screams by when taking a test on the very same subject (tick tock tic toc tictoc tictoktictokticticticttttt). Rest lore would be a highly difficult subject to study even if the lecturers had anything interesting to say, since the clocks themselves are also affected by the phenomena. Thus, a clock that has slowly ticked away through a lecture that obviously lasted for 3 hours will show that only a single hour has passed. (You know a lecture is boring when even the clocks fall asleep.)⁶

Rest is linked to the rare Alchemical metal of Gravititas. Gravititas is what causes stones to fall to the ground when dropped and water to fall downward when cascading over a waterfall. As such, Rest lore is also loosely associated with the lores of Earth and Water. Rest lore is used by Theurgists to slow or stop time flow in limited areas.

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with rest and with spells that slow the passage of time. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Occult Lore ~ S

Sea Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Sea lore is the study of the world's largest bodies of water and the faeries, monsters, and creatures that inhabit them. Not only does it delve into the classification of such creatures, but also provides some information about the cultures and societies that exist (or did exist) on the ocean floor. Tritons, Mermen, and Selkies are a few of the races this lore studies in depth, since more knowledge has been gleaned about these sea peoples than any other. Even so, the information that has been gathered is scanty and somewhat unreliable.

Sea lore is closely associated with the other watery lores of Liquid, Water, Mercury, Spring, and Wet. It is also grouped with the other elemental lores of Land, Sky, and Sun. Artwork often alludes to Sea Lore with depictions of the huge Leviathan, the primordial Hebrew beast of the sea. Sea Lore also studies the Sea Horse, the Sea Serpent, the Sea Turtle, and the Hippocampus.

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of seas and oceans and creatures inhabiting them or strongly associated with them. Further, a character with Sea Lore can attempt to identify any encountered sea-dwelling creature. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Sky Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The lore of Sky deals with the motions of heavenly bodies and the occupants of the aerial domain. It is the lore associated with the Greek Uranus, son and mate of Gaia, who fathered the Titans.

In addition to common air elementals, the lore of Sky is associated with Pegasus and the huge Griffon-like Ziz, the primordial Hebrew beast of the sky and protector of birds.

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of the sky and creatures strongly associated with them. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

⁶ The subject was confused even further in modern times when Albert Einstein showed in his Special Theory of Relativity that the phenomena must be extended to include boring relatives as well.

Smell Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description:

“That which we call a rose, by any other name, would smell as sweet.”

~William Shakespeare in *Romeo and Juliet*

Unless, of course, an Illusionist gets hold of the rose first. Smell is one of the five senses encompassed by the Pentacle as described above. As such, the lore surrounding the sense is used by Illusionists to make the vile smell sweet and the lovely putrid.

The sense of smell is linked to the poorly understood Perfume Ghosts and vile smelling Harpies.

Ability Type: Utilitarian

Defaults To: Pentacle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the sense of smell, the aspect of smell in illusions, and creatures strongly associate with the sense. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Solid Lore

(Matter Lore)

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: This lore deals with the unmoving state of matter, rather than the other shifting ones. As such, it delves into the characteristics of Earth and Water (since water, when frozen, is solid). Since anything solid falls when dropped, the lore of matter also studies why the solid earth is below the vaulted heavens. It is sometimes represented with salt.

Solid Lore is strongly associated with the Earth Mother goddess, Terra Mater, or Gaia. (In fact, Earth is often referred to as Terra, and the term Matter is itself derived from Mater.) It is also associated with the raven, which has the powers of death and the decay of life back to the earth.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with solid matter, with the Earth Mother goddess figure, and with beings strongly associated her. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Spirit Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The lore of Spirit deals primarily with motivation and intent. That is, the motive forces imbued in all things that give them their unique properties. (In game terms, Spirit studies the inherent Traits of all things.) Smoke rises, for example, because it is naturally motivated to do so. Fish swim, birds fly, and lions hunt for the same reason. The lore of Spirit does not delve into the particulars of any specific spirit's inclinations. Rather, it studies the nature of motivations themselves, and how those motives can be harnessed to satisfy the student's own goals.

There are essentially three types of spirits: Elementals, Sylvans, and Souls.

Elementals are the spirits associated with the basic worldly elements of Air, Earth, Fire, and Water. There are many types of elemental spirits, including the Sylph (Air), Genomus (Earth), Vulcanus (Fire), and Undine (Water). There also exists a fifth element known as Aether, which is what comprises the heavenly vault. Demons, Devils, Angels, and other Eidolons are essentially Aether Elementals. The specific traits of elemental spirits are what give the elements their properties. Clouds billow and lazily float through the air because it is in the nature of the elemental spirits associated with clouds to behave in that way. It is just as pointless to ask a cloud why it drifts across the sky as it is to ask a sheep why it loiters on grassy fields and grazes. That's just what sheep do. It's in their nature.

The second type of spirit is the Sylvan. Sylvans are the spirits of animals, including the aforementioned sheep, and ageless creatures, such as elves and other faeries. Like elementals, many Sylvan creatures have bizarre Eldritch powers granted their species at the beginning of time by the clashing forces of Law and Chaos.

The third and final type of spirit is the soul, which is what imbues mortal humanoids with sentience. Souls lack Eldritch abilities, but, with proper training, they have the potential to wield Mystical powers.

Sylvans and Souls are collectively known as Elan Vital (Life Force), otherwise known as Animus. These spirits inhabit living bodies. Upon death, the Elan Vital leaves the body, and most enter the Astral Plane. Those that continue wandering the earthly realm give rise to the various Undead forms that haunt the world of men.

Ability Type: Utilitarian

Defaults To: Triangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the motivations, or Traits, of all spirits. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Spring Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Spring is the season of renewal and rebirth. It also brings a lot of life-giving rain. Spring is most closely linked to the Alchemical lore of Wet. It is also strongly associated with the Aristotelian element of Water. Of all the aquatic lores, Spring emphasizes nature to the greatest degree. Students of this lore learn how to communicate with the various faery water nymphs found in rivers, lakes, springs, and oceans. For fresh water, Nixies and Urisks are generally summoned. For more oceanic salt-water favors, the virginal Nereids are called upon. (These faery Nymphs are often pictured “riding the waves” on large oyster shells. You could say they were the world’s first surfers.)

As a seasonal Faery lore, Spring is also closely associated with the other Faery lores of Winter, Summer, and Autumn.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the spring season as well as the faeries that bring it about. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Summer Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Summer is the hottest season. As such, it is strongly linked to the Alchemical lore of Hot and is loosely related to the Aristotelian element of Fire. Pupils of this seasonal lore learn how to communicate with various Faery spirits involved in growth. Thus, they learn of the woodland Dryad faeries that live in wooded forests and live within the trees themselves. The Napaeae living within the glens and groves are also revealed. This lore’s pupils call upon one or more of these spirits when casting spells requiring aspects of Summer. Summer lore therefore has a clear association with the other seasonal Faery lores of Spring, Autumn, and Winter.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the summer season as well as the faeries that bring it about. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Sun Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Sun is the lore surrounding the heavenly ball of fire and its elemental caretakers: the equine Abraxas. It is associated with the fiery Occult lores of Fire, Hot, and Plasma, and with the nourishing properties of sunlight.

The radiant Sun represents and is represented by the precious metal of gold, one of the seven Alchemical metals. The Sun is also associated with Abraxas, one of the mighty equines that pulls the chariot of Helios across the sky, the Ceryneian Hind, a huge golden deer with brass hooves, and the golden lion.

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the Sun, with the Sun gods (such as Apollo, Helios, Ra, and Baldar), and creatures strongly associated with it. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Occult Lores ~ T

Taste Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Taste is one of the five senses encompassed by the Pentacle as described above. Taste is the sense that chocolate delights and lemon bites; that peppermint cools and saccharine fools; that castor oil grates and Brussels sprout hates.⁷

Tasting lore is linked to buttery spirits and honey bees. It is also associated with the irresistible taste of the lotus flower.

Ability Type: Utilitarian

Defaults To: Pentacle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the sense of taste, the aspect of taste in illusions, and creatures strongly associate with the sense. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

⁷ The greatest master in modern history to study this lore was Pavlov, who, despite his heralded expertise, had a tacky habit of torturing dogs with bells.

Touch Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Touch is one of the five senses included in the Pentacle as described above. It has been voted “Most Popular” by the Illusionist’s Guild for 127 years running. Illusionists use this lore to . . . well, what they do behind closed doors is really none of our business.

The lore of Touch derives much of its power from the tempting but deadly Succubus, or Incubus. It is also associated with the Nightmare, which enters dreams and causes pain and torment. It is similarly linked to Alps and Maras. Finally, Touch lore is also associated with stinging creatures whose stings cause much pain but rarely result in death, such as wasps and horse flies.

Ability Type: Utilitarian

Defaults To: Pentacle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the sense of touch, the aspect of touch in illusions, and creatures strongly associate with the sense. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Occult Lore ~ V

Venus Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: The lore of Venus deals with the nature of love and seduction, beauty, and studies the properties of the Alchemical metal of copper. As such, it is associated with Orichalcum, the pure Alchemical form of copper (see [The Oculus of Occultism](#)). Along with True Copper, various copper-based Alchemical alloys are also covered by the lore of Venus, including True Bronze (True Copper alloyed with True Tin), and Corinthian Brass (True Copper alloyed with True Silver, also known as Corinthiacum).

Venus lore is associated with dolphins, doves, swans, lions, clams, oysters, and pearls.

Ability Type: Utilitarian

Defaults To: Star Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with copper, the female gender, emotions of affection and peace, the planet Venus, and any creatures associated with Venus. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Vision Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Vision is the lore dealing with the sense of light and color. It is often used when dealing with extrasensory abilities (scrying, premonitions, dreaming, etc.)

Vision Lore is associated with Lamias, Argus Giants, Basilisks, Gorgons, and Catablopos.

Ability Type: Utilitarian

Defaults To: Pentacle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the aspect of vision in illusions, gaze weapons, and creatures strongly associated with this lore. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

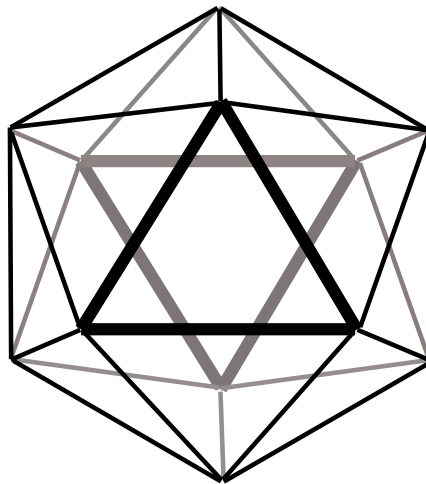
Occult Lore ~ W

Water Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Water lore embodies knowledge of one of the four Aristotelian elements (the others being Air, Fire, and Earth). It is closely associated with the other aquatic lores of Sea and Mercury.

Water is strongly associated with the icosahedron (20-sided die), which is one of the five Platonic solids. Plato asserted that water is made up of particles having this shape. The icosahedron is the most spherical of the Platonic solids, which is what gives water its flowing properties.



Chinese mythology represents the element of Water (and the season of Spring) with the blue and green dragon spirits.

Thus, the lore of Water is also closely associated with the other “dragon” lores of Air, Earth, and Fire. Water-dwelling Givres and Sea Serpents are also often linked to this area of arcana. Tiamat, mother of all dragons and goddess of Chaos, is also closely tied to the lore of Water. It was her blood that filled the oceans when Marduk, Babylonian god of Law, slew her and fashioned the world from her carcass.

Water is also closely associated with the Undine. Undines are beautiful fairy-like water elementals known to occasionally marry men, bear their children, and thereby gain souls of their own.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of water and creatures strongly associated with it, such as water-dwelling dragons. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Wet Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Wet lore studies the elemental spirits associated with the transition between the Aristotelian elements of Water and Air. Alchemists often refer to these ambient elementals as “vapour” or “azoth,” presumably because steam is wet despite its gaseous state and its hot nature. In artwork, Sylphs and the many-headed Hydra represents the lore of Wet. Alchemists and Hydromancers utilize the lore of Wet in their many abilities.

Wet lore is most closely linked to the seasonal lore of Spring and is loosely associated with the lores of Gas and Liquid. Wet is also strongly related to the other Alchemical lores of Cold, Dry, and Hot.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with how things transition from being wet to being dry and how the application of this knowledge can bring about alchemical transformations between Air and Water. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Winter Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Winter is the lore surrounding the coldest season and is most strongly linked to the Alchemical lore of Cold. It is also loosely related to the Aristotelian lore of Air. Winter Lore conveys the knowledge of how to communicate with the frost faeries such as Barbegazi, Flibbertigibbets, and Ice Hags. In addition, it is usually grouped in with the other seasonal lores of Spring, Summer, and Autumn.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the winter season as well as the faeries that bring it about. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in [Obtaining Answers using Character Knowledge](#) under the [Conflict Rolls](#) section of [The Rules Reference](#).

Occult Spell Tables

Aeromancer Spell List

Aeromancer Spell	New Scroll Cost (sp.)	Maleficium?	Lores Needed to Learn Spell
<u>Invoke Medium Cone of Grim Lightning</u>		Yes	Air: 1
<u>Invoke Medium Cone of Grim Steam</u>		Yes	Hot: 1 Wet: 1
<u>Invoke Noise Figment</u>			Hearing: 1
<u>Procure Large Plume of Fresh Air</u>			Air: 1 Gas: 1
<u>Procure Nixie's Breath</u>			Spring: 1
<u>Procure Twinkle of Colossal Light</u>	200		Air: 1
<u>Render Cumulative Heat</u>		Yes	Hot: 1
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<u>Charm Item with Triggered Voice</u>	300		Hearing: 2
<u>Disguise Voice</u>			Hearing: 2
<u>Obtain Decent Quickening</u>			Motion: 2
<u>Procure Aptitude against Electricity</u>	300		Sky: 2
<u>Procure Aptitude against Fettering</u>	300		Motion: 2
<u>Provide Quickening</u>	300		Mercury: 2 Sky: 2
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<u>Funnel Voice a Bold Distance</u>			Gas: 3
<u>Invoke Able Hare's Leap</u>			Spring: 3
<u>Prime Gloves of Servitude (of Baba Yaga)</u>	400		Spring: 3 Summer: 3
<u>Procure Decent Ward against Fettering</u>	400		Motion: 3
<u>Procure Cruel Shocking Touch</u>	400		Air: 3
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<u>Offer Apt Serendipity of Jupiter</u>	600		Jupiter: 4
<u>Pitch Fog of Great Size</u>			Spring: 4
<u>Place Aerial Path</u>			Gas: 4 Motion: 4
<u>Place Great Plume of Fresh Air</u>	600		Air: 4 Gas: 4
<u>Provide Apt Muffled Footsteps</u>	600		Hearing: 4
<hr/>			
<u>Offer Decent Quickening</u>	800		Motion: 5
<u>Offer Dire Bolts of Crackling</u>	800		Air: 5 Jupiter: 5
<u>Offer Dire Bolts of Sonance</u>	800		Gas: 5 Motion: 5
<u>Offer Dire Scorching Brand</u>	800		Hot: 5
<u>Offer Dire Shocking Brand</u>	800		Air: 5 Jupiter: 5
<u>Offer Dire Sonic Brand</u>	800		Gas: 5 Motion: 5
<u>Pitch Great Plane of Fog</u>	800		Spring: 5
<u>Procure Silencing Aura of Large Size</u>	800		Air: 5 Gas: 5
<u>Release Great Rain</u>			Spring: 5
<hr/>			
<u>Empower Item with Triggered Voice</u>	1,200		Hearing: 6
<u>Funnel Whisper a County's Distance</u>	1,200		Gas: 6 Motion: 6
<u>Manifest Large Aura of Dire Heat</u>			Hot: 6
<u>Pitch Fog of Epic Size</u>			Spring: 6
<u>Prime Shroud of Apt Invisibility</u>	1,200		Gas: 6 Sky: 6
<u>Provide Decent Ward against Electricity</u>	1,200		Jupiter: 6
<u>Provide Decent Ward against Scorching</u>	1,200		Hot: 6
<u>Render Dire Azure Serpent</u>		Yes	Air: 6 Jupiter: 6

Aeromancer Spell	New Scroll Cost (sp.)	Maleficium?	Lores Needed to Learn Spell
<u>Charm Bow with Some Dire Crackling Bolts</u>	1,600		Air: 7, Jupiter: 7
<u>Charm Bow with Some Dire Sonic Bolts</u>	1,600		Gas: 7 Motion: 7
<u>Invoke Large Cone of Grim Steam</u>		Yes	Hot: 7 Wet: 7
<u>Pitch Large Plane of Fell Sonance</u>	1,600		Gas: 7
<u>Flaunt Gaseous Form</u>	2,400		Gas: 8 Motion: 8
<u>Invoke Great Dire Thunderstrike of Grim Lightning</u>	2,400	Yes	Spring: 8 Summer: 8
<u>Manifest Dire Shocking Touch</u>	2,400		Air: 8
<u>Pitch Silence Globe of Great Size</u>	2,400		Air: 8 Gas: 8
<u>Procure Great Aura of Nixie's Breath</u>			Spring: 8
<u>Procure Silencing Aura of Great Size</u>			Air: 8 Gas: 8
<u>Provide Quickening to a Few Allies</u>	2,400		Mercury: 8 Sky: 8
<u>Procure Resistance to Electricity</u>			Jupiter: 8
<u>Procure Resistance to Fettering</u>			Motion: 8
<u>Procure Resistance to Scorching</u>			Hot: 8
<u>Release Epic Deft Cyclone</u>		Yes	Gas: 8 Motion: 8
<u>Flee as Ample Deft Cyclone</u>	3,200		Air: 9 Sky: 9 Gas: 9
<u>Funnel Whisper a Kingdom's Distance</u>	3,200		Gas: 9 Motion: 9
<u>Invoke Fury of Grim Lightning</u>		Yes	Air: 9
<u>Invoke Great Cone of Fell Wind</u>		Yes	Gas: 9 Motion: 9
<u>Manifest Great Aura of Dire Heat</u>			Hot: 9
<u>Pitch Great Plane of Fell Sonance</u>	3,200		Gas: 9
<u>Render Great Cube of Smothering</u>			Gas: 9
<u>Solicit Generous Lasting Rain</u>			Spring: 9
<u>Transcend with Able Levitation (of Simon Magus)</u>			Gas: 9 Motion: 9
<u>Travel in Flight</u>	3,200		Air: 9
<u>Beget Sylph</u>			Hot: 10 Wet: 10
<u>Calligraph Glyph of Vile Electricity</u>	4,800		Jupiter: 10
<u>Fetch Sylph</u>	4,800		Hot: 10 Wet: 10
<u>Invoke Blast of Doubly Fell Wind</u>		Yes	Spring: 10 Summer: 10
<u>Obtain Fell Shocking Fists</u>	4,800		Air: 10 Jupiter: 10
<u>Obtain Fell Sonic Fists</u>	4,800		Air: 10 Gas: 10 Motion: 10
<u>Pitch Great Slick Patch of Dire Lightning</u>			Wet: 10
<u>Pitch Great Wall of Grim Sonance</u>			Gas: 10
<u>Place Great Globe of Projectile Shielding</u>			Sky: 10
<u>Procure Echolocation</u>	4,800		Spring: 10 Summer: 10
<u>Produce Epic Winds of Apt Sailing</u>			Spring: 10 Summer: 10
<u>Calligraph Glyph of Great Grim Lightning</u>	6,400		Air: 11
<u>Charm Bow with Many Fell Crackling Bolts</u>	6,400		Air: 11 Jupiter: 11
<u>Charm Bow with Many Fell Sonic Bolts</u>	6,400		Gas: 11 Motion: 11
<u>Invoke Great Cone of Grim Steam</u>		Yes	Hot: 11 Wet: 11
<u>Pitch Silence Globe of Epic Size</u>	6,400		Air: 11 Gas: 11
<u>Provide Resistance to Electricity</u>	6,400		Jupiter: 11
<u>Provide Resistance to Fettering</u>	6,400		Motion: 11
<u>Provide Resistance to Scorching</u>	6,400		Hot: 11
<u>Provide Quickening to Some Allies</u>	6,400		Mercury: 11 Sky: 11

Aeromancer Spell	New Scroll Cost (sp.)	Maleficium?	Lores Needed to Learn Spell
<u>Beget Anemoi</u>			Motion: 12 Sky: 12
<u>Fetch Anemoi</u>	9,600		Motion: 12 Sky: 12
<u>Flaunt Invisibility</u>	9,600		Air: 12
<u>Radiate Deft Dire Creeping Winds of Great Size</u>		Yes	Spring: 12 Summer: 12
<u>Travel on a Flying Carpet</u>	9,600		Gas: 12 Motion: 12 Sky: 12
<u>Invoke a Few Grim Lightning Links</u>	12,800	Yes	Air: 13
<u>Invoke Great Blast of Grim Lightning</u>		Yes	Air: 13 Sky: 13 Wet: 13
<u>Provide a Few Allies with Resistance to Electricity</u>	12,800		Jupiter: 13
<u>Provide a Few Allies with Resistance to Fettering</u>	12,800		Motion: 13
<u>Provide a Few Allies with Resistance to Scorching</u>	12,800		Hot: 13
<u>Invoke Epic Cone of Grim Steam</u>		Yes	Hot: 14 Wet: 14
<u>Pitch Epic Slick Patch of Fell Lightning</u>	19,200		Wet: 14
<u>Radiate Deft Dire Creeping Winds of Epic Size</u>		Yes	Spring: 14 Summer: 14
<u>Invoke Epic Blast of Grim Lightning</u>		Yes	Air: 16 Sky: 16 Wet: 16
<u>Invoke Colossal Cone of Grim Steam</u>	51,200	Yes	Hot: 17 Wet: 17
<u>Fetch Djinni</u>			Motion: 18 Gas: 18

Alchemist Spell List

Alchemist Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Concoct Glue Goo</u>	200		Cold: 1 Dry: 1 Wet: 1
<u>Force Cumulative Dehydration</u>		Yes	Dry: 1
<u>Invoke Beam of Dire Scorching</u>		Yes	Hot: 1 Plasma: 1
<u>Invoke Fury of Dire Plasma</u>		Yes	Plasma: 1
<u>Invoke Medium Cone of Grim Frost</u>		Yes	Cold: 1
<u>Invoke Medium Cone of Grim Steam</u>		Yes	Hot: 1 Wet: 1
<u>Produce Decent Glue</u>			Cold: 1 Dry: 1 Wet: 1
<u>Render Cumulative Heat</u>		Yes	Hot: 1
<u>Calligraph Custom Glyph of Tetrangular Magic</u>	300		Tetrangle: 2
<u>Concoct Itching Powder</u>	300		Body: 2 Dry: 2
<u>Emblazon Large Tetragram</u>			Tetrangle: 2
<u>Polymorph into Human</u>	300		Body: 2
<u>Project Tetrangular Magic</u>	300		Tetrangle: 2
<u>Calligraph Fetching Glyph of Tetrangular Magic</u>	400		Tetrangle: 3
<u>Concoct Maelstrom Elixir</u>	400		Body: 3 Tetrangle: 3
<u>Concoct Ointment of Pain Numbing</u>			Body: 3 Liquid: 3
<u>Funnel Voice a Bold Distance</u>			Gas: 3
<u>Procure Cruel Desiccating Touch</u>	400		Body: 3 Dry: 3

Alchemist Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Procure Cruel Scorching Touch</u>	400		Plasma: 3
<u>Undergird Sigil</u>	400		Tetrangle: 3
<u>Concoct Nourishment Tonic</u>			Body: 4 Liquid: 4
<u>Concoct Persistent Unction</u>	600		Body: 4 Tetrangle: 4
<u>Empower Cauldron of Bubbling</u>	600		Gas: 4 Hot: 4 Liquid: 4 Solid: 4
<u>Provide Natural Cold Immunity</u>	600	Yes	Cold: 4
<u>Concoct Tonic of Quickening (of Nicolas Flamel)</u>	800		Body: 5 Liquid: 5
<u>Offer Dire Freezing Brand</u>	800		Cold: 5
<u>Offer Dire Scorching Brand</u>	800		Hot: 5
<u>Concoct Dispelling Elixir</u>	1,200		Cold: 6 Dry: 6 Hot: 6 Liquid: 6 Wet: 6
<u>Emblazon Tetragram of Epic Protection</u>			Tetrangle: 6
<u>Gestate Homunculus</u>	1,200		Body: 6 Cold: 6 Dry: 6 Hot: 6 Wet: 6
<u>Invoke Bane of Dire Rust</u>		Yes	Dry: 6
<u>Invoke Beam of Fell Scorching</u>		Yes	Hot: 6 Plasma: 6
<u>Manifest Large Aura of Dire Cold</u>			Cold: 6
<u>Manifest Large Aura of Dire Heat</u>			Hot: 6
<u>Provide Decent Ward against Cold</u>	1,200		Cold: 6
<u>Provide Decent Ward against Scorching</u>	1,200		Hot: 6
<u>Concoct Antidote Tonic (of Mithridates)</u>	1,600		Body: 7 Liquid: 7
<u>Concoct Elixir of Petrification</u>	1,600		Body: 7 Dry: 7 Liquid: 7 Solid: 7
<u>Concoct Tonic of Animal Tongues</u>	1,600		Body: 7 Liquid: 7
<u>Invoke Bane of Fell Fatigue</u>		Yes	Body: 7
<u>Invoke Large Cone of Grim Frost</u>		Yes	Cold: 7
<u>Invoke Large Cone of Grim Steam</u>		Yes	Hot: 7 Wet: 7
<u>Pitch Large Plane of Fell Sonance</u>	1,600		Gas: 7
<u>Beget Vulcanus</u>			Dry: 8 Hot: 8
<u>Concoct Compound of Suds</u>	2,400		Liquid: 8 Wet: 8
<u>Concoct Elixir of Grand Healing</u>			Body: 8 Liquid: 8
<u>Concoct Smoky Compound</u>	2,400		Dry: 8 Hot: 8
<u>Empower Lamp of Ample Light</u>	2,400		Plasma: 8
<u>Fetch Vulcanus</u>	2,400		Dry: 8 Hot: 8
<u>Manifest Dire Desiccating Touch</u>	2,400		Body: 8 Dry: 8
<u>Manifest Dire Scorching Touch</u>	2,400		Plasma: 8
<u>Pitch Large Wall of Grim Sonance</u>			Gas: 8
<u>Procure Resistance to Freezing</u>			Cold: 8
<u>Procure Resistance to Scorching</u>			Hot: 8
<u>Vex with Deft Heat Stroke</u>	2,400	Yes	Body: 8 Hot: 8
<u>Beget Undine (of Morgan le Fay)</u>			Liquid: 9 Wet: 9
<u>Concoct Compound of Sleep Gas</u>	3,200		Body: 9 Gas: 9 Liquid: 9
<u>Concoct Unction of Acid Protection</u>			Hot: 9 Liquid: 9 Wet: 9
<u>Concoct Unction of Electricity Protection</u>			Liquid: 9 Wet: 9
<u>Concoct Unction of Freezing Protection</u>			Cold: 9 Liquid: 9 Wet: 9
<u>Concoct Unction of Scorching Protection (of</u>			Hot: 9 Liquid: 9

Occult Spell Tables

Alchemist Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Medea</u>			
<u>Fetch Undine</u>	3,200		Liquid: 9 Wet: 9
<u>Manifest Great Aura of Dire Cold</u>			Cold: 9
<u>Manifest Great Aura of Dire Heat</u>			Hot: 9
<u>Pitch Great Plane of Fell Sonance</u>	3,200		Gas: 9
<u>Render Great Cube of Smothering</u>			Gas: 9
<u>Travel in a Mortar and Pestle (of Baba Yaga)</u>	3,200		Body: 9 Gas: 9 Solid: 9
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<u>Beget Genomus</u>			Dry: 10 Solid: 10
<u>Beget Sylph</u>			Hot: 10 Wet: 10
<u>Calligraph Glyph of Vile Fatigue</u>	4,800		Body: 10
<u>Concoct Elixir of Gaseous Form</u>	4,800		Body: 10 Gas: 10 Liquid: 10
<u>Concoct Ointment of Flying (of Abramelin)</u>	4,800		Body: 10 Gas: 10 Liquid: 10
<u>Concoct Tonic of Strength</u>			Body: 10 Liquid: 10
<u>Concoct Uncion of Undeath (of Erichtho)</u>	4,800		Body: 10 Dry: 10
<u>Fetch Genomus</u>	4,800		Dry: 10 Solid: 10
<u>Fetch Sylph</u>	4,800		Hot: 10 Wet: 10
<u>Invoke Bane of Grim Fatigue</u>		Yes	Body: 10
<u>Pitch Great Slick Patch of Dire Flame</u>		Yes	Liquid: 10 Plasma: 10
<u>Pitch Great Slick Patch of Dire Lightning</u>			Wet: 10
<u>Pitch Great Wall of Grim Sonance</u>			Gas: 10
<u>Provide Natural Cold Immunity to Some Allies</u>	4,800	Yes	Cold: 10
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<u>Calligraph Glyph of Great Grim Frost</u>	6,400		Cold: 11
<u>Concoct Fulminate of Shrapnel</u>	6,400		Dry: 11 Hot: 11 Liquid: 11 Solid: 11
<u>Concoct Vitriol of Great Grim Fire</u>	6,400		Hot: 11 Plasma: 11
<u>Fetch Salamander</u>			Hot: 11 Plasma: 11
<u>Invoke Great Cone of Grim Frost</u>		Yes	Cold: 11
<u>Invoke Great Cone of Grim Steam</u>		Yes	Hot: 11 Wet: 11
<u>Provide Resistance to Freezing</u>	6,400		Cold: 11
<u>Provide Resistance to Scorching</u>	6,400		Hot: 11
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<u>Fetch Phoenix</u>			Hot: 12 Plasma: 12
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<u>Pitch Great Slick Patch of Fell Flame</u>		Yes	Liquid: 13 Plasma: 13
<u>Pitch Great Slick Patch of Fell Lightning</u>			Wet: 13
<u>Provide a Few Allies with Resistance to Freezing</u>	12,800		Cold: 13
<u>Provide a Few Allies with Resistance to Scorching</u>	12,800		Hot: 13
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<u>Concoct Greek Fire</u>	19,200		Liquid: 14 Hot: 14 Plasma: 14
<u>Concoct Uncion of Invisibility (of Abramelin)</u>	19,200		Body: 14, Liquid: 14 Solid: 14
<u>Concoct Vitriol of Epic Grim Fire</u>	19,200		Hot: 14 Plasma: 14
<u>Invoke Epic Cone of Grim Steam</u>		Yes	Hot: 14 Wet: 14
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<u>Pitch Epic Slick Patch of Fell Flame</u>	38,400	Yes	Liquid: 16 Plasma: 16
<u>Pitch Epic Slick Patch of Fell Lightning</u>	38,400		Wet: 16
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<u>Invoke Colossal Cone of Grim Steam</u>	51,200	Yes	Hot: 17 Wet: 17

Astromancer Spell List

Astromancer Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Empower Colossal Star Bright</u> <u>Scry Horoscope (of Nostradamus)</u>	200		Star: 1 Jupiter: 1 Mars: 1 Mercury: 1 Venus: 1
<u>Beget Taurus</u> <u>Fetch Taurus</u> <u>Procure Aptitude against Electricity</u> <u>Procure Night Vision</u> <u>Provide Quickening</u>	300 300 300 300		Jupiter: 2 Venus: 2 Jupiter: 2 Venus: 2 Sky: 2 Star: 2 Mercury: 2 Sky: 2
<u>Calligraph Custom Glyph of Stellar Magic</u> <u>Emblazon Large Hexagram</u> <u>Procure Cruel Ecstatic Touch</u>	400 400 400		Star: 3 Star: 3 Venus: 3
<u>Calligraph Fetching Glyph of Stellar Magic</u> <u>Fetch Leo</u> <u>Offer Apt Serendipity of Jupiter</u>	600 600 600		Star: 4 Sky: 4 Venus: 4 Jupiter: 4
<u>Beget Sagittarius</u> <u>Fetch Sagittarius</u> <u>Offer Apt Serendipity of Luna</u>	800 800 800		Aether: 5 Jupiter: 5 Sky: 5 Aether: 5 Jupiter: 5 Sky: 5 Moon: 5
<u>Funnel Likeness a County's Distance</u> <u>Provide Decent Ward against Electricity</u>	1,200 1,200		Aether: 6 Jupiter: 6
<u>Beget Scorpio</u> <u>Emblazon Hexagram of Epic Protection</u> <u>Fetch Scorpio</u> <u>Invoke Bane of Fell Ectoplasmic Drain</u> <u>Invoke Grief of Fell Despair</u> <u>Procure Animal Tongues (of Thoth)</u>	1,600	Yes Yes	Mars: 7 Sky: 7 Star: 7 Mars: 7 Sky: 7 Aether: 7 Moon: 7 Gaia: 7
<u>Empower Lock with Grim Password</u> <u>Invoke Great Flare of Fell Starburst</u> <u>Manifest Dire Ecstatic Touch</u> <u>Procure Resistance to Electricity</u> <u>Provide Quickening to a Few Allies</u>	2,400 2,400 2,400 2,400	Yes	Jupiter: 8 Aether: 8 Venus: 8 Jupiter: 8 Mercury: 8 Sky: 8
<u>Funnel Likeness a Kingdom's Distance</u> <u>Invoke Bane of Grim Ectoplasmic Drain</u> <u>Procure Astral Vision</u> <u>Procure Dark Vision</u>	3,200 3,200 3,200 3,200	Yes	Aether: 9 Aether: 9 Aether: 9 Moon: 9

Occult Spell Tables

<u>Calligraph Glyph of Vile Electricity</u>	4,800		Jupiter: 10
<u>Forgather Scorpion Swarm</u>	4,800		Mars: 10 Sky: 10
<u>Offer Apt Serendipity of Venus</u>	4,800		Venus: 10
<u>Place Great Globe of Projectile Shielding</u>			Sky: 10
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<u>Offer Apt Serendipity of Mars</u>	6,400		Mars: 11
<u>Offer Apt Serendipity of Mercury</u>	6,400		Mercury: 11
<u>Provide Resistance to Electricity</u>	6,400		Jupiter: 11
<u>Provide Quickening to Some Allies</u>	6,400		Mercury: 11 Sky: 11
<u>Travel on a Flying Broom (of Befana)</u>	6,400		Gaia: 11 Moon: 11
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<u>Harness Crystal Ball for Scrying a County's Distance</u>	9,600		Aether: 12 Sky: 12
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<u>Invoke Epic Flare of Fell Starburst</u>	12,800	Yes	Aether: 13
<u>Invoke Great Grim Star (of Abu Ma'shar)</u>		Yes	Venus: 13
<u>Provide a Few Allies with Resistance to Electricity</u>	12,800		Jupiter: 13
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<u>Harness Crystal Ball for Scrying a Kingdom's Distance</u>	19,200		Aether: 14 Sky: 14
<u>Invoke Epic Streak of Grim Meteors (of Aristarchus)</u>		Yes	Mercury: 14 Sky: 14
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<i>Black Mage Spell List</i>			
Black Mage Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Beget Common Cat</u>			Autumn: 1 Moon: 1
<u>Beget Toad</u>			Autumn: 1
<u>Concoct Tonic of Sleeping</u>	200		Mind: 1 Moon: 1
<u>Fetch Toad</u>	200		Autumn: 1
<u>Play Prank of the Hedley Kow (of Isobel Gowdie)</u>	200	Yes	Autumn: 1 Moon: 1
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<u>Beget Wolf</u>			Blood: 2 Moon: 2
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<u>Procure Cruel Blighting Touch</u>	400		Autumn: 3 Chaos: 3 Moon: 3
<u>Procure Decent Ward against Delusion</u>	400		Mind: 3 Moon: 3
<u>Procure Decent Ward against Dread</u>	400		Chaos: 3 Mind: 3
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<u>Fetch Ghastly Cat</u>			Autumn: 4 Moon: 4
<u>Prime Barb with Deft Slumber</u>			Mind: 4 Moon: 4
<u>Unleash Aptly Deft Bloodlust</u>			Blood: 4
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<u>Beget Sage Owl</u>			Mind: 5 Moon: 5
<u>Fetch Warg</u>			Blood: 5 Moon: 5
<u>Forgather Centipede Swarm</u>	800		Autumn: 5 Moon: 5
<u>Forgather Strix Swarm</u>	800		Blood: 5 Moon: 5

Occult Spell Tables by Class

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<u>Manifest Large Halo of Dire Blight</u>			Autumn: 5 Chaos: 5 Moon: 5
<u>Manifest Large Halo of Dire Euphoric Spores</u>			Autumn: 5 Mind: 5 Moon: 5
<u>Offer Apt Serendipity of Luna</u>	800		Moon: 5
<u>Pitch Great Plane of Darkness</u>	800		Chaos: 5 Moon: 5
<u>Shift Briefly into Wereform</u>	800		Mind: 5 Moon: 5
<u>Vex with Blight over Many Acres</u>		Yes	Autumn: 5 Chaos: 5 Moon: 5
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<u>Concoct Perfume of Infatuation</u>	1,200		Chaos: 6 Mind: 6 Moon: 6
<u>Concoct Pixie Dust</u>	1,200		Autumn: 6 Moon: 6
<u>Fetch Ghastly Wolf</u>			Blood: 6 Moon: 6
<u>Invoke Dire Emotional Siphon</u>	1,200	Yes	Mind: 6
<u>Render Dire Bleeding</u>		Yes	Blood: 6
<u>Render Dire Pox</u>		Yes	Autumn: 6 Moon: 6
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<u>Apply Fell Derangement</u>	1,600	Yes	Mind: 7 Moon: 7
<u>Charm Pouch with Some Deft Elf Shots</u>			Autumn: 7 Moon: 7
<u>Concoct Philter of Forgetfulness (of Grimhilde)</u>	1,600		Chaos: 7 Mind: 7
<u>Invoke Brief Fell Rage</u>		Yes	Mind: 7 Moon: 7
<u>Invoke Grief of Fell Despair</u>			Moon: 7
<u>Invoke Grief of Fell Slumber</u>		Yes	Mind: 7
<u>Manifest Weakly Toxic Touch (of Medea)</u>	1,600		Blood: 7 Chaos: 7
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<u>Beget Phouka</u>			Chaos: 8 Moon: 8
<u>Invoke Large Cube of Fell Wood Rot</u>		Yes	Autumn: 8 Moon: 8
<u>Fetch Phouka</u>	2,400		Chaos: 8 Moon: 8
<u>Manifest Dire Blighting Touch</u>	2,400		Autumn: 8 Chaos: 8 Moon: 8
<u>Manifest Dire Dreadful Touch</u>	2,400		Chaos: 8 Mind: 8 Moon: 8
<u>Procure Resistance to Emotions</u>			Mind: 8
<u>Render Wounds Bleeding</u>		Yes	Blood: 8
<u>Vex with Deft Evil Eye</u>		Yes	Chaos: 8 Mind: 8 Moon: 8
<u>Vex with Deft Hex</u>		Yes	Autumn: 8 Moon: 8
<u>Vex with Deft Vertigo (of Erichtho)</u>	2,400	Yes	Blood: 8 Mind: 8
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<u>Apply Fell Entrancement to Nonsapient</u>	3,200	Yes	Mind: 9
<u>Concoct Philter of Love</u>			Chaos: 9 Mind: 9 Moon: 9
<u>Fetch Ghastly Owl</u>			Mind: 9 Moon: 9
<u>Invoke Fury of Grim Blighting Tendril</u>		Yes	Autumn: 9 Chaos: 9 Moon: 9
<u>Invoke Medium Spurt of Deadly Hallucinogen</u>	3,200	Yes	Blood: 9 Chaos: 9 Mind: 9
<u>Manifest Great Halo of Dire Blight</u>			Autumn: 9 Chaos: 9 Moon: 9
<u>Manifest Great Halo of Dire Hallucinogenic Fumes</u>	3,200		Chaos: 9 Mind: 9
<u>Pitch Darkness of Great Size</u>	3,200		Chaos: 9 Moon: 9
<u>Procure Dark Vision</u>	3,200		Moon: 9
<hr/>			
<u>Calligraph Glyph of Vile Sedation</u>	4,800		Mind: 10
<u>Cook Ample Vapors of Dire Slumber</u>	4,800	Yes	Chaos: 10 Mind: 10 Moon: 10
<u>Invoke Grief of Grim Despair</u>		Yes	Chaos: 10 Mind: 10
<u>Obtain Fell Blighting Fists</u>	4,800		Autumn: 10 Chaos: 10 Moon: 10
<u>Unveil Deft Faery Path</u>			Autumn: 10 Moon: 10
<hr/>			
<u>Charm Pouch with Many Deft Elf Shots</u>			Autumn: 11 Moon: 11
<u>Flaunt Shadow Form</u>	6,400		Chaos: 11 Moon: 11
<u>Manifest Gaze of Fell Ineffable Awe</u>		Yes	Blood: 11 Chaos: 11

Occult Spell Tables

<u>Offer Apt Serendipity of Mars</u>	6,400		Mars: 11
<u>Provide Resistance to Emotions</u>	6,400		Mind: 11
<hr/>			
<u>Concoct Philter of Oblivion (of Morgan le Fay)</u>	9,600		Mind: 12 Moon: 12
<u>Invoke Large Spurt of Deadly Hallucinogen</u>	9,600	Yes	Blood: 12 Chaos: 12 Mind: 12
<u>Pitch Darkness of Epic Size</u>	9,600		Chaos: 12 Moon: 12
<u>Place Nightshade of Ample Size</u>			Chaos: 12 Moon: 12
<hr/>			
<u>Offer Dire Vampiric Blade</u>	12,800		Blood: 13 Mars: 13
<u>Provide a Few Allies with Resistance to Emotions</u>	12,800		Mind: 13
<u>Utter Ample Death Wail</u>	12,800	Yes	Chaos: 13 Mind: 13
<u>Vex with Blight over Many Miles</u>		Yes	Autumn: 13 Chaos: 13 Moon: 13
<hr/>			
<u>Apply Grim Entrancement to Living Creature</u>	19,200	Yes	Mind: 14
<u>Manifest Typically Toxic Touch (of La Voisin)</u>	19,200		Blood: 14 Chaos: 14
<hr/>			
<u>Invoke Great Spurt of Deadly Hallucinogen</u>	25,600	Yes	Blood: 15 Chaos: 15 Mind: 15

Creationist Spell List

Creationist Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Procure Apt Earthly Insight</u>			Earth: 1
<hr/>			
<u>Beget Shambling Skeleton</u>			Bone: 2
<u>Fetch Shambling Skeleton</u>	300		Bone: 2
<u>Polymorph into Human</u>	300		Body: 2
<u>Procure Aptitude against Emotions</u>	300		Spirit: 2
<u>Procure Apt Surety of Foot</u>			Earth: 2
<hr/>			
<u>Procure Cruel Fatiguing Touch</u>	400		Body: 3 Spirit: 3
<u>Procure Cruel Intoxicating Touch</u>	400		Body: 3 Mind: 3
<u>Procure Decent Ward against Earth</u>	400		Earth: 3
<u>Procure Decent Ward against Fettering</u>	400		Motion: 3
<u>Procure Decent Ward against Malady</u>	400		Body: 3 Spirit: 3
<u>Procure Decent Ward against Sedation</u>	400		Body: 3 Mind: 3
<hr/>			
<u>Beseech Animation from a Small Item</u>	600		Body: 4 Earth: 4 Mind: 4 Spirit: 4
<u>Calligraph Custom Glyph of Triangular Magic</u>	600		Triangle: 4
<u>Emblazon Large Trigram</u>			Triangle: 4
<u>Present Flethy Visage</u>	600		Flesh: 4
<u>Project Triangular Magic</u>	600		Triangle: 4
<u>Provide Nourishment</u>			Flesh: 4
<hr/>			
<u>Calligraph Fetching Glyph of Triangular Magic</u>	800		Triangle: 5
<u>Ensorcell Clay Golem</u>			Body: 5 Earth: 5 Spirit: 5
<u>Provide Tiny Size</u>	800		Bone: 5 Flesh: 5

<u>Beget Grotesque Boar</u>			Body: 6 Chaos: 6 Earth: 6
<u>Beseech Animation from a Medium Item</u>			Body: 6 Earth: 6 Mind: 6 Spirit: 6
<u>Charm Triggered Animation into Small Item</u>			Body: 6 Earth: 6 Mind: 6 Spirit: 6
<u>Ensorcement Monstrosity (of Johann Konrad Dippel)</u>	1,200		Body: 6 Bone: 6 Flesh: 6
<u>Fetch Grotesque Boar</u>	1,200		Body: 6 Chaos: 6 Earth: 6
<u>Invoke Dire Emotional Siphon</u>	1,200	Yes	Mind: 6
<u>Invoke Fury of Fell Lesion</u>		Yes	Flesh: 6
<u>Shift Momentarily into Skeletal Form</u>			Bone: 6
<hr/>			
<u>Apply Fell Grotesquery to Organism</u>	1,600	Yes	Chaos: 7 Earth: 7 Flesh: 7
<u>Beseech Animation from a Few Items</u>			Body: 7 Earth: 7 Mind: 7 Spirit: 7
<u>Ensorcement Prosthesis</u>	1,600		Bone: 7 Earth: 7
<u>Grant Anthropomorphism to Object</u>	1,600		Body: 7 Earth: 7 Mind: 7 Spirit: 7
<u>Invoke Bane of Fell Fatigue</u>		Yes	Body: 7
<u>Invoke Bane of Fell Paralysis</u>		Yes	Flesh: 7
<u>Invoke Bane of Fell Rigor Mortis</u>		Yes	Bone: 7
<u>Invoke Grief of Fell Slumber</u>		Yes	Mind: 7
<u>Procure Cruel Siphoning Touch</u>	1,600		Body: 7 Spirit: 7
<hr/>			
<u>Beseech Animation from a Large Item</u>			Body: 8 Earth: 8 Mind: 8 Spirit: 8
<u>Bestow Living Transformation</u>	2,400		Bone: 8 Chaos: 8 Flesh: 8
<u>Charm Triggered Animation into Medium Item</u>			Body: 8 Earth: 8 Mind: 8 Spirit: 8
<u>Emblazon Trigram of Epic Protection</u>			Triangle: 8
<u>Fetch Scylla</u>			Body: 8 Chaos: 8 Flesh: 8
<u>Manifest Dire Fatiguing Touch</u>	2,400		Body: 8 Spirit: 8
<u>Manifest Dire Intoxicating Touch</u>	2,400		Body: 8 Mind: 8
<u>Procure Resistance to Emotions</u>			Mind: 8
<hr/>			
<u>Apply Fell Entrancement to Nonsapient</u>	3,200	Yes	Mind: 9
<u>Ensorcement Automaton</u>	3,200		Body: 9 Earth: 9 Mind: 9 Spirit: 9
<u>Fetch Grecian Chimera</u>			Bone: 9 Chaos: 9 Flesh: 9
<u>Invoke Fury of Grim Lesion</u>		Yes	Flesh: 9
<u>Polymorph into Gargoyle</u>	3,200		Chaos: 9 Earth: 9 Flesh: 9
<u>Raise Large Patch of Grasping Tentacles (of Circe)</u>		Yes	Chaos: 9 Flesh: 9
<hr/>			
<u>Calligraph Glyph of Vile Fatigue</u>	4,800		Body: 10
<u>Calligraph Glyph of Vile Petrification</u>	4,800		Earth: 10
<u>Calligraph Glyph of Vile Sedation</u>	4,800		Mind: 10
<u>Charm Triggered Animation into Large Item</u>			Body: 10 Earth: 10 Mind: 10 Spirit: 10
<u>Invoke Bane of Grim Fatigue</u>		Yes	Body: 10
<u>Invoke Grief of Grim Banishment</u>		Yes	Spirit: 10
<u>Manifest Dire Siphoning Touch</u>	4,800		Body: 10 Spirit: 10
<hr/>			
<u>Apply Grim Morphing (of Circe)</u>		Yes	Bone: 11 Chaos: 11 Flesh: 11
<u>Beseech Animation from Many Items</u>			Body: 11 Earth: 11 Mind: 11 Spirit: 11
<u>Grant Sapience to Construct</u>	6,400		Body: 11 Earth: 11 Flesh: 11 Mind: 11 Spirit: 11
<u>Manifest Apt Strength</u>			Flesh: 11
<u>Provide Resistance to Emotions</u>	6,400		Mind: 11

Occult Spell Tables

<u>Beget Hippogriff</u>			Bone: 12 Chaos: 12 Flesh: 12
<u>Fetch Common Griffin</u>			Bone: 12 Chaos: 12 Flesh: 12
<u>Fetch Hippogriff</u>	9,600		Bone: 12 Chaos: 12 Flesh: 12
<u>Raise Great Patch of Grasping Tentacles</u>		Yes	Chaos: 12 Flesh: 12
<u>Render Bones Brittle</u>	9,600	Yes	Bone: 12
<hr/>			
<u>Cheat Death (of Koschei the Deathless)</u>	12,800		Body: 13 Mind: 13 Spirit: 13
<u>Procure Shape Change</u>			Bone: 13 Chaos: 13 Flesh: 13
<u>Provide a Few Allies with Resistance to Emotions</u>	12,800		Mind: 13
<hr/>			
<u>Apply Grim Entrancement to Living Creature</u>	19,200	Yes	Mind: 14
<u>Grant Wings</u>			Bone: 14 Chaos: 14 Flesh: 14
<hr/>			
<u>Grant Life to New Living Species</u>			Bone: 15 Chaos: 15 Flesh: 15

Demonologist Spell List

Demonologist Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Fathom Magic Item</u>	200		Law: 1
<u>Invoke Burst of Dire Flame</u>		Yes	Fire: 1
<u>Invoke Medium Cone of Grim Fire</u>		Yes	Fire: 1
<u>Invoke Noise Figment</u>			Hearing: 1
<hr/>			
<u>Charm Item with Triggered Voice</u>	300		Hearing: 2
<u>Disguise Voice</u>			Hearing: 2
<u>Empower Steadfast Sentry</u>	300		Law: 2
<u>Facilitate Séance</u>			Hearing: 2 Spirit: 2
<u>Procure Aptitude against Emotions</u>	300		Spirit: 2
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<u>Calligraph Custom Glyph of Pentangular Magic</u>	400		Pentacle: 3
<u>Emblazon Large Pentagram</u>			Pentacle: 3
<u>Pitch Dire Campfire</u>		Yes	Fire: 3
<u>Project Pentangular Magic</u>	400		Pentacle: 3
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<u>Calligraph Custom Glyph of Triangular Magic</u>	600		Triangle: 4
<u>Calligraph Fetching Glyph of Pentangular Magic</u>	600		Pentacle: 4
<u>Emblazon Large Trigram</u>			Triangle: 4
<u>Enchant Diabolical Siphoning Item</u>	600		Blood: 4 Chaos: 4 Law: 4 Spirit: 4
<u>Pitch Extinguishing Cube of Great Size</u>			Fire: 4
<u>Project Triangular Magic</u>	600		Triangle: 4
<u>Provide Apt Muffled Footsteps</u>	600		Hearing: 4
<u>Unleash Aptly Deft Bloodlust</u>			Blood: 4
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<u>Calligraph Fetching Glyph of Triangular Magic</u>	800		Triangle: 5
<u>Offer Dire Fiery Brand</u>	800		Fire: 5
<u>Offer Dire Infernal Brand</u>	800		Chaos: 5 Fire: 5 Spirit: 5
<u>Offer Dire Unworldly Brand</u>	800		Chaos: 5 Law: 5

<u>Empower Item with Triggered Voice</u>	1,200		Hearing: 6
<u>Empower Faustian Bargain</u>	1,200		Blood: 6 Law: 6 Spirit: 6
<u>Invoke Burst of Fell Flame</u>		Yes	Fire: 6
<u>Invoke Burst of Fell Hellfire</u>		Yes	Chaos: 6 Fire: 6 Spirit: 6
<u>Manifest Large Aura of Dire Hellfire</u>	1,200		Chaos: 6 Fire: 6 Spirit: 6
<u>Render Dire Bleeding</u>		Yes	Blood: 6
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<u>Conjure Imp in a Bottle</u>	1,600		Blood: 7 Law: 7 Spirit: 7
<u>Emblazon Pentagram of Epic Protection</u>			Pentacle: 7
<u>Invoke Grief of Fell Enervation</u>		Yes	Law: 7 Spirit: 7
<u>Invoke Large Cone of Grim Fire</u>		Yes	Fire: 7
<u>Manifest Weakly Toxic Touch (of Medea)</u>	1,600		Blood: 7 Chaos: 7
<u>Pitch Large Plane of Fell Flame</u>	1,600	Yes	Fire: 7
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<u>Beget Caballucos del Diablo</u>			Blood: 8 Chaos: 8 Spirit: 8
<u>Emblazon Trigram of Epic Protection</u>			Triangle: 8
<u>Fetch Caballucos del Diablo</u>	2,400		Blood: 8 Chaos: 8 Spirit: 8
<u>Invoke Great Flare of Fell Starburst</u>		Yes	Aether: 8
<u>Petition Magic Channel</u>	2,400		Law: 8 Spirit: 8
<u>Pitch Large Wall of Grim Flame</u>		Yes	Fire: 8
<u>Prime Torch of Ample Light</u>	2,400		Fire: 8
<u>Procure Resistance to Petrifying</u>			Earth: 8 Land: 8
<u>Render Wounds Bleeding</u>		Yes	Blood: 8
<hr/>			
<u>Beget Imp</u>			Blood: 9 Chaos: 9 Spirit: 9
<u>Beget Tuchulcha</u>			Blood: 9 Chaos: 9 Spirit: 9
<u>Fetch Imp</u>	3,200		Blood: 9 Chaos: 9 Spirit: 9
<u>Fetch Tuchulcha</u>	3,200		Blood: 9 Chaos: 9 Spirit: 9
<u>Manifest Great Aura of Dire Hellfire</u>	3,200		Chaos: 9 Fire: 9 Spirit: 9
<u>Pitch Great Plane of Fell Flame</u>	3,200	Yes	Fire: 9
<u>Procure Astral Vision</u>	3,200		Aether: 9
<u>Raise Hermetic Globe of Large Size</u>	3,200		Chaos: 9 Law: 9
<u>Raise Large Patch of Grasping Damned Souls (of Agrippa)</u>		Yes	Aether: 9 Chaos: 9 Spirit: 9
<u>Release Great Dire Hellfire</u>			Chaos: 9 Fire: 9 Spirit: 9
<u>Summon Eidolon by Name</u>	3,200		Chaos: 9 Law: 9 Spirit: 9
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<u>Apply Grim Geas to Eidolon</u>		Yes	Hearing: 10 Law: 10 Spirit: 10
<u>Apply Grim Geas to Elemental</u>		Yes	Chaos: 10 Law: 10
<u>Beget Doppelganger</u>			Blood: 10 Chaos: 10 Spirit: 10
<u>Fetch Doppelganger</u>	4,800		Blood: 10 Chaos: 10 Spirit: 10
<u>Fetch Rakshasa</u>			Blood: 10 Chaos: 10 Spirit: 10
<u>Invoke Disenchantment</u>		Yes	Law: 10
<u>Invoke Grief of Grim Banishment</u>		Yes	Spirit: 10
<u>Obtain Fell Infernal Fists</u>	4,800		Chaos: 10 Fire: 10 Spirit: 10
<u>Pitch Great Wall of Grim Flame</u>		Yes	Fire: 10
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<u>Calligraph Glyph of Great Grim Fire</u>	6,400		Fire: 11
<u>Fetch Hellhound</u>			Blood: 11 Chaos: 11 Spirit: 11
<u>Invoke Great Cone of Grim Fire</u>		Yes	Fire: 11
<u>Manifest Gaze of Fell Ineffable Awe</u>		Yes	Blood: 11 Chaos: 11

Occult Spell Tables

<u>Fetch Cacodaemon</u>			Blood: 12 Chaos: 12 Spirit: 12
<u>Pitch Ample Wall of Grim Flame</u>		Yes	Fire: 12
<u>Raise Hermetic Globe of Great Size</u>	9,600		Chaos: 12 Law: 12
<u>Raise Great Patch of Grasping Damned Souls</u>		Yes	Aether: 12 Chaos: 12 Spirit: 12

<u>Fetch Grecian Fury</u>			Blood: 13 Chaos: 13 Spirit: 13
<u>Fetch Incubus</u>			Blood: 13 Chaos: 13 Spirit: 13
<u>Fetch Ker</u>			Blood: 13 Chaos: 13 Spirit: 13
<u>Fetch Limos</u>			Blood: 13 Chaos: 13 Spirit: 13
<u>Invoke Epic Flare of Fell Starburst</u>	12,800	Yes	Aether: 13

<u>Apprehend Eidolon with Grim Captivity</u>		Yes	Chaos: 14 Law: 14 Spirit: 14
<u>Fetch Nightmare</u>			Blood: 14 Chaos: 14 Spirit: 14
<u>Fetch Pazuzu</u>			Blood: 14 Chaos: 14 Spirit: 14
<u>Invoke Epic Cone of Grim Fire</u>		Yes	Fire: 14
<u>Manifest Typically Toxic Touch (of La Voisin)</u>	19,200		Blood: 14 Chaos: 14
<u>Pitch Ample Wall of Vile Flame</u>	19,200	Yes	Fire: 14

<u>Fetch Shaitan</u>			Aether: 15 Chaos: 15 Spirit: 15
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<u>Invoke Colossal Cone of Grim Fire</u>	51,200	Yes	Fire: 17
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<u>Fetch Mortem</u>			Blood: 19 Chaos: 19 Spirit: 19
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Enchanter Spell List

Enchanter Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Enchant Single-Use Item</u> <u>Fathom Magic Item</u>	200		Law: 1 Solid: 1 Spirit: 1 Law: 1
<u>Calligraph Custom Glyph of Tetrangular Magic</u> <u>Embed Proportionality</u> <u>Emblazon Large Tetragram</u> <u>Empower Steadfast Sentry</u> <u>Procure Aptitude against Emotions</u> <u>Project Tetrangular Magic</u>	300 300 300 300 300		Tetrangle: 2 Law: 2 Solid: 2 Tetrangle: 2 Law: 2 Spirit: 2 Tetrangle: 2
<u>Calligraph Fetching Glyph of Tetrangular Magic</u> <u>Undergird Sigil</u>	400 400		Tetrangle: 3 Tetrangle: 3
<u>Embed Chaos</u>	600		Chaos: 4 Law: 4 Solid: 4
<u>Enchant Limited-Use Item</u> <u>Offer Dire Unworldly Brand</u>	800		Law: 5 Solid: 5 Spirit: 5 Chaos: 5 Law: 5
<u>Emblazon Tetragram of Epic Protection</u> <u>Eternize Proximate Spell on Item</u>	1,200		Tetrangle: 6 Law: 6 Solid: 6 Spirit: 6
<u>Embed Concealment</u> <u>Enchant Limited-Use Item with a Few Powers</u> <u>Enchant Siphoning Item</u> <u>Eternize Taxing Spell on Ornatum</u> <u>Invoke Grief of Fell Enervation</u>	1,600 1,600	Yes	Law: 7 Solid: 7 Law: 7 Solid: 7 Spirit: 7 Law: 7 Solid: 7 Spirit: 7 Law: 7 Solid: 7 Spirit: 7 Law: 7 Spirit: 7
<u>Eternize Proximate Spell on Area</u> <u>Petition Magic Channel</u>	2,400 2,400		Law: 8 Solid: 8 Spirit: 8 Law: 8 Spirit: 8
<u>Enchant Siphoning Item with a Few Powers</u> <u>Raise Hermetic Globe of Large Size</u>	3,200		Law: 9 Solid: 9 Spirit: 9 Chaos: 9 Law: 9
<u>Apply Grim Geas to Elemental</u> <u>Eternize Persistent Spell on Ornatum</u> <u>Invoke Disenchantment</u> <u>Invoke Grief of Grim Banishment</u>	4,800	Yes Yes Yes	Chaos: 10 Law: 10 Law: 10 Solid: 10 Spirit: 10 Law: 10 Spirit: 10
<u>Raise Hermetic Globe of Great Size</u>			Chaos: 12 Law: 12

Forester Spell List

Forester Spell	New Scroll Cost (sp.)	Requires Maleficium*	Lores Needed to Learn Spell
<u>Beget Common Deer</u>			Earth: 1 Gaia: 1
<u>Empower Colossal Star Bright</u>			Star: 1
<u>Fetch Common Deer</u>	200		Earth: 1 Gaia: 1
<u>Procure Apt Earthly Insight</u>			Earth: 1
<u>Procure Nixie's Breath</u>			Spring: 1
<hr/>			
<u>Beget Otter</u>			Earth: 2 Gaia: 2 Spring: 2
<u>Fetch Otter</u>	300		Earth: 2 Gaia: 2 Spring: 2
<u>Polymorph into Otter</u>			Earth: 2 Gaia: 2 Spring: 2
<u>Procure Apt Surety of Foot</u>			Earth: 2
<u>Procure Night Vision</u>	300		Star: 2
<hr/>			
<u>Beget Wild Boar</u>			Earth: 3 Gaia: 3 Spring: 3
<u>Calligraph Custom Glyph of Stellar Magic</u>	400		Star: 3
<u>Emblazon Large Hexagram</u>			Star: 3
<u>Fetch Wild Boar</u>	400		Earth: 3 Gaia: 3 Spring: 3
<u>Invoke Able Hare's Leap</u>			Spring: 3
<u>Procure Decent Ward against Earth</u>	400		Earth: 3
<u>Procure Cruel Unworldly Touch</u>	400		Earth: 3 Spring: 3
<u>Project Stellar Magic</u>	400		Star: 3
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<u>Beget Bear</u>			Earth: 4 Gaia: 4 Spring: 4
<u>Calligraph Fetching Glyph of Stellar Magic</u>	600		Star: 4
<u>Pitch Fog of Great Size</u>			Spring: 4
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<u>Pitch Great Plane of Fog</u>			Spring: 5
<u>Place Great Globe of Weather Reduction</u>			Earth: 5 Gaia: 5 Spring: 5
<u>Release Great Rain</u>			Spring: 5
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<u>Pitch Fog of Epic Size</u>			Spring: 6
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<u>Emblazon Hexagram of Epic Protection</u>			Star: 7
<u>Fetch Ghastly Boar</u>			Earth: 7 Gaia: 7 Spring: 7
<u>Fetch Reynardian Fox</u>			Earth: 7 Gaia: 7 Spring: 7
<u>Procure Animal Tongues (of Thoth)</u>			Gaia: 7
<hr/>			
<u>Fetch Ghastly Bear</u>			Earth: 8 Gaia: 8 Spring: 8
<u>Manifest Dire Unworldly Touch</u>	2,400		Earth: 8 Spring: 8
<u>Prime Quiver of Inexhaustibility</u>			Earth: 8 Gaia: 8
<u>Procure Great Aura of Nixie's Breath</u>			Spring: 8
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<u>Solicit Generous Lasting Rain</u>			Spring: 9

<u>Calligraph Glyph of Vile Petrification</u>	4,800	Earth: 10
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<u>Polymorph into Forest Animal</u>		Gaia: 12 Spring: 12
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* Note that the Forester class does not provide access to a Maleficium style, and it is common to gain the class using non-Occult prerequisites. So, no spell requiring Maleficium is listed.

Gallipot Spell List

Gallipot Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Concoct Sneezing Powder</u>	200		Body: 1 Smell: 1
<u>Invoke Medium Cone of Grim Frost</u>		Yes	Cold: 1
<u>Invoke Medium Cone of Grim Steam</u>		Yes	Hot: 1 Wet: 1
<u>Render Cumulative Heat</u>		Yes	Hot: 1
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<u>Polymorph into Human</u>	300		Body: 2
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<u>Concoct Ointment of Pain Numbing</u>			Body: 3 Liquid: 3
<u>Funnel Voice a Bold Distance</u>			Gas: 3
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<u>Concoct Tonic of Bloodlust</u>	600		Body: 4 Blood: 4
<u>Concoct Nourishment Tonic</u>			Body: 4 Liquid: 4
<u>Provide Natural Cold Immunity</u>	600	Yes	Cold: 4
<u>Render Deft Dire Nausea</u>		Yes	Smell: 4 Taste: 4
<u>Unleash Aptly Deft Bloodlust</u>			Blood: 4
<hr/>			
<u>Concoct Tonic of Quickening (of Nicolas Flamel)</u>	800		Body: 5 Liquid: 5
<u>Offer Dire Freezing Brand</u>	800		Cold: 5
<u>Offer Dire Scorching Brand</u>	800		Hot: 5
<hr/>			
<u>Manifest Large Aura of Dire Cold</u>			Cold: 6
<u>Manifest Large Aura of Dire Heat</u>			Hot: 6
<u>Provide Decent Ward against Cold</u>	1,200		Cold: 6
<u>Provide Decent Ward against Scorching</u>	1,200		Hot: 6
<u>Render Dire Bleeding</u>		Yes	Blood: 6
<hr/>			
<u>Concoct Antidote Tonic (of Mithridates)</u>	1,600		Body: 7 Liquid: 7
<u>Concoct Tonic of Animal Tongues</u>	1,600		Body: 7 Liquid: 7
<u>Invoke Bane of Fell Fatigue</u>		Yes	Body: 7
<u>Invoke Large Cone of Grim Steam</u>		Yes	Hot: 7 Wet: 7
<u>Pitch Large Plane of Fell Sonance</u>	1,600		Gas: 7
<u>Render Deft Fell Nausea</u>		Yes	Smell: 7 Taste: 7
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<u>Concoct Compound of Suds</u>	2,400		Liquid: 8 Wet: 8

Occult Spell Tables

Gallipot Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Concoct Compound of Tear Gas</u>	2,400		Body: 8 Gas: 8 Liquid: 8 Smell: 8 Taste: 8
<u>Concoct Elixir of Grand Healing</u>			Body: 8 Liquid: 8
<u>Concoct Incense of Grand Healing (of Paracelsus)</u>	2,400		Body: 8 Gas: 8 Hot: 8 Smell: 8
<u>Pitch Large Wall of Grim Sonance</u>			Gas: 8
<u>Procure Resistance to Freezing</u>			Cold: 8
<u>Procure Resistance to Scorching</u>			Hot: 8
<u>Render Wounds Bleeding</u>		Yes	Blood: 8
<u>Vex with Deft Heat Stroke</u>	2,400	Yes	Body: 8 Hot: 8
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<u>Beget Undine (of Morgan le Fay)</u>			Liquid: 9 Wet: 9
<u>Concoct Compound of Sleep Gas</u>	3,200		Body: 9 Gas: 9 Liquid: 9
<u>Concoct Unction of Acid Protection</u>			Hot: 9 Liquid: 9 Wet: 9
<u>Concoct Unction of Electricity Protection</u>			Liquid: 9 Wet: 9
<u>Concoct Unction of Freezing Protection</u>			Cold: 9 Liquid: 9 Wet: 9
<u>Concoct Unction of Scorching Protection (of Medea)</u>			Hot: 9 Liquid: 9
<u>Fetch Undine</u>	3,200		Liquid: 9 Wet: 9
<u>Invoke Medium Spurt of Deadly Toxin</u>	3,200	Yes	Blood: 9 Body: 9 Liquid: 9
<u>Manifest Great Aura of Dire Cold</u>			Cold: 9
<u>Manifest Great Aura of Dire Heat</u>			Hot: 9
<u>Pitch Great Plane of Fell Sonance</u>	3,200		Gas: 9
<u>Render Great Cube of Smothering</u>			Gas: 9
<hr/>			
<u>Beget Sylph</u>			Hot: 10 Wet: 10
<u>Calligraph Glyph of Vile Fatigue</u>	4,800		Body: 10
<u>Concoct Compound of Hallucinogenic Gas</u>			Body: 10 Gas: 10 Liquid: 10 Smell: 10
<u>Concoct Elixir of Gaseous Form</u>	4,800		Body: 10 Gas: 10 Liquid: 10
<u>Concoct Ointment of Flying (of Abramelin)</u>	4,800		Body: 10 Gas: 10 Liquid: 10
<u>Concoct Tonic of Strength</u>			Body: 10 Liquid: 10
<u>Fetch Sylph</u>	4,800		Hot: 10 Wet: 10
<u>Invoke Bane of Grim Fatigue</u>		Yes	Body: 10
<u>Pitch Great Slick Patch of Dire Lightning</u>			Wet: 10
<u>Pitch Great Wall of Grim Sonance</u>			Gas: 10
<u>Provide Natural Cold Immunity to Some Allies</u>	4,800	Yes	Cold: 10
<u>Render Deft Grim Nausea</u>		Yes	Smell: 10 Taste: 10
<hr/>			
<u>Calligraph Glyph of Great Grim Frost</u>	6,400		Cold: 11
<u>Invoke Great Cone of Grim Steam</u>		Yes	Hot: 11 Wet: 11
<u>Invoke Grim Vitality Siphon</u>	6,400	Yes	Blood: 11 Body: 11
<u>Provide Resistance to Freezing</u>	6,400		Cold: 11
<u>Provide Resistance to Scorching</u>	6,400		Hot: 11
<hr/>			
<u>Invoke Large Spurt of Deadly Toxin</u>	9,600	Yes	Blood: 12 Body: 12 Liquid: 12
<u>Obtain Dire Vampiric Bite</u>	9,600		Blood: 12 Body: 12
<hr/>			
<u>Pitch Great Slick Patch of Fell Lightning</u>			Wet: 13
<u>Provide a Few Allies with Resistance to Freezing</u>	12,800		Cold: 13
<u>Provide a Few Allies with Resistance to Scorching</u>	12,800		Hot: 13

Gallipot Spell

Gallipot Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Invoke Epic Cone of Grim Steam</u>		Yes	Hot: 14 Wet: 14
<u>Concoct Incense of Cognizance</u>	25,600		Body: 15 Gas: 15 Hot: 15 Smell: 15
<u>Invoke Great Spurt of Deadly Toxin</u>	25,600	Yes	Blood: 15 Body: 15 Liquid: 15
<u>Pitch Epic Slick Patch of Fell Lightning</u>	38,400		Wet: 16
<u>Invoke Colossal Cone of Grim Steam</u>	51,200	Yes	Hot: 17 Wet: 17

Geomancer Spell List**Geomancer Spell**

Geomancer Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Beget Toad</u>			Autumn: 1
<u>Empower Carbuncle Stone</u>			Earth: 1 Land: 1
<u>Fetch Toad</u>	200		Autumn: 1
<u>Force Cumulative Dehydration</u>		Yes	Dry: 1
<u>Invoke Fury of Dire Frostbite</u>		Yes	Winter: 1
<u>Invoke Medium Cone of Grim Frost</u>		Yes	Cold: 1
<u>Procure Apt Earthly Insight</u>			Earth: 1
<u>Empower Container with Passwords</u>	300		Earth: 2 Rest: 2
<u>Prime Agate Stone</u>			Earth: 2 Land: 2
<u>Procure Apt Surety of Foot</u>			Earth: 2
<u>Foray through Dirt</u>	400		Earth: 3 Land: 3
<u>Generate Pebble Patch of Medium Size</u>			Earth: 3 Land: 3
<u>Procure Decent Ward against Earth</u>	400		Earth: 3
<u>Procure Cruel Freezing Touch</u>	400		Winter: 3
<u>Procure Cruel Petrifying Touch</u>	400		Earth: 3 Rest: 3
<u>Empower Ample Moonstone</u>			Earth: 4 Land: 4
<u>Make a Foe Slow</u>		Yes	Rest: 4
<u>Prime Amethyst Stone</u>			Earth: 4 Land: 4
<u>Provide Apt Cool of Night</u>	600		Winter: 4
<u>Provide Natural Cold Immunity</u>	600	Yes	Cold: 4
<u>Manifest Large Gyre of Dire Rubble</u>			Earth: 5 Land: 5
<u>Offer Dire Freezing Brand</u>	800		Cold: 5
<u>Generate Pebble Patch of Large Size</u>			Earth: 6 Land: 6
<u>Invoke Bane of Dire Rust</u>		Yes	Dry: 6
<u>Invoke Fury of Fell Frostbite</u>		Yes	Winter: 6
<u>Manifest Large Aura of Dire Cold</u>			Cold: 6
<u>Prime Bloodstone</u>	1,200		Earth: 6 Land: 6 Solid: 6
<u>Provide Decent Ward against Cold</u>	1,200		Cold: 6

Occult Spell Tables

<u>Invoke Large Cone of Grim Frost</u>		Yes	Cold: 7
<u>Make a Few Foes Slow</u>	1,600	Yes	Rest: 7
<u>Order Bursts of Fell Rubble</u>		Yes	Earth: 7 Land: 7 Solid: 7
<hr/>			
<u>Empower Amber Stone</u>	2,400		Dry: 8 Earth: 8 Land: 8
<u>Empower Gem of Ample Light</u>	2,400		Earth: 8 Land: 8
<u>Generate Ample Geo Map</u>	2,400		Dry: 8 Earth: 8 Land: 8
<u>Manifest Dire Freezing Touch</u>	2,400		Winter: 8
<u>Manifest Dire Petrifying Touch</u>	2,400		Earth: 8 Rest: 8
<u>Prime Pouch of Inexhaustibility</u>			Earth: 8 Solid: 8
<u>Procure Resistance to Freezing</u>			Cold: 8
<hr/>			
<u>Apply Fell Pile Driver</u>	3,200	Yes	Earth: 9 Solid: 9
<u>Generate Many Blocks of Quartz</u>	3,200		Earth: 9 Land: 9
<u>Generate Pebble Patch of Great Size</u>			Earth: 9 Land: 9
<u>Invoke Fury of Grim Frostbite</u>		Yes	Winter: 9
<u>Manifest Great Aura of Dire Cold</u>			Cold: 9
<u>Manifest Great Gyre of Dire Rubble</u>			Earth: 9 Land: 9
<u>Prime Opal</u>			Earth: 9 Land: 9
<u>Prime Ruby</u>			Earth: 9 Land: 9 Rest: 9
<hr/>			
<u>Beget Genomus</u>			Dry: 10 Solid: 10
<u>Calligraph Glyph of Vile Petrification</u>	4,800		Earth: 10
<u>Fetch Genomus</u>	4,800		Dry: 10 Solid: 10
<u>Make Some Foes Slow</u>	4,800	Yes	Rest: 10
<u>Manifest Gaze of Fell Petrification</u>	4,800		Earth: 10 Rest: 10 Solid: 10
<u>Prime Sapphire</u>			Earth: 10 Land: 10
<u>Prime Turquoise Stone</u>			Land: 10
<u>Provide Natural Cold Immunity to Some Allies</u>	4,800	Yes	Cold: 10
<u>Sculpt Medium Stone Block (of Cagliostro)</u>	4,800		Earth: 10 Land: 10
<hr/>			
<u>Beget Sandman</u>			Dry: 11 Land: 11
<u>Calligraph Glyph of Great Grim Frost</u>	6,400		Cold: 11
<u>Fetch Sandman</u>	6,400		Dry: 11 Land: 11
<u>Invoke Great Cone of Grim Frost</u>		Yes	Cold: 11
<u>Provide Resistance to Freezing</u>	6,400		Cold: 11
<u>Provide Resistance to Petrifying</u>	6,400		Earth: 11 Land: 11
<u>Stride through Earth</u>	6,400		Dry: 11 Earth: 11 Land: 11
<hr/>			
<u>Generate Some Large Blocks of Quartz</u>	12,800		Earth: 13 Land: 13
<u>Make Many Foes Slow</u>	12,800	Yes	Rest: 13
<u>Prime Emerald</u>			Earth: 13 Land: 13
<u>Prime Peridot Stone</u>			Earth: 13 Land: 13
<u>Provide a Few Allies with Resistance to Freezing</u>	12,800		Cold: 13
<u>Provide a Few Allies with Resistance to Petrifying</u>	12,800		Earth: 13 Land: 13

Hydromancer Spell List

Hydromancer Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Invoke Burst of Dire Icicles</u>		Yes	Cold: 1 Water: 1 Winter: 1
<u>Invoke Fury of Dire Frostbite</u>		Yes	Winter: 1
<u>Invoke Medium Cone of Grim Frost</u>		Yes	Cold: 1
<u>Procure Nixie's Breath</u>			Spring: 1
<u>Procure Water Walking</u>			Water: 1
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<u>Charm Item with Triggered Apparition</u>	300		Vision: 2
<u>Polymorph into Seal</u>	300		Spring: 2 Winter: 2
<hr/>			
<u>Generate Icy Glaze of Medium Size</u>			Spring: 3 Winter: 3
<u>Invoke Able Hare's Leap</u>			Spring: 3
<u>Manifest Slowing Snow Drift</u>		Yes	Spring: 3 Winter: 3
<u>Pitch Flat Static Figment of Large Size</u>			Vision: 3
<u>Procure Cruel Freezing Touch</u>	400		Winter: 3
<hr/>			
<u>Disguise Object</u>			Vision: 4
<u>Empower Jug of Endless Water</u>	600		Liquid: 4 Spring: 4 Water: 4 Wet: 4
<u>Make a Foe Slow</u>		Yes	Rest: 4
<u>Pitch Fog of Great Size</u>			Spring: 4
<u>Provide Apt Cool of Night</u>	600		Winter: 4
<u>Provide Natural Cold Immunity</u>	600	Yes	Cold: 4
<u>Provide Swimming at Land Speed</u>			Spring: 4 Winter: 4
<u>Provide Water Breathing</u>			Water: 4
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<u>Invoke Great Cone of Dire Water</u>		Yes	Water: 5
<u>Invoke Great Thawing</u>	800		Spring: 5 Winter: 5
<u>Offer Dire Freezing Brand</u>	800		Cold: 5
<u>Pitch Flat Static Figment of Great Size</u>			Vision: 5
<u>Pitch Great Plane of Fog</u>			Spring: 5
<u>Polymorph into Merfolk</u>			Sea: 5 Spring: 5
<u>Release Great Rain</u>			Spring: 5
<u>Render Sight of a Few Foes Deftly Blurry</u>	800	Yes	Vision: 5
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<u>Beget Hippocampus</u>			Spring: 6 Sea: 6
<u>Disguise Self</u>			Vision: 6
<u>Empower Item with Triggered Apparition</u>	1,200		Vision: 6
<u>Fetch Hippocampus</u>	1,200		Spring: 6 Sea: 6
<u>Generate Ice Wall of Large Size</u>	1,200		Cold: 6 Water: 6
<u>Generate Icy Glaze of Large Size</u>			Spring: 6 Winter: 6
<u>Invoke Burst of Fell Icicles</u>		Yes	Cold: 6 Water: 6 Winter: 6
<u>Invoke Fury of Fell Frostbite</u>		Yes	Winter: 6
<u>Manifest Large Aura of Dire Cold</u>			Cold: 6
<u>Pitch Fog of Epic Size</u>			Spring: 6
<u>Provide Decent Ward against Cold</u>	1,200		Cold: 6
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<u>Beget Frost Giant</u>			Water: 7 Winter: 7
<u>Fetch Frost Giant</u>	1,600		Water: 7 Winter: 7
<u>Erect Watery Abode of Epic Size</u>	1,600		Sea: 7

Occult Spell Tables

Hydromancer Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Invoke Large Cone of Grim Frost</u>		Yes	Cold: 7
<u>Make a Few Foes Slow</u>	1,600	Yes	Rest: 7
<u>Pitch Flat Static Figment of Epic Size</u>	1,600		Vision: 7
<u>Pitch Static Figment of Large Size</u>			Vision: 7
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<u>Contrive Great Fell Snowball</u>			Spring: 8 Winter: 8
<u>Concoct Compound of Suds</u>	2,400		Liquid: 8 Wet: 8
<u>Disguise Creature</u>			Vision: 8
<u>Ensoresell Ice Sculpture</u>	2,400		Cold: 8 Water: 8 Winter: 8
<u>Flaunt Watery Form</u>			Spring: 8 Water: 8
<u>Generate Ice Wall of Great Size</u>	2,400		Cold: 8 Water: 8
<u>Manifest Dire Freezing Touch</u>	2,400		Winter: 8
<u>Place Fog Figment of Ample Size</u>			Vision: 8
<u>Procure Great Aura of Nixie's Breath</u>			Spring: 8
<u>Procure Resistance to Freezing</u>			Cold: 8
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<u>Beget Undine (of Morgan le Fay)</u>			Liquid: 9 Wet: 9
<u>Concoct Unction of Electricity Protection</u>			Liquid: 9 Wet: 9
<u>Contrive a Few Large Fell Snowballs</u>			Spring: 9 Winter: 9
<u>Fetch Undine (of Morgan le Fay)</u>	3,200		Liquid: 9 Wet: 9
<u>Generate Icy Glaze of Great Size</u>			Spring: 9 Winter: 9
<u>Generate Many Blocks of Ice</u>	3,200		Cold: 9 Water: 9
<u>Invoke Fury of Grim Frostbite</u>		Yes	Winter: 9
<u>Manifest Great Aura of Dire Cold</u>			Cold: 9
<u>Pitch Flat Static Figment of Colossal Size</u>	3,200		Vision: 9
<u>Pitch Static Figment of Great Size</u>			Vision: 9
<u>Solicit Generous Lasting Rain</u>			Spring: 9
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<u>Generate Ice Wall of Epic Size</u>	4,800		Cold: 10 Water: 10
<u>Make Some Foes Slow</u>	4,800	Yes	Rest: 10
<u>Obtain Fell Freezing Fists</u>	4,800		Cold: 10 Winter: 10
<u>Pitch Great Slick Patch of Dire Lightning</u>			Wet: 10
<u>Provide Aquatic Adaptation</u>			Sea: 10 Spring: 10 Water: 10
<u>Provide Natural Cold Immunity to Some Allies</u>	4,800	Yes	Cold: 10
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<u>Calligraph Glyph of Great Grim Frost</u>	6,400		Cold: 11
<u>Generate Icy Glaze of Epic Size</u>	6,400		Spring: 11 Winter: 11
<u>Invoke Great Cone of Grim Frost</u>		Yes	Cold: 11
<u>Pitch Static Figment of Epic Size</u>	6,400		Vision: 11
<u>Provide Resistance to Freezing</u>	6,400		Cold: 11
<u>Release Great Deft Dire Winter Cyclone</u>			Spring: 11 Winter: 11
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<u>Erect Watery Abode of Ample Size</u>	9,600		Sea: 12
<u>Pitch Great Slick Patch of Fell Hailstorm</u>		Yes	Spring: 12 Winter: 12
<u>Harness Basin for Scrying a County's Distance</u>	9,600		Vision: 12 Water: 12
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<u>Contrive Great Grim Snowball</u>			Spring: 13 Winter: 13
<u>Generate Icy Glaze of Colossal Size</u>	12,800		Spring: 13 Winter: 13
<u>Generate Some Large Blocks of Ice</u>	12,800		Cold: 13 Water: 13

Hydromancer Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Make Many Foes Slow</u>	12,800	Yes	Rest: 13
<u>Pitch Great Slick Patch of Fell Lightning</u>			Wet: 13
<u>Provide a Few Allies with Resistance to Freezing</u>	12,800		Cold: 13
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<u>Harness Basin for Scrying a Kingdom's Distance</u>	19,200		Vision: 14 Water: 14
<hr/>			
<u>Erect Watery Abode of Copious Size</u>	38,400		Sea: 16
<u>Pitch Epic Slick Patch of Fell Lightning</u>	38,400		Wet: 16

Illusionist Spell List

Illusionist Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Devise Deft Phantasmal Murmurings</u>	200	Yes	Hearing: 1 Mind: 1
<u>Invoke Noise Figment</u>			Hearing: 1
<hr/>			
<u>Charm Item with Triggered Apparition</u>	300		Vision: 2
<u>Charm Item with Triggered Voice</u>	300		Hearing: 2
<u>Disguise Gem</u>	300		Touch: 2 Vision: 2
<u>Disguise Voice</u>			Hearing: 2
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<u>Calligraph Custom Glyph of Pentangular Magic</u>	400		Pentacle: 3
<u>Emblazon Large Pentagram</u>			Pentacle: 3
<u>Pitch Flat Static Figment of Large Size</u>			Vision: 3
<u>Procure Cruel Tormenting Touch</u>	400		Touch: 3
<u>Procure Decent Ward against Entrancement</u>	400		Mind: 3, Vision 3
<u>Procure Decent Ward against Torment</u>	400		Mind: 3 Touch: 3
<u>Project Pentangular Magic</u>	400		Pentacle: 3
<u>Provide Pain Numbing</u>			Touch: 3
<u>Render Cumulative Heat Phantasm</u>		Yes	Hearing: 3 Smell: 3 Touch: 3
<hr/>			
<u>Calligraph Fetching Glyph of Pentangular Magic</u>	600		Pentacle: 4
<u>Devise a Few Phantasmal Boulders</u>	600		Hearing: 4 Touch: 4 Vision: 4
<u>Devise Deft Dire Phantasmal Tickling</u>		Yes	Touch: 4
<u>Devise Dire Phantasm of Medium Size</u>		Yes	Hearing: 4 Smell: 4 Touch: 4 Vision: 4
<u>Disguise Object</u>			Vision: 4
<u>Invoke Large Fell Cackle</u>	600	Yes	Hearing: 4 Mind: 4
<u>Provide Apt Muffled Footsteps</u>	600		Hearing: 4
<u>Render Deft Dire Nausea</u>		Yes	Smell: 4 Taste: 4
<hr/>			
<u>Devise Phantasmal Weapon</u>	800		Hearing: 5 Touch: 5 Vision: 5
<u>Offer Dire Tormenting Brand</u>	800		Touch: 5
<u>Pitch Flat Static Figment of Great Size</u>			Vision: 5
<u>Render Sight of a Few Foes Deftly Blurry</u>	800	Yes	Vision: 5

Occult Spell Tables

<u>Devise Dire Phantasm of Large Size</u>		Yes	Hearing: 6 Smell: 6 Touch: 6 Vision: 6
<u>Disguise Self</u>			Vision: 6
<u>Empower Item with Triggered Apparition</u>	1,200		Vision: 6
<u>Empower Item with Triggered Voice</u>	1,200		Hearing: 6
<u>Empower Large Painted Figment (of Johann Weyer)</u>	1,200		Mind: 6 Vision: 6
<u>Funnel Apparition a County's Distance</u>	1,200		Hearing: 6 Vision: 6
<u>Invoke Dire Emotional Siphon</u>	1,200	Yes	Mind: 6

<u>Devise Phantasmal Mook</u>			Hearing: 7 Touch: 7 Vision: 7
<u>Emblazon Pentagram of Epic Protection</u>			Pentacle: 7
<u>Invoke Grief of Fell Delusion</u>		Yes	Hearing: 7 Smell: 7 Taste: 7 Touch: 7 Vision: 7
<u>Invoke Grief of Fell Slumber</u>		Yes	Mind: 7
<u>Invoke Grief of Fell Torment</u>		Yes	Touch: 7
<u>Pitch Flat Static Figment of Epic Size</u>	1,600		Vision: 7
<u>Pitch Static Figment of Large Size</u>			Vision: 7
<u>Render Deft Fell Nausea</u>		Yes	Smell: 7 Taste: 7

<u>Disguise Creature</u>			Vision: 8
<u>Disguise Many Coins as Tantalus Gold</u>	2,400		Hearing: 8 Taste: 8 Touch: 8 Vision: 8
<u>Eternize Proximate Figment on Area</u>	2,400		Hearing: 8 Smell: 8 Vision: 8
<u>Flaunt Great Aura of Dire Fascination</u>	2,400	Yes	Mind: 8 Vision: 8
<u>Manifest Dire Tormenting Touch</u>	2,400		Touch: 8
<u>Place Fog Figment of Ample Size</u>			Vision: 8
<u>Procure Resistance to Emotions</u>			Mind: 8

<u>Apply Fell Entrancement to Nonsapient</u>	3,200	Yes	Mind: 9
<u>Devise Apt Sidestep</u>			Hearing: 9 Mind: 9 Touch: 9 Vision: 9
<u>Devise Dire Phantasm of Great Size</u>		Yes	Hearing: 9 Touch: 9 Vision: 9
<u>Funnel Apparition a Kingdom's Distance</u>	3,200		Hearing: 9 Vision: 9
<u>Manifest Great Gloom of Dire Delusion</u>	3,200		Hearing: 9 Mind: 9
<u>Invoke Fell Roar of Great Size</u>	3,200	Yes	Hearing: 9 Mind: 9
<u>Pitch Flat Static Figment of Colossal Size</u>	3,200		Vision: 9
<u>Pitch Static Figment of Great Size</u>			Vision: 9

<u>Bestow Phantasmal Invisibility</u>			Hearing: 10 Mind: 10 Vision: 10
<u>Calligraph Glyph of Vile Sedation</u>	4,800		Mind: 10
<u>Devise Bevy of a Few Phantasmal Mooks</u>	4,800		Hearing: 10 Touch: 10 Vision: 10
<u>Devise Phantasmal Bodyguard</u>			Hearing: 10 Touch: 10 Vision: 10
<u>Invoke Grief of Fell Mesmerizing</u>		Yes	Mind: 10 Vision: 10
<u>Invoke Grief of Grim Torment</u>		Yes	Touch: 10
<u>Manifest Gaze of Fell Paralysis</u>	4,800		Mind: 10 Vision: 10
<u>Obtain Fell Tormenting Fists</u>	4,800		Touch: 10
<u>Pitch Figment of Medium Size</u>			Hearing: 10 Smell: 10 Vision: 10
<u>Render Deft Grim Nausea</u>		Yes	Smell: 10 Taste: 10
<u>Render Doubly Deft Blindness</u>	4,800	Yes	Mind: 10 Vision: 10

<u>Devise Phantasmal Sentinel</u>			Hearing: 11 Smell: 11 Taste: 11 Touch: 11 Vision: 11
<u>Pitch Static Figment of Epic Size</u>	6,400		Vision: 11
<u>Provide Resistance to Emotions</u>	6,400		Mind: 11

<u>Devise Phantasmal Doppelganger</u>			Hearing: 12 Mind: 12 Touch: 12 Vision: 12
<u>Invoke Fell Roar of Epic Size</u>	9,600	Yes	Hearing: 12 Mind: 12
<u>Pitch Figment of Large Size</u>			Hearing: 12 Smell: 12 Vision: 12

<u>Devise Bevy of Some Phantasmal Mooks</u>	12,800		Hearing: 13 Touch: 13 Vision: 13
<u>Provide a Few Allies with Resistance to Emotions</u>	12,800		Mind: 13

<u>Apply Grim Entrancement to Living Creature</u>	19,200	Yes	Mind: 14
<u>Invoke Fell Roar of Colossal Size</u>	19,200	Yes	Hearing: 14 Mind: 14
<u>Pitch Figment of Great Size</u>			Hearing: 14 Smell: 14 Vision: 14

Magician Spell List

Magician Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Force Cumulative Dehydration</u>		Yes	Dry: 1
<u>Invoke Fury of Dire Plasma</u>		Yes	Plasma: 1
<u>Invoke Beam of Dire Sunlight</u>		Yes	Sun: 1
<u>Invoke Medium Cone of Grim Sand</u>		Yes	Dry: 1 Mars: 1 Motion: 1
<u>Make a Scimitar Dance</u>		Yes	Mars: 1 Motion: 1
<u>Beseech a Rope to Animate</u>			Dry: 2 Motion: 2
<u>Obtain Decent Quickening</u>			Motion: 2
<u>Procure Aptitude against Electricity</u>	300		Sky: 2
<u>Procure Aptitude against Fettering</u>	300		Motion: 2
<u>Funnel Voice a Bold Distance</u>			Gas: 3
<u>Release Great Vapors of Grand Hourly Healing</u>	400		Gas: 3 Mercury: 3
<u>Pitch Dire Dust Devil of Medium Size</u>		Yes	Dry: 3 Gas: 3 Motion: 3
<u>Procure Decent Ward against Fettering</u>	400		Motion: 3
<u>Procure Cruel Scorching Touch</u>	400		Plasma: 3
<u>Render Cumulative Choking</u>		Yes	Dry: 3 Gas: 3
<u>Apply Dire Entrancement to Snake</u>		Yes	Mercury: 4 Motion: 4 Gas: 4
<u>Manifest Apt Lock Picking</u>	600		Mercury: 4 Motion: 4
<u>Offer Apt Serendipity of Jupiter</u>	600		Jupiter: 4
<u>Place Aerial Path</u>			Gas: 4 Motion: 4
<u>Prime Bold Ophidian Flute</u>			Mercury: 4 Motion: 4 Gas: 4
<u>Offer Decent Quickening</u>	800		Motion: 5
<u>Offer Dire Bolts of Sonance</u>	800		Gas: 5 Motion: 5
<u>Offer Dire Sonic Brand</u>	800		Gas: 5 Motion: 5
<u>Prime Animated Rope</u>		Yes	Mercury: 5 Motion: 5

Occult Spell Tables

Magician Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Erect Mirage of Copious Size</u>	1,200		Dry: 6 Sun: 6
<u>Funnel Whisper a County's Distance</u>	1,200		Gas: 6 Motion: 6
<u>Invoke Beam of Fell Sunlight</u>		Yes	Sun: 6
<u>Invoke Bane of Dire Rust</u>		Yes	Dry: 6
<u>Manifest Dancing Scimitar</u>	1,200	Yes	Mars: 6 Motion: 6
<u>Pitch Dire Dust Devil of Large Size</u>		Yes	Dry: 6 Gas: 6 Motion: 6
<u>Pitch Large Spot of Dire Sunlight</u>			Sun: 6
<u>Prime Shroud of Apt Invisibility</u>	1,200		Gas: 6 Sky: 6
<u>Provide Decent Ward against Electricity</u>	1,200		Jupiter: 6
<hr/>			
<u>Apply Fell Entrancement to Snake</u>		Yes	Mercury: 7 Motion: 7 Gas: 7
<u>Beget Scorpio</u>			Mars: 7 Sky: 7
<u>Charm Bow with Some Dire Sonic Bolts</u>	1,600		Gas: 7 Motion: 7
<u>Fetch Scorpio</u>	1,600		Mars: 7 Sky: 7
<u>Invoke Large Cone of Grim Sand</u>		Yes	Dry: 7 Motion: 7
<u>Pitch Large Plane of Fell Scimitars</u>	1,600	Yes	Mars: 7 Motion: 7
<u>Prime Carpet of Portage</u>	1,600		Gas: 7 Motion: 7 Solid: 7
<u>Rouse Fell Fiery Tendrils</u>		Yes	Motion: 7 Plasma: 7
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<u>Beget Cobra</u>			Dry: 8 Motion: 8
<u>Empower Lamp of Ample Light</u>	2,400		Plasma: 8
<u>Empower Lock with Grim Password</u>	2,400		Jupiter: 8
<u>Fetch Cobra</u>	2,400		Dry: 8 Motion: 8
<u>Flaunt Gaseous Form</u>	2,400		Gas: 8 Motion: 8
<u>Invoke Great Cone of Fell Sunlight</u>		Yes	Sun: 8
<u>Manifest Dire Scorching Touch</u>	2,400		Plasma: 8
<u>Pitch Large Wall of Grim Scimitars</u>		Yes	Mars: 8 Motion: 8
<u>Pitch Large Wall of Grim Sonance</u>			Gas: 8
<u>Polymorph into Cobra</u>	2,400		Motion: 8 Solid: 8
<u>Procure Resistance to Electricity</u>			Jupiter: 8
<u>Procure Resistance to Fettering</u>			Motion: 8
<u>Release Epic Deft Cyclone</u>		Yes	Gas: 8 Motion: 8
<hr/>			
<u>Beget Afriti</u>			Motion: 9 Plasma: 9
<u>Fetch Afriti</u>	3,200		Motion: 9 Plasma: 9
<u>Funnel Whisper a Kingdom's Distance</u>	3,200		Gas: 9 Motion: 9
<u>Generate Many Blocks of Sandstone</u>	3,200		Dry: 9 Gas: 9 Motion: 9
<u>Invoke Great Cone of Fell Wind</u>		Yes	Gas: 9 Motion: 9
<u>Manifest Great Aura of Dire Sunshine</u>			Sun: 9
<u>Pitch Dire Dust Devil of Great Size</u>		Yes	Dry: 9 Gas: 9 Motion: 9
<u>Pitch Great Plane of Fell Scimitars</u>	3,200	Yes	Mars: 9 Motion: 9
<u>Pitch Great Plane of Fell Sonance</u>	3,200		Gas: 9
<u>Render Great Cube of Smothering</u>			Gas: 9
<u>Transcend with Able Levitation (of Simon Magus)</u>			Gas: 9 Motion: 9
<hr/>			
<u>Calligraph Glyph of Vile Electricity</u>	4,800		Jupiter: 10
<u>Flaunt Fell Dust Devil Form</u>	4,800	Yes	Dry: 10 Gas: 10 Motion: 10
<u>Forgather Scorpion Swarm</u>	4,800		Mars: 10 Sky: 10
<u>Invoke Blast of Doubly Fell Force</u>		Yes	Motion: 10
<u>Pitch Great Wall of Grim Scimitars</u>		Yes	Mars: 10 Motion: 10
<u>Pitch Great Wall of Grim Sonance</u>			Gas: 10
<u>Pitch Large Creeping Wall of Grim Flame</u>	4,800	Yes	Motion: 10 Plasma: 10

Magician Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Place Great Globe of Projectile Shielding</u>			Sky: 10
<u>Place Sand Castle with a Few Large Rooms</u>	4,800		Dry: 10 Motion: 10
<u>Procure Viper Sight</u>			Mercury: 10 Motion: 10
<u>Charm Bow with Many Fell Sonic Bolts</u>	6,400		Gas: 11 Motion: 11
<u>Invoke Great Cone of Grim Sand</u>		Yes	Dry: 11 Motion: 11
<u>Invoke Great Grim Entrance (of Cagliostro)</u>			Gas: 11 Motion: 11 Plasma: 11
<u>Manifest Fell Efriti Fire</u>			Motion: 11 Plasma: 11
<u>Offer Apt Serendipity of Mars</u>	6,400		Mars: 11
<u>Offer Apt Serendipity of Mercury</u>	6,400		Mercury: 11
<u>Offer Apt Serendipity of Sol</u>	6,400		Sun: 11
<u>Provide Resistance to Electricity</u>	6,400		Jupiter: 11
<u>Provide Resistance to Fettering</u>	6,400		Motion: 11
<u>Apply Grim Entrancement to Serpent-like Creature</u>		Yes	Mercury: 12 Motion: 12 Gas: 12
<u>Beget Abraxas</u>			Motion: 12 Sun: 12
<u>Beget Anemoi</u>			Motion: 12 Sky: 12
<u>Beget Jinni</u>			Gas: 12 Motion: 12
<u>Fetch Abraxas</u>	9,600		Motion: 12 Sun: 12
<u>Fetch Anemoi</u>	9,600		Motion: 12 Sky: 12
<u>Fetch Jinni</u>	9,600		Gas: 12 Motion: 12
<u>Pitch Ample Wall of Grim Scimitars</u>	9,600	Yes	Mars: 12 Motion: 12
<u>Travel on a Flying Carpet</u>	9,600		Gas: 12 Motion: 12 Sky: 12
<u>Generate Some Large Blocks of Sandstone</u>	12,800		Dry: 13 Gas: 13 Motion: 13
<u>Provide a Few Allies with Resistance to Electricity</u>	12,800		Jupiter: 13
<u>Provide a Few Allies with Resistance to Fettering</u>	12,800		Motion: 13
<u>Invoke Epic Streak of Grim Meteors (of Aristarchus)</u>		Yes	Mercury: 14 Sky: 14
<u>Pitch Ample Wall of Vile Scimitars</u>	19,200	Yes	Mars: 14 Motion: 14
<u>Fetch Efriti</u>			Motion: 17 Plasma: 17
<u>Fetch Djinni</u>			Motion: 18 Gas: 18

Magus Spell List(See [The Codex of Cultures](#) for class information.)

Magus Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Beget Monkey</u>			Chaos: 1 Vision: 1
<u>Empower Colossal Star Bright</u>			Star: 1
<u>Fathom Magic Item</u>	200		Law: 1
<u>Fetch Monkey</u>	200		Chaos: 1 Vision: 1
<u>Charm Item with Triggered Apparition</u>	300		Vision: 2
<u>Empower Steadfast Sentry</u>	300		Law: 2
<u>Procure Aptitude against Electricity</u>	300		Sky: 2
<u>Procure Night Vision</u>	300		Star: 2
<u>Calligraph Custom Glyph of Stellar Magic</u>	400		Star: 3
<u>Emblazon Large Hexagram</u>			Star: 3
<u>Pitch Flat Static Figment of Large Size</u>			Vision: 3
<u>Calligraph Fetching Glyph of Stellar Magic</u>	600		Star: 4
<u>Disguise Object</u>			Vision: 4
<u>Forgather Monkey Swarm</u>	600	Yes	Chaos: 4 Vision: 4
<u>Polymorph into Bengal Tiger</u>	600		Chaos: 4 Vision: 4
<u>Offer Dire Unworldly Brand</u>	800		Chaos: 5 Law: 5
<u>Pitch Flat Static Figment of Great Size</u>			Vision: 5
<u>Render Sight of a Few Foes Deftly Blurry</u>	800	Yes	Vision: 5
<u>Disguise Self</u>			Vision: 6
<u>Empower Item with Triggered Apparition</u>	1,200		Vision: 6
<u>Emblazon Hexagram of Epic Protection</u>			Star: 7
<u>Pitch Flat Static Figment of Epic Size</u>	1,600		Vision: 7
<u>Pitch Static Figment of Large Size</u>			Vision: 7
<u>Disguise Creature</u>			Vision: 8
<u>Fetch Ghastly Tiger</u>			Chaos: 8 Vision: 8
<u>Place Fog Figment of Ample Size</u>			Vision: 8
<u>Prime Tiger Eye with Night Vision</u>	2,400		Chaos: 8 Sky: 8 Vision: 8
<u>Fetch Stympalian Bird</u>			Sky: 9 Vision: 9
<u>Pitch Flat Static Figment of Colossal Size</u>	3,200		Vision: 9
<u>Pitch Static Figment of Great Size</u>			Vision: 9
<u>Apply Grim Geas to Elemental</u>		Yes	Chaos: 10 Law: 10
<u>Fetch Firebird</u>			Sky: 10 Vision: 10
<u>Invoke Disenchantment</u>		Yes	Law: 10

Magus Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Place Great Globe of Projectile Shielding</u>			Sky: 10
<u>Pitch Static Figment of Epic Size</u>	6,400		Vision: 11
<u>Fetch Eagle</u>			Sky: 12 Vision: 12
<u>Polymorph into Jungle Animal</u>			Chaos: 12 Sky: 12 Vision: 12

Necromancer Spell List

Necromancer Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Devise Deft Phantasmal Murmurings</u>	200	Yes	Hearing: 1 Mind: 1
<u>Force Cumulative Dehydration</u>		Yes	Dry: 1
<u>Grant Undeath to Shambling Skeleton</u>			Bone: 1 Dry: 1 Spirit: 1
<u>Invoke Noise Figment</u>			Hearing: 1
<u>Beget Shambling Skeleton</u>			Bone: 2
<u>Charm Item with Triggered Voice</u>	300		Hearing: 2
<u>Disguise Voice</u>			Hearing: 2
<u>Facilitate Séance</u>			Hearing: 2 Spirit: 2
<u>Fetch Shambling Skeleton</u>	300		Bone: 2
<u>Polymorph into Human</u>	300		Body: 2
<u>Procure Aptitude against Emotions</u>	300		Spirit: 2
<u>Procure Cruel Desiccating Touch</u>	400		Body: 3 Dry: 3
<u>Procure Cruel Fatiguing Touch</u>	400		Body: 3 Spirit: 3
<u>Procure Cruel Intoxicating Touch</u>	400		Body: 3 Mind: 3
<u>Procure Cruel Starving Touch</u>	400		Dry: 3 Spirit: 3
<u>Procure Decent Ward against Malady</u>	400		Body: 3 Spirit: 3
<u>Procure Decent Ward against Sedation</u>	400		Body: 3 Mind: 3
<u>Empower Ossuary of Fine Daily Revamping</u>	600		Bone: 4 Spirit: 4
<u>Invoke Large Fell Cackle</u>	600	Yes	Hearing: 4 Mind: 4
<u>Make a Foe Slow</u>		Yes	Rest: 4
<u>Provide Apt Muffled Footsteps</u>	600		Hearing: 4
<u>Provide Fine Daily Revamping</u>			Bone: 4 Spirit: 4
<u>Empower Summoning Bell (of Girardius)</u>	800		Hearing: 5 Rest: 5 Spirit: 5
<u>Grant Undeath to Common Revenant</u>			Body: 5 Rest: 5 Spirit: 5
<u>Grant Undeath to Common Skeleton</u>			Bone: 5 Dry: 5 Spirit: 5
<u>Offer Dire Quieting Brand</u>	800		Aether: 5 Rest: 5 Spirit: 5
<u>Apply Dire Captivity to Mindless Undead</u>		Yes	Aether: 6 Dry: 6 Mind: 6 Spirit: 6
<u>Beget Common Skeleton</u>			Bone: 6 Dry: 6 Spirit: 6
<u>Empower Item with Triggered Voice</u>	1,200		Hearing: 6
<u>Fetch Common Skeleton</u>	1,200		Bone: 6 Dry: 6 Spirit: 6
<u>Funnel Likeness a County's Distance</u>	1,200		Aether: 6

Occult Spell Tables

<u>Invoke Dire Emotional Siphon</u>	1,200	Yes	Mind: 6
<u>Manifest Large Aura of Dire Famine</u>			Body: 6 Dry: 6 Spirit: 6
<u>Procure Shield of Many Wisps</u>			Aether: 6
<u>Shift Momentarily into Skeletal Form</u>			Bone: 6
<hr/>			
<u>Beseech Undeath from a Few Corpses</u>			Bone: 7 Dry: 7 Mind: 7 Spirit: 7
<u>Fetch Kirk Grim</u>			Aether: 7 Body: 7 Rest: 7 Spirit: 7
<u>Garner Kirk Grim as Warden</u>	1,600		Aether: 7 Body: 7 Rest: 7 Spirit: 7
<u>Invoke Bane of Fell Ectoplasmic Drain</u>		Yes	Aether: 7
<u>Invoke Bane of Fell Fatigue</u>		Yes	Body: 7
<u>Invoke Bane of Fell Rigor Mortis</u>		Yes	Bone: 7
<u>Invoke Grief of Fell Quietening</u>		Yes	Rest: 7 Spirit: 7
<u>Invoke Grief of Fell Slumber</u>		Yes	Mind: 7
<u>Make a Few Foes Slow</u>	1,600	Yes	Rest: 7
<u>Manifest Large Gloom of Dire Fear</u>			Mind: 7 Spirit: 7
<u>Procure Cruel Siphoning Touch</u>	1,600		Body: 7 Spirit: 7
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<u>Empower Great Crypt of Grand Hourly Revamping</u>	2,400		Aether: 8 Body: 8 Rest: 8 Spirit: 8
<u>Invoke Great Flare of Fell Starburst</u>		Yes	Aether: 8
<u>Manifest Dire Desiccating Touch</u>	2,400		Body: 8 Dry: 8
<u>Manifest Dire Fatiguing Touch</u>	2,400		Body: 8 Spirit: 8
<u>Manifest Dire Intoxicating Touch</u>	2,400		Body: 8 Mind: 8
<u>Manifest Dire Starving Touch</u>	2,400		Dry: 8 Spirit: 8
<u>Procure Resistance to Emotions</u>			Mind: 8
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<u>Apply Fell Entrancement to Nonsapient</u>	3,200	Yes	Mind: 9
<u>Apply Grim Captivity to Skeleton</u>		Yes	Dry: 9, Bone 9, Mind 9, Spirit 9
<u>Beget Ghoul</u>			Body: 9 Mind: 9 Rest: 9 Spirit: 9
<u>Empower Astral Mirror</u>	3,200		Aether 9 Hearing: 9 Rest: 9 Spirit: 9
<u>Fetch Ghoul</u>	3,200		Body: 9 Mind: 9 Rest: 9 Spirit: 9
<u>Funnel Likeness a Kingdom's Distance</u>	3,200		Aether: 9
<u>Grant Undeath to Ghastly Revenant</u>			Body: 9 Rest: 9 Spirit: 9
<u>Grant Undeath to Ghastly Skeleton</u>			Bone: 9 Dry: 9 Spirit: 9
<u>Invoke Bane of Grim Ectoplasmic Drain</u>		Yes	Aether: 9
<u>Invoke Fell Roar of Great Size</u>	3,200	Yes	Hearing: 9 Mind: 9
<u>Manifest Great Aura of Dire Famine</u>	3,200		Body: 9 Dry: 9 Spirit: 9
<u>Manifest Great Gloom of Dire Delusion</u>	3,200		Hearing: 9 Mind: 9
<u>Procure Astral Vision</u>	3,200		Aether: 9
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<u>Calligraph Glyph of Vile Fatigue</u>	4,800		Body: 10
<u>Calligraph Glyph of Vile Sedation</u>	4,800		Mind: 10
<u>Concoct Unction of Undeath (of Erichtho)</u>	4,800		Body: 10 Dry: 10
<u>Invoke Bane of Grim Fatigue</u>		Yes	Body: 10
<u>Invoke Colossal Deft Dire Deathly Moan</u>		Yes	Mind: 10 Rest 10 Spirit: 10
<u>Invoke Grief of Grim Banishment</u>		Yes	Spirit: 10
<u>Make Some Foes Slow</u>	4,800	Yes	Rest: 10
<u>Manifest Great Gloom of Dire Fear</u>	4,800		Mind: 10 Spirit: 10
<u>Manifest Dire Siphoning Touch</u>	4,800		Body: 10 Spirit: 10
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<u>Beseech Undeath from Many Corpses</u>	6,400		Bone: 11 Dry: 11 Mind: 11 Spirit: 11
<u>Fetch Ghastly Skeleton</u>			Bone: 11 Dry: 11 Spirit: 11
<u>Manifest Great Gloom of Dire Deathly Power</u>	6,400		Aether: 11 Mind: 11 Rest: 11 Spirit: 11

Occult Spell Tables by Class

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<u>Provide Resistance to Emotions</u>	6,400		Mind: 11
<u>Stride in Spectral Form</u>	6,400		Aether: 11 Body: 11 Rest: 11 Spirit: 11
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<u>Apply Grim Captivity to Specter</u>		Yes	Aether: 12, Mind 12, Rest 12, Spirit 12
<u>Call Astral Carriage</u>	9,600		Aether: 12 Body: 12 Rest: 12 Spirit: 12
<u>Fetch Galley Beggar</u>			Aether: 12 Mind: 12 Rest: 12 Spirit: 12
<u>Invoke Fell Roar of Epic Size</u>	9,600	Yes	Hearing: 12 Mind: 12
<u>Manifest Epic Gloom of Dire Fear</u>	9,600		Mind: 12 Spirit: 12
<u>Render Bones Brittle</u>	9,600	Yes	Bone: 12
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<u>Cheat Death (of Koschei the Deathless)</u>	12,800		Body: 13 Mind: 13 Spirit: 13
<u>Grant Reprieve to Fallen Revenant</u>			Body: 13 Bones: 13 Mind: 13 Spirit: 13
<u>Invoke Epic Flare of Fell Starburst</u>	12,800	Yes	Aether: 13
<u>Make Many Foes Slow</u>	12,800	Yes	Rest: 13
<u>Manifest Epic Gloom of Dire Deathly Power</u>	12,800		Aether: 13 Mind: 13 Rest: 13 Spirit: 13
<u>Provide a Few Allies with Resistance to Emotions</u>	12,800		Mind: 13
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<u>Apply Grim Entrancement to Living Creature</u>	19,200	Yes	Mind: 14
<u>Apply Grim Captivity to Undead</u>		Yes	Aether: 14 Bone: 14 Mind: 14 Rest: 14 Spirit: 14
<u>Invoke Fell Roar of Colossal Size</u>	19,200	Yes	Hearing: 14 Mind: 14

Pyromancer Spell List

Pyromancer Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Beget Toad</u>			Autumn: 1
<u>Fetch Toad</u>	200		Autumn: 1
<u>Force Cumulative Dehydration</u>		Yes	Dry: 1
<u>Invoke Beam of Dire Scorching</u>		Yes	Hot: 1 Plasma: 1
<u>Invoke Beam of Dire Sunlight</u>		Yes	Sun: 1
<u>Invoke Burst of Dire Flame</u>		Yes	Fire: 1
<u>Invoke Fury of Dire Plasma</u>		Yes	Plasma: 1
<u>Invoke Medium Cone of Grim Fire</u>		Yes	Fire: 1
<u>Render Cumulative Heat</u>		Yes	Hot: 1
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<u>Procure Aptitude against Fettering</u>	300		Motion: 2
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<u>Pitch Dire Campfire</u>		Yes	Fire: 3
<u>Procure Decent Ward against Fettering</u>	400		Motion: 3
<u>Procure Cruel Scorching Touch</u>	400		Plasma: 3
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<u>Pitch Extinguishing Cube of Great Size</u>			Fire: 4
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<u>Invoke Large Blast of Fell Flame</u>		Yes	Fire: 5 Plasma: 5
<u>Offer Dire Fiery Brand</u>	800		Fire: 5
<u>Offer Dire Scorching Brand</u>	800		Hot: 5

Occult Spell Tables

Pyromancer Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Erect Mirage of Copious Size</u>	1,200		Dry: 6 Sun: 6
<u>Invoke Beam of Fell Scorching</u>		Yes	Hot: 6 Plasma: 6
<u>Invoke Beam of Fell Sunlight</u>		Yes	Sun: 6
<u>Invoke Burst of Fell Flame</u>		Yes	Fire: 6
<u>Manifest Large Aura of Dire Heat</u>			Hot: 6
<u>Pitch Large Spot of Dire Sunlight</u>			Sun: 6
<u>Provide Decent Ward against Scorching</u>	1,200		Hot: 6
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<u>Invoke Large Cone of Grim Fire</u>		Yes	Fire: 7
<u>Pitch Large Plane of Fell Flame</u>	1,600	Yes	Fire: 7
<u>Rouse Fell Fiery Tendrils</u>		Yes	Motion: 7 Plasma: 7
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<u>Beget Vulcanus</u>			Dry: 8 Hot: 8
<u>Concoct Smoky Compound</u>	2,400		Dry: 8 Hot: 8
<u>Empower Lamp of Ample Light</u>	2,400		Plasma: 8
<u>Fetch Vulcanus</u>	2,400		Dry: 8 Hot: 8
<u>Invoke Great Cone of Fell Sunlight</u>		Yes	Sun: 8
<u>Manifest Dire Scorching Touch</u>	2,400		Plasma: 8
<u>Pitch Large Wall of Grim Flame</u>		Yes	Fire: 8
<u>Prime Torch of Ample Light</u>	2,400		Fire: 8
<u>Procure Resistance to Fettering</u>			Motion: 8
<u>Procure Resistance to Scorching</u>			Hot: 8
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<u>Invoke Large Blast of Grim Flame</u>		Yes	Fire: 9 Plasma: 9
<u>Manifest Great Aura of Dire Heat</u>	3,200		Hot: 9
<u>Manifest Great Aura of Dire Sunshine</u>			Sun: 9
<u>Pitch Great Plane of Fell Flame</u>	3,200	Yes	Fire: 9
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<u>Obtain Fell Scorching Fists</u>	4,800		Fire: 10 Hot: 10 Plasma: 10
<u>Pitch Great Wall of Grim Flame</u>		Yes	Fire: 10
<u>Pitch Large Creeping Wall of Grim Flame</u>	4,800	Yes	Motion: 10 Plasma: 10
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<u>Calligraph Glyph of Great Grim Fire</u>	6,400		Fire: 11
<u>Concoct Vitriol of Great Grim Fire</u>	6,400		Hot: 11 Plasma: 11
<u>Fetch Salamander</u>			Hot: 11 Plasma: 11
<u>Invoke Great Cone of Grim Fire</u>		Yes	Fire: 11
<u>Manifest Fell Efriti Fire</u>			Motion: 11 Plasma: 11
<u>Offer Apt Serendipity of Sol</u>	6,400		Sun: 11
<u>Provide Resistance to Fettering</u>	6,400		Motion: 11
<u>Provide Resistance to Scorching</u>	6,400		Hot: 11
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<u>Beget Abraxas</u>			Motion: 12 Sun: 12
<u>Fetch Abraxas</u>	9,600		Motion: 12 Sun: 12
<u>Fetch Phoenix</u>			Hot: 12 Plasma: 12
<u>Pitch Ample Wall of Grim Flame</u>		Yes	Fire: 12
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<u>Invoke Great Blast of Grim Flame</u>		Yes	Fire: 13 Plasma: 13

Pyromancer Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Sling Great Shrinking Ring of Grim Flame (of Brynhild)</u>	12,800	Yes	Fire: 13 Plasma: 13 Sun: 13
<u>Provide a Few Allies with Resistance to Fettering</u>	12,800		Motion: 13
<u>Provide a Few Allies with Resistance to Scorching</u>	12,800		Hot: 13
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<u>Concoct Vitriol of Epic Grim Fire</u>	19,200		Hot: 14 Plasma: 14
<u>Invoke Epic Cone of Grim Fire</u>		Yes	Fire: 14
<u>Pitch Ample Wall of Vile Flame</u>	19,200	Yes	Fire: 14
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<u>Invoke Epic Blast of Grim Flame</u>		Yes	Fire: 16 Plasma: 16
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<u>Fetch Efriti</u>			Motion: 17 Plasma: 17
<u>Invoke Colossal Cone of Grim Fire</u>	51,200	Yes	Fire: 17

Sorcerer Spell List

Sorcerer Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Force Cumulative Blood Boil</u>		Yes	Bile: 1 Blood: 1
<u>Force Cumulative Choking</u>		Yes	Phlegm: 1
<u>Invoke Medium Cone of Grim Acid</u>		Yes	Bile: 1
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<u>Beget Common Rat</u>			Bile: 2 Phlegm: 2
<u>Beget Shambling Skeleton</u>			Bone: 2
<u>Fetch Shambling Skeleton</u>	300		Bone: 2
<u>Manifest Webbing Grapple</u>	300	Yes	Bile: 2 Blood: 2
<u>Polymorph into Common Rat</u>	300		Bile: 2 Phlegm: 2
<u>Polymorph into Human</u>	300		Body: 2
<u>Procure Aptitude against Acid</u>	300		Bile: 2
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<u>Beget Gleaming Red Spider</u>			Bile: 3 Blood: 3
<u>Calligraph Custom Glyph of Pentangular Magic</u>	400		Pentacle: 3
<u>Emblazon Large Pentagram</u>			Pentacle: 3
<u>Fetch Gleaming Red Spider</u>	400		Bile: 3 Blood: 3
<u>Procure Cruel Festering Touch</u>	400		Phlegm: 3
<u>Project Pentangular Magic</u>	400		Pentacle: 3
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<u>Apply Dire Entrancement to Common Rat</u>		Yes	Bile: 4 Phlegm: 4
<u>Bond with Spider Thread</u>		Yes	Bile: 4 Blood: 4
<u>Calligraph Fetching Glyph of Pentangular Magic</u>	600		Pentacle: 4
<u>Concoct Tonic of Bloodlust</u>	600		Body: 4 Blood: 4
<u>Present Fleshy Visage</u>	600		Flesh: 4
<u>Provide Nourishment</u>			Flesh: 4
<u>Unleash Aptly Deft Bloodlust</u>			Blood: 4
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<u>Charm Bow with Many Spider Threads</u>			Bile: 5 Blood: 5
<u>Forgather Common Rat Swarm</u>	800	Yes	Bile: 5 Phlegm: 5
<u>Harness Spider's Footing</u>			Phlegm: 5

Occult Spell Tables

<u>Manifest Large Halo of Dire Acid</u>			Bile: 5
<u>Offer Dire Acidic Brand</u>	800		Bile: 5
<u>Provide Tiny Size</u>	800		Bone: 5 Flesh: 5
<u>Vex Voice</u>	800	Yes	Phlegm: 5
<hr/>			
<u>Compose Mark of Large Fell Spontaneous Combustion</u>	1,200		Bile: 6 Blood: 6
<u>Ensorescell Monstrosity (of Johann Konrad Dippel)</u>	1,200		Body: 6 Bone: 6 Flesh: 6
<u>Fetch Ghastly Rat</u>			Bile: 6 Phlegm: 6
<u>Generate Large Morass of Dire Web</u>	1,200	Yes	Bile: 6 Blood: 6
<u>Invoke Fury of Fell Acid Spit</u>		Yes	Bile: 6, Phlegm: 6
<u>Invoke Fury of Fell Lesion</u>		Yes	Flesh: 6
<u>Provide Decent Ward against Acid</u>	1,200		Bile: 6
<u>Render Dire Bleeding</u>		Yes	Blood: 6
<u>Shift Momentarily into Skeletal Form</u>			Bone: 6
<hr/>			
<u>Apply Fell Entrancement to Rat</u>		Yes	Bile: 7 Phlegm: 7
<u>Emblazon Pentagram of Epic Protection</u>			Pentacle: 7
<u>Invoke Bane of Fell Fatigue</u>		Yes	Body: 7
<u>Invoke Bane of Fell Paralysis</u>		Yes	Flesh: 7
<u>Invoke Bane of Fell Rigor Mortis</u>		Yes	Bone: 7
<u>Invoke Large Cone of Grim Acid</u>		Yes	Bile: 7
<u>Pitch Great Fumes of Deft Slowing Nausea</u>	1,600	Yes	Bile: 7 Phlegm: 7
<u>Polymorph into Arachnida</u>	1,600		Bile: 7, Blood: 7
<hr/>			
<u>Beget Spider</u>			Bile: 8 Blood: 8
<u>Generate Sheet of Webs</u>	2,400		Bile: 8 Blood: 8
<u>Invoke Grand Healing Bloodbath</u>	2,400		Blood: 8 Flesh: 8
<u>Manifest Great Halo of Deft Nauseous Fumes</u>			Bile: 8 Phlegm: 8
<u>Manifest Dire Festering Touch</u>	2,400		Phlegm: 8
<u>Procure Resistance to Acid</u>			Bile: 8
<u>Render Wounds Bleeding</u>		Yes	Blood: 8
<u>Vex with Deft Weakness</u>		Yes	Blood: 8 Flesh: 8
<hr/>			
<u>Beget Arachnida</u>			Bile: 9 Blood: 9
<u>Empower Ample Hand of Glory</u>			Bile: 9 Blood: 9 Phlegm: 9
<u>Fetch Arachnida</u>	3,200		Bile: 9 Blood: 9
<u>Invoke Bane of Grim Spontaneous Combustion</u>	3,200	Yes	Bile: 9 Blood: 9
<u>Invoke Fury of Grim Lesion</u>		Yes	Flesh: 9
<u>Manifest Great Halo of Dire Acid</u>	3,200		Bile: 9
<u>Pitch Dire Caustic Mist of Great Size</u>		Yes	Bile: 9
<u>Polymorph into Ghastly Bat</u>	3,200		Bile: 9, Blood: 9
<hr/>			
<u>Calligraph Glyph of Vile Fatigue</u>	4,800		Body: 10
<u>Calligraph Glyph of Vile Torment</u>	4,800		Bile: 10 Flesh: 10
<u>Field Bold Spying Eye</u>	4,800		Blood: 10 Flesh: 10
<u>Invoke Bane of Grim Fatigue</u>		Yes	Body: 10
<u>Obtain Fell Acidic Fists</u>	4,800		Bile: 10
<u>Obtain Fell Festering Fists</u>	4,800		Phlegm: 10
<u>Pitch Great Fumes of Deft Creeping Nausea</u>		Yes	Bile: 10 Phlegm: 10
<hr/>			
<u>Calligraph Glyph of Great Grim Acid</u>	6,400		Bile: 11

<u>Forgather Spider Swarm</u>	6,400	Yes	Bile: 11 Blood: 11
<u>Invoke Great Cone of Grim Acid</u>		Yes	Bile: 11
<u>Invoke Grim Vitality Siphon</u>	6,400	Yes	Blood: 11 Body: 11
<u>Manifest Apt Strength</u>			Flesh: 11
<u>Provide Resistance to Acid</u>	6,400		Bile: 11
<u>Vex with Deft Weakness on a Few Foes</u>	6,400	Yes	Blood: 11 Flesh: 11

<u>Obtain Dire Vampiric Bite</u>	9,600		Blood: 12 Body: 12
<u>Fetch Ghastly Spider</u>			Bile: 12 Blood: 12
<u>Fetch Ghastly Bat</u>	9,600		Bile: 12 Blood: 12
<u>Render Bones Brittle</u>	9,600	Yes	Bone: 12

<u>Pitch Epic Fumes of Deft Creeping Nausea</u>	12,800	Yes	Bile: 13 Phlegm: 13
<u>Provide a Few Allies with Resistance to Acid</u>	12,800		Bile: 13

<u>Invoke Epic Cone of Grim Acid</u>		Yes	Bile: 14
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Thaumaturgist Spell List

Thaumaturgist Spell*	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Calligraph Scroll of a Single Spell</u>			Pentacle: 1 Star: 1 Tetrangle: 1 Triangle: 1
<u>Empower Colossal Star Bright</u>			Star: 1
<u>Calligraph Custom Glyph of Tetrangular Magic</u>	300		Tetrangle: 2
<u>Emblazon Large Tetragram</u>			Tetrangle: 2
<u>Procure Night Vision</u>	300		Star: 2
<u>Project Tetrangular Magic</u>	300		Tetrangle: 2
<u>Calligraph Custom Glyph of Pentangular Magic</u>	400		Pentacle: 3
<u>Calligraph Custom Glyph of Stellar Magic</u>	400		Star: 3
<u>Calligraph Fetching Glyph of Tetrangular Magic</u>	400		Tetrangle: 3
<u>Emblazon Large Hexagram</u>			Star: 3
<u>Emblazon Large Pentagram</u>			Pentacle: 3
<u>Project Pentangular Magic</u>	400		Pentacle: 3
<u>Project Stellar Magic</u>	400		Star: 3
<u>Undergird Sigil</u>	400		Tetrangle: 3
<u>Calligraph Custom Glyph of Triangular Magic</u>	600		Triangle: 4
<u>Calligraph Fetching Glyph of Pentangular Magic</u>	600		Pentacle: 4
<u>Calligraph Fetching Glyph of Stellar Magic</u>	600		Star: 4
<u>Emblazon Glyph of Immobile Perpetuity</u>	600		Pentacle: 4 Star: 4 Tetrangle: 4 Triangle: 4
<u>Emblazon Large Trigram</u>			Triangle: 4
<u>Invoke Great Cube of Dispelling</u>		Yes	Pentacle: 4 Star: 4 Tetrangle: 4 Triangle: 4
<u>Project Triangular Magic</u>	600		Triangle: 4
<u>Calligraph Fetching Glyph of Triangular Magic</u>	800		Triangle: 5
<u>Calligraph Scroll of Some Spells</u>			Pentacle: 5 Star: 5 Tetrangle: 5 Triangle: 5
<u>Charm Quill with Many Glyphs</u>	800		Pentacle: 5 Star: 5 Tetrangle: 5 Triangle: 5

Occult Spell Tables

Thaumaturgist Spell***New Scroll
Cost (sp.)****Requires****Lores Needed to Learn Spell****Maleficium**Emblazon Tetragram of Epic Protection

Tetrangle: 6

Calligraph Scroll of Many Spells

Pentacle: 7 Star: 7 Tetrangle: 7 Triangle: 7

Emblazon Hexagram of Epic Protection

Star: 7

Emblazon Pentagram of Epic Protection

Pentacle: 7

Empower Talisman with Some Spells

1,600

Pentacle: 7 Star: 7 Tetrangle: 7 Triangle: 7

Emblazon Trigram of Epic Protection

Triangle: 8

Pitch Magic Reduction Vortex of Great Size

2,400

Pentacle: 8 Star: 8 Tetrangle: 8 Triangle: 8

Manifest Magic Reduction

Chaos: 9 Law: 9 Pentacle: 4 Star: 4

Tetrangle: 4 Triangle: 4

Raise Hermetic Globe of Large Size

Chaos: 9 Law: 9

Pitch Magic Reduction Vortex of Epic Size

4,800

Pentacle: 10 Star: 10 Tetrangle: 10

Triangle: 10

Raise Hermetic Globe of Great Size

Chaos: 12 Law: 12

* A Thaumaturgist can potentially cast any occult spell, since all occult lores default to Pentacle Lore, Star Lore, Tetrangle Lore, or Triangle Lore. But, listing all the spells would take far too much space, and the result would not be particularly illuminating. So, we're limiting this table to only spells involving those four lores directly.

Theurgist Spell List

Theurgist Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Fathom Magic Item</u>	200		Law: 1
<u>Invoke Beam of Dire Splendor</u>		Yes	Law: 1 Spring: 1 Spirit: 1
<u>Procure Apt Earthly Insight</u>			Earth: 1
<u>Procure Nixie's Breath</u>			Spring: 1
<hr/>			
<u>Empower Container with Passwords</u>	300		Earth: 2 Rest: 2
<u>Empower Steadfast Sentry</u>	300		Law: 2
<u>Obtain Decent Quickening</u>			Motion: 2
<u>Procure Aptitude against Emotions</u>	300		Spirit: 2
<u>Procure Aptitude against Fettering</u>	300		Motion: 2
<u>Procure Apt Surety of Foot</u>			Earth: 2
<hr/>			
<u>Empower Container with Small Astral Pocket</u>			Aether: 3 Earth: 3 Law: 3
<u>Invoke Able Hare's Leap</u>			Spring: 3
<u>Procure Cruel Petrifying Touch</u>	400		Earth: 3 Rest: 3
<u>Procure Cruel Unworldly Touch</u>	400		Earth: 3 Spring: 3
<u>Procure Decent Ward against Earth</u>	400		Earth: 3
<u>Procure Decent Ward against Fettering</u>	400		Motion: 3
<hr/>			
<u>Charm Container with Medium Astral Pocket</u>	600		Aether: 4 Earth: 4 Law: 4
<u>Make a Foe Slow</u>		Yes	Rest: 4
<u>Pitch Fog of Great Size</u>			Spring: 4
<u>Teleport Close Range</u>			Aether: 4 Chaos: 4 Motion: 4
<hr/>			
<u>Offer Decent Quickening</u>	800		Motion: 5
<u>Offer Dire Quieting Brand</u>	800		Aether: 5 Rest: 5 Spirit: 5
<u>Offer Dire Righteous Brand</u>	800		Law: 5 Spirit: 5 Spring: 5
<u>Offer Dire Unworldly Brand</u>	800		Chaos: 5 Law: 5
<u>Pitch Great Plane of Fog</u>			Spring: 5
<u>Provide Enlarged Size</u>		Yes	Aether: 5 Chaos: 5 Law 5
<u>Provide Reduced Size</u>		Yes	Aether: 5 Chaos: 5 Law 5
<u>Release Great Rain</u>			Spring: 5
<hr/>			
<u>Empower Container with Medium Astral Pocket</u>	1,200		Aether: 6 Earth: 6 Law: 6
<u>Empower Portal with Passwords</u>	1,200		Earth: 6 Motion: 6 Rest: 6
<u>Funnel Likeness a County's Distance</u>	1,200		Aether: 6
<u>Invoke Beam of Fell Splendor</u>		Yes	Law: 6 Spring: 6 Spirit: 6
<u>Manifest Large Aura of Dire Splendor</u>			Law: 6 Spirit: 6 Spring: 6
<u>Pitch Fog of Epic Size</u>			Spring: 6
<u>Pitch Force Plane of Large Size</u>			Aether: 6 Law: 6 Rest: 6
<u>Procure Shield of Many Wisps</u>			Aether: 6
<hr/>			
<u>Form Spatial Portal of Medium Size</u>	1,600		Aether: 7 Law: 7 Motion: 7
<u>Impart Dream Message</u>	1,600		Aether: 7 Spirit: 7
<u>Invoke Bane of Fell Ectoplasmic Drain</u>		Yes	Aether: 7
<u>Invoke Grief of Fell Enervation</u>		Yes	Law: 7 Spirit: 7
<u>Invoke Bane of Fell Hold</u>		Yes	Motion: 7 Rest: 7

Occult Spell Tables

<u>Invoke Grief of Fell Quieting</u>		Yes	Rest: 7 Spirit: 7
<u>Make a Few Foes Slow</u>	1,600	Yes	Rest: 7
<hr/>			
<u>Invoke Great Flare of Fell Starburst</u>		Yes	Aether: 8
<u>Manifest Dire Unworldly Touch</u>	2,400		Earth: 8 Spring: 8
<u>Petition Magic Channel</u>	2,400		Law: 8 Spirit: 8
<u>Pitch Force Plane of Great Size</u>			Aether: 8 Law: 8 Rest: 8
<u>Place Spatial Portal of Medium Size</u>	2,400		Aether: 8 Law: 8, Motion: 8
<u>Procure Great Aura of Nixie's Breath</u>			Spring: 8
<u>Provide Apt Disentanglement</u>	2,400		Earth: 8 Motion: 8
<u>Procure Resistance to Fettering</u>			Motion: 8
<u>Teleport Short Range</u>			Aether: 8 Chaos: 8 Motion: 8
<hr/>			
<u>Empower Container with Large Astral Pocket</u>	3,200		Aether: 9 Earth: 9 Law: 9
<u>Empower Hermetic Plane of Large Size</u>	3,200		Aether: 9 Law: 9 Rest: 9
<u>Funnel Likeness a Kingdom's Distance</u>	3,200		Aether: 9
<u>Invoke Bane of Grim Ectoplasmic Drain</u>		Yes	Aether: 9
<u>Manifest Distortion Cube of Great Size</u>	3,200		Aether: 9 Motion: 9 Rest: 9
<u>Manifest Great Aura of Dire Splendor</u>	3,200		Law: 9 Spirit: 9 Spring: 9
<u>Procure Astral Vision</u>	3,200		Aether: 9
<u>Provoke Able Levitation</u>		Yes	Earth: 9 Motion: 9
<u>Raise Hermetic Globe of Large Size</u>	3,200		Chaos: 9 Law: 9
<u>Release Great Dire Beatific Rain</u>		Yes	Spirit: 9 Spring: 9
<u>Solicit Generous Lasting Rain</u>			Spring: 9
<u>Summon Eidolon by Name</u>	3,200		Chaos: 9 Law: 9 Spirit: 9
<hr/>			
<u>Apply Grim Geas to Elemental</u>		Yes	Chaos: 10 Law: 10
<u>Calligraph Glyph of Vile Petrification</u>	4,800		Earth: 10
<u>Form Spatial Portal of Large Size</u>	4,800		Aether: 10 Law: 10 Motion: 10
<u>Invoke Blast of Doubly Fell Force</u>		Yes	Motion: 10
<u>Invoke Disenchantment</u>		Yes	Law: 10
<u>Invoke Grief of Grim Banishment</u>		Yes	Spirit: 10
<u>Invoke Bane of Grim Hold</u>		Yes	Motion: 10 Rest: 10
<u>Make Some Foes Slow</u>	4,800	Yes	Rest: 10
<u>Pitch Distortion Cube of Great Size</u>	4,800		Aether: 10 Motion: 10 Rest: 10
<u>Pitch Force Plane of Epic Size</u>	4,800		Aether: 10 Law: 10 Rest: 10
<u>Prime Able Rope Trick of Great Sanctuary</u>	4,800		Aether: 10 Earth: 10 Law: 10
<u>Teleport Many Leagues</u>	4,800		Aether: 10 Chaos: 10 Motion: 10
<hr/>			
<u>Empower Hermetic Plane of Great Size</u>	6,400		Aether: 11 Law: 11 Rest: 11
<u>Place Spatial Portal of Large Size</u>	6,400		Aether: 11 Law: 11 Motion: 11
<u>Provide Resistance to Fettering</u>	6,400		Motion: 11
<hr/>			
<u>Empower Lamp of Great Sanctuary</u>	9,600		Aether: 12 Earth: 12 Law: 12
<u>Manifest Distortion Cube of Epic Size</u>	9,600		Aether: 12 Motion: 12 Rest: 12
<u>Pitch Force Plane of Colossal Size</u>	9,600		Aether: 12 Law: 12 Rest: 12
<u>Raise Hermetic Globe of Great Size</u>			Chaos: 12 Law: 12
<u>Teleport Many Leagues with a Few Allies</u>	9,600		Aether: 12 Chaos: 12 Motion: 12
<hr/>			
<u>Empower Hermetic Plane of Epic Size</u>	12,800		Aether: 13 Law: 13 Rest: 13
<u>Fetch Agathodaemon</u>			Aether: 13 Law: 13 Spirit: 13
<u>Invoke Epic Flare of Fell Starburst</u>	12,800	Yes	Aether: 13

Occult Spell Tables by Class

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<u>Make Many Foes Slow</u>	12,800	Yes	Rest: 13
<u>Pitch Distortion Cube of Epic Size</u>	12,800		Aether: 13 Motion: 13 Rest: 13
<u>Provide a Few Allies with Resistance to Fettering</u>	12,800		Motion: 13
<hr/>			
<u>Apprehend Eidolon with Grim Captivity</u>		Yes	Chaos: 14 Law: 14 Spirit: 14
<u>Teleport Many Leagues with Some Allies</u>	19,200		Aether: 14 Chaos: 14 Motion: 14
<hr/>			
<u>Empower Hermetic Plane of Epic Size</u>	25,600		Aether: 15 Law: 15 Rest: 15
<u>Empower Lamp of Epic Sanctuary</u>	25,600		Aether: 15 Earth: 15 Law: 15
<u>Fetch Nisroch</u>			Aether: 15 Law: 15 Spirit: 15
<u>Fetch Penates</u>			Aether: 15 Law: 15 Spirit: 15
<u>Fetch Putto</u>			Aether: 15 Law: 15 Spirit: 15
<u>Form Astral Portal of Large Size</u>	25,600		Aether: 15 Law: 15 Motion: 15
<hr/>			
<u>Fetch Lamassu</u>			Aether: 17 Law: 17 Spirit: 17

Warlock Spell List

Warlock Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Beget Common Horse</u>			Land: 1 Motion: 1
<u>Empower Colossal Star Bright</u>			Star: 1
<u>Fetch Common Horse</u>	200		Land: 1 Motion: 1
<u>Invoke Beam of Dire Sunlight</u>		Yes	Sun: 1
<u>Invoke Burst of Dire Daggers</u>		Yes	Blood: 1 Mars: 1 Motion: 1
<u>Invoke Medium Cone of Grim Daggers</u>		Yes	Blood: 1 Mars: 1 Motion: 1
<u>Make a Scimitar Dance</u>		Yes	Mars: 1 Motion: 1
<u>Polymorph into Equine</u>	200		Land: 1 Motion: 1
<hr/>			
<u>Obtain Decent Quickening</u>			Motion: 2
<u>Procure Aptitude against Electricity</u>	300		Sky: 2
<u>Procure Aptitude against Fettering</u>	300		Motion: 2
<u>Procure Night Vision</u>	300		Star: 2
<hr/>			
<u>Calligraph Custom Glyph of Stellar Magic</u>	400		Star: 3
<u>Charm Range Weapon with a Few Far Shots</u>			Motion: 3 Sky: 3
<u>Emblazon Large Hexagram</u>			Star: 3
<u>Procure Decent Ward against Fettering</u>	400		Motion: 3
<u>Project Stellar Magic</u>	400		Star: 3
<hr/>			
<u>Beget Sea Horse</u>			Motion: 4 Sea: 4
<u>Calligraph Fetching Glyph of Stellar Magic</u>	600		Star: 4
<u>Fetch Sea Horse</u>	600		Motion: 4 Sea: 4
<u>Make a Foe Slow</u>		Yes	Rest: 4
<u>Unleash Aptly Deft Bloodlust</u>			Blood: 4
<hr/>			
<u>Offer Decent Quickening</u>	800		Motion: 5
<hr/>			
<u>Invoke Beam of Fell Sunlight</u>		Yes	Sun: 6
<u>Invoke Burst of Fell Daggers</u>		Yes	Blood: 6 Mars: 6 Motion: 6
<u>Manifest Dancing Scimitar</u>	1,200	Yes	Mars: 6 Motion: 6
<u>Pitch Large Spot of Dire Sunlight</u>			Sun: 6
<u>Render Dire Bleeding</u>		Yes	Blood: 6
<hr/>			
<u>Beget Scorpio</u>			Mars: 7 Sky: 7
<u>Emblazon Hexagram of Epic Protection</u>			Star: 7
<u>Erect Watery Abode of Epic Size</u>	1,600		Sea: 7
<u>Fetch Scorpio</u>			Mars: 7 Sky: 7
<u>Invoke Bane of Fell Hold</u>		Yes	Motion: 7 Rest: 7
<u>Invoke Large Cone of Grim Daggers</u>		Yes	Blood: 7 Mars: 7 Motion: 7
<u>Make a Few Foes Slow</u>	1,600	Yes	Rest: 7
<u>Pitch Large Plane of Fell Scimitars</u>	1,600	Yes	Mars: 7 Motion: 7

Occult Spell Tables by Class

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<u>Fetch Chthonic Horse</u>			Land: 8 Motion: 8
<u>Invoke Great Cone of Fell Sunlight</u>		Yes	Sun: 8
<u>Pitch Large Wall of Grim Scimitars</u>		Yes	Mars: 8 Motion: 8
<u>Prime Bandolier of Inexhaustibility</u>			Blood: 8 Mars: 8
<u>Procure Resistance to Fettering</u>			Motion: 8
<u>Render Wounds Bleeding</u>		Yes	Blood: 8
<hr/>			
<u>Generate Great Quagmire of Deft Creeping</u>			Land: 9 Sea: 9
<u>Manifest Great Aura of Dire Sunshine</u>			Sun: 9
<u>Pitch Great Plane of Fell Scimitars</u>	3,200	Yes	Mars: 9 Motion: 9
<hr/>			
<u>Forgather Scorpion Swarm</u>	4,800		Mars: 10 Sky: 10
<u>Invoke Bane of Grim Hold</u>		Yes	Motion: 10 Rest: 10
<u>Invoke Blast of Doubly Fell Force</u>		Yes	Motion: 10
<u>Make Some Foes Slow</u>	4,800	Yes	Rest: 10
<u>Place Great Globe of Projectile Shielding</u>			Sky: 10
<u>Prime Turquoise Stone</u>			Land: 10
<u>Pitch Great Wall of Grim Scimitars</u>		Yes	Mars: 10 Motion: 10
<hr/>			
<u>Invoke Great Cone of Grim Daggers</u>		Yes	Blood: 11 Mars: 11 Motion: 11
<u>Offer Apt Serendipity of Mars</u>	6,400		Mars: 11
<u>Offer Apt Serendipity of Sol</u>	6,400		Sun: 11
<u>Pitch Epic Bog of Deft Creeping</u>	6,400		Land: 11 Sea: 11
<u>Provide Resistance to Fettering</u>	6,400		Motion: 11
<hr/>			
<u>Beget Abraxas</u>			Motion: 12 Sun: 12
<u>Beget Anemoi</u>			Motion: 12 Sky: 12
<u>Beget Pegasus</u>			Sky: 12 Sun: 12
<u>Erect Watery Abode of Ample Size</u>	9,600		Sea: 12
<u>Fetch Abraxas</u>	9,600		Motion: 12 Sun: 12
<u>Fetch Anemoi</u>	9,600		Motion: 12 Sky: 12
<u>Fetch Pegasus</u>	9,600		Sky: 12 Sun: 12
<u>Pitch Ample Wall of Grim Scimitars</u>	9,600	Yes	Mars: 12 Motion: 12
<hr/>			
<u>Make Many Foes Slow</u>	12,800	Yes	Rest: 13
<u>Offer Dire Vampiric Blade</u>	12,800		Blood: 13 Mars: 13
<u>Provide a Few Allies with Resistance to Fettering</u>	12,800		Motion: 13
<hr/>			
<u>Pitch Ample Wall of Vile Scimitars</u>	19,200	Yes	Mars: 14 Motion: 14
<hr/>			
<u>Erect Watery Abode of Copious Size</u>	38,400		Sea: 16

White Mage Spell List

White Mage Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Empower Colossal Star Bright</u>			Star: 1
<u>Fathom Magic Item</u>	200		Law: 1
<u>Invoke Beam of Dire Splendor</u>		Yes	Law: 1 Spring: 1 Spirit: 1
<u>Invoke Beam of Dire Sunlight</u>		Yes	Sun: 1
<u>Procure Nixie's Breath</u>			Spring: 1
<hr/>			
<u>Empower Steadfast Sentry</u>	300		Law: 2
<u>Procure Aptitude against Emotions</u>	300		Spirit: 2
<u>Procure Night Vision</u>	300		Star: 2
<hr/>			
<u>Calligraph Custom Glyph of Stellar Magic</u>	400		Star: 3
<u>Emblazon Large Hexagram</u>			Star: 3
<u>Invoke Able Hare's Leap</u>			Spring: 3
<u>Procure Cruel Ecstatic Touch</u>	400		Venus: 3
<u>Project Stellar Magic</u>	400		Star: 3
<hr/>			
<u>Beget Fairy Horse</u>			Spring: 4 Sun: 4
<u>Calligraph Fetching Glyph of Stellar Magic</u>	600		Star: 4
<u>Fetch Fairy Horse</u>	600		Spring: 4 Sun: 4
<u>Pitch Fog of Great Size</u>			Spring: 4
<hr/>			
<u>Offer Dire Righteous Brand</u>	800		Law: 5 Spirit: 5 Spring: 5
<u>Pitch Great Plane of Fog</u>			Spring: 5
<u>Release Great Rain</u>			Spring: 5
<hr/>			
<u>Invoke Beam of Fell Splendor</u>		Yes	Law: 6 Spring: 6 Spirit: 6
<u>Invoke Beam of Fell Sunlight</u>		Yes	Sun: 6
<u>Manifest Large Aura of Dire Splendor</u>			Law: 6 Spirit: 6 Spring: 6
<u>Manifest Large Gloom of Dire Bliss</u>			Spirit: 6 Venus: 6
<u>Pitch Fog of Epic Size</u>			Spring: 6
<u>Pitch Large Spot of Dire Sunlight</u>			Sun: 6
<hr/>			
<u>Beget White Stag</u>			Spring: 7 Sun: 7
<u>Emblazon Hexagram of Epic Protection</u>			Star: 7
<u>Fetch White Stag</u>	1,600		Spring: 7 Sun: 7
<u>Invoke Grief of Fell Bliss</u>		Yes	Spirit: 7 Venus: 7
<u>Invoke Grief of Fell Enervation</u>		Yes	Law: 7 Spirit: 7
<hr/>			
<u>Invoke Great Cone of Fell Sunlight</u>		Yes	Sun: 8
<u>Manifest Dire Ecstatic Touch</u>	2,400		Venus: 8
<u>Petition Damage Channel</u>	2,400		Law: 8 Spirit: 8 Venus: 8
<u>Petition Magic Channel</u>	2,400		Law: 8 Spirit: 8
<u>Procure Great Aura of Nixie's Breath</u>			Spring: 8

White Mage Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Invoke Great Flare of Fell Quietus</u>		Yes	Law: 9 Spirit: 9
<u>Manifest Great Aura of Dire Splendor</u>	3,200		Law: 9 Spirit: 9 Spring: 9
<u>Manifest Great Aura of Dire Sunshine</u>	3,200		Sun: 9
<u>Manifest Great Gloom of Dire Bliss</u>	3,200		Spirit: 9 Venus: 9
<u>Polymorph into Swan (of Caer Iborneith)</u>			Spirit: 9 Venus: 9
<u>Release Great Dire Beatific Rain</u>		Yes	Spirit: 9 Spring: 9
<u>Solicit Generous Lasting Rain</u>			Spring: 9
<hr/>			
<u>Fascinate with Doubly Deft Brittle Ecstasy</u>	4,800	Yes	Sun: 10 Venus: 10
<u>Invoke Grief of Grim Bliss</u>		Yes	Spirit: 10 Venus: 10
<u>Invoke Disenchantment</u>		Yes	Law: 10
<u>Manifest Ample Aura of Deft Forbearance</u>			Spirit: 10 Sun: 10 Venus: 10
<u>Offer Apt Serendipity of Venus</u>	4,800		Venus: 10
<hr/>			
<u>Fetch Heraldic Unicorn</u>			Spring: 11 Sun: 11
<u>Offer Apt Serendipity of Sol</u>	6,400		Sun: 11
<hr/>			
<u>Concoct Philter of Poetry</u>	9,600		Law: 12 Spirit: 12 Venus: 12
<u>Fetch Swan Knight</u>			Spirit: 12 Venus: 12
<u>Flaunt Faery Wisp Form</u>			Spirit: 12 Spring: 12 Sun: 12
<u>Flex Epic Aura of Fell Honesty</u>			Law: 12 Spirit: 12 Sun: 12
<u>Invoke Epic Flare of Fell Quietus</u>	9,600	Yes	Law: 12 Spirit: 12
<u>Travel in a Few Aerial Bubbles</u>			Spring: 12 Venus: 12
<hr/>			
<u>Invoke Great Grim Star (of Abu Ma'shar)</u>		Yes	Venus: 13

Witch Spell List

Witch Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Beget Common Cat</u>			Autumn: 1 Moon: 1
<u>Beget Toad</u>			Autumn: 1
<u>Fetch Toad</u>	200		Autumn: 1
<u>Invoke Bane of Dire Faery Pinch</u>		Yes	Spring: 1 Summer: 1
<u>Invoke Fury of Dire Frostbite</u>		Yes	Winter: 1
<u>Play Prank of the Hedley Kow (of Isobel Gowdie)</u>	200	Yes	Autumn: 1 Moon: 1
<u>Procure Nixie's Breath</u>			Spring: 1
<hr/>			
<u>Beseech a Tree to Animate (of Becuille)</u>	300		Gaia: 2 Summer: 2
<u>Grow Many Toadstools</u>			Autumn: 2 Gaia: 2
<u>Invoke Bane of Dire Faery Stroke</u>		Yes	Autumn: 2 Winter: 2
<u>Polymorph into Seal</u>	300		Spring: 2 Winter: 2
<u>Realize Dryad's Disguise</u>			Gaia: 2 Summer: 2

Occult Spell Tables

<u>Generate Icy Glaze of Medium Size</u>			Spring: 3 Winter: 3
<u>Invoke Able Hare's Leap</u>			Spring: 3
<u>Manifest Slowing Snow Drift</u>		Yes	Spring: 3 Winter: 3
<u>Prime Gloves of Servitude (of Baba Yaga)</u>	400		Spring: 3 Summer: 3
<u>Procure Cruel Freezing Touch</u>	400		Winter: 3
<hr/>			
<u>Fetch Ghastly Cat</u>			Autumn: 4 Moon: 4
<u>Grow Bramble</u>		Yes	Gaia: 4 Spring: 4 Summer: 4
<u>Grow Some Produce</u>			Autumn: 4 Gaia: 4 Spring: 4
<u>Pitch Fog of Great Size</u>			Spring: 4
<u>Procure Cruel Faery Touch</u>	600		Autumn: 4 Winter: 4
<u>Produce Slender Elf Cap</u>	600		Autumn: 4 Gaia: 4
<u>Provide Apt Chameleon's Gamble</u>	600		Gaia: 4 Summer: 4
<u>Provide Apt Cool of Night</u>	600		Winter: 4
<u>Provide Apt Luck of the Leprechaun</u>	600		Spring: 4 Summer: 4
<u>Provide Apt Warmth of Day</u>	600		Summer: 4
<u>Provide Swimming at Land Speed</u>			Spring: 4 Winter: 4
<u>Transfer to Distant Tree (of Black Annis)</u>	600		Gaia: 4 Summer: 4
<hr/>			
<u>Forgather Centipede Swarm</u>	800		Autumn: 5 Moon 5
<u>Invoke Great Thawing</u>	800		Spring: 5 Winter: 5
<u>Manifest Large Halo of Dire Wasps</u>			Gaia: 5 Spring: 5 Summer: 5
<u>Offer Apt Serendipity of Luna</u>	800		Moon: 5
<u>Pitch Great Plane of Fog</u>			Spring: 5
<u>Procure Gecko Climbing</u>	800		Gaia: 5 Summer: 5
<u>Procure Great Aura of Blight Reduction</u>	800		Gaia: 5 Spring: 5 Summer: 5
<u>Release Great Rain</u>			Spring: 5
<hr/>			
<u>Beget Blackthorn Sprite</u>			Autumn: 6 Gaia: 6
<u>Beget Kelpie</u>			Moon: 6 Spring: 6
<u>Concoct Faery Dust</u>	1,200		Gaia: 6 Moon: 6 Spring: 6
<u>Concoct Pixie Dust</u>	1,200		Autumn: 6 Moon: 6
<u>Generate Icy Glaze of Large Size</u>			Spring: 6 Winter: 6
<u>Fetch Blackthorn Sprite</u>	1,200		Autumn: 6 Gaia: 6
<u>Fetch Kelpie</u>	1,200		Moon: 6 Spring: 6
<u>Invoke Bane of Fell Faery Pinch</u>		Yes	Spring: 6 Summer: 6
<u>Invoke Fury of Fell Frostbite</u>		Yes	Winter: 6
<u>Pitch Fog of Epic Size</u>			Spring: 6
<u>Produce Deft Yellow Faery Club</u>			Autumn: 6 Gaia: 6
<u>Render Dire Pox</u>		Yes	Autumn: 6 Moon: 6
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<u>Charm Pouch with Some Deft Elf Shots</u>			Autumn: 7 Moon: 7
<u>Invoke Bane of Fell Faery Stroke</u>		Yes	Autumn: 7 Winter: 7
<u>Invoke Grief of Fell Despair</u>			Moon: 7
<u>Procure Animal Tongues (of Thoth)</u>			Gaia: 7
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<u>Beget Bluebell Sprite</u>			Gaia: 8 Spring: 8 Summer: 8
<u>Beget Kornwief</u>			Gaia: 8 Spring: 8 Summer: 8
<u>Contrive Great Fell Snowball</u>			Spring: 8 Winter: 8
<u>Fetch Bluebell Sprite</u>	2,400		Gaia: 8 Spring: 8 Summer: 8
<u>Fetch Kornwief</u>	2,400		Gaia: 8 Spring: 8 Summer: 8
<u>Invoke Great Dire Thunderstrike of Grim Lightning</u>	2,400	Yes	Spring: 8 Summer: 8
<u>Invoke Large Cube of Fell Wood Rot</u>		Yes	Autumn: 8 Moon: 8

Occult Spell Tables by Class

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<u>Manifest Dire Freezing Touch</u>	2,400		Winter: 8
<u>Procure Great Aura of Nixie's Breath</u>			Spring: 8
<u>Vex with Deft Hex</u>		Yes	Autumn: 8 Moon: 8
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<u>Contrive a Few Large Fell Snowballs</u>			Spring: 9 Winter: 9
<u>Generate Icy Glaze of Great Size</u>			Spring: 9 Winter: 9
<u>Grow Great Patch of Hungry Grass</u>	3,200		Gaia: 9 Spring: 9 Summer: 9
<u>Grow Many Blocks of Fell Thorns</u>	3,200		Gaia: 9 Summer: 9
<u>Invoke Fury of Grim Frostbite</u>		Yes	Winter: 9
<u>Manifest Dire Faery Touch</u>	3,200		Autumn: 9 Winter: 9
<u>Pitch Doubly Dire Nettles Patch of Large Size</u>		Yes	Gaia: 9 Summer: 9
<u>Procure Dark Vision</u>	3,200		Moon: 9
<u>Solicit Generous Lasting Rain</u>			Spring: 9
<u>Transition to a Few Tiny Mounts</u>	3,200		Autumn: 9 Gaia: 9
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<u>Invoke Blast of Doubly Fell Wind</u>		Yes	Spring: 10 Summer: 10
<u>Offer Apt Serendipity of Venus</u>	4,800		Venus: 10
<u>Procure Echolocation</u>	4,800		Spring: 10 Summer: 10
<u>Produce Epic Winds of Apt Sailing</u>			Spring: 10 Summer: 10
<u>Unveil Deft Faery Path</u>			Autumn: 10 Moon: 10
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<u>Charm Pouch with Many Deft Elf Shots</u>			Autumn: 11 Moon: 11
<u>Fetch Wild Huntsman</u>			Autumn: 11 Spring: 11 Summer: 11
			Winter: 11
<u>Generate Icy Glaze of Epic Size</u>	6,400		Spring: 11 Winter: 11
<u>Release Great Deft Dire Winter Cyclone</u>			Spring: 11 Winter: 11
<u>Travel on a Flying Broom (of Befana)</u>	6,400		Gaia: 11 Moon: 11
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<u>Pitch Doubly Dire Nettles Patch of Great Size</u>		Yes	Gaia: 12 Summer: 12
<u>Pitch Great Slick Patch of Fell Hailstorm</u>		Yes	Spring: 12 Winter: 12
<u>Polymorph into Faery Humanoid</u>	9,600		Autumn: 12 Spring: 12 Summer: 12
			Winter: 12
<u>Polymorph into Forest Animal</u>			Gaia: 12 Spring: 12
<u>Radiate Deft Dire Creeping Winds of Great Size</u>		Yes	Spring: 12 Summer: 12
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<u>Contrive Great Grim Snowball</u>			Spring: 13 Winter: 13
<u>Generate Icy Glaze of Colossal Size</u>	12,800		Spring: 13 Winter: 13
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<u>Radiate Deft Dire Creeping Winds of Epic Size</u>		Yes	Spring: 14 Summer: 14

Wizard Spell List

Wizard Spell	New Scroll Cost (sp.)	Requires Maleficium	Lores Needed to Learn Spell
<u>Invoke Burst of Dire Flame</u>		Yes	Fire: 1
<u>Invoke Medium Cone of Grim Fire</u>		Yes	Fire: 1
<u>Invoke Medium Cone of Grim Lightning</u>		Yes	Air: 1
<u>Procure Apt Earthly Insight</u>			Earth: 1
<u>Procure Twinkle of Epic Light</u>	200		Air: 1
<u>Procure Water Walking</u>			Water: 1
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<u>Calligraph Custom Glyph of Tetrangular Magic</u>	300		Tetrangle: 2
<u>Emblazon Large Tetragram</u>			Tetrangle: 2
<u>Procure Apt Surety of Foot</u>			Earth: 2
<u>Project Tetrangular Magic</u>	300		Tetrangle: 2
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<u>Calligraph Fetching Glyph of Tetrangular Magic</u>	400		Tetrangle: 3
<u>Pitch Dire Campfire</u>		Yes	Fire: 3
<u>Procure Decent Ward against Earth</u>	400		Earth: 3
<u>Procure Cruel Shocking Touch</u>	400		Air: 3
<u>Undergird Sigil</u>	400		Tetrangle: 3
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<u>Pitch Slick Oil Patch of Medium Size</u>		Yes	Fire: 4 Water: 4
<u>Pitch Extinguishing Cube of Great Size</u>			Fire: 4
<u>Provide Water Breathing</u>			Water: 4
<hr/>			
<u>Beget Common Lizard</u>			Chaos: 5 Earth: 5 Water: 5
<u>Fetch Common Lizard</u>	800		Chaos: 5 Earth: 5 Water: 5
<u>Invoke Great Cone of Dire Water</u>		Yes	Water: 5
<u>Manifest Large Halo of Dire Toxic Fumes</u>	800		Air: 5 Chaos: 5
<u>Offer Dire Bolts of Blazing</u>	800		Air: 5 Fire: 5
<u>Offer Dire Fiery Brand</u>	800		Fire: 5
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<u>Emblazon Tetragram of Epic Protection</u>			Tetrangle: 6
<u>Funnel Likeness a County's Distance</u>	1,200		Aether: 6
<u>Invoke Burst of Fell Flame</u>		Yes	Fire: 6
<u>Procure Twinkle of Colossal Light</u>	1,200		Air: 6
<u>Unleash Constricting Guivre Tail</u>		Yes	Earth: 6 Water: 6
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<u>Charm Bow with Some Dire Blazing Bolts</u>	1,600		Air: 7 Fire: 7
<u>Fetch Stollenwurm</u>			Chaos: 7 Earth: 7 Water: 7
<u>Invoke Bane of Fell Ectoplasmic Drain</u>		Yes	Aether: 7
<u>Invoke Large Cone of Grim Fire</u>		Yes	Fire: 7
<u>Manifest Dire Spectral Claw</u>	1,600	Yes	Air: 7 Earth: 7
<u>Pitch Large Plane of Fell Flame</u>	1,600	Yes	Fire: 7
<u>Pitch Slick Oil Patch of Large Size</u>		Yes	Fire: 7 Water: 7
<u>Sling Large Dire Ball of Slick Mud</u>	1,600	Yes	Earth: 7 Water: 7

Occult Spell Tables by Class

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<u>Concoct Tonic of Draconic Durabilities</u>	2,400		Air: 8 Earth: 8 Fire: 8 Water: 8
<u>Invoke Great Flare of Fell Starburst</u>		Yes	Aether: 8
<u>Manifest Dire Shocking Touch</u>	2,400		Air: 8
<u>Manifest Dragon Ward's Bane</u>			Air: 8 Earth: 8 Fire: 8 Water: 8
<u>Pitch Large Wall of Grim Flame</u>		Yes	Fire: 8
<u>Prime Torch of Ample Light</u>	2,400		Fire: 8
<u>Sling Large Dire Ball of Sticky Lava</u>	2,400	Yes	Earth: 8 Fire: 8
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<u>Funnel Likeness a Kingdom's Distance</u>	3,200		Aether: 9
<u>Invoke Bane of Grim Ectoplasmic Drain</u>		Yes	Aether: 9
<u>Invoke Fury of Grim Lightning</u>		Yes	Air: 9
<u>Manifest Great Halo of Dire Toxic Fumes</u>	3,200		Air: 9 Chaos: 9
<u>Pitch Dire Toxic Vapor of Great Size</u>		Yes	Air: 9 Water: 9
<u>Pitch Great Plane of Fell Flame</u>	3,200	Yes	Fire: 9
<u>Pitch Slick Oil Patch of Great Size</u>		Yes	Fire: 9 Water: 9
<u>Procure Astral Vision</u>	3,200		Aether: 9
<u>Travel in Flight</u>	3,200		Air: 9
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<u>Calligraph Glyph of Vile Petrification</u>	4,800		Earth: 10
<u>Fetch Tarragon</u>			Air: 10 Fire: 10
<u>Pitch Dire Smoke of Great Size</u>	4,800		Air: 10 Fire: 10
<u>Pitch Great Wall of Grim Flame</u>		Yes	Fire: 10
<u>Procure Dragon Sight</u>	4,800		Air: 10 Earth: 10
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<u>Calligraph Glyph of Great Grim Fire</u>	6,400		Fire: 11
<u>Calligraph Glyph of Great Grim Lightning</u>	6,400		Air: 11
<u>Charm Bow with Many Fell Blazing Bolts</u>	6,400		Air: 11 Fire: 11
<u>Invoke Great Cone of Grim Fire</u>		Yes	Fire: 11
<u>Manifest Fell Static Haze</u>			Air: 11 Water: 11
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<u>Flaunt Invisibility</u>	9,600		Air: 12
<u>Manifest Dire Wyvern's Sting on Whip</u>	9,600		Air: 12 Fire: 12
<u>Pitch Ample Wall of Grim Flame</u>		Yes	Fire: 12
<u>Pitch Dire Smoke of Epic Size</u>	9,600		Air: 12 Fire: 12
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<u>Fetch Wyvern (of Merlin)</u>	12,800		Chaos: 13 Air: 13 Earth: 13
<u>Invoke a Few Grim Lightning Links</u>	12,800	Yes	Air: 13
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<u>Apprehend Elemental with Grim Captivity</u>		Yes	Air: 14 Earth: 14 Fire: 14 Water: 14
<u>Fetch Heraldic Dragon (of Merlin)</u>	19,200		Air: 14 Chaos: 14 Earth: 14 Fire: 14 Water: 14
<u>Invoke Epic Cone of Grim Fire</u>		Yes	Fire: 14
<u>Pitch Ample Wall of Vile Flame</u>	19,200	Yes	Fire: 14
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<u>Invoke Colossal Cone of Grim Fire</u>	51,200	Yes	Fire: 17

Alphabetical Occult Spell List

Occult Spell	Setback Cost	Action Time	Casting Reqs.	Affected Area	Duration	Range	Conflict Rolls
<u>Apply Dire Captivity to Mindless Undead</u>	7	1AA	VG	1 Undead	Instant; Proximate	80'	1/2
<u>Apply Dire Entrancement to ...</u>	7	1AA	VG	1 Snake	Instant; Proximate	80'	1/2
<u>Apply Fell Derangement</u>	7	1AA	VG	1 Creature	SB	80'	1/2
<u>Apply Fell Entrancement to ...</u>	7	1AA	VG	1 Creature	Instant; Proximate	80'	1/2
<u>Apply Fell Grotesquery to Organism</u>	7	1AA	VGM	1 Living Creature	SB	80'	1/2
<u>Apply Fell Pile Driver</u>	7	1AA	VG	1 Creature	SB	80'	1/2
<u>Apply Grim Captivity to ...</u>	7	1AA	VG	1 Undead	SB	80'	1/2
<u>Apply Grim Geas to ...</u>	7	1AA	VG	1 Spirit	SB	80'	1/2
<u>Apply Grim Entrancement to ...</u>	7	1AA	VG	1 Creature	SB	80'	1/2
<u>Apply Grim Morphing (of Circe)</u>	7	1AA	VGM	1 Creature	SB	80'	1/2
<u>Apprehend ... with Grim Captivity</u>	7	1AA	VGM	SB	SB	80'	1/2
<u>Beget ...</u>	5	5M	VG	1 Creature	Brittle	40'	None
<u>Beseech Animation from ...</u>	8	1AA	VGM	1 Item/3R	Brittle & Proximate	40'	N/A
<u>Beseech a Rope to Animate</u>	6	1AA	GM	1 Tree	Brittle	Touch	N/A
<u>Beseech a Tree to Animate (of Becuille)</u>	7	1AA	GM	1 Tree	Brittle	Touch	N/A
<u>Beseech Undeath from ...</u>	8	1AA	VGM	1 Corpse/3R	Brittle & Proximate	40'	N/A
<u>Bestow Living Transformation</u>	6	1A	GM	1 Living Creature	Brittle	Touch	Negates
<u>Bestow Phantasmal Invisibility</u>	6	1A	G	1 Creature	Brittle	Touch	SB
<u>Bond with Spider Thread</u>	6	1AA	VG	1 Thread; SB	Brittle	80'	N/A
<u>Call Astral Carriage</u>	12	5M	GM	SB	Contained; SB	Touch	None
<u>Calligraph Custom Glyph of ... Magic</u>	12	5M	GM	1 Glyph	Contained	Touch; 0	SB
<u>Calligraph Fetching Glyph of ... Magic</u>	12	5M	GM	1 Glyph	Contained	Touch	N/A
<u>Calligraph Glyph of Great Grim ...</u>	14	5M	GM	1 Container; 10' radius	Contained; Instant	Touch; Touch	1/2
<u>Calligraph Glyph of Vile ...</u>	12	1H	GM	1 Item; 1 Creature	Contained; Instant	Touch; Touch	1/2
<u>Calligraph Scroll of a Single Spell</u>	9+SB	1H+SB	GM	1 Scroll	Contained	Touch	SB
<u>Calligraph Scroll of ... Spells</u>	9+SB	1H+SB	GM	1 Scroll	Contained	Touch	SB
<u>Charm Bow with Many Fell ... Bolts</u>	8	1M	GM	1 Bow	Contained; 1 Arrow/R	Touch	None
<u>Charm Bow with Many Spider Threads</u>	8	1M	GM	1 Bow	Contained; 1 Arrow/R	Touch	None
<u>Charm Bow with Some Dire ... Bolts</u>	8	1M	GM	1 Bow	Contained; 1 Arrow/2R	Touch	None
<u>Charm Container with Medium Astral Pocket</u>	24	1H	GM	1 Container	Contained; Instant	Touch	N/A
<u>Charm Item with Triggered Apparition</u>	8	1M	VM	1 Item	Contained; 1M	Touch	N/A
<u>Charm Item with Triggered Voice</u>	8	1M	VM	1 Item	Contained; 1M	Touch	N/A
<u>Charm Pouch with ... Deft Elf Shots</u>	8	1M	GM	1 Pouch	Contained; SB	Touch	Negates
<u>Charm Quill with Many Glyphs</u>	9+SB	1H	GM	1 Quill	Contained; 1 Glyph/R	Touch; 40'	N/A

Alphabetical Occult Spell List

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<u>Charm Range Weapon with a Few Far Shots</u>	8	1M	GM	1 Range Weapon	Contained; 1 Use/3R	Touch	None
<u>Charm Triggered Animation into ... Item</u>	8	1M	VM	1 Item	Contained; SB	Touch	None
<u>Cheat Death (of Koschei the Deathless)</u>	24	1H	GM	Caster	Contained	0'	N/A
<u>Compose Mark of Large Fell Spontaneous Combustion</u>	13	5M	GM	1 Creature; 5' radius	Contained; Instant	Touch	1/2
<u>Concoct ...</u>	24	1H	GM	2 Doses + 1 Dose/2R	Contained	Touch	None
<u>Concoct Maelstrom Elixir</u>	24	1H; 1A	GM	2 Doses + 1 Dose/2R; Imbiber	Contained; Maelstrom	Touch	SB
<u>Concoct Persistent Uncction</u>	24	1H; 1A	GM	2 Doses + 1 Dose/2R; Imbiber	Contained; SB	Touch	SB
<u>Conjure Imp in a Bottle</u>	12	5M	VGM	SB	Contained	Touch	SB
<u>Contrive a Few Large Fell Snowballs</u>	7	1A; 1AA	G	5' rad+SB	Contained; Instant	0; 40'	1/2
<u>Contrive Great ... Snowball</u>	8	1M; 1AA	GM	10' rad+SB	Contained; Instant	Touch; 40'	1/2
<u>Cook Ample Vapors of Dire Slumber</u>	20	20M; 1AA	VGM	5'/R radius	Proximate	0'	Negates
<u>Devise a Few Phantasmal Boulders</u>	8	1A	VGM	1 Stone/R	Disbelief	Touch	SB
<u>Devise Apt Sidestep</u>	6	1A	V	Caster	Disbelief	0'; Sight	SB
<u>Devise Bevy of ... Phantasmal Mooks</u>	SB	1A	V	Caster; SB	Disbelief & Brittle	40'; Sight	SB
<u>Devise Deft Phantasmal Murmurings</u>	7	1AA	VG	1 Creature	Disbelief	80'	SB
<u>Devise Deft Dire Phantasmal Tickling</u>	7	1AA	VG	1 Creature	Brittle & Disbelief	80'	SB
<u>Devise Dire Phantasm of ... Size</u>	8	1AA	VG	20' Cube	Disbelief	40'	SB
<u>Devise Phantasmal Bodyguard</u>	12	1A	VG	Caster; 40' radius	Disbelief	0'; Sight	SB
<u>Devise Phantasmal Doppelganger</u>	12	1A	V	Caster; 40' radius	Disbelief	0'; Sight	SB
<u>Devise Phantasmal Mook</u>	7	1A	V	Caster; 1 Mook	Disbelief & Brittle	40'; Sight	SB
<u>Devise Phantasmal Sentinel</u>	6	1A	VG	SB	Disbelief	40'	SB
<u>Devise Phantasmal Weapon</u>	6	1A	VG	1 Weapon	Disbelief	Touch; Sight	SB
<u>Disguise Creature</u>	6	1A	G	1 Creature	Disbelief	Touch	SB
<u>Disguise Gem</u>	8	1M	VGM	1 Gem	Disbelief	Touch	SB
<u>Disguise Many Coins as Tantalus Gold</u>	8	1M	VGM	1 Coin/R	Disbelief	Touch	SB
<u>Disguise Object</u>	6	1A	G	1 Object	Disbelief	Touch	SB
<u>Disguise Self</u>	6	1A	G	Caster	Disbelief	Touch	SB
<u>Disguise Voice</u>	6	1A	G	1 Creature	Disbelief	Touch	SB
<u>Embed Chaos</u>	3	20M	GM	1 Item	Enduring	Touch	N/A
<u>Embed Concealment</u>	3	20M	GM	1 Item	Enduring	Touch	None
<u>Embed Proportionality</u>	3	20M	GM	1 Item	Enduring	Touch	N/A
<u>Emblazon Glyph of Immobile Perpetuity</u>	24	1H	GM	1 Spell	Enduring	Touch	N/A
<u>Emblazon Hexagram of Epic Protection</u>	28	1H	GM	20' radius	Enduring	Touch	None
<u>Emblazon Large Hexagram</u>	25	1H	GM	10' diam.	Enduring	Touch	None
<u>Emblazon Large Pentagonagram</u>	25	1H	GM	10' diam.	Enduring	Touch	None
<u>Emblazon Large Tetragram</u>	25	1H	GM	10' diam.	Enduring	Touch	None
<u>Emblazon Large Trigram</u>	25	1H	GM	10' diam.	Enduring	Touch	None
<u>Emblazon Pentagonagram of Epic Protection</u>	28	1H	GM	20' radius	Enduring	Touch	None
<u>Emblazon Tetragram of Epic Protection</u>	28	1H	GM	20' radius	Enduring	Touch	None
<u>Emblazon Trigram of Epic Protection</u>	28	1H	GM	20' radius	Enduring	Touch	None
<u>Empower Amber Stone</u>	24	8H+SB	GM	1 Amber	Enduring	Touch	N/A

Occult Spell Tables

<u>Empower Ample Hand of Glory</u>	28	8H	GM	SB; 5'/R radius	Enduring	Touch	N/A
<u>Empower Ample Moonstone</u>	28	8H	VGM	1Gem; SB	Enduring	Touch	N/A
<u>Empower Astral Mirror</u>	24	8H+SB	VGM	1 Mirror	Enduring	Touch	N/A
<u>Empower Carbuncle Stone</u>	24	8H	VGM	1Gem; 40' radius	Enduring	Touch	N/A
<u>Empower Cauldron of Bubbling</u>	24	8H	VGM	1 Cauldron	Enduring	Touch	N/A
<u>Empower Colossal Star Bright</u>	30	8H	GM	1 Item	Enduring	Touch	N/A
<u>Empower Container with ... Astral Pocket</u>	24	8H	GM	1 Container	Enduring	Touch	N/A
<u>Empower Container with Passwords</u>	24	8H	VGM	1 Door	Enduring	Touch	None
<u>Empower Faustian Bargain</u>	24	8H	VGM	1 Contract	Enduring	Touch	N/A
<u>Empower Gem of Ample Light</u>	28	8H	GM	1 Gem; SB	Enduring	Touch	N/A
<u>Empower Great Crypt of Grand Hourly Revamping</u>	26	1D	GM	20' cube	Enduring	Touch	N/A
<u>Empower Hermetic Plane of ... Size</u>	24	1H	G	SB	Enduring	Touch	None
<u>Empower Item with Triggered Apparition</u>	24	8H	VM	1 Item	Enduring; 1M	Touch	N/A
<u>Empower Item with Triggered Voice</u>	24	8H	VM	1 Item	Enduring; 1M	Touch	N/A
<u>Empower Jug of Endless Water</u>	24	8H	VGM	1 Jug	Enduring	Touch	N/A
<u>Empower Lamp of Ample Light</u>	28	8H	GM	1 Lamp; SB	Enduring	Touch	N/A
<u>Empower Lamp of ... Sanctuary</u>	26	8H	GM	1 Lamp	Enduring	Touch	N/A
<u>Empower Large Painted Figment (of Johann Weyer)</u>	25	8H	GM	10' square	Disbelief & Enduring	Touch	SB
<u>Empower Lock with Grim Password</u>	24	8H	VGM	1 Lock	Enduring	Touch	1/2
<u>Empower Ossuary of Fine Daily Revamping</u>	24	8H	GM	1 Urn	Enduring	Touch	N/A
<u>Empower Portal with Passwords</u>	25	8H	VGM	1 Portal	Enduring	Touch	N/A
<u>Empower Steadfast Sentry</u>	24	8H	VGM	1 Item	Enduring	Touch	N/A
<u>Empower Summoning Bell (of Girardius)</u>	24	8H	GM	1 Bell	Enduring	Touch	None
<u>Empower Talisman with Some Spells</u>	24	8H	GM	1 Talisman	Enduring	Touch	N/A
<u>Enchant Diabolical Siphoning Item</u>	24	8H	VGM	1 Item	Enduring	Touch	N/A
<u>Enchant Limited-Use Item</u>	24	8H	VGM	1 Item	Enduring; 1 Use/R	Touch	N/A
<u>Enchant Limited-Use Item with a Few Powers</u>	24	8H	VGM	1 Item	Enduring; 1 Use/R	Touch	N/A
<u>Enchant Single-Use Item</u>	16	1H	VGM	1 Item	Enduring; 1 Use	Touch	N/A
<u>Enchant Siphoning Item</u>	24	8H	VGM	1 Item	Enduring	Touch	N/A
<u>Enchant Siphoning Item with a Few Powers</u>	24	8H	VGM	1 Item	Enduring	Touch	N/A
<u>Ensoyell Automaton</u>	24	8H	VGM	SB	Enduring	Touch	N/A
<u>Ensoyell Clay Golem</u>	24	8H	VGM	1 Golem	Enduring	Touch	None
<u>Ensoyell Monstrosity (of Johann Konrad Dippel)</u>	24	8H	VGM	1 Monster	Enduring	Touch	None
<u>Ensoyell Prosthesis</u>	22	8H	VGM	1 Prosthesis	Enduring	Touch	N/A
<u>Erect Mirage of Copious Size</u>	32	8H	G	20'/R radius	Enduring	0'	SB
<u>Erect Watery Abode of ... Size</u>	SB	8H	G	SB	Enduring	0'	N/A
<u>Eternize Persistent Spell on Ornatum</u>	24	8H	GM	1 Ornatum	Enduring	Touch	N/A
<u>Eternize Proximate Figment on Area</u>	24	8H	G	1 Proximate Figment	Enduring	40'	N/A
<u>Eternize Proximate Spell on Area</u>	24	8H	G	1 Proximate Spell	Enduring	40'	N/A
<u>Eternize Proximate Spell on Item</u>	24	8H	GM	1 Proximate Spell	Enduring	Touch	N/A
<u>Eternize Taxing Spell on Ornatum</u>	24	8H	VGM	1 Item	Enduring	Touch	N/A
<u>Facilitate Séance</u>	2/5M	5M	V	Caster & 1 Spirit	Fixated	0'	SB

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<u>Fascinate with Doubly Deft Brittle Ecstasy</u>	2/R	1AA	VG	1 Creature	Brittle, Disbelief & Fixated	80'	Negates
<u>Fathom Magic Item</u>	2/M	1M	VG	1 Object	Fixated	Touch	SB
<u>Fetch ...</u>	2/R	1A	VG	1 Creature	Fixated+ Brittle	40'	None
<u>Field Bold Spying Eye</u>	2/R	1A	G	Caster	Fixated	20'/R	N/A
<u>Flaunt Faery Wisp Form</u>	2/R	1A	G	Caster	Fixated	0'	N/A
<u>Flaunt Fell Dust Devil Form</u>	2/R	1AA	VG	Caster	Fixated	0'	SB
<u>Flaunt Gaseous Form</u>	2/M	1A	G	Caster	Fixated	0'	N/A
<u>Flaunt Great Aura of Dire Fascination</u>	2/R	1A	G	Caster; 20'/R	Fixated	0'	N/A
<u>Flaunt Invisibility</u>	2/R	1A	G	Caster	Fixated	0'	N/A
<u>Flaunt Shadow Form</u>	2/R	1A	G	Caster	Fixated	0'	N/A
<u>Flaunt Watery Form</u>	2/R	1A	G	Caster	Fixated	0'	N/A
<u>Flee as Ample Deft Cyclone</u>	6/R	1A	VG	Caster + 5'/R radius	Fixated	0'	SB
<u>Flex Epic Aura of Fell Honesty</u>	4/R	1A	V	5'/R radius	Fixated	0'	SB
<u>Foray through Dirt</u>	2/R	1A	G	Caster	Fixated	0'	N/A
<u>Force Cumulative ...</u>	2/R	1AA	VG	1 Creature	Fixated	80'	Negates
<u>Forgather ... Swarm</u>	2/R	1A	VG	1 Swarm	Fixated+ Brittle	40'	None
<u>Form Astral Portal of Large Size</u>	3/R	5M	GM	SB	Fixated	0'	N/A
<u>Form Spatial Portal of ... Size</u>	SB	1A	G	SB	Fixated	Touch	None
<u>Funnel Apparition a ... Distance</u>	2/M	1M	VG	Caster & 1 Subject	Fixated	SB	N/A
<u>Funnel Likeness a ... Distance</u>	2/M	1M	VG	Caster & 1 Subject	Fixated	SB	N/A
<u>Funnel Voice a Bold Distance</u>	2/R	1A	VG	Caster	Fixated	0'; 10'/R	None
<u>Funnel Whisper a ... Distance</u>	2/5M	5M	VG	Caster & 1 Subject	Fixated	SB	N/A
<u>Garner Kirk Grim as Warden</u>	24	1H	VGM	SB	Genesis	Touch	N/A
<u>Generate Ample Geo Map</u>	5	5M	GM	5'/R radius	Genesis	0'	None
<u>Generate Great Quagmire of Deft Creeping</u>	8	1AA	VG	20' Square	Genesis	40'	SB
<u>Generate Ice Wall of ... Size</u>	SB	1AA	VG	SB	Genesis	40'	SB
<u>Generate Icy Glaze of ... Size</u>	SB	1AA	VG	SB	Genesis	40'	SB
<u>Generate Large Morass of Dire Web</u>	7	1AA	VG	10' Cube & SB	Genesis	40'	SB
<u>Generate Many Blocks of ...</u>	14	1M	VG	1 Block/R	Genesis	40'	SB
<u>Generate Pebble Patch of ... Size</u>	SB	1AA	VG	SB	Genesis	40'	SB
<u>Generate Sheet of Webs</u>	8	1A	G	1 Patch/R	Genesis	40'	N/A
<u>Generate Some Large Blocks of ...</u>	12	1M	GM	SB	Genesis	SB	None
<u>Gestate Homunculus</u>	24	1H+SB	GM	1 Creature	Genesis	Touch	N/A
<u>Grant Anthropomorphism to Object</u>	24	1H	VGM	1 Object	Genesis	Touch	N/A
<u>Grant Life to New Living Species</u>	36	8H	VGM	1 Creature	Genesis	Touch	None
<u>Grant Reprieve to Fallen Revenant</u>	8	1M	VGM	1 Corpse	Genesis	Touch	N/A
<u>Grant Sapience to Construct</u>	8	1H	VGM	1 Construct	Genesis	Touch	SB
<u>Grant Undeath to ...</u>	8	1M	VGM	1 Corpse	Genesis	Touch	None
<u>Grant Wings</u>	24	1H	GM	1 Creature	Genesis	Touch	None
<u>Grow Bramble</u>	8	1M	GM	1 Bramble	Genesis	40'	SB
<u>Grow Great Patch of Hungry Grass</u>	8	1AA	VG	20' Square	Genesis	40'	SB
<u>Grow Many Blocks of Fell Thorns</u>	14	1M	GM	SB	Genesis	SB	1/2
<u>Grow Many Toadstools</u>	14	1M	GM	SB	Genesis	40'	N/A
<u>Grow Some Produce</u>	12	1M	GM	1 Seed; SB	Genesis	SB	None
<u>Harness Basin for Scrying a ... Distance</u>	2/R	5M	VGM	1 Basin; 1 Subject	Heartfelt	Touch; SB	N/A; Negates
<u>Harness Crystal Ball for Scrying a ... Distance</u>	2/R	5M	VGM	1 Ball; 1 Subject	Heartfelt	Touch; SB	N/A; Negates

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<u>Harness Spider's Footing</u>	2/R	1A	G	Caster	Heartfelt	0'	N/A
<u>Impart Dream Message</u>	8	5M	V	1 Creature	Instant	Unlimited	None
<u>Invoke Able Hare's Leap</u>	6	1A	G	Caster	Instant	SB	N/A
<u>Invoke a Few Grim Lightning Links</u>	8	1AA	VG	SB	Instant	40'+SB	1/2
<u>Invoke Bane of Dire ...</u>	7	1AA	VG	1 Creature	Instant	80'	Negates
<u>Invoke Bane of Fell ...</u>	7	1AA	VG	1 Creature	Instant	80'	Negates
<u>Invoke Bane of Grim ...</u>	7	1AA	VG	1 Creature	Instant	80'	Negates
<u>Invoke Beam of Dire ...</u>	7	1AA	VG	1 Creature	Instant	80'	Negates
<u>Invoke Beam of Fell ...</u>	7	1AA	VG	1 Creature	Instant	80'	Negates
<u>Invoke Blast of Doubly Fell ...</u>	7	1AA	VG	1 Creature	Instant	80'	SB
<u>Invoke Brief Fell Rage</u>	7	1AA	VG	1 Creature	5T+1T/R	80'	Negates
<u>Invoke Burst of Dire ...</u>	7	1AA	VG	1 Creature	Instant	80'	Negates
<u>Invoke Burst of Fell ...</u>	7	1AA	VG	1 Creature	Instant	80'	Negates
<u>Invoke Colossal Cone of Grim ...</u>	12	1AA	VG	160' Cone	Instant	0'	1/2
<u>Invoke Colossal Deft Dire Deathly Moan</u>	12	1AA	V	40' radius	Instant	0'	1/2
<u>Invoke Dire Emotional Siphon</u>	7	1AA	VG	1 Sapient	Instant; SB	80'	1/2
<u>Invoke Disenchantment</u>	16	20M	VG	1 Creature, Item or Spell	Instant	Touch	None
<u>Invoke Epic Blast of Grim ...</u>	10	1AA	VG	20' radius	Instant	40'	1/2
<u>Invoke Epic Cone of Grim ...</u>	10	1AA	VG	80' Cone	Instant	0'	1/2
<u>Invoke Epic Flare of Fell ...</u>	10	1AA	VG	20' radius	Instant	40'	1/2
<u>Invoke Epic Streak of Grim Meteors (of Aristarchus)</u>	10	1AA	VG	SB	Instant	0'	1/2
<u>Invoke Fell Roar of ... Size</u>	SB	1AA	V	SB	Instant; SB	0'	1/2
<u>Invoke Fury of Dire ...</u>	7	1AA	VG	1 Creature	Instant; SB	80'	1/2
<u>Invoke Fury of Fell ...</u>	7	1AA	VG	1 Creature	Instant; SB	80'	1/2
<u>Invoke Fury of Grim ...</u>	7	1AA	VG	1 Creature	Instant; SB	80'	1/2
<u>Invoke Grand Healing Bloodbath</u>	6	1AA	GM	Caster	Instant	0'	N/A
<u>Invoke Great Blast of Grim ...</u>	8	1AA	VG	10' radius	Instant	40'	1/2
<u>Invoke Great Cone of Dire Water</u>	8	1AA	VG	40' Cone	Instant	0'	SB
<u>Invoke Great Cone of Fell Sunlight</u>	8	1AA	VG	40' Cone	Instant	0'	1/2
<u>Invoke Great Cone of Fell Wind</u>	8	1AA	VG	40' Cone	Instant	0'	SB
<u>Invoke Great Cone of Grim ...</u>	8	1AA	VG	40' Cone	Instant	0'	SB
<u>Invoke Great Cube of Dispelling</u>	8	1AA	VG	20'x20'	Instant	40'	SB
<u>Invoke Great Dire Thunderstrike of Grim Lightning</u>	8	1AA	VG	1 Primary & 10' radius	Instant	40'	SB
<u>Invoke Great Flare of Fell ...</u>	8	1AA	VG	10' radius	Instant	40'	1/2
<u>Invoke Great Grim Entrance (of Cagliostro)</u>	8	1AA	VG	1 Door; 10' radius	Instant	Touch	SB
<u>Invoke Great Grim Star (of Abu Ma'shar)</u>	8	1AA	VG	10' radius	Instant	40'	1/2
<u>Invoke Great Thawing</u>	8	1AA	VG	10' radius	Instant	40'	SB
<u>Invoke Grief of Dire ...</u>	7	1AA	VG	1 Creature	Instant; SB	80'	1/2
<u>Invoke Grief of Fell ...</u>	7	1AA	VG	1 Creature	Instant; SB	80'	1/2
<u>Invoke Grief of Grim ...</u>	7	1AA	VG	1 Creature	Instant; SB	80'	1/2
<u>Invoke Grim Vitality Siphon</u>	7	1AA	VG	1 Living Creature	Instant; SB	80'	1/2
<u>Invoke Large Blast of Fell Flame</u>	7	1AA	VG	5' radius	Instant	40'	1/2
<u>Invoke Large Blast of Grim Flame</u>	7	1AA	VG	5' radius	Instant	40'	1/2
<u>Invoke Large Cone of Grim ...</u>	7	1AA	VG	20' Cone	Instant	0'	SB
<u>Invoke Large Cube of Fell Wood Rot</u>	7	1AA	VG	10' Cube	Instant	40'	Negates
<u>Invoke Large Fell Cackle</u>	7	1AA	V	5' radius	Instant; SB	0'	1/2
<u>Invoke Medium Cone of Grim ...</u>	6	1AA	VG	10' Cone	Instant	0'	SB
<u>Invoke Medium Spurt of Deadly ...</u>	6	1AA	VG	10' Cone	Instant	0'	SB
<u>Invoke Noise Figment</u>	7	1AA	VG	1 Creature	Instant	80'	None
<u>Make a Few Foes Slow</u>	8	1AA	VG	1 Creature/ 3R	Maelstrom	40'	Negates
<u>Make a Foe Slow</u>	7	1AA	VG	1 Creature	Maelstrom	80'	Negates
<u>Make a Scimitar Dance</u>	6	1A; SB	GM	1 Scimitar	Maelstrom; Fixated	Touch; 40'	None

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<u>Make Many Foes Slow</u>	12	1AA	VG	1 Creature/R	Maelstrom	40'	Negates
<u>Make Some Foes Slow</u>	10	1AA	VG	1 Creature/ 2R	Maelstrom	40'	Negates
<u>Manifest Ample Aura of Deft Forbearance</u>	10	1A	V	Caster; 5'/R radius	Maelstrom	0'	Negates
<u>Manifest Apt Lock Picking</u>	6	1A	VG	1 Creature	Maelstrom	Touch	N/A
<u>Manifest Apt Strength</u>	6	1A	G	1 Creature	Maelstrom	Touch	N/A
<u>Manifest Dancing Scimitar</u>	6	1A; SB	VG	1 Scimitar	Maelstrom	40'	None
<u>Manifest Dire Spectral Claw</u>	6	1A; SB	VG	SB	Maelstrom	40'	N/A
<u>Manifest Distortion Cube of ... Size</u>	SB	1AA	VG	SB	Maelstrom	40'	None
<u>Manifest Fell Efriti Fire</u>	6	1A	V	Caster	Maelstrom	0'	N/A
<u>Manifest Fell Static Haze</u>	6	1A	V	Caster	Maelstrom	0'	SB
<u>Manifest Gaze of Fell ...</u>	6	1A	G	Caster; SB	Maelstrom	0'; 80'	1/2
<u>Manifest Great Aura of Dire ...</u>	8	1AA	G	Caster; 10' radius	Maelstrom	0'	SB
<u>Manifest Great Gloom of Dire ...</u>	8	1AA	G	Caster; 10' radius	Maelstrom	0'	SB
<u>Manifest Great Gyre of Dire Rubble</u>	8	1AA	G	Caster; 10' radius	Maelstrom	0'	SB
<u>Manifest Great Halo of Deft Nauseous Fumes</u>	8	1AA	VG	10' radius	Maelstrom	0'	SB
<u>Manifest Great Halo of Dire ...</u>	8	1AA	G	Caster; 10' radius	Maelstrom	0'	SB
<u>Manifest Large Aura of Dire ...</u>	7	1AA	G	Caster; 5' radius	Maelstrom	0'	SB
<u>Manifest Large Gloom of Dire ...</u>	7	1AA	G	Caster; 5' radius	Maelstrom	0'	SB
<u>Manifest Large Gyre of Dire Rubble</u>	7	1AA	G	Caster; 5' radius	Maelstrom	0'	SB
<u>Manifest Large Halo of Dire ...</u>	7	1AA	V	Caster; 5' radius	Maelstrom	0'	SB
<u>Manifest Magic Reduction</u>	6	1A	G	Caster	Maelstrom	0'	N/A
<u>Manifest Slowing Snow Drift</u>	7	1AA	VG	1 Creature	Rooted	80'	Negates
<u>Manifest Dire ... Touch</u>	6	1A; SB	V	Caster; SB	Maelstrom; Instant	0'; Touch	None
<u>Manifest Dire Wyvern's Sting on Whip</u>	6	1A	VGM	1 Weapon	Maelstrom	Touch	None
<u>Manifest Dragon Ward's Bane</u>	6	1A	VGM	1 Weapon	Maelstrom	Touch	None
<u>Manifest Typically Toxic Touch (of La Voisin)</u>	6	1A; SB	V	Caster; SB	Maelstrom; Instant	0'; Touch	None
<u>Manifest Weakly Toxic Touch (of Medea)</u>	6	1A; SB	V	Caster; SB	Maelstrom; Instant	0'; Touch	None
<u>Manifest Webbing Grapple</u>	6	1A	G	Caster	Maelstrom	Touch	SB
<u>Obtain Decent Quickening</u>	SB	1A	G	Caster	Opportune+ Willing	0'	N/A
<u>Offer Apt Serendipity of ...</u>	SB	1A	G	1 Creature	Opportune+ Willing	Touch	N/A
<u>Offer Decent Quickening</u>	SB	1A	G	1 Creature	Opportune + Willing	Touch	N/A
<u>Obtain Dire Vampiric Bite</u>	SB	1A	VG	Caster	Opportune+ Willing	Touch	None
<u>Obtain Fell ... Fists</u>	SB	1A	VG	Caster	Opportune+ Willing	Touch	None
<u>Offer Dire Bolts of ...</u>	SB	1A	VG	1 Weapon	Opportune+ Willing	Touch	None
<u>Offer Dire ... Brand</u>	SB	1A	VG	1 Weapon	Opportune+ Willing	Touch	None
<u>Order Bursts of Fell Rubble</u>	SB	1A; 1AA	GM	Caster; SB	Opportune+ Willing	40'	Negates

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<u>Petition Damage Channel</u>	8	1M	G	1 Willing Creature	Proximate	Touch	N/A
<u>Petition Magic Channel</u>	8	1M	G	1 Creature	Proximate	Touch	N/A
<u>Pitch Ample Wall of Grim ...</u>	10	1AA	VG	SB	Proximate	40'	SB
<u>Pitch Ample Wall of Vile ...</u>	10	1AA	VG	SB	Proximate	40'	SB
<u>Pitch Darkness of ... Size</u>	SB	1A	G	SB	Proximate	40'	N/A
<u>Pitch Dire Campfire</u>	6	1AA	VG	5' diameter	Proximate	40'	SB
<u>Pitch Dire Caustic Mist of Great Size</u>	8	1AA	VG	10' radius	Proximate	40'	SB
<u>Pitch Dire Dust Devil of ... Size</u>	SB	1AA	VG	SB	Persistent	40'	1/2
<u>Pitch Dire Smoke of ... Size</u>	SB	1AA	VG	SB	Proximate	40'	SB
<u>Pitch Dire Toxic Vapor of Great Size</u>	8	1AA	VG	10' R	Proximate	40'	SB
<u>Pitch Distortion Cube of ... Size</u>	SB	1AA	VG	SB	Proximate	40'	None
<u>Pitch Doubly Dire Nettles Patch of ... Size</u>	SB	1AA	VG	SB	Proximate	40'	SB
<u>Pitch Epic Bog of Deft Creeping</u>	10	1AA	VG	20' radius	Proximate	40'	None (SB)
<u>Pitch Extinguishing Cube of Great Size</u>	8	1AA	VG	20' cube	Proximate	40'	None
<u>Pitch Epic Fumes of Deft Creeping</u>	10	1A	VG	20' radius	Proximate	40'	Negates
<u>Nausea</u>							
<u>Pitch Epic Slick Patch of Fell ...</u>	10	1AA	VG	40' Square	Proximate	40'	SB
<u>Pitch Figment of ... Size</u>	SB	1A	VG	SB	Proximate	40'	SB
<u>Pitch Flat Static Figment of ... Size</u>	SB	1A	VG	SB	Proximate	40'	SB
<u>Pitch Fog of ... Size</u>	SB	1A	G	SB	Proximate	40'	None
<u>Pitch Force Plane of ... Size</u>	SB	1A	G	SB	Proximate	40'	None
<u>Pitch Great Fumes of Deft Slowing</u>	8	1AA	VG	10' radius	Proximate	40'	Negates
<u>Nausea</u>							
<u>Pitch Great Fumes of Deft Creeping</u>	8	1AA	VG	10' radius	Proximate	40'	Negates
<u>Nausea</u>							
<u>Pitch Great Plane of Darkness</u>	8	1A	VG	20' Square	Proximate	40'	None
<u>Pitch Great Plane of Fell ...</u>	8	1AA	VG	20' Square	Proximate	40'	SB
<u>Pitch Great Plane of Fog</u>	8	1A	VG	20' Square	Proximate	40'	None
<u>Pitch Great Slick Patch of Dire ...</u>	8	1AA	VG	20' Square	Proximate	40'	SB
<u>Pitch Great Slick Patch of Fell ...</u>	8	1AA	VG	20' Square	Proximate	40'	SB
<u>Pitch Great Wall of Grim ...</u>	8	1AA	VG	20' Square	Proximate	40'	SB
<u>Pitch Large Creeping Wall of Grim Flame</u>	7	1AA	VG	10' Square	Proximate	40'; SB	SB
<u>Pitch Large Plane of Fell ...</u>	7	1AA	VG	10' Square	Proximate	40'	SB
<u>Pitch Large Spot of Dire Sunlight</u>	7	1AA	VG	5' radius	Proximate	40'	SB
<u>Pitch Large Wall of Grim ...</u>	7	1AA	VG	10' Square	Proximate	40'	SB
<u>Pitch Magic Reduction Vortex of ... Size</u>	SB	1AA	VG	SB	Proximate	40'	None (SB)
<u>Pitch Silence Globe of ... Size</u>	SB	1A	G	SB	Proximate	40'	SB
<u>Pitch Slick Oil Patch of ... Size</u>	SB	1AA	VG	SB	Proximate	40'	SB
<u>Pitch Static Figment of ... Size</u>	SB	1A	VG	SB	Proximate	40'	
<u>Place Aerial Path</u>	8	1A	G	SB	Proximate	0'	N/A
<u>Place Fog Figment of Ample Size</u>	10	1A	VG	5'/R radius	Proximate	0'	SB
<u>Place Nightshade of Ample Size</u>	10	1A	G	5'/R radius	Proximate	0'	None
<u>Place Great Globe of Projectile Shielding</u>	8	1A	G	10' radius	Proximate	0'	None
<u>Place Great Globe of Weather Reduction</u>	8	1A	VG	10' radius	Proximate	0'	None
<u>Place Great Plume of Fresh Air</u>	8	1A	VG	10' radius	Proximate	0'	None
<u>Place Sand Castle with a Few Large Rooms</u>	11	1A	VG	SB	Proximate	0'	N/A
<u>Place Spatial Portal of ... Size</u>	6	1A	G	SB	Proximate	Touch	None
<u>Play Prank of the Hedley Kow (of Isobel Gowdie)</u>	7	1AA	VG	1 Item	Proximate	80'	SB
<u>Polymorph into ...</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Present Fleshy Visage</u>	12	5M	G	Caster	Persistent	0'	N/A
<u>Prime Able Rope Trick of Great Sanctuary</u>	14	1A	GM	SB	Proximate	Touch	N/A
<u>Prime Agate Stone</u>	6	1A	GM	1 Agate	Proximate	Touch	N/A
<u>Prime Amethyst Stone</u>	6	1A	GM	1 Amethyst	Proximate	Touch	N/A
<u>Prime Animated Rope</u>	6	5M	GM	1 Rope	Proximate	Touch	Negates
<u>Prime Bandolier of Inexhaustibility</u>	6	1A	GM	1 Bandolier	Proximate	Touch	N/A

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<u>Prime Barb with Deft Slumber</u>	12	5M	GM	1 Projectile	Proximate	Touch	None
<u>Prime Bloodstone</u>	6	1A	GM	1 Bloodstone	Proximate	Touch	N/A
<u>Prime Bold Ophidian Flute</u>	12	5M; 1A	GM	1 Flute	Proximate; Fixated	Touch; 5'/R	N/A
<u>Prime Carpet of Portage</u>	6	1A	GM	1 Carpet	Proximate	Touch; SB	N/A
<u>Prime Emerald</u>	6	1A	GM	1 Emerald	Proximate	Touch	N/A
<u>Prime Gloves of Servitude (of Baba Yaga)</u>	6	1A; 1A	GM	Glove Pair	Proximate; Brittle	Touch	N/A
<u>Prime Opal</u>	6	1A	GM	1 Opal	Proximate	Touch	N/A
<u>Prime Peridot Stone</u>	6	1A	GM	1 Gem; 40' radius	Proximate	Touch; SB	None
<u>Prime Pouch of Inexhaustibility</u>	6	1A	GM	1 Pouch	Proximate	Touch	N/A
<u>Prime Quiver of Inexhaustibility</u>	6	1A	GM	1 Quiver	Proximate	Touch	N/A
<u>Prime Ruby</u>	6	1A	GM	1 Ruby	Proximate	Touch	N/A
<u>Prime Sapphire</u>	6	1A	GM	1 Sapphire	Proximate	Touch	N/A
<u>Prime Shroud of Apt Invisibility</u>	12	5M; 1A	GM	SB	Proximate	Touch	N/A
<u>Prime Tiger Eye with Night Vision</u>	6	1A	GM	1 Gem	Proximate	Touch; SB	N/A
<u>Prime Torch of Ample Light</u>	12	5M	GM	1 Torch; SB	Proximate	Touch	N/A
<u>Prime Turquoise Stone</u>	6	1A	GM	1 Stone	Proximate	Touch	N/A
<u>Procure Animal Tongues (of Thoth)</u>	6	1A	VG	Caster	Persistent	0'; Hearing	N/A
<u>Procure Apt Earthly Insight</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Aptitude against ...</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Apt Surety of Foot</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Astral Vision</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Dark Vision</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Decent Ward against ...</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Dragon Sight</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Echolocation</u>	6	1A	G	Caster	Persistent	0'; 40'	N/A
<u>Procure Gecko Climbing</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Great Aura of Blight Reduction</u>	8	1A	G	Caster; 10' radius	Persistent	0'	None
<u>Procure Great Aura of Nixie's Breath</u>	8	1A	G	Caster; 10' radius	Persistent	0'	N/A
<u>Procure Large Plume of Fresh Air</u>	7	1A	G	Caster; 5' radius	Persistent	0'	None
<u>Procure Night Vision</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Nixie's Breath</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Resistance to ...</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Shape Change</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Shield of Many Wisps</u>	8	1M	VG	Caster	Persistent	0'	N/A
<u>Procure Silencing Aura of ... Size</u>	SB	1A	G	SB	Persistent	40'	SB
<u>Procure Twinkle of Colossal Light</u>	12	1A	G	Caster; SB	Persistent	0'; 40'	None
<u>Procure Twinkle of Epic Light</u>	10	1A	G	Caster; SB	Persistent	0'; 40'	None
<u>Procure Viper Sight</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Water Walking</u>	6	1A	G	Caster	Persistent	0'	N/A
<u>Procure Cruel ... Touch</u>	6	1A; SB	V	Caster; SB	Persistent; Instant	0'; Touch	None
<u>Produce Decent Glue</u>	6	1A	G	1 Object	Proximate	Touch	Negates
<u>Produce Deft Yellow Fairy Club</u>	2	5M	VG	SB	Proximate	0'	Negates
<u>Produce Epic Winds of Apt Sailing</u>	10	5M	G	40' Cube	Persistent	Touch	None
<u>Produce Slender Elf Cap</u>	2	5M	VG	1 Mushroom	Proximate	Touch	N/A
<u>Project Pentangular Magic</u>	6	1A	GM	Familiar	Proximate	320'	N/A
<u>Project Stellar Magic</u>	6	1A	GM	Familiar	Proximate	320'	N/A

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<u>Project Tetrangular Magic</u>	6	1A	GM	Familiar	Proximate	320'	N/A
<u>Project Triangular Magic</u>	6	1A	GM	Familiar	Proximate	320'	N/A
<u>Provide a Few Allies with Resistance to ...</u>	8	1A	G	1 Creature/ 3R	Proximate	40'	N/A
<u>Provide Apt ...</u>	6	1A	G	1 Creature	Proximate	Touch	SB
<u>Provide Aquatic Adaptation</u>	6	1A	G	1 Creature	Proximate	Touch	N/A
<u>Provide Decent Ward against ...</u>	6	1A	G	1 Creature	Proximate	Touch	N/A
<u>Provide Enlarged Size</u>	6	1A	G	1 Subject	Proximate	Touch	Negates
<u>Provide Fine Daily Revamping</u>	6	1A	G	1 Undead	Proximate	Touch	N/A
<u>Provide Natural Cold Immunity</u>	6	1A	G	1 Creature	Proximate	Touch	N/A
<u>Provide Natural Cold Immunity to Some Allies</u>	8	1A	G	1 Creature / 2R	Proximate	40'	N/A
<u>Provide Nourishment</u>	6	1A	G	1 Creature	Proximate	Touch	N/A
<u>Provide Pain Numbing</u>	6	1A	G	1 Creature	Proximate	Touch	Negates
<u>Provide Quickening</u>	6	1A	G	1 Creature	Proximate	Touch	N/A
<u>Provide Quickening to ... Allies</u>	SB	1A	G	SB	Proximity	40'	N/A
<u>Provide Reduced Size</u>	6	1A	G	1 Subject	Proximate	Touch	Negates
<u>Provide Resistance to ...</u>	6	1A	G	1 Creature	Proximate	Touch	N/A
<u>Provide Swimming at Land Speed</u>	6	1A	G	1 Creature	Proximate	Touch	N/A
<u>Provide Tiny Size</u>	6	1A	G	1 Creature	Proximate	Touch	Negates
<u>Provide Water Breathing</u>	6	1A	G	1 Creature	Proximate	Touch	N/A
<u>Provoke Able Levitation</u>	7	1A	VG	1 Subject	Proximate	80'	Negates
<u>Radiate Deft Dire Creeping Winds of ... Size</u>	SB	1AA	V	SB	Rooted	0'	SB
<u>Raise Great Patch of Grasping ...</u>	8	1AA	VG	20' square	Rooted	40'	SB
<u>Raise Hermetic Globe of ... Size</u>	SB	1A	G	SB	Rooted	0'	None
<u>Raise Large Patch of Grasping ...</u>	7	1AA	VG	10' square	Rooted	40'	SB
<u>Realize Dryad's Disguise</u>	6	1A	G	Caster	Rooted	0'	N/A
<u>Release Epic Deft Cyclone</u>	10	1AA	VG	20' radius	Rooted	0'	SB
<u>Release Great Deft Dire Winter Cyclone</u>	8	1AA	VG	10' radius	Rooted	0'	SB
<u>Release Great Dire Beatific Rain</u>	8	1AA	VG	10' radius	Rooted; Scene	40'	SB
<u>Release Great Dire Hellfire</u>	8	1AA	VG	10' radius	Rooted; Scene	40'	SB
<u>Release Great Rain</u>	8	1AA	VG	10' radius	Rooted; Scene	40'	SB
<u>Release Great Vapors of Grand Hourly Healing</u>	8	5M	G	10' radius	Rooted	Touch	N/A
<u>Render Bones Brittle</u>	7	1AA	VG	1 Creature	Rooted	80'	Negates
<u>Render Cumulative ...</u>	7	1AA	VG	1 Creature	Rooted	80'	Negates
<u>Render Deft ... Nausea</u>	7	1AA	VG	1 Creature	Instant; Rooted	80'	SB
<u>Render Dire ...</u>	7	1A	VG	1 Creature	Rooted	80'	None
<u>Render Doubly Deft Blindness</u>	7	1AA	VG	1 Creature	Rooted	80'	Negates
<u>Render Great Cube of Smothering</u>	8	1AA	VG	20'x20'	Rooted	40'	SB
<u>Render Sight of a Few Foes Deftly Blurry</u>	9	1AA	VG	1 Creature/ 3R	Rooted	40'	Negates
<u>Render Wounds Bleeding</u>	7	1AA	VG	1 Creature	Rooted	80'	Negates
<u>Rouse Fell Fiery Tendrils</u>	7	1A; SB	VGM	SB	Rooted	40'; 40'	1/2
<u>Scry Horoscope (of Nostradamus)</u>	2	5M	VG	1 Creature	1D	Touch	None
<u>Sculpt Medium Stone Block (of Cagliostro)</u>	8	1M	GM	5' Stone Block	1 Round; Genesis	Touch	None
<u>Shift Briefly into Wereform</u>	6	1A	V	Caster	5T+1T/R	0'	N/A
<u>Shift Momentarily into Skeletal Form</u>	6	1A	G	Caster	1M/R	0'	N/A
<u>Sling Great Shrinking Ring of Grim Flame (of Brynhild)</u>	8	1AA	VG	10' radius	SB	40'	SB
<u>Sling Large Dire Ball of Slick Mud</u>	7	1AA	VG	5' radius	5T+1T/R	40'	SB
<u>Sling Large Dire Ball of Sticky Lava</u>	7	1AA	VG	5' radius	5T+1T/R	40'	SB

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<u>Solicit Generous Lasting Rain</u>	18	5M	V	Radius of 100 yards/R	5M/R	0'	SB
<u>Summon Eidolon by Name</u>	12	5M	VG	1 Creature	5M/R	40'	Negates
<u>Stride through Earth</u>	6	1A	G	Caster	1 Round	0'	N/A
<u>Stride in Spectral Form</u>	6	1A	G	Caster	1 Round	0'	N/A
<u>Teleport Close Range</u>	6	1A or 1React	G	Caster	Travel (Instant)	80 feet	N/A
<u>Teleport Many Leagues</u>	6	1A	G	Caster	Travel (Instant)	0'; 1 Mile/R	N/A
<u>Teleport Many Leagues with ... Allies</u>	SB	1A	G	SB	Travel (Instant)	Touch; SB	N/A
<u>Teleport Short Range</u>	6	1A or 1React	G	Caster	Travel (Instant)	320 feet	N/A
<u>Transcend with Able Levitation (of Simon Magus)</u>	6	1A or 1React	G	Caster	Travel	0'	N/A
<u>Transfer to Distant Tree (of Black Annis)</u>	6	1A	G	Caster	Travel (Instant)	Touch; 20'/R	N/A
<u>Transition to a Few Tiny Mounts</u>	8	1A	VG	SB	Travel	Touch	N/A
<u>Travel in a Few Aerial Bubbles</u>	4	1A or 1React	G	SB	Travel	40'	N/A
<u>Travel in a Mortar and Pestle (of Baba Yaga)</u>	6	1A or 1React	GM	Caster	Travel & Fixated	Touch	N/A
<u>Travel in Flight</u>	6	1A or 1React	G	Caster	Travel & Fixated	0'	N/A
<u>Travel on a Flying Broom (of Befana)</u>	6	1A or 1React	GM	Caster	Travel & Fixated	Touch	N/A
<u>Travel on a Flying Carpet</u>	6	1A or 1React	GM	1 Carpet; SB	Travel	Touch	N/A
<u>Undergird Sigil</u>	12	5M	GM	1 Opening	Unstable	Touch	SB
<u>Unleash Aptly Deft Bloodlust</u>	6	1A	G	1 Creature	Unstable	Touch	N/A
<u>Unleash Constricting Guivre Tail</u>	7	1A; SB	VG	1 Coil	Unstable	10'	SB
<u>Unveil Deft Faery Path</u>	8	1A	GM	1 Path	Unstable	Touch	Negates
<u>Utter Ample Death Wail</u>	10	1AA	V	5'/R radius	Unstable	0'	Negates
<u>Vex Voice</u>	7	1AA	VG	1 Creature	Vanquish	80'	Negates
<u>Vex with Blight over Many ...</u>	SB	SB	VG	SB	Vanquish	0'	None
<u>Vex with Deft ...</u>	7	1AA	VG	1 Creature	Vanquish	80'	Negates
<u>Vex with Deft Weakness on a Few Foes</u>	8	1AA	VG	1 Creature / 3R	Vanquish	40'	Negates

Occult Spells

Occult Spells~A

Apply Dire Captivity to Mindless Undead

Occult Lore Requirements: Aether 6, Dry 6, Mind 6, Spirit 6

Description: Other than the differences listed herein, this spell is identical to [Apply Grim Captivity to Undead](#).

Affected Area: A single casting of the spell affects a single undead creature of Mindless Cunning. Further, the caster can only dominate a being having a Level less than their rank in this spell.

Conflict Rolls: The target is entitled to an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature sustains Captivating Setback equal to 1 per 2 per spell rank plus the roll's Margin. On a Pure Failure, the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. On a successful roll, the target sustains half the stated Setback. If this drives the target's Fate Points to zero, it is Captivated by the caster (as described under [Creature Conditions in The Overlord's Omnibus](#)). Its Fate Points are immediately set to 1 (giving it some ability to act). Any command given it by them while the spell persists must thereafter be immediately carried out.

Apply Dire Entrancement to ...

Description: This description covers a spectrum of spells that influence the minds of the targets to view the caster as a good friend.⁸ A fully enthralled creature will provide any friendly favors asked of the caster. The specific type of creature to which the spell applies is provided in the spell name (such as [Apply Dire Entrancement to Common Rat](#), [Apply Dire Entrancement to Snake](#), etc.). Each such spell has its own unique lore requirements to cast, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature influenced by Entrancing Effects. The charmer creates a foggy mental link with the target, which must have a Level less than or equal to the spell rank.

Conflict Rolls: The target is entitled to an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank. On a failed roll, the target sustains Entrancing

Setback equal to 1 per 2 per spell ranks plus the roll's Margin. On a Pure Failure, the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. On a successful roll, the target sustains half the stated Setback. If this drops the target's Fate Points to zero, it is Entranced by the caster (as described under [Character Conditions in The Rules Reference](#)), and its Fate Points are immediately set to 1 (giving it some ability to act).

Duration: Instantaneous/Aftereffect. If this spell drops the target's Fate Points to 0, it falls under the caster's control and gains the Temporary Trait of "Entranced". The Duration of this control depends on the target's Glory Status as provided on the [Dire Entrancement Aftereffects Table](#), although the caster may cancel the spell at any time.

Dire Entrancement Aftereffects Table

Target's Glory Status	Aftereffect
1-4	The Entrancement lasts only until the end of the current Scene.
5	The Entrancement lasts while the target is Proximate to the caster.
6	The Entrancement is Enduring.

While the creature is bound to their service, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: Only creatures able to understand the speech of the caster can carry out their commands, and the spell provides no means of doing so. Nevertheless, a slavering monster Overcome by the spell would at least remain nearby the caster and defend them against anything attacking them in melee combat. Of course, if the caster thereafter attacks the charmed creature, the spell immediately fails.

Whether the roll succeeds or fails, until the end of the current Scene the target gains the Temporary Trait of "Has mixed emotions toward _____", where the blank is filled in by the caster's name.

Apply Dire Entrancement to Common Rat

Occult Lore Requirements: Bile 4, Phlegm 4

Description: This spell allows the caster to charm common rats. (See [The Tome of Terrors](#) for the [Common Rat](#) description.)

Apply Dire Entrancement to Snake

Occult Lore Requirements: Mercury 4, Motion 4, Gas 4

Description: This spell allows the caster to charm both poisonous and constrictor snakes⁹. (See [The Tome of](#)

⁸ The necklace of the Lady of the Lake induced love for the wearer in those who beheld it.

⁹ Snake charming is most closely associated with Eastern India in modern days. However, tales of the practice were imported from India into Arabia and subsequently appeared in the highly popular [One Thousand and One Arabian Nights](#). This classic work formed the basis of most Europeans' understanding of the Middle East. In this way, snake charming became part of the European perspective of Arabia.

Terrors for both the Constrictor Snake and Poisonous Snake description.)

Other Details: This spell provides no means to communicate with the charmed snake. However, the spell Prime Bold Ophidian Flute can provide this ability.

Apply Fell Derangement

Occult Lore Requirements: Mind 7, Moon 7

Description: This spell pushes the target toward insanity.

Requires Maleficium: Yes

Affected Area: One creature

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Conflict Rolls: Allow the target an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target sustains an amount of Deluding Setback equal the spell rank plus the roll's Margin. On a Pure Failure, the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. On a successful roll, the target sustains half the stated Setback. If the target's Fate Points drop to 0 as a consequence of this spell, it becomes paralyzed with confusion, unable to make the most trivial decisions while it is Overcome. Further, it gains a Curse of Delusion. Consult the Cursed Condition in the Character Conditions section of The Rules Reference for details. It is usually preferable to pick a delusion based on the character's circumstances, Traits, and past behavior (Overlord's choice). The delusion persists for a period of time as described under Duration.

Any target Overcome by the spell immediately begins behaving in a manner highly characteristic of their newly gained mental state. If the delusion indicates an unspecified addiction or phobia, the specific subject of desire or fear will be dictated by the first applicable item seen by the target.

Duration: Instantaneous/Aftereffect. If the creature is Overcome by the spell, the imposed insanity persists as described on the Fell Derangement Aftereffects Table.

As long as the delusion persists, the target must treat it as a Spellbinding against their Magic Limit.

Other Details: The target gains the Temporary Trait of "Slightly Befuddled". This Trait is imposed until the end of the current Scene, regardless of the success of the Conflict Roll.

The spell may be cured by the pagan Healing spell Restore Sanity.

Fell Derangement Aftereffects Table

Target's Glory Status	Aftereffect
1-3	The effect lasts until the end of Scene.
4	The effect lasts 1 day.
5-6	The effect is Enduring, lasting until it is somehow magically dispelled.

Apply Fell Entrancement to ...

Description: This description covers a spectrum of spells that influence the minds of the targets to view the caster as a good friend.¹⁰ A fully enthralled creature will provide any friendly favors asked of the caster. The specific type of creature to which the spell applies is provided in the spell name (such as Apply Fell Entrancement to Rat, Apply Fell Entrancement to Snake, etc.). Each such spell has its own own unique lore requirements to cast, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature influenced by Entrancing Effects. The charmer creates a foggy mental link with the target, which must have a Level less than or equal to the spell rank.

Conflict Rolls: The target is entitled to an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank. On a failed roll, the target sustains Entrancing Setback equal to 1 per spell rank plus the roll's Margin. On a Pure Failure, the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. On a successful roll, the target sustains half the stated Setback. If this drops the target's Fate Points to zero, it is Entranced by the caster (as described under Character Conditions in The Rules Reference), and its Fate Points are immediately set to 1 (giving it some ability to act).

Duration: Instantaneous/Aftereffect. If this spell drops the target's Fate Points to 0, it falls under the caster's control and gains the Temporary Trait of "Entranced". The Duration of this control depends on the target's Glory Status as provided on the Fell Entrancement Aftereffects Table, although the caster may cancel the spell at any time.

¹⁰ The necklace of the Lady of the Lake induced love for the wearer in those who beheld it.

Fell Entrancement Aftereffects Table

Target's Glory Status	Aftereffect
1-4	The Entrancement lasts only until the end of the current Scene.
5	The Entrancement lasts while the target is Proximate to the caster.
6	The Entrancement is Enduring.

While the creature is bound to their service, the caster must treat the spell as a Spellbinding against their Magic Limit. Other Details: Only creatures able to understand the speech of the caster can carry out their commands, and the spell provides no means of doing so. Nevertheless, a slaving monster Overcome by the spell would at least remain nearby the caster and defend them against anything attacking them in melee combat. Of course, if the caster thereafter attacks the charmed creature, the spell immediately fails. Whether the roll succeeds or fails, until the end of the current Scene the target gains the Temporary Trait of "Has mixed emotions toward _____", where the blank is filled in by the caster's name.

Apply Fell Entrancement to Rat

Occult Lore Requirements: Bile 7, Phlegm 7
 Description: This spell allows the caster to charm rats, both common and ghastly. (See The Tome of Terrors for both the Common Rat and Ghastly Rat descriptions.)

Apply Fell Entrancement to Nonsapient

Occult Lore Requirements: Mind 9
 Description: This spell allows the caster to charm a creature having a Cunning of Bestial or less (that is affected by Entrancing Effects).

Apply Fell Entrancement to Snake

Occult Lore Requirements: Mercury 7, Motion 7, Gas 7
 Description: This spell allows the caster to charm both poisonous and constrictor snakes¹¹. (See The Tome of Terrors for both the Constrictor Snake and Poisonous Snake description.)
 Other Details: This spell provides no means to communicate with the charmed snake. However, the spell Prime Bold Ophidian Flute can provide this ability.

¹¹ Snake charming is most closely associated with Eastern India in modern days. However, tales of the practice were imported from India into Arabia and subsequently appeared in the highly popular One Thousand and One Arabian Nights. This classic work formed the basis of most Europeans' understanding of the Middle East. In this way, snake charming became part of the European perspective of Arabia.

Apply Fell Grotesquery to Organism

Occult Lore Requirements: Chaos 7, Earth 7, Flesh 7
 Description: This spell transforms the targeted living creature into a creature of living stone. The form of the creature remains basically the same as before. Thus, a snake transforms into a grotesque serpent. Nevertheless, its physical features are petrified and distorted by this spell. The mind of the grotesque remains unaltered by the spell. Therefore, a trained guard dog mutates into a grotesque trained guard dog, and retains whatever loyalties it formerly possessed.
 Requires Maleficium: Yes
 Action Time: 1 Assault Action Range: 80 feet
 Setback Cost: 7 minus Intelligence (minimum of 2)
 Affected Area: One living creature affected by Petrifying Effects.
 Casting Req.: Verbal, Gestural, Material. The material component is merely the creature being transformed.
 Conflict Rolls: If the target is willing, the transformation happens automatically.

An unwilling target is entitled to an Avoidance Roll with Heart Adjustments against a Threshold of 10 plus the spell rank. If this fails, the creature sustains Petrifying Damage equal to the spell rank plus the roll's Margin. On a Pure Failure, the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. On a successful roll, the target sustains half the stated Setback.

If the creature is Overcome by the spell, it transforms into a grotesque creature of living stone. The creature will be able to move and act as such when it is no longer Overcome.

Fell Grotesquery Aftereffects Table

Target's Glory Status	Aftereffect
1-3	The transformation is tenuous, lasting only until the target sustains a single point of Damage. At this point, a thin outer "skin" of stone will shatter and fall away.
4	The transformation is somewhat tenuous, lasting only until the target falls to 0 Hit Points again. At this point, a thick outer "skin" of stone will shatter and fall away.
5-6	The transformation is permanent.

Duration: Instantaneous/Aftereffect. If the target is Overcome by the spell, its form is transformed into that of a Grotesque. The Duration of this transformation depends on the target's Glory Status as provided on the Fell Grotesquery

Aftereffects Table, although the caster may cancel the spell at any time.

Other Details: The spell does not give the caster any means to control the targeted creature. So, if that is desired, control must be obtained in some other fashion.

If transformed by the spell, the targeted creature gains all the characteristics described by the Grotesque Overlay provided in Celtic Creatures and Nordic Nightmares. In all cases, the Pagan spell Transubstantiate will return the targeted creature back to its original form.

If quick-and-dirty stats are needed for the target creature, it is reasonable to approximate them using one of the Grotesque examples already provided in Celtic Creatures and Nordic Nightmares. In this case, find the Grotesque form that most closely matches the characteristics of the creature being mutated. Then, use the example having that form with the highest Level that is less than or equal to the minimum of the target creature's Level and the spell rank of this spell.

The target gains the Temporary Trait of "Partially Petrified". This Trait is imposed until the end of the current Scene, regardless of the success of any Conflict Rolls.

Apply Fell Pile Driver

Occult Lore Requirements: Earth 9, Solid 9

Description: This spell drives the target into the ground.¹²

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature or object, which must be standing on soil or clay ground.

Conflict Rolls: Allow the target an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target sustains an amount of Fettering Setback equal to the spell rank plus the roll's Margin. On a Pure Failure, the target suffers from a Drawback on all Conflict Rolls involving their Agility until the end of the caster's next Turn. On a successful roll, the target sustains half the stated Setback. If the target's Fate Points drop to 0 as a consequence of this spell, it sinks into the ground. It is held there as described under Duration.

Duration: Instantaneous/Aftereffect. If the creature is Overcome by the spell, it is driven into the ground and held there at least until the end of the current Scene. They may be held longer, based on their Glory Status as shown on the Pile Driver Aftereffects Table.

¹² In a conflict between the Celtic hero Cúchulainn and his magical foe Cú Roí, Cúchulainn intervened to prevent Cú Roí from kidnapping princess Bláthnat. Annoyed, Cú Roí drove Cúchulainn into the ground up to his armpits, cut off his hair in contempt, and absconded with the fair damsel.

Pile Driver Aftereffects Table

Target's Glory Status	Aftereffect
1-3	Target sinks into ground up to knees until the end of Scene.
4	Target sinks into the ground up to their waist, requiring at least 20 minutes to free themselves.
5	Target sinks into the ground up to their chest. Their arms are free, but they require at least a few hours to free themselves.
6	Target sinks into the ground up to their neck. They cannot free themselves without assistance.

Other Details: The earth around the target's base becomes soft. If a creature, the target gains the Temporary Trait of "Footslogging". This Trait is imposed until the end of the current Scene, regardless of the success of the Conflict Roll.

Apply Grim Captivity to ...

Description: This description covers a spectrum of spells that enslave the wills of creatures to the caster's absolute control. The specific type of creature to which the spell applies is provided in the spell name (such as Apply Grim Captivity to Skeletons, Apply Grim Captivity to Specters, etc.). Each such spell has its own unique lore requirements to cast, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet.

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature. The spell only affects creatures having Levels less than or equal to the spell rank.

Conflict Rolls: The target is entitled to an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature sustains Captivating Setback equal to 2 per spell rank plus the roll's Margin. On a Pure Failure, the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. On a successful roll, the target sustains half the stated Setback. If this drives the target's Fate Points to zero, it is Captivated by the caster (as described under Creature Conditions in The Overlord's Omnibus). Any command given it by them while the spell persists must thereafter be immediately carried out.

Whether the roll succeeds or fails, the target gains the Temporary Trait of "Defiant toward _____", where the blank is filled in by the caster's name. This Trait is imposed until it is completely Overcome by the spell or the Scene ends, whichever comes first.

Duration: Instantaneous/Aftereffect. If the target is

Overcome by the spell, it falls under the caster’s control, and gains the Temporary Trait of “Captivated”. The Duration of this control depends on the target’s Glory Status as provided on the Grim Captivity Aftereffects Table, although the caster may cancel the spell at any time.

Grim Captivity Aftereffects Table

Target’s Glory Status	Aftereffect
1-4	The Captivation lasts only until the end of the current Scene.
5	The Captivation lasts while the target is Proximate to the caster.
6	The Captivation is Enduring.

While the creature is bound to their service, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The magic of the spell allows the target to understand the caster’s verbal commands.

Apply Grim Captivity to Skeleton

Occult Lore Requirements: Dry 9, Bone 9, Mind 9, Spirit 9

Description: This spell enslaves the will of any undead skeletal revenant to the caster’s absolute control. These include Common Skeletons, Ghastly Skeletons, Shambling Skeletons, and any other creatures with both the “revenant” and “skeleton” Keywords listed in their descriptions.

Apply Grim Captivity to Specter

Occult Lore Requirements: Aether 12, Mind 12, Rest 12, Spirit 12

Description: This spell enslaves the will of any undead specter to the caster’s absolute control. These include Common Phantoms, Common Specters, Galley Beggars, Poltergeists, and any other creatures with both the “undead” and “specter” Keywords listed in their descriptions.

Apply Grim Captivity to Undead

Occult Lore Requirements: Aether 14, Bone 14, Mind 14, Rest 14, Spirit 14

Description: This spell enslaves the will of any undead creature to the caster’s absolute control.

Apply Grim Entrancement to ...

Description: This description covers a spectrum of spells that influence the minds of the targets to view the caster as a good friend.¹³ A fully enthralled creature will provide any friendly favors asked of the caster. The specific type of creature to which the spell applies is provided in the spell name (such as Apply Grim Entrancement to Serpent-like Creature, Apply Grim Entrancement to Living Creature, etc.). Each such spell has its own unique lore requirements to cast, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature influenced by Entrancing Effects. The charmer creates a foggy mental link with the target, which must have a Level less than or equal to the spell rank.

Conflict Rolls: The target is entitled to an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank. On a failed roll, the target sustains Entrancing Setback equal to 2 per spell rank plus the roll’s Margin. On a Pure Failure, the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster’s next Turn. On a successful roll, the target sustains half the stated Setback. If this drops the target’s Fate Points to zero, it is Entranced by the caster (as described under Character Conditions in The Rules Reference), and its Fate Points are immediately set to 1 (giving it some ability to act).

Duration: Instantaneous/Aftereffect. If this spell drops the target’s Fate Points to 0, it falls under the caster’s control and gains the Temporary Trait of “Entranced”. The Duration of this control depends on the target’s Glory Status as provided on the Grim Entrancement Aftereffects Table, although the caster may cancel the spell at any time.

Grim Entrancement Aftereffects Table

Target’s Glory Status	Aftereffect
1-4	The Entrancement lasts only until the end of the current Scene.
5	The Entrancement lasts while the target is Proximate to the caster.
6	The Entrancement is Enduring.

While the creature is bound to their service, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: Only creatures able to understand the speech of the caster can carry out their commands, and the spell provides no means of doing so. Nevertheless, a slaving monster Overcome by the spell would at least remain nearby

¹³ The necklace of the Lady of the Lake induced love for the wearer in those who beheld it.

the caster and defend them against anything attacking them in melee combat. Of course, if the caster thereafter attacks the charmed creature, the spell immediately fails.

Whether the roll succeeds or fails, until the end of the current Scene the target gains the Temporary Trait of “Has mixed emotions toward _____”, where the blank is filled in by the caster’s name.

Apply Grim Entrancement to Living Creature

Occult Lore Requirements: Mind 14

Description: This spell allows the caster to charm any living creature. (The spell only affects creatures whose descriptions include the “living” keyword.) Any such creature that is Overcome by the spell will view the caster as a good friend.¹⁴ and will provide any friendly favors asked of the caster.

Apply Grim Entrancement to Serpent-like Creature

Occult Lore Requirements: Mercury 12, Motion 12, Gas 12

Description: This spell allows the caster to charm a snake-like creature so that it sees the caster as a great friend and ally. (The spell only affects creatures whose descriptions include either the “serpent” or “serpent-like” keyword.

Apply Grim Geas to ...

Occult Lore Requirements: Hearing 10, Law 10, Spirit 10

Description: This description covers a spectrum of spells that allow the caster to order a creature to perform a single action. The specific type of creature to which the spell applies is provided in the spell name (such as Apply Grim Geas to Eidolon, Apply Grim Captivity to Elemental, etc.). Each such spell has its own own unique lore requirements to cast, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature. The spell can only affect creatures having Levels less than or equal to the spell rank.

Conflict Rolls: The target is entitled to an Avoidance Roll plus Wisdom adjustments against a Threshold of 10 plus the spell rank. If it fails, the spirit sustains Captivating Setback equal to 2 per spell rank plus the roll's Margin. On a Pure Failure, the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster’s next Turn. On a successful roll, the target sustains half the stated Setback. If this drops the creature’s Fate Points to 0, it is mentally Overcome. It is Captivated by the caster (as described under Creature Conditions in The Overlord’s Omnibus), and its Fate Points are immediately restored to 1 (allowing it some ability to act).

Whether the roll succeeds or fails, the target gains the Temporary Trait of “Defiant toward _____”, where the blank is filled in by the caster’s name. This Trait is imposed until it is completely Overcome by the spell or the Scene ends, whichever comes first.

Duration: Instantaneous/Aftereffect. If the target is Overcome by the spell, it falls under the caster’s control. The Duration of this control depends on the target’s Glory Status as provided on the Grim Geas Aftereffects Table, although the caster may cancel the spell at any time.

Grim Geas Aftereffects Table

Target’s Glory Status	Aftereffect
1-4	The Geas lasts only until the end of the current Scene.
5	The Geas lasts while the target is Proximate to the caster.
6	The Geas is Enduring.

While the creature is bound to their service, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The magic of the spell allows the target to understand the caster’s verbal command. Note that a creature Overcome by this spell is only obligated to perform the command as stated. If it can interpret the command in a way that is detrimental to its enslaver, it will undoubtedly do so.

Apply Grim Geas to Eidolon

Occult Lore Requirements: Hearing 10, Law 10, Spirit 10

Description: This spell allows the caster to order an astral spirit to perform a single action. It can only target creatures with the Keyword “eidolon” in their description.

Apply Grim Geas to Elemental

Occult Lore Requirements: Chaos 10, Law 10

Description: With this spell, the caster commands an elemental creature to perform a single task. It can only target creatures with the Keyword “elemental” in their description.

¹⁴ The necklace of the Lady of the Lake induced love for the wearer in those who beheld it.

Apply Grim Morphing (of Circe)

Occult Lore Requirements: Bone 11, Chaos 11, Flesh 11

Description: This spell changes the form of the target creature into the form desired by the caster.¹⁵ The spell is limited to transforming a living creature of flesh and bone into another creature of flesh and bone of the same Size Category. Thus, it could be used to transform a man into a Medium-sized Newt but could not be used to change a ghost or ghoul into a poodle.

Requires Maleficium: Yes

Action Time: 1 Assault Action Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One living creature of flesh and bone affected by Maladive Effects (along with anything it personally carries which are incorporated into the new form).

Casting Req.: Verbal, Gestural, Material. The material component is merely the targeted creature. Its Level limits the spell rank.

Conflict Rolls: An unwilling target is entitled to an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. If this fails, the creature sustains Maladive Setback equal to 2 points per spell rank plus the roll's Margin. On a Pure Failure, the target winces from painful muscle spasms and suffers from a Drawback on all Conflict Rolls involving their Toughness until the end of the caster's next Turn. On a successful roll, the target sustains half the stated Setback.

If the creature is Overcome by the spell, it transforms into the desired form and its Fate Points are immediately set to 1 (giving it some ability to act). Otherwise, it retains its current form.

Duration: Instantaneous/Aftereffect. If the target is Overcome by the spell, its form is transformed. The Duration of this transformation depends on the target's Glory Status as provided on the [Grim Morphing Aftereffects Table](#), although the caster may cancel the spell at any time.

Grim Morphing Aftereffects Table

Target's Glory Status	Aftereffect
1-4	The transformation lasts until the target sustains a single point of Damage.
5	The transformation lasts while the target is Proximate to the caster.
6	The transformation is Enduring.

While the creature is transformed, it must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The target creature may be unwilling, which is a primary distinction between this spell and [Bestow](#).

[Living Transformation](#). If the target is willing, the transformation happens automatically.

The characteristics, stats, and limitations of the target form are identical to those described in the spell [Bestow Living Transformation](#).

The target gains the Temporary Trait of "Exhibits mannerisms of a _____", where the blank is filled in with the form of creature the caster is attempting to transform the target into. This Trait is imposed until the end of the current Scene, regardless of the success of the Conflict Roll.

Apprehend ... with Grim Captivity

Description: This description covers a spectrum of spells that allow the caster to confine a creature within a magical prison. The specific type of creature to which the spell applies is provided in the spell name (such as [Apprehend Eidolon with Grim Captivity](#), [Apprehend Elemental with Grim Captivity](#), etc.). Each such spell has its own unique lore and casting requirements to cast, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature. The spell only affects creatures having Levels less than or equal to the spell rank.

Casting Req.: Verbal, Gestural, Material. Invoking this spell requires the caster to possess some material prison, such as a gem or other item, in which the targeted creature will be held. The form of this prison depends on the specific spell being cast. Its Quality Level limits the spell rank.

Conflict Rolls: Allow the targeted creature an Avoidance Roll with Wisdom adjustments against a Threshold of 10 plus the spell rank. If the roll fails, the target sustains Captivating Setback equal to 2 per spell rank plus the roll's Margin. On a Pure Failure, the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. On a successful roll, the target sustains half the stated Setback. If this brings the target's Fate Points down to 0, it is sucked into the magical prison. Further, the target is Captivated by the caster (as described under [Creature Conditions](#) in [The Overlord's Omnibus](#)), and its Fate Points are immediately set to 1 (affording it some ability to act immediately if its captor chooses to take advantage of the fact).

Whether the roll succeeds or fails, the target gains the Temporary Trait of "Defiant toward _____", where the blank is filled in by the caster's name. This Trait is imposed until it is completely Overcome by the spell or the Scene ends, whichever comes first.

Duration: Instantaneous/Aftereffect. If the targeted spirit is trapped in the magical prison, it will remain imprisoned until released, or until it breaks free under its own volition as shown on the [Imprisonment Aftereffects Table](#). Note that no commands may be forced on any creature that frees itself.

¹⁵ In the [Odyssey](#), the evil sorceress Circe turned Odysseus's crew into pigs when they landed on her island.

Imprisonment Aftereffects Table

Target's Glory Status	Aftereffect
1-4	The Captivity lasts only until the end of the current Scene.
5	The Captivity lasts while the magical prison is Proximate to the caster.
6	The Captivity is Enduring.

While the creature is imprisoned, the magical prison must be treated as a magic item when considering its possessor's Magic Limit.

Other Details: When the possessor of the magical prison frees its captive, the freed creature may materialize if it has a physical form. When released, the creature will be at full Hit Points and Fate Points.

Through the magic of the spell, the creature is obligated to perform a single command given by the individual that freed it. Further, the spell ensures that the creature understands the command, even if it does not normally speak.

Nevertheless, the command must be given within a single Round after releasing the creature. If this is not done, the creature is free to perform any single task it chooses before returning to its own plane of origin. Some such creatures will go on murderous rampages. Others will view their liberators favorably, assuming their liberators weren't their captors in the first place.

The magic of the spell allows the target to understand the caster's verbal commands. Note that a creature Overcome by this spell is only obligated to perform the command as stated. If it can interpret the command in a way that is detrimental to its captor, it will undoubtedly do so.

After the command has been fulfilled, the creature returns to its plane of origin, if different from that of the caster's.

Apprehend Eidolon with Grim Captivity

Occult Lore Requirements: Chaos 14, Law 14, Spirit 14

Description: This spell enchants a Gem of Abramelin, which is a magical diamond that traps and imprisons an astral spirit. Named after the Egyptian Archmage that conceived the spell, the gem sparkles with its own internal glow. Anyone shattering the gem immediately releases the spirit captured within.

Invoking the spell requires the caster to possess a medium-sized diamond. Its Quality Level limits the spell rank

Apprehend Elemental with Grim Captivity

Occult Lore Requirements: Air 14, Earth 14, Fire 14, Water 14

Description: This spell traps an elemental in a magical prison fashioned from a small bottle or jar, which is known as an Elemental Jar. Once the targeted elemental is contained, it can safely be carried until its services are required at a later time.

To trap an elemental, the caster must chant the spell over a specially prepared bottle or jar. The container must be hand crafted of rare metals and has many runes engraved on its surface. The Quality Level of the container limits the spell rank. It is unharmed upon the release of the elemental, and may be reused.

When the bottle's cork is removed, the elemental contained within is released.

Occult Spells~B

Beget ...

Description: Beget .. spells conjure creatures under the caster’s control. They always specify the type of creature summoned in the spell name. For example, Beget Otter conjures otters; Beget Spider conjures spiders; etc. All of the creatures for which Beget ... spells exist in the game are provided in the Begotten Creature Table. This table provides the Occult Lore Requirements needed to cast each such spell, along with the references in which the creature’s description can be found and any additional details associated with them.

Requires Maleficium: No

Casting Req.: Verbal, Gestural

Affected Area: One creature. Action Time: 5 minutes

Setback Cost: 5 minus Intelligence (minimum of 2)

Range: The creature may be conjured to any unoccupied space within 40 feet of the caster that they can see.

Duration: Brittle/Proximate. The spell lasts as long as conjured creature is Proximate to the caster. However, it is a Mook. That is, it has one Hit Point and 1 Fate Point. So, the first successful action targeting it defeats it. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: Begotten creatures are, essentially, constructed out of thin air from ectoplasm, the element from which all Astral beings are formed. The rules for conjuring

are simple to use in practice, but there are a lot of details surrounding it. See Conjuring Creatures under The Foundation of Magic in The Rules Reference for full details on how this works. In brief, though, begotten creatures have the abilities, immunity types, and sensitivity types listed in their descriptions. However, they do not have any knowledge beyond that of the caster, and cannot see anything the caster does not see. Further, they are all Mooks. That is, they have only a single Hit Point and Fate Point. Even so, the caster may spend their own Guts points on their begotten creatures’ Conflict Rolls, if desired and appropriate. Unless otherwise stated on the Begotten Creature Table, begotten creatures are limited to Large size and smaller. Otherwise, they may have any Size Category desired by the caster for which there are examples listed in the associated reference.

Further, if the creature’s description in the listed reference states that the creature can speak, then the conjured creature may also speak. If the creature’s description states that the creature can use a weapon, it may be conjured with a single Melee, Entrapment, or Range weapon in which it is proficient, which must be specified at the time of casting. If the creature is to be used as a mount, the caster may conjure it equipped with saddle and tack.

To determine the creature’s stats, use the example provided in its description having the highest Level less than or equal to the spell rank. If no such example exists, the caster cannot conjure a creature of that type and/or size.

Any Setback the begotten creature sustains from using any of their magical abilities is drawn from the caster instead of the creature.

Begotten Creature Table

Conjured Creature	Occult Lore Requirements	References and Additional Details
Abraxas	Motion 12, Sun 12	See <u>The Tome of Terrors</u> under <u>Plasma Elemental</u> .
Afriti	Motion 9 Plasma 9	See <u>Monsters of the Mediterranean</u> under <u>Minor Daeva</u> .
Anemoi	Motion 12, Sky 12	See <u>The Tome of Terrors</u> under <u>Gas Elemental</u> .
Arachnida	Bile 9, Blood 9	See <u>Monsters of the Mediterranean</u> under <u>Arachnida</u> .
Bear	Earth 4, Gaia 4, Spring 4	See <u>The Tome of Terrors</u> under <u>Common Bear</u> .
Blackthorn Sprite	Autumn 6, Gaia 6	See <u>Celtic Creatures and Nordic Nightmares</u> under <u>Sprite</u> .
Bluebell Sprite	Gaia 8, Spring 8, Summer 8	See <u>Celtic Creatures and Nordic Nightmares</u> under <u>Sprite</u> .
Caballucos del Diablo	Blood 8, Chaos 8, Spirit 8	See <u>Celtic Creatures and Nordic Nightmares</u> under <u>Caballucos del Diablo</u> .
Cobra	Dry 8, Motion 8	See <u>Monsters of the Mediterranean</u> under <u>Cobra</u> .
Common Cat	Autumn 1, Moon 1	See <u>The Tome of Terrors</u> under <u>Common Cat</u> .

Common Deer	Earth 1, Gaia 1	See The Tome of Terrors under Common Deer .
Common Horse	Land 1, Motion 1	See The Tome of Terrors under Common Horse .
Common Lizard	Chaos 5, Earth 5, Water 5	See The Tome of Terrors under Common Lizard .
Common Rat	Bile 2, Phlegm 2	See The Tome of Terrors under Common Rat .
Common Skeleton	Bone 6, Dry 6, Spirit 6	See The Tome of Terrors under Common Skeleton .
Doppelganger	Blood 10, Chaos 10, Spirit 10	See Celtic Creatures and Nordic Nightmares under Doppelganger .
Efriti	Motion 17, Plasma 17	See Monsters of the Mediterranean under Major Daeva .
Fairy Horse	Spring 4, Sun 4	See Celtic Creatures and Nordic Nightmares under Fairy Horse .
Frost Giant	Water 7, Winter 7	See The Tome of Terrors under Solid Elemental under Frost Giant .
Genomus	Dry 10, Solid 10	See The Tome of Terrors under Solid Elemental under Genomus .
Ghoul	Body 9, Mind 9, Rest 9, Spirit 9	See Monsters of the Mediterranean . The Ghoul may be of any of the listed types.
Gleaming Red Spider	Bile 3, Blood 3	See Celtic Creatures and Nordic Nightmares under Gleaming Red Spider .
Grotesque Boar	Body 6, Chaos 6, Earth 6	See Celtic Creatures and Nordic Nightmares under Grotesque Boar .
Hippocampus	Spring 6 Sea 6	See Monsters of the Mediterranean under Hippocampus .
Hippogriff	Bone 12, Chaos 12, Flesh 12	See Monsters of the Mediterranean under Hippogriff .
Imp	Blood 9, Chaos 9, Spirit 9	See Celtic Creatures and Nordic Nightmares . The summoned Imp has no special powers of its own, save those common to all Imps.
Jinni ¹⁶	Gas 12 Motion 12	See Monsters of the Mediterranean under Jinni .
Kelpie	Moon 6, Spring 6	See Celtic Creatures and Nordic Nightmares under Kelpie .
Kornwief	Gaia 8, Spring 8, Summer 8	See Celtic Creatures and Nordic Nightmares under Kornwief .
Monkey	Chaos 1, Vision 1	See The Tome of Terrors under Monkey .
Otter	Earth 2, Gaia 2, Spring 2	See The Tome of Terrors under Ichneumon .
Pegasus	Sky 12, Sun 12	The spell conjures a Winged Horse as described in The Tome of Terrors .
Phouka	Chaos 8, Moon 8	See Celtic Creatures and Nordic Nightmares under Phouka .
Sage Owl	Mind 5, Moon 5	See Celtic Creatures and Nordic Nightmares under Sage Owl .
Sagittarius	Aether 5, Jupiter 5, Sky 5	The spell conjures a Centaur as described in Monsters of the Mediterranean .

¹⁶ In [Tales of the Arabian Nights](#), Aladdin has a magic ring that summons a Jinni when rubbed, which is less powerful than the Djinni of his famed magic lamp.

Sandman	Dry 11, Land 11	See The Tome of Terrors under Liquid Elemental .
Scorpio	Mars 7, Sky 7	The spell conjures a Scorpion as described in The Tome of Terrors .
Sea Horse	Motion 4 Sea 4	See The Tome of Terrors under Sea Horse .
Shambling Skeleton	Bone 2	See The Tome of Terrors under Shambling Skeleton .
Spider	Bile 8, Blood 8	This spell conjures either a Burly Spider or Spindly Spider . The caster may choose which specific type of spider is conjured from the various Burly and Spindly Spider descriptions found in The Tome of Terrors .
Sylph	Hot 10 Wet 10	See The Tome of Terrors under Gas Elemental .
Taurus	Jupiter 2 Venus 2	This spell conjures a Bovine as described in The Tome of Terrors .
Toad	Autumn 1	See The Tome of Terrors under Toad .
Tuchulcha	Blood 9, Chaos 9, Spirit 9	See Monsters of the Mediterranean under Tuchulcha .
Undine	Liquid 9, Wet 9	See The Tome of Terrors under Liquid Elemental .
Vulcanus	Fire 8, Hot 8	See The Tome of Terrors under Liquid Elemental .
Wild Boar	Earth 3, Gaia 3, Spring 3	See The Tome of Terrors under Boar, Wild .
Wolf	Blood 2, Moon 2	See The Tome of Terrors under Common Wolf .

Beseech Animation from ...

Description: This description covers a spectrum of spells that animate one or more common items. Each such spell has its own unique lore and casting requirements to cast, which are detailed below.

These spells only affect inanimate non-magical objects, enabling them to animate and act like Anthropomorphic Objects. These spells can often provide a cadre of fodder for the caster's plans. Of course, the spell can only raise as many Anthropomorphs as there are items in the immediate area. The creatures called forth in this way slavishly follow the animator's every command.

Whether the Anthropomorphs are wooden, leather, textile, fragile, or otherwise depends entirely on what raw material is at hand. Which items within the Affected Area are animated is for the caster to decide.

Action Time: 1 Assault Action

Conflict Rolls: None Range: 40 feet

Duration: Brittle/Proximate. The spell lasts as long as the Anthropomorphs are Proximate to the caster. However, they are all Mooks. That is, they each have one Hit Point and 1 Fate Point. So, the first successful action targeting each one defeats it. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Casting Req.: Verbal, Material. To invoke this spell, there must be objects available to animate. As the spell is so

tenuous, the Quality Level of each individual item has no effect on the spell rank for that Anthropomorph.

Other Details: All of the Anthropomorphs have Levels approximately equal to the spell rank. (You may find various Anthropomorphic Object descriptions in [The Tome of Terrors](#)).

When looking up monster stats, in all cases look for the example in the monster description with the highest Level that is less than or equal to the spell rank and use that example. If no such example exists, then that form of Anthropomorphic Object cannot be animated by the spell.

If a weapon is animated with this spell, it fights with a mind of its own. Since the spell provides no form of levitation, someone must hold the weapon while it thrusts and parries. Of course, a 'wielder' of such a miraculous weapon has no fine control over its actions.

Beseech Animation from a Few Items

Occult Lore Requirements: Body 7, Earth 7, Mind 7, Spirit 7

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell animates 1 Anthropomorphic Object per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.) All must be within sight, and all must result in creatures of size Medium or smaller.

Beseech Animation from Many Items

Occult Lore Requirements: Body 7, Earth 7, Mind 7, Spirit 7

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: The spell animates 1 object per spell rank, which result in creatures of size Medium or smaller. The objects must be within sight of the caster to be affected.

Beseech Animation from a Large Item

Occult Lore Requirements: Body 8, Earth 8, Mind 8, Spirit 8

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell animates a single object of Large size or smaller.

Beseech Animation from a Medium Item

Occult Lore Requirements: Body 6, Earth 6, Mind 6, Spirit 6

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell animates a single object of Medium size or smaller.

Beseech Animation from a Small Item

Occult Lore Requirements: Body 4, Earth 4, Mind 4, Spirit 4

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell animates a single object of Small size or smaller.

Beseech a Rope to Animate

Occult Lore Requirements: Dry 2, Motion 2

Description: This spell temporarily invigorates a rope with mobility to serve the caster.

Action Time: 1 Assault Action

Conflict Rolls: None Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: One rope (of any length from 20 to 100 feet).

Duration: Brittle/Proximate. The spell lasts while the rope is Proximate to the caster or until it sustains a single point of damage, although the caster may cancel the spell at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Casting Req.: Gestural, Material. The material component is the rope to be animated. (See Rope in the Equipment section of The Character Compendium for details on rope weights.) The Quality Level of the rope limits the spell rank.

Other Details: The inspirited rope is basically just a normal rope in every way, except that it moves. You can find its combat stats in the description for Animated Rope in The Tome of Terrors. A heavy or industrial weight rope will result in a Large Animated Rope; a moderate weight rope will result in a Medium Animated Rope; and a light weight rope will result in a Small Animated Rope. The rope has a Level approximately equal to the spell rank. Look at the examples of the appropriate size, and use the one having the highest Level less than or equal to the spell rank. If no such example exists (i.e. the minimum Level is higher than the

spell rank), then the rope cannot be animated.

The rope animates under the caster's control on the Round after the initial casting. It has its own Actions independent of the caster's.

Although the spell is disrupted if the rope sustains even a single point of damage, the caster may spend Guts points on the rope's Conflict Rolls, when applicable, to help mitigate that happening.

Beseech a Tree to Animate (of Becuille)

Occult Lore Requirements: Gaia 2, Summer 2

Description: This spell¹⁷ temporarily frees a tree from its static existence. In return for its new-found vigor, the arboreal creature serves the caster who released it.

Action Time: 1 Assault Action

Conflict Rolls: None Range: Touch

Setback Cost: 13 minus Intelligence (minimum of 2)

Affected Area: One tree. Only trees of size Great or smaller may be animated by the spell.

Duration: Brittle/Proximate. The spell lasts while the tree is Proximate to the caster or until it sustains a single point of damage, although the caster may cancel the spell at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Casting Req.: Gestural, Material. The material component is the tree to be animated.

Other Details: The inspirited tree is basically just a normal tree in every way, except that it moves (which is, admittedly, pretty special in itself). You can find its combat stats in the description for Animated Tree in The Tome of Terrors. Each tree has a Level approximately equal to the spell ranks. Look at the examples of the appropriate size, and use the one having the highest Level less than or equal to the spell rank. If no such example exists (i.e. the minimum Level is higher than the spell rank), then the tree cannot be animated.

Although the spell is disrupted if the tree sustains even a single point of damage, the caster may spend Guts points on the tree's Conflict Rolls, when applicable, to help mitigate that happening.

Beseech Undeath from ...

Description: This description covers a spectrum of spells that animate one or more corpses to rise as undead. Each such spell has its own unique lore and casting requirements to cast, which are detailed below.

These spells call forth the dead from their eternal slumber.

¹⁷ Becuille was one of the Tuatha de Danann of Irish mythology. She was a white witch who animated trees in the Second Battle of Moytura against the Fomorians.

The corpses need not be in sight to be raised in this way. If buried, the newly animated corpses will quickly dig their way out of the ground within a single Round.

If cast in a graveyard or battlefield, any such spell can provide an impressive number of zombies and skeletons as fodder for the caster's plans. Of course, the spell can only raise as many undead as there are corpses in the 'donor' site, all of which must be of size Medium or smaller. The undead called forth in this way slavishly follow the summoner's every command.

Whether the raised undead rise as zombies versus skeletons depends entirely on how juicy the raw material is. If the bodies have flesh, then zombies will arise. Otherwise skeletons will arise. If there's a combination, then a combination will arise. The 'quotas' are filled starting with skeletons and then zombies fill out the remaining ranks.

Action Time: 1 Assault Action

Conflict Rolls: None Range: 40 feet

Duration: Brittle/Proximate. The spell lasts as long as the undead are Proximate to the caster. However, the raised undead are all Mooks. That is, they each have one Hit Point and 1 Fate Point. So, the first successful action targeting each undead defeats it. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Casting Req.: Verbal, Material. To invoke any of these horrific spells, there must be available corpses to raise. Due to the tenuous nature of the magic, the Quality Level of each individual corpse has no impact on the spell rank.

Other Details: All of the undead have Levels approximately equal to the spell rank. (You may find their descriptions in [The Tome of Terrors](#)).

When looking up monster stats, in all cases look for the example in the monster description with the highest Level that is less than or equal to the spell rank and use that example. If no such example exists, then that form of undead cannot be raised.

Beseech Undeath from a Few Corpses

Occult Lore Requirements: Bone 7, Dry 7, Mind 7, Spirit 7

Affected Area: The spell is cast over a graveyard, crypt, tomb, or battlefield. It calls forth 1 undead per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.) The corpses need not be within sight to be affected, but must all be of size Medium or smaller.

Beseech Undeath from Many Corpses

Occult Lore Requirements: Bone 11, Dry 11, Mind 11, Spirit 11

Affected Area: The spell is cast over a graveyard, crypt, tomb, or battlefield. It calls forth 1 undead per spell rank. The corpses need not be within sight to be affected, but must all be of size Medium or smaller.

Bestow Living Transformation

Occult Lore Requirements: Bone 8, Chaos 8, Flesh 8

Description: This spell changes the form of the target willing creature into the form desired by the caster. The spell is limited to transforming a living creature of flesh and bone into another creature of flesh and bone. Thus, it could be used to transform a poodle into a hawk but could not be used to change a ghost or ghoul into a poodle.

Requires Maleficium: No

Conflict Rolls: Not Applicable

Action Time: 1 Action

Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: One living willing creature plus anything it personally carries, which is incorporated into the new form.

Duration: Brittle. The form taken persists indefinitely, but is tenuous at best and can be easily disrupted. If the altered creature takes even a single point of physical damage, it instantly returns to its original form.

Casting Req.: Gestural, Material. The material component is merely the targeted creature. Its Level limits the spell rank.

Other Details: The desired form and size must be that of some creature written up in one of the game's monster supplements. To determine the transformed creature's stats, look up the appropriate description, and select the example having the highest Level less than or equal to the spell rank. If no such example exists (of the desired Size Category), then that form cannot be used.

The caster is allowed to increase or reduce the target's size category by one step, but can be increased to no larger than Large, and decreased to no smaller than Ultratiny. So a Medium-sized creature can be transformed into a Large or Small creature.

The transformed creature retains its original Intelligence. All of its other stats will be identical to the selected example in the monster description.

Once in the altered form, the target may use all normal physical attributes of its new shape. It also possesses the Vision type of the new form (e.g. Night Vision) as well as any ability to breathe in the form's native environment (e.g. Water Breathing). If the new form has wings, then the transformed creature may fly. Further, the transformed creature loses its current Immunities and Sensitivities and adopts those of the target form. However, it does not lose their own magical abilities nor gain those of the target form. For example, a character transformed into a Firedrake would not have a fiery breath, but would have an immunity to flame.

Note that no spell casting is possible when in altered form unless that form has the required digits and/or vocal chords.

Bestow Phantasmal Invisibility

Occult Lore Requirements: Hearing 10, Mind 10, Vision 10

Description: This spell is an illusion that makes the target effectively invisible and silent.

Affected Area: One creature or item

Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Brittle. The spell lasts until the target draws attention to himself, such as if they make a loud noise or attack someone. The caster may cancel the spell at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Range: Touch. The illusion makes the target effectively invisible to all creatures within sight and muffles noises made by the target to all creatures within audible range.

Casting Req.: Gestural. To create this illusion, the caster must briefly cover their eyes with their hands.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be disbelieved.

Other Details: Due to its nature, this spell is a very difficult illusion to maintain. The target will remain unseen and unheard only as long as they do not affect their surrounding environment in any significant way. Thus, the target would immediately be sighted upon opening a door or launching an attack that obviously originates from them.

Like Provide Apt Muffled Footsteps, this spell muffles most sounds made by the targeted creature or item. While the spell can mask normal volume sounds completely, it cannot adequately muffle shouts or screams. Note that spell casting using verbal components is unhindered by this spell as the silence is illusory rather than real.

Needless to say, the target is not actually invisible. The magic of the spell simply makes the target seemingly unworthy of note.

Like many other illusions, this spell may be 'stacked' with other illusions. Thus, an illusionist may cast an illusion to disguise themselves in the garb of a cat burglar. Then, they may cast this spell over themselves to hide their presence. If the illusionist is thereafter spotted pilfering a rich noble's silver while lurking through their castle, the witness will only see a common thief. Obviously, 'stacking' this illusion 'below' other illusions does little good since the other illusions will have already brought attention to the target if they are disbelieved, thus negating this spell's effects.

Bond with Spider Thread

Occult Lore Requirements: Bile 4, Blood 4

Description: This spell gives the caster the ability to shoot from their hand a magically generated strand of densely packed silk that ends in a sticky clump.

The caster can attach the strand to any object within range. It attaches to walls and other inanimate objects automatically. The spell's primary use is as convenient source of light rope, for scaling heights and for traversing pits and chasms. However, it can be used as an attack as well.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action Range: 80 feet

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: One item, location, or creature.

Duration: Brittle. The thread lasts until it sustains Damage.

Conflict Rolls: If the target is a creature, the caster must make a Spell Attack against the target's Stability. If successful, the thread will stick to it. From that point, it essentially acts as any normal light silk rope (albeit one that won't survive Damage). In such cases, it has the same effect as a Medium Lasso (see The Character Compendium for details).

Other Details: The thread is equivalent to a crude light rope having a Quality Level equal to the spell rank. It holds against 1 point of Strength per spell rank, and can support any weight that Strength can lift, although the adhesive end will quickly come loose if alcohol is applied to it.

The thread is Immune to Bleeding, Blunt, Crushing, Dehydrating, Freezing, Internal, Metaphysical, Petrifying, Sonic, Starving, Suffocating, Sunshining, and Toxic Damage.

Occult Spells~C

Call Astral Carriage

Occult Lore Requirements: Aether 12, Body 12, Rest 12, Spirit 12

Description: This spell summons a spectral team of coal black stallions and an ebony carriage embellished with gold and silver trim. This carriage allows the caster and their entourage to travel to and from the Astral Realm.

Action Time: 5 minutes

Conflict Rolls: None **Range:** Touch.

Setback Cost: 12 minus Intelligence (minimum of 2)

Casting Req.: Gestural, Verbal. To invoke the spell, the caster must whistle. The summoned carriage requires a space entirely free of obstacles that is at least 15 feet wide by 30 feet long for the spell to work. If this condition is met, the ghostly carriage may appear even if the space is otherwise entirely enclosed.

Affected Area: The interior of the carriage is 5 feet wide, 5 feet tall, and 10 feet long. However, it can hold more than 2 Medium-sized creatures if the rules for Squeezing and Stooping are applied (see [The Rules Reference](#) for details.) There is also a 5-foot wide bench in front for the driver and space on the roof for luggage (or, potentially, other passengers). The stallions in front of the carriage extend another 15 feet in front of it.

Duration: Contained. The carriage remains under the caster's control within the Astral Realm until the caster commands it to return to the Material Realm with its occupants. As long as the carriage remains under their control, the caster must treat the carriage as a Spellbinding.

Other Details: Although the carriage starts with a ghostly visage, it becomes more substantial as it approaches the caster until it is entirely solid. It will wait patiently while the caster and their companions board and the caster commands it to transport them to the Astral Realm.

Those remaining outside the carriage as it departs will see the carriage become more and more ghostly as it speeds away, until it vanishes completely.

Anyone remaining within the carriage is transported to the Astral Plane. The journey takes one minute, after which the carriage will stop to allow its occupants to exit. They will arrive at a location in the Astral Realm that is the spiritual analogue of the location from which they departed. It will be substantially similar in appearance, although it will appear far more dreary, and spatial relationships will be weirdly distorted: the ground will be slanted, any walls will meet at odd angles, and any doorways and windows will be noticeably skewed. The caster and his companions may explore the Astral Realm as long as they desire, while the carriage waits patiently for their return.

When the caster commands it to do so, the carriage will re-enter the Physical Realm along with its contents at the location where it left. Anything left behind will remain in the Astral Realm. When the carriage returns to the Material Realm, it will patiently wait for its occupants to disembark, and then fade away as it departs.

Calligraph Custom Glyph of ... Magic

Description: This description covers multiple spells that set magical traps, which are detailed below. Regardless of the specifics, in all of these spells the caster draws a glyph at a specific location or on an item, specifies a triggering event that will activate the trap, and casts a spell into the glyph that the trap will store until activated.

Action Time: 5 minutes to draw the trap's glyph, after which the caster must take the whatever Action Time the stored spell requires to cast. When triggered, the trap instantly releases the stored spell.

Range: Touch; 0. In creating the trap, the caster must touch the location or item on which they are placing it. Thereafter, the Range of the stored spell is reduced to either Touch or 0 feet.

Affected Area: The spell must be placed at a specific stationary location or on an item. When the trap is triggered, the stored spell affects whatever area it normally influences, with the caveat that its Range is reduced to either 0 or Touch. That is, the triggered spell must have an Affected Area matching one of the following:

- it only influences a single creature touching it,
- it is a cone whose apex lies at the trap's glyph, or,
- it is an area centered on the trap's glyph.

Setback Cost: 12 minus Intelligence (minimum of 2).

Duration: Contained. The trap remains charmed indefinitely until triggered, at which point the magic persists for the Duration of the activated spell. Although, the caster may cancel (disarm) the spell at any time, and any scratch or mark disfiguring the trap's glyph will similarly cause the activated spell to immediately terminate.

Casting Req.: Gestural, Material. To set the trap, the caster must possess a quill and ink with which to draw a glyph at a specific location or on an item. Thereafter, the caster must immediately thereafter cast a spell into the drawn glyph. The Quality Level of the materials limits the trap's spell rank. The spell's rank is further limited by the spell rank of the stored spell. However, it is not limited by the spell rank of the glyph itself. So, if the caster is 8th rank in this spell and 10th rank in the stored spell, and the caster uses materials of Quality Level 10, the overall Quality Level of the trap is 10.

Conflict Rolls: There are no Conflict Rolls needed to create the glyph. When triggered, anyone affected by the activated

spell is entitled to whatever Conflict Rolls the stored spell allows or requires. This spell has no effect on any such rolls.

Other Details: When setting the trap, the caster may specify any triggering event that is easily observable from the trap's location. So, the following are all valid: "Trigger when anyone touches the item"; "Trigger whenever anyone enters the room"; "Trigger whenever anyone within 10 feet sneezes"; "Trigger whenever the trap's creator says 'Boom!'", etc. Often, the trigger is specified in such a way that the glyph's creator may easily handle the glyphed item without triggering it themselves (e.g. "Trigger when anyone other than the caster touches the item"). Alternately, the trigger may be specified such that *only* the caster may trigger it (e.g. "Trigger when the caster touches the glyph.")

Only spells having one of the following Durations can be stored within any such trap: Brittle, Disbelief, Instantaneous, Genesis, Persistent, Proximate, Maelstrom, Rooted, Scheduled, or Unstable. (Maelstrom spells will last for 2 minutes before expiring.) Further, these traps can only store spells capable of targeting areas or individual creatures.

The glyph is drawn with thin strokes. It can easily go unnoticed, but will automatically be seen if the item or area on which it is placed is carefully inspected. Further, the glyph gives off a magical aura, so it will be clearly visible to anyone detecting magic. When triggered, the glyph will flare brilliantly for a split second before releasing its effects.

Multiple castings are not cumulative; Only one such magical trap may be placed on a given item. If placed on an area, it must be placed no closer than 5 feet from any other location-based magical trap.

Calligraph Custom Glyph of Pentangular Magic

Occult Lore Requirements: Pentacle 3

This spell sets a magical trap, but is restricted to storing spells that require Pentacle Lore or one or more of the Occult Lore defaults to it (e.g. the lores of Bile, Blood, Bone, Flesh, Hearing, Phlegm, Smell, Taste, Touch, and Vision).

Calligraph Custom Glyph of Stellar Magic

Occult Lore Requirements: Star 3

This spell sets a magical trap, but is restricted to storing spells that require Star Lore or one or more of the Occult Lore defaults to it (e.g. the lores of Gaia, Jupiter, Land, Mars, Mercury, Moon, Motion, Rest, Sea, Sky, Sun, and Venus).

Calligraph Custom Glyph of Tetrangular Magic

Occult Lore Requirements: Tetrangle 2

This spell sets a magical trap, but is restricted to storing spells that require Tetrangle Lore or one or more of the Occult Lore defaults to it (e.g. the lores of Air, Autumn, Cold, Dry, Earth, Fire, Gas, Hot, Liquid, Plasma, Solid, Spring, Summer, Water, Wet, and Winter).

Calligraph Custom Glyph of Triangular Magic

Occult Lore Requirements: Triangle 4

This spell sets a magical trap, but is restricted to storing spells that require Triangle Lore or one or more of the Occult Lore defaults to it (e.g. the lores of Aether, Body, Chaos, Law, Mind, and Spirit).

Calligraph Fetching Glyph of ... Magic

Description: This description covers multiple spells in which the caster creates a glyph imbued with the ability to conjure a creature when triggered. Regardless of the specifics of the individual spells listed below, in all cases the caster draws a glyph at a specific location, specifies a triggering event that will activate the glyph, and casts one of the various Fetch... spells into the glyph. The glyph will then enhance the conjured creature by granting it the full allotment of Hit Points and Fate Points normally attributed to a creature of its type and draw it into itself. The caster then states a task they want the creature to perform when conjured, such as "Guard this room against all trespassers".

The magic of the glyph stores the conjured creature until activated, at which point it releases the creature, which will perform whatever command it was given when the caster created the glyph.

Action Time: 5 minutes to draw the glyph, after which the caster must take the whatever Action Time the Fetch... spell requires to cast. When triggered, the glyph instantly conjures the creature stored within.

Range: Touch; 0. In creating the glyph, the caster must touch the location where they are placing it. Thereafter, the stored creature is released into the nearest unoccupied space capable of holding it. The creature is free to move thereafter, but must remain Proximate to the glyph at all times or the magic of the glyph permanently fades, banishing the creature to oblivion.

Affected Area: The glyph must be placed at a specific stationary location.

Setback Cost: 12 minus Intelligence (minimum of 2).

Duration: Contained; Proximate/Vanquish. The glyph remains charmed until the stored creature is Overcome. If the glyph is activated and the conjured creature completes its assigned task without losing all its Hit Points and/or Fate Points, the creature will once again be absorbed into the glyph, awaiting release the next time the glyph is triggered. If this happens, though, the creature's Hit Points and Fate Points will not be restored in any way on any subsequent release. Once its Hit Points and/or Fate Points are fully expended, the magic of the glyph permanently fades. The caster may cancel the spell at any time, and any scratch or mark disfiguring the trap's glyph will destroy it, instantly

banishing the conjured creature.

Casting Req.: Gestural, Material. To create the glyph, the caster must possess a quill and ink with which to draw its figure at a fixed location. Thereafter, the caster must immediately thereafter cast a Fetch ... spell into the drawn glyph. (The individual spells listed below describe the limitations on what Fetch ... spells may be cast into specific glyph types.) The Quality Level of the materials limits the glyph's spell rank. The spell's rank is further limited by the spell rank of the stored Fetch ... spell. However, it is not limited by the spell rank of the glyph itself. So, if the caster is 8th rank in this spell and 10th rank in the stored spell, and the caster uses materials of Quality Level 10, the overall Quality Level of the trap is 10.

Conflict Rolls: There are no Conflict Rolls needed to create the glyph, nor is one required to conjure the stored creature. Of course, if the creature attacks or is attacked thereafter, normal combat rules apply.

Other Details: As described above, the Fetched creature is enhanced so that it has the normal allotment of Hit Points and Fate Points associated with a creature of its size and type. As such, it is no longer a Mook. However, the creature is programmed to perform the assigned task given it by the caster at the time the glyph is created. This task cannot be altered thereafter. As such, it is not under the caster's direct control, which means the caster cannot spend Guts points on the creature's Conflict Rolls. Further, the Setback Costs of any spells cast by the conjured creature are paid with the creature's own Fate Points rather than those of the caster.

When creating the glyph, the caster may specify any triggering event that is easily observable from the glyph's location. So, the following are all valid: "Trigger when anyone touches the glyph"; "Trigger whenever anyone enters the room"; "Trigger whenever anyone within 10 feet sneezes"; "Trigger whenever the glyph's creator says 'Abracadabra!'", etc. Often, the trigger is specified in such a way that the glyph's creator may easily handle the glyph without triggering it themselves (e.g. "Trigger when anyone other than the caster touches it"). Alternately, the trigger may be specified such that *only* the caster may trigger it (e.g. "Trigger when the caster touches the glyph.")

The glyph is drawn with thin strokes. It can easily go unnoticed, but will automatically be seen if the item or area on which it is placed is carefully inspected. Further, the glyph gives off a magical aura, so it will be clearly visible to anyone detecting magic. When triggered, the glyph will flare brilliantly for a split second before releasing its effects.

Multiple castings are not cumulative; Only one such magical glyph may be placed on an area. As such, it must be placed no closer than 5 feet from any other location-based magical glyph.

Calligraph Fetching Glyph of Pentangular Magic

Occult Lore Requirements: Pentacle 4

This spell stores a magically conjured creature, but is only

capable of storing creatures conjured by Fetch ... spells whose Occult Lore requirements include Pentacle Lore or one or more of the Occult Lore defaults to it (e.g. the lores of Bile, Blood, Bone, Flesh, Hearing, Phlegm, Smell, Taste, Touch, and Vision). For example, one of these glyphs could be created using Fetch Arichnada, Fetch Hippogriff, or Fetch Imp.

Calligraph Fetching Glyph of Stellar Magic

Occult Lore Requirements: Star 4

This spell stores a magically conjured creature, but is only capable of storing creatures conjured by Fetch ... spells whose Occult Lore requirements include Star Lore or one or more of the Occult Lore defaults to it (e.g. the lores of Gaia, Jupiter, Land, Mars, Mercury, Moon, Motion, Rest, Sea, Sky, Sun, and Venus). For example, one of these glyphs could be created using Fetch Heraldic Unicorn, Fetch Sagittarius, or Fetch Scorpio.

Calligraph Fetching Glyph of Tetrangular Magic

Occult Lore Requirements: Tetrangle 3

This spell stores a magically conjured creature, but is only capable of storing creatures conjured by Fetch ... spells whose Occult Lore requirements include Tetrangle Lore or one or more of the Occult Lore defaults to it (e.g. the lores of Air, Autumn, Cold, Dry, Earth, Fire, Gas, Hot, Liquid, Plasma, Solid, Spring, Summer, Water, Wet, and Winter). For example, one of these glyphs could be created using Fetch Phoenix, Fetch Sylph, or Fetch Wyvern.

Calligraph Fetching Glyph of Triangular Magic

Occult Lore Requirements: Triangle 5

This spell stores a magically conjured creature, but is only capable of storing creatures conjured by Fetch ... spells whose Occult Lore requirements include Triangle Lore or one or more of the Occult Lore defaults to it (e.g. the lores of Aether, Body, Chaos, Law, Mind, and Spirit). For example, one of these glyphs could be created using Fetch Imp, Fetch Hellhound, or Fetch Hippogriff.

Calligraph Glyph of Great Grim ...

Description: This description covers a range of similar spells that draw a glyph on an openable item (book, chest, door, etc.). The glyph stores magical energy until triggered, at which time the glyph flares brilliantly for a split second before exploding with great force, delivering Damage of a specific type. Different glyphs deliver different kinds of Damage, as detailed below.

Action Time: 5 minutes

Range: Touch

Setback Cost: 14 minus Intelligence (minimum of 2)

Affected Area: The glyph is placed on a single item that has the capacity to be opened (book, chest, door, etc.) When triggered, the glyph explodes in a 10-foot radius.

Duration: Contained. The created glyph lasts indefinitely until triggered. Once triggered, the magic is instantly expended and the glyph fades.

Casting Req.: Gestural, Material. To invoke this spell, the caster must utilize high quality ink. The ink's Quality Level limits the spell rank of the glyph.

Other Details: The glyph's creator may easily handle (and open) the glyphed item without triggering it.

The glyph may be triggered in one of two ways, depending on the inscriber's preference:

- 1) When the item is opened. In this case, the glyph must be drawn in such a manner that it will be broken if the item is opened. (i.e. across a door to the door frame)
- 2) When the item is touched or otherwise tampered with. In this case, the glyph must be drawn on a smooth surface of the object.

In either case, the glyph must be drawn on the exterior of the item.

Conflict Rolls: Anyone within the affected area takes Damage of the specified type equal to 2 per spell rank. Allow an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the glyph's spell rank for half damage. Failure indicates the roll's Margin is sustained as additional Damage of the same specified type. The individual triggering the glyph suffers from a Drawback on their Avoidance Roll.

Obviously, the spell may destroy the very object it protects, if that item is susceptible to the type of damage the glyph delivers. Multiple castings on a given item are not cumulative.

Calligraph Glyph of Great Grim Acid

Occult Lore Requirements: Bile 11

When a Glyph of Great Grim Acid is triggered, a fine mist of acid explodes from it, which delivers Acidic Damage to everyone in the area. Further, until the end of the Scene, they gain the Temporary Trait of "Smoldering".

Calligraph Glyph of Great Grim Fire

Occult Lore Requirements: Fire 11

When a Glyph of Great Grim Fire is triggered, it explodes in a ball of fire, which delivers Scorching Damage to everyone in the area. Further, until the end of the Scene, they gain the Temporary Trait of "Smoldering".

Calligraph Glyph of Great Grim Frost

Occult Lore Requirements: Cold 11

When a Glyph of Great Grim Frost is triggered, a cloud of frost explodes from the item, which delivers Freezing Damage to everyone in the area. Further, until the end of the Scene, they gain the Temporary Trait of "Shivering".

Calligraph Glyph of Great Grim Lightning

Occult Lore Requirements: Jupiter 11

When a Glyph of Great Grim Lightning is triggered, a pyrotechnic display of electrical sparks explodes from the item, which delivers Electrical Damage to everyone in the area. Further, until the end of the Scene, anyone damaged by the spell gains the Temporary Trait of "Smoldering".

Non-magical, non-alchemical metal objects act as lightning rods. Anyone possessing such an item, such as a metal helmet or sword, suffers from a Drawback on the Conflict Roll avoid the spell effects.

Calligraph Glyph of Vile ...

Description: This description covers a range of spells that draw a glyph on an item that stores magical energy until triggered by anyone touching the item, at which time it imparts its effects to them.

Action Time: 1 hour

Conflict Rolls: None

Range: Touch

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: The glyph is placed on a single item, which can have no dimension longer than 5 feet. When any creature other than the caster touches the item with their hand (gloved or otherwise)¹⁸, the glyph delivers a potent jolt of magical energy to them. The item itself is unaffected.

Duration: Contained. The created glyph lasts indefinitely until triggered. Once triggered, the magic is instantly expended, and the glyph fades. Since the spell is fully expended once triggered, the charmed item does not count against the caster's Magic Limit when they carry it.

Casting Req.: Gestural, Material. To invoke this spell, the caster must utilize high quality ink to draw the glyph on an exterior surface of the item. The ink's Quality Level limits the spell rank of the glyph.

Other Details: The glyph is drawn with thin strokes. It can easily go unnoticed, but will automatically be seen if the item is carefully inspected. Further, the glyphed item gives off a magical aura, and the glyph will be clearly visible to anyone detecting magic. When triggered, the glyph will flare brilliantly for a split second before releasing its effects.

The glyph's creator may easily handle the glyphed item without triggering it.

Multiple castings on a given item are not cumulative.

Calligraph Glyph of Vile Electricity

Occult Lore Requirements: Jupiter 10

Conflict Rolls: Allow any creature triggering the glyph an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature sustains Electrical Damage equal to 4

¹⁸ The spell is geared toward thwarting thieves, while ignoring the innocuous contact of bugs and other vermin.

points per spell rank plus the roll's Margin. Success indicates they sustain half this amount. In either case, they gain the Temporary Trait of "Smoldering" until the end of the Scene. If the creature is Overcome by the spell, they will immediately become Incapacitated for the remainder of the Scene and suffer the consequences listed on the Guts and Glory Tables found in The Rules Reference.

Multiple castings on a given item are not cumulative.

Calligraph Glyph of Vile Fatigue

Occult Lore Requirements: Body 10

Conflict Rolls: Allow any creature triggering the glyph an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature sustains Fatiguing Setback equal to 4 points per spell rank plus the roll's Margin. Success indicates they sustain half this amount. In either case, they gain the Temporary Trait of "Exhausted" until the end of the Scene. If the creature is Overcome by the spell, become Incapacitated for the remainder of the Scene, immobilized by exhaustion for the remainder of the Scene. Further, they suffer the consequences listed on the Guts and Glory Tables found in The Rules Reference.

Calligraph Glyph of Vile Petrification

Occult Lore Requirements: Earth 10

Conflict Rolls: Allow any creature triggering the glyph an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature sustains Petrifying Damage equal to 4 points per spell rank plus the roll's Margin. Success indicates they sustain half this amount. In either case, they gain the Temporary Trait of "Petrified" until the end of the Scene. If the creature is Overcome by the spell, they immediately become Incapacitated for the remainder of the Scene, unable to move in any way, and suffer the consequences listed on the Guts and Glory Tables found in The Rules Reference.

Calligraph Glyph of Vile Sedation

Occult Lore Requirements: Mind 10

Conflict Rolls: Allow any creature triggering the glyph an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature sustains Sedating Setback equal to 4 points per spell rank plus the roll's Margin. Success indicates they sustain half this amount. In either case, they gain the Temporary Trait of "Drowsy" until the end of the Scene. If the creature is Overcome by the spell, they immediately fall asleep and cannot be wakened for the remainder of the Scene by any means. Further, they suffer the consequences listed on the Guts and Glory Tables found in The Rules Reference.

Calligraph Glyph of Vile Torment

Occult Lore Requirements: Bile 10, Flesh 10

Conflict Rolls: Allow any creature triggering the glyph an

Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature sustains Tormenting Setback equal to 4 points per spell rank plus the roll's Margin. Success indicates they sustain half this amount. In either case, they gain the Temporary Trait of "Spasms of Pain" until the end of the Scene. If the creature is Overcome by the spell, they become Incapacitated, continually writhing in pain for the remainder of the Scene and suffer the consequences listed on the Guts and Glory Tables found in The Rules Reference.

Charm Bow with Many Fell ... Bolts

Description: This description covers multiple spells that enable a bow or crossbow to conjure projectiles of a specific elemental effect. These spells come in a variety of forms, detailed below.

Action Time: 1 minute

Range: Touch

Affected Area: The spell is cast on a bow.

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Contained. The weapon remains charmed indefinitely until a number of flaming projectiles equal to the spell rank are expended. (So, 1 at 1st, 2 at 2nd, 3 at 3rd, etc.) Although, the caster may cancel the spell at any time. At the end of the spell Duration, the magic fades without harming the bow. Since the spell has a fixed number of uses, the charmed weapon does not count against the possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell must be cast on a bow or crossbow. The Quality Level of the weapon limits the spell rank.

Conflict Rolls: The spell does not provide the Bowman with any skill in using the weapon however. Rather, they use their own Attack Bonus in the weapon when attacking the target.

Other Details: The weapon can be used normally, without invoking any magical power, by loading an arrow (or bolt) and shooting it. However, if the weapon is drawn and released without loading any projectile, one of pure elemental magic will instantly appear and speed through the air as if fired.

The conjured projectiles produced by the spell deliver damage as stated in the individual descriptions below.

Multiple castings are not cumulative, other than to restore expended uses.

Charm Bow with Many Fell Blazing Bolts

Occult Lore Requirements: Air 11, Fire 11

This spell enchants a bow or crossbow with the ability to conjure fiery projectiles from nothing and shoot them. The fiery projectiles produced by the spell deliver the damage of a normal one of its type (albeit due to fire) plus additional

Scorching Damage equal to the spell rank plus the Attack Roll's Margin.

Charm Bow with Many Fell Crackling Bolts

Occult Lore Requirements: Air 11, Jupiter 11

This spell enchants a bow or crossbow with the ability to conjure crackling projectiles of electricity from nothing and shoot them. The projectiles produced by the spell deliver the damage of a normal one of its type (albeit due to electricity) plus additional Electrical Damage equal to the spell rank plus the Attack Roll's Margin.

Charm Bow with Many Fell Sonic Bolts

Occult Lore Requirements: Gas 11, Motion 11

This spell enchants a bow or crossbow with the ability to conjure translucent shimmering arrows of air from nothing and shoot them. The projectiles produced by the spell deliver the damage of a normal one of its type (albeit due to sonic energy) plus additional Sonic Damage equal to the spell rank plus the Attack Roll's Margin.

Charm Bow with Some Dire ... Bolts

Description: This description covers multiple spells that enable a bow or crossbow to conjure projectiles of a specific elemental effect. These spells are detailed below.

Action Time: 1 minute

Conflict Rolls: None Range: Touch

Affected Area: The spell is cast on a bow.

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Contained. The weapon remains charmed indefinitely until a number of conjured projectiles equal to half the spell rank are expended. (So, 1 at 1st, 2 at 3rd, 3 at 5th, etc.) Although, the caster may cancel the spell at any time. At the end of the spell Duration, the magic fades without harming the bow. Since the spell has a fixed number of uses, the charmed weapon does not count against the possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell must be cast on a bow or crossbow. The Quality Level of the weapon limits the spell rank.

Conflict Rolls: The spell does not provide the Bowman with any skill in using the weapon however. Rather, they use their own Attack Bonus in the weapon when attacking the target.

Other Details: The weapon can be used normally, without invoking any magical power, by loading an arrow (or bolt) and shooting it. However, if the weapon is drawn and released without loading any projectile, one of pure elemental magic will instantly appear and speed through the air as if fired.

The conjured projectiles produced by the spell deliver damage as stated in the individual descriptions below.

Multiple castings are not cumulative, other than to restore expended uses.

Charm Bow with Some Dire Blazing Bolts

Occult Lore Requirements: Air 7, Fire 7

This spell enchants a bow or crossbow with the ability to conjure fiery projectiles from nothing and shoot them. The fiery projectiles produced by the spell deliver the damage of a normal one of its type (albeit due to fire) plus additional Scorching Damage equal to 1 point per 2 spell ranks plus the Attack Roll's Margin.

Charm Bow with Some Dire Crackling Bolts

Occult Lore Requirements: Air 7, Jupiter 7

This spell enchants a bow or crossbow with the ability to conjure crackling projectiles of electricity from nothing and shoot them. The projectiles produced by the spell deliver the damage of a normal one of its type (albeit due to electricity) plus additional Electrical Damage equal to 1 point per 2 spell ranks plus the Attack Roll's Margin.

Charm Bow with Some Dire Sonic Bolts

Occult Lore Requirements: Gas 7, Motion 7

This spell enchants a bow or crossbow with the ability to conjure translucent shimmering arrows of air from nothing and shoot them. The projectiles produced by the spell deliver the damage of a normal one of its type (albeit due to sonic energy) plus additional Sonic Damage equal to 1 point per 2 spell ranks plus the Attack Roll's Margin.

Charm Bow with Many Spider Threads

Occult Lore Requirements: Bile 5, Blood 5

Description: This spell enchants a bow or crossbow with the ability to conjure and shoot a single rope-thick strand of web ending in a sticky clump. The shooter can attach the strand to any object within range. Its other end is conjured into whichever hand is not supporting the weapon's weight.

The strand attaches to walls and other inanimate objects automatically. The spell's primary use is as convenient source of light rope, for scaling heights and for traversing pits and chasms. However, it can be used as an attack as well.

Action Time: 1 minute to place the spell on a bow or crossbow; Expending one of the spell's uses requires the weapon's normal Action cost.

Conflict Rolls: None

Setback Cost: 8 minus Intelligence (minimum of 2)

Range: Touch; 80 feet. The caster to touch the weapon to be charmed. The conjured thread can be no longer than 80 feet.

Affected Area: The spell is cast on a bow or crossbow. The conjured web attaches to a single item, location, or creature.

Duration: Contained; Brittle. The weapon remains charmed indefinitely until a number of uses equal to the spell rank are expended. (So, 1 at 1st, 2 at 2nd, 3 at 3rd, etc.) Although, the caster may cancel the spell at any time. At the end of the spell Duration, the magic fades without harming the weapon. Each strand of web lasts until it sustains Damage. Since the spell has a fixed number of uses, the charmed weapon does not count against the possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell must be cast on a bow or crossbow. The Quality Level of the weapon limits the spell rank.

Conflict Rolls: If used against a creature, the shooter must make an Attack Roll against the target's Stability. If successful, the thread will stick to the target. From that point, it essentially acts as any normal light silk rope (albeit one that won't survive Damage). In such cases, it has the same effect as a Medium Lasso (see [The Character Compendium](#) for details).

The spell does not provide the Bowman with any skill in shooting the weapon, however. Rather, they use their own Attack Bonus in the bow when attacking the target.

Other Details: The weapon can be used normally, without invoking any magical power, by loading a normal projectile and shooting it. However, one of the spell's uses will be expended if the weapon is drawn and released without loading any ammunition.

The thread is equivalent to a crude light rope having a Quality Level equal to the spell rank. It holds against 1 point of Strength per spell rank, and can support any weight that Strength can lift, although the adhesive end will quickly come loose if alcohol is applied to it.

The thread is Immune to Bleeding, Blunt, Crushing, Dehydrating, Freezing, Internal, Metaphysical, Petrifying, Sonic, Starving, Suffocating, Sunshining, and Toxic Damage.

Multiple castings are not cumulative, other than to restore expended uses.

Charm Container with Medium Astral Pocket

Occult Lore Requirements: Aether 4, Earth 4, Law 4

Description: Through a mixture of spatial distortion and an extra dimensional link with the Astral Plane, this spell increases the interior size of a coffer, purse, bottle, or other container.¹⁹ The contents of the container are placed in it at the time of casting, and are dumped out when it is opened.

Action Time: 1 hour

Conflict Rolls: None **Range:** Touch

¹⁹ The Celtic god Manannan carries a supposedly bottomless bag fashioned from the skin of a crane. Granted, that bag held a lot more than what a Medium-sized Astral Pocket could hold. But, the Crane Bag is the bag of a deity, after all.

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: One container of Ultratiny or Tiny size. After casting, the interior of the container has the volume of a cube 5 feet on a side.

Duration: Contained. The container remains charmed indefinitely until it is opened. Since the spell has only a single use, the charmed container does not count against the possessor's Magic Limit. If the container is damaged, the spell is immediately terminated and its contents are lost on the Astral Plane. The spell similarly terminates the first time it is opened. Opening the container does it no harm, though. So, it may be reused in future castings.

Casting Req.: Gestural, Material. The spell must be cast on an Ultratiny or Tiny container, along with all of the contents to be placed within it. The size of the container's opening is irrelevant²⁰, as the spell magically transports the items into and out of it. However, it must have a lid, cork, door, or other closeable orifice. The Quality Level of the container limits the spell rank. The Quality Levels of its contents have no effect on the magic.

Other Details: Anything may be placed within the container, as long as it is no longer than about 8 feet long (corresponding to the diagonal of a 5-foot cube).

As the spatial pocket actually exists on the Astral Plane, the container's weight does not change regardless of how much is put in it.

As magical auras are already Astral in nature, placing magic items in an Astral Pocket does nothing to shield the container's possessor from the deleterious effects of an item's magical aura. Thus, it does not allow them to carry more magic items than they otherwise would be able to.

Charm Item with Triggered Apparition

Occult Lore Requirements: Vision 2

Description: This spell charms an item to deliver a simple visual illusion whenever a triggering event occurs.

Action Time: 1 minute

Conflict Rolls: None **Range:** Touch

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell may be cast on any solid item. The illusion must fit within a single 5-foot cube. When the message is delivered, it can be seen by anyone within visual range.

Duration: Contained. The spell lasts until triggered. The apparition itself can last for no longer than one minute. Once delivered, the magic of the spell fades. Since the spell is fully expended once triggered, the charmed item does not count against the possessor's Magic Limit.

²⁰ In an Armenian folktale about the hero Zurab confronting the giant Tapagoz, Zurab cracked open a magic walnut in which was stored a spear, a sword, a shield, and some clothes.

Casting Req.: Verbal, Material. The spell must be cast on an item, and the caster must state both the event that will trigger the spell and the nature of the illusory figment at the time of casting.

Other Details: The apparition must contain only purely visual elements. It can move, but it cannot produce any other sensations, such as sound or touch.

Charm Item with Triggered Voice

Occult Lore Requirements: Hearing 2

Description: This spell charms an item to deliver a vocal message whenever a triggering event occurs.

Action Time: 1 minute

Conflict Rolls: None

Range: Touch

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell may be cast on any solid item.

When the message is delivered, it can be heard by anyone within earshot.

Duration: Contained. The spell lasts until triggered. Once the message is delivered, the magic of the spell fades. Since the spell is fully expended once triggered, the charmed item does not count against the possessor's Magic Limit.

Casting Req.: Verbal, Material. The spell must be cast on an item. The caster must state the event that will trigger the spell, and personally speak the words of the message.

Other Details: The message can take no longer than one minute to deliver. The message recognizable as the caster's voice to anyone familiar with it.

Charm Pouch with ... Deft Elf Shots

Description: This description covers a spectrum of spells, each of which charms a pouch as a Pouch of Deft Elf Shots, as described in The Wicked Workshop. Each such spell has its own unique lore requirements and characteristics, which are detailed below.

In all these spells, an arrowhead is conjured whenever someone reaches into the pouch.

Conflict Rolls: None

Action Time: 1 minute

Range: Touch

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Contained. Since the spell has limited number of uses, the charmed pouch does not count against the possessor's Magic Limit.

Casting Req.: Gestural, Material. This spell requires a pouch, whose Quality Level limits the spell rank. The spell does no harm to it, so the pouch may be reused in future castings.

Charm Pouch with Many Deft Elf Shots

Occult Lore Requirements: Autumn 11, Moon 11

Affected Area: One pouch, which is then able to conjure a number of magical flint arrowheads equal to one per spell rank.

Charm Pouch with Some Deft Elf Shots

Occult Lore Requirements: Autumn 7, Moon 7

Affected Area: One pouch, which is then able to conjure a number of magical flint arrowheads equal to one per 2 spell ranks. (So, 1 at 1st, 2 at 3rd, 3 at 5th, etc.) An arrowhead is conjured whenever someone reaches into the pouch.

Charm Quill with Many Glyphs

Occult Lore Requirements: Pentacle 5, Star 5, Tetrangle 5, Triangle 5

Description: This spell enchants a Quill of ... Glyphs, as described in The Wicked Workshop. Any given Quill of ... Glyphs can inscribe only a single type of glyph, although it is initially imbued with several uses.

The type of glyph the quill inscribes is included in its name. Thus, a quill that inscribes Tetragrams is known as a Quill of Tetragram Glyphs; a quill that inscribes Pentagrams is called a Quill of Pentagram Glyphs; etc.

Affected Area: One quill Action Time: 1 Hour

Conflict Rolls: None

Setback Cost: In creating the quill, the caster sustains 9 points of Setback (minus Intelligence - to a minimum of 2) in addition to the Setback necessary to cast a single instance of the stored glyph. Once created, no further Setback expenditure is required to use the quill, however.

Duration: Contained. The quill is usable a number of times equal to the spell rank. Since the spell has fixed number of uses, the charmed quill does not count against the possessor's Magic Limit.

Range: Touch; When used, the quill may scribe its symbols up to a distance of 40 feet away from the user.

Casting Req.: Gestural, Material. The material component is the quill itself, whose Quality Level limits the spell rank. The quill must be of a form appropriate to inscribe the stored glyph. Thus, if the glyph can only be drawn using a golden tipped quill, the Quill of ... Glyphs must possess a golden tip. To prepare the quill, the occultist casts this spell (taking the required Action Time), then casts the glyph spell they wish to be stored within the quill. The glyph spell will not take immediate effect, but rather be contained within the quill. A given Quill of ... Glyphs can store only a single type of glyph spell, although it can be used several times.

Other Details: The glyphs that the quill can inscribe have the following limitations:

1) The spell can have no material component requirements other than ink and quill. The ink itself may require special preparation by the caster, depending on which glyph the

quill is charmed to create.

2) The drawing time of the glyph cannot exceed 1 hour.

3) The spell rank of Charm Quill with Many Glyphs acts as a ceiling to the spell rank of the drawn glyph. For example, if the caster is 8th spell rank in Emblazon Large Pentagram and 6th spell rank in this spell, they can enchant a quill to cast Emblazon Large Pentagram at only 6th spell rank.

4) The viability of the stored spell cannot be determined until after the quill is activated. For example, if a Quill of Many Glyphs inscribes a Pentagram, the caster cannot be certain that the pentagram is flawless until *after* it is drawn. Thus, any Conflict Rolls required by the stored spell must be made at the time of the quill's usage.

Thus, a Quill of ... Glyphs can inscribe a Trigram, Tetragram, Pentagram, Glyph of Great Grim Flame, or any other glyph-based spell.

Charm Range Weapon with a Few Far Shots

Occult Lore Requirements: Motion 3, Sky 3

Description: This spell grants a range weapon an unlimited range.²¹

Action Time: 1 minute

Conflict Rolls: None Range: Touch

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell is cast on a single range weapon.

Duration: Contained. The weapon remains charmed indefinitely until a number of uses equal to one per three spell ranks are expended. (So, 1 at 1st, 2 at 4th, 3 at 7th, etc.) Although, the caster may cancel the spell at any time. After all uses are expended, the magic fades without harming the weapon. Since the spell has fixed number of uses, the charmed weapon does not count against the possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell must be cast on a range weapon. The Quality Level of the weapon limits the spell rank.

Other Details: The weapon can be used normally, without invoking any magical power, by attacking a target within its normal Range. However, if the weapon is aimed at a target beyond its normal Range, one use is expended. In this case, the projectile will follow a straight-line path and keep going until it hits something. (So, it is possible to fire an arrow from the top of one mountain to that of another by using this spell.)

The spell does not provide the weapon's user with any skill in using it, however. Rather, they use their own Attack Bonus in the weapon when attacking the target.

The spell has no effect on the weapon's Attack Roll,

although normal rules must be followed if the character using it cannot see the target. The damage delivered by the weapon is unaffected as well. However, any arrows, bolts, shots, or other ammo thrown by it may strike creatures requiring magic to hit.

Multiple castings are not cumulative, other than to restore expended uses.

Charm Triggered Animation into ... Item

Description: This description covers a spectrum of spells that animate objects to perform programmed tasks when a prespecified triggering event occurs. Each such spell has its own unique lore requirements and characteristics, which are detailed below.

The mode of animation bestowed upon the item depends entirely on the object's form. For instance, a ball rolls, a carpet slithers or creeps, and a table or chair walks using its own legs for movement. No object can levitate above a supporting surface although a boulder may be caused to roll over a cliff onto unsuspecting victims.

The charmed object must initially be inanimate. It will not voluntarily venture more than a Proximate distance from the location where it first animated.

Action Time: 1 minute

Conflict Rolls: None Range: Touch

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Contained. The spell lasts until the caster cancels the spell, or the animated object sustains enough Damage to drop it to 0 Hit Points or 0 Fate Points. If the animated object completes its task before either of these happens, it will return to the location at which it was originally charmed and await for the triggering event to once again animate it to perform the stated task again. Further, the animated object must remain Proximate to the location at which it was originally charmed or the spell fades.

Casting Req.: Gestural, Material. The material component for this spell is the object being animated. It can essentially be anything. But, its Quality Level limits the spell rank.

Other Details: The animated object has combat stats as described under the various types of Anthropomorphic objects found in The Tome of Terrors (Fragile, Leathery, Metallic, etc.). Use the stats corresponding to the type and size of Anthropomorph of appropriate size having the highest Level that is less than or equal to the spell rank. If no such example exists, the object cannot be animated with this spell.

Charm Triggered Animation into Large Item

Occult Lore Requirements: Body 10, Earth 10, Mind 10, Spirit 10

Affected Area: The charmed object must initially be

²¹ The Persian hero Arash crafted a bow with which he shot an arrow that flew from dawn until sunset.

inanimate and the resulting creature must be of size Large or smaller.

Charm Triggered Animation into Medium Item

Occult Lore Requirements: Body 8, Earth 8, Mind 8, Spirit 8

Affected Area: The charmed object must initially be inanimate and the resulting creature must be of size Medium or smaller.

Charm Triggered Animation into Small Item

Occult Lore Requirements: Body 6, Earth 6, Mind 6, Spirit 6

Affected Area: The charmed object must initially be inanimate and the resulting creature must be of size Small or smaller.

Cheat Death (of Koschei the Deathless)

Occult Lore Requirements: Body 13, Mind 13, Spirit 13

Description: This spell²² partially binds a creature's spirit to an item, referred to in Mythmagica as a soul-vessel. While the binding persists, the creature cannot fully die. In cases where death would normally arise, the character becomes undead instead. The specific type of undead that will be created is chosen by the target creature at the time of its death.

The newly formed undead will rise the night following the target creature's death. The form of undead should be as dramatically appropriate as possible. (For example, if the caster's body is completely destroyed, then it would be appropriate for them to rise again as some kind of ghost. If the caster is an Avatar, the Overlord should extend to its player the courtesy of selecting the form. However, if the Avatar was in the highest Glory Status at the time of death, indicating they are permanently removed from the game, then the character permanently becomes an NPC under the control of the Overlord.)

Conflict Rolls: None Action Time: 1 hour

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: One living creature and one other item or creature.

Range: The caster must touch both the item or creature to be used as the soul-vessel and the creature whose spirit will be bound to it. Thereafter, the soul-vessel may be moved any

distance from the target creature, or even to another dimension, without breaking the Spellbinding.

Duration: Contained. This spell endures until the targeted creature dies or the soul-vessel to which it is bound is destroyed. While the spell is in effect, the target creature must treat the magic as a Spellbinding against its Magic Limit.

Casting Req.: Gestural, Material. The material component can be any item, although its Quality Level limits the spell rank. For the spell to work, the spell's Quality Level must equal or exceed the targeted creature's Level at the time of casting.

Other Details: If the spell is triggered due to circumstances that would normally result in the target's death, the resulting undead that arises will possess the memories, skills, and abilities of the creature prior to the incident.

To determine the individual powers and stats of the newly risen undead, look up its description in whatever monster supplement it appears. (Lich, Vampire, Ghastly Revenant, and Ghastly Skeleton are popular forms. Lich and Vampire are located in Celtic Creatures and Nordic Nightmares, while Ghastly Revenant and Ghastly Skeleton are found in The Tome of Terrors.) You could just look up stats for a general undead type by finding the example with the highest Level that is less than or equal to the spell rank. However, since cheating death is a pretty special occasion, it may be worth the effort to derive everything from basic attributes. If so, add the undead type's Baseline attributes to the character's attributes and derive everything else from there.

Note that once a character dies, their life experience is over. Consequently, no undead creature accumulates Experience Points as do living beings so the benefits and banes of this lifestyle must be carefully weighed. There are no second chances. Of course, Necromancers seeking to make enormous profits by providing 'eternal youth' rarely point out these 'trivial' drawbacks. Even so, the spell does have the benefit of allowing the caster to actively participate in seeking their own resurrection (assuming that the caster didn't die when in the highest Glory Status that, essentially, negates any possibility of resurrection).

Multiple castings *are* effective. So, if a creature binds their spirit to multiple soul-vessels, *all* of them must be destroyed before the creature can be permanently killed. However, each soul-vessel counts as a separate Spellbinding on the creature.

22 Koschei the Deathless is probably the best-known character from Slavic folklore who utilized this form of magic. He bound his spirit to a needle, and then took great pains to protect it by surrounding it with several layers of security. He put the needle within an egg inside a bird, which was inside a hare in an iron chest buried under a random tree on a deserted island in a vast sea. This is actually a common theme in Slavic folklore. In some stories, the individual puts their spirit into numerous items and/or creatures, all of which must be destroyed before they can be killed. It is clear that these stories also influenced J.K. Rowling in her similar use of horcruxes in the popular Harry Potter book series to preserve the life of her arch-villain Voldemort.

Compose Mark of Large Fell Spontaneous Combustion

Occult Lore Requirements: Bile 6, Blood 6

Description: With this spell, the caster draws their personal mark on the forehead of a willing creature. Thereafter, if that creature is Overcome, the magic of the spell is released, creating a momentary fiery conflagration where it is located.

Casting Req.: Gestural. Material. The caster must dip their finger into a vial of ink and personally draw a mark on the target's forehead. The mark can be any shape the caster chooses, but must be unique to them. The Quality Level of the ink limits the spell rank.

Action Time: 5 Minutes Range: Touch

Setback Cost: 13 minus Intelligence (minimum of 2)

Affected Area: The mark must be placed on a single creature. When triggered, the spell's flames extend out to a 5 foot radius.

Duration: Contained. The spell persists until it is either washed away or the marked creature is Overcome. If it is washed away, the spell terminates with no effect. Otherwise, the magic of the spell is expended in an instantaneous fiery burst. Since the spell is fully expended once triggered, the mark does not count against the marked creature's Magic Limit.

Conflict Rolls: When the spell is triggered, it delivers Scorching Damage to the Affected Area equal to the spell rank. All creature in the area must make an Avoidance Roll with Toughness and Agility Adjustments against a Threshold of 10 plus the spell rank. Success indicates they sustain half damage. Failure indicates they sustain the roll's Margin as additional Scorching Damage.

Other Details: This spell is considered to be a Woe Effect. It will fail if the target creature already has a Woe Effect on them.

Calligraph Scroll of a Single Spell

Occult Lore Requirements: Triangle 1, Tetrangle 1,
Pentacle 1, Star 1

Description: Other than the differences listed herein, particularly the fact that this spell creates a scroll containing only a single Occult spell, this spell is identical to the spell Calligraph Scroll of Some Spells.

Affected Area: This spell enchants a single Magic Scroll, which holds only one spell.

Calligraph Scroll of ... Spells

Description: Description: This description covers a spectrum of spells that create magical scrolls. Each such spell has its own own unique lore requirements and characteristics, which are detailed below.

Each of these spells imbues parchment and ink with the power to store Occult spells in the form of glyphs and runes. The magical energy stored in the inscribed glyphs may be released at a later time by anyone capable of reading the scroll. The inscriber can only manufacture a Magic Scroll to store spells that they personally know.

Setback Cost: The caster sustains 9 Setback (minus Intelligence – to a minimum of 2) from the scroll's crafting in addition to the combined Setback Costs of all spells stored (adjusted individually by Intelligence, of course). The user of a Magic Scroll does not suffer any effects of Setback from the magic released.

Action Time: The caster must spend 1 hour, plus an additional 10 minutes inscribing every spell placed on the parchment. All of the scroll's spells must be inscribed in a single sitting. Releasing a spell from a Magic Scroll requires an amount of time equal to the spell's Action Time.

Conflict Rolls: None Range: Touch

Duration: Contained. The magic on the scroll lasts until the spells it contains are invoked. Once a spell is released, the runes and glyphs pertaining to it fade away, forever lost. However, any remaining spells stored on the scroll are unaffected. Since the magic of each inscribed spell is expended once used, the charmed scroll does not count against the possessor's Magic Limit.

Casting Req.: Gestural, Material. To create a Magic Scroll, the caster must have a sizable piece of unblemished parchment and ink. The spell ranks of the stored spells are unaffected by the caster's spell rank in Calligraph Scroll of ... Spells. However, the Quality Levels of the parchment and ink do limit the spell ranks of the stored spells.

For example, a Thaumaturgist / Wizard has attained 5th spell rank in Calligraph Scroll of Some Spells and 9th spell rank in Invoke Great Cone of Grim Fire. They make a scroll containing 3 invocations of Invoke Great Cone of Grim Fire using parchment and ink of Quality Level 7. When the Invoke Great Cone of Grim Fire is invoked from the scroll, it casts at 7th spell rank since the Quality Level of the materials limits it. (Note that the spell rank of Calligraph Scroll of Some Spells impacts how many spells the scroll can store, but not the spell rank of the spells stored on it.)

Other Details: Inscribing a Magic Scroll does not change the Conflict Roll requirements of any spell stored on the parchment.

To use a Magic Scroll, the reader must possess the Occult Beckoning gift and must have sufficient reading light and must speak in a calm, assertive voice. They cannot be

directly engaged in hand-to-hand combat or other athletic activity. The stored spell acts at the command of the invoker as if they had cast it themselves.

A Magic Scroll does not forgo any material component requirements of stored spells. For example, if the spell Empower Lamp of Ample Light is cast from a Scroll of Many Spells, the user must still possess a lamp to charm. As described in that spell, the Quality Level of the lamp will further limit the spell rank.

If the reader of a scroll satisfies all of the prerequisites of a spell stored on the scroll, they may learn the spell by studying it intently for an hour. Unfortunately, this has the effect of erasing the spell from the scroll as if it were cast.

Calligraph Scroll of Many Spells

Occult Lore Requirements: Triangle 7, Tetrangle 7, Pentacle 7, Star 7

Affected Area: This spell enchants a single Magic Scroll, which holds up to one Occult spell per rank in this spell.

Calligraph Scroll of Some Spells

Occult Lore Requirements: Triangle 5, Tetrangle 5, Pentacle 5, Star 5

Affected Area: This spell enchants a single Magic Scroll. It can hold up to one Occult spell per 2 ranks of this spell.

Concoct ...

Description: This description covers a range of spells that create magical concoctions, such as potions, balms, powders, and compounds, as detailed below. Each concoction is created at a Quality Level equal to the spell rank.

Conflict Rolls: None

Action Time: 1 hour Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: 1 concoction. Unless otherwise specified, the concoction has a number of doses equal to 2 plus half the spell rank.

Duration: Contained. When cast, the spell produces a concoction whose magic is permanent until used. Since the concoction has only a limited number of uses, it does not count against its possessor's Magic Limit.

Concoct Antidote Tonic (of Mithridates)

Occult Lore Requirements: Body 7, Liquid 7

Description: This spell creates an Antidote Tonic, as described in The Wicked Workshop.

Conflict Rolls: The effects of the potion are automatic. Any affected poisons are allowed no Conflict Rolls.

Casting Req.: Gestural, Material. To create an Antidote Tonic, the brewer must dry and powder the root of a Jidra plant. This material is then stirred it into a brew of goat, cow,

deer, and pig milk. Yummy. The Quality Level of the materials limits the spell rank.

Concoct Compound of Hallucinogenic Gas

Occult Lore Requirements: Body 10, Gas 10, Liquid 10, Smell 10

Description: This spell creates a Compound of Hallucinogenic Gas, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To make this concoction, the caster needs lotus petals and the caps of various hallucinogenic mushrooms. The Quality Level of the materials limits the spell rank.

Concoct Compound of Sleep Gas

Occult Lore Requirements: Body 9, Gas 9, Liquid 9

Description: This spell creates a Compound of Sleep Gas, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To make this Compound, the caster must pulverize a quantity of lotus petals. The Quality Level of the ingredients limits the spell rank.

Concoct Compound of Suds

Occult Lore Requirements: Liquid 8, Wet 8

Description: This spell creates a Compound of Suds, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To make this Compound, the caster must brew two pounds of fat taken from a wild boar. The Quality Level of the components limits the spell rank.

Concoct Compound of Tear Gas

Occult Lore Requirements: Body 8, Gas 8, Liquid 8, Smell 8, Taste 8

Description: This spell creates a Compound of Tear Gas, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To make this brew, the caster must brew the scent glands of a cateblopas. The Quality Level of the materials limits the spell rank.

Concoct Elixir of Dispelling

Occult Lore Requirements: Cold 6, Dry 6, Hot 6, Liquid 6, Wet 6

Description: This spell creates an Elixir of Dispelling, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. This spell requires dried berries from a Rowan Tree Lady ground with a small quantity of the herbs Aglaophotis²³ and Moly²⁴. The Quality Level of the materials limits the spell rank.

23 Aglaophotis is an herb described by the ancient Greek doctor Dioscorides as having properties that ward off witchcraft.

24 Moly is an herb described by Homer in The Odyssey. Hermes gave it to Odysseus as a protection against the magic of the sorceress Circe.

Concoct Elixir of Gaseous Form

Occult Lore Requirements: Body 10, Gas 10, Liquid 10

Description: This spell creates an Elixir of Gaseous Form, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To brew this potion, the caster must brew a piece of griffin heart. The Quality Level of the components limits the spell rank.

Concoct Elixir of Grand Healing

Occult Lore Requirements: Body 8, Liquid 8

Description: This spell creates an Elixir of Grand Healing, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To brew this elixir, the caster must crush the petals of a purple foxglove flower in a mortar and pestle made of a unicorn's hoof and horn. This must then be mixed with oil rendered from Shamaran fat. The resulting paste must be mixed with phoenix ash and hydra blood. The Quality Level of the materials limits the spell rank.

Concoct Elixir of Life (of Nicolas Flamel)

Occult Lore Requirements: Body 20, Liquid 20, Spirit²⁵ 20

Description: First discovered by Nicolas Flamel²⁶, this spell creates the Elixir of Life, as described in The Wicked Workshop.

Affected Area: The spell charms a potion with a single dose. (Whatever the material components for this brew actually are, they are far too rare for even the wealthiest Alchemist to brew more than a single dose at a time.) When drunk, the potion's magic affects the imbiber.

Casting Req.: Gestural, Material. Nobody knows for sure what components are required to brew one of these potions. However, there are some strong beliefs that it requires Quintessence (True Gold), the Philosopher's Stone, or both. The Quality Level of the materials limits the spell rank.

Concoct Elixir of Petrification

Occult Lore Requirements: Body 7, Dry 7, Liquid 7, Solid 7

Description: This spell creates an Elixir of Petrification, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To brew this potion, the caster must boil one pint of blood taken from a Gorgon. The Quality Level of the materials limits the spell rank.

Concoct Fulminate of Shrapnel

Occult Lore Requirements: Dry 11, Hot 11, Liquid 11, Solid 11

Description: This spell creates a Fulminate of Shrapnel, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. This potion requires one pound of fat taken from a fire Drake. The Quality Level of the materials limits the spell rank.

Concoct Glue Goo

Occult Lore Requirements: Cold 1, Dry 1, Wet 1

Description: This spell creates Glue Goo, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. This Compound requires resin or sap taken from a Tree Spirit (of any type). The Quality Level of the materials limits the spell rank.

Concoct Greek Fire

Occult Lore Requirements: Liquid 14, Hot 14, Plasma 14

Description: This spell creates Greek Fire, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. The major material component of this spell is about one pound of fat taken from a fire-breathing dragon and one pint of Hellhound ichor. The Quality Level of the components limit the spell rank.

Concoct Incense of Cognizance

Occult Lore Requirements: Body 15, Gas 15, Hot 15, Smell 15

Description: This spell creates an Incense of Cognizance, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. Preparation requires the caster to crush the eye of a sphinx into dried catnip leaves. The Quality Level of the materials limits the spell rank.

Concoct Incense of Grand Healing (of Paracelsus)

Occult Lore Requirements: Body 8, Gas 8, Hot 8, Smell 8

Description: This spell creates an Incense of Grand Healing, as described in The Wicked Workshop. Named after the famed physician, alchemist, and astromancer that invented it, this incense produces the aroma of a potpourri when burned.

Casting Req.: Gestural, Material. To make this incense, the caster must dry and crush a variety of healing herbs. The Quality Level of the herbs limits the spell rank.

25 Alchemists don't gain the lore of Spirit, which helps explain why so few Alchemists actually discover this recipe.

26 Nicolas Flamel was an Alchemist who lived in Paris in the 14th and 15th centuries. He was famed for having gained immortality by having discovered how to create the Elixir of Life.

Concoct Itching Powder

Occult Lore Requirements: Body 2 Dry 2

Description: This spell creates Itching Powder, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To make Itching Powder, an occultist must have wool from a poisonous sheep and the dust of a dried cockroach, beetle, ant, or other bug. The Quality Level of the materials limits the spell rank.

Concoct Faery Dust

Occult Lore Requirements: Gaia 6, Moon 6, Spring 6

Description: This spell creates a pouch of Faery Dust, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a small pouch of powdered fool's gold. The Quality Level of the fool's gold limits the spell rank.

Concoct Nourishment Tonic

Occult Lore Requirements: Body 4, Liquid 4

Description: This spell creates a Nourishment Tonic, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. This elixir requires royal honey to produce. The Quality Level of the materials limits the spell rank.

Concoct Ointment of Flying (of Abramelin)

Occult Lore Requirements: Body 10, Gas 10, Liquid 10

Description: This spell creates an Ointment of Flying, as described in The Wicked Workshop. Named after the Egyptian archmage that invented it, the ointment allows the user to fly when applied to the body.

Casting Req.: Gestural, Material. Making an Ointment of Flying requires powdering and mixing in scales of a dragon's wing and feathers taken from a griffon. The Quality Level of the components limit the spell rank of the balm.

Concoct Ointment of Pain Numbing

Occult Lore Requirements: Body 1, Liquid 1

Description: This spell allows the caster to create an Ointment of Pain Numbing, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To brew this ointment, the caster must have the poison glands taken from a Black Widow Spider. The Quality Level of the component limits the spell rank.

Concoct Perfume of Infatuation

Occult Lore Requirements: Chaos 6, Mind 6, Moon 6

Description: This spell creates Perfume of Infatuation, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To brew this perfume, the caster must have samples from a variety of rare perfumes and the scent glands of a panther. The Quality Level of the materials limits the spell rank.

Concoct Philter of Forgetfulness (of Grimhilde)

Occult Lore Requirements: Chaos 7, Mind 7

Description: This spell creates a Philter of Forgetfulness, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To make a Philter of Forgetfulness, the caster must have a single drop of water from the river Lethe²⁷. The Quality Level of the materials limits the spell rank.

Concoct Philter of Love

Occult Lore Requirements: Chaos 9, Mind 9, Moon 9

Description: This spell creates a Philter of Love, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To make a Philter of Love, the caster must have monkshood and mandrake. The Quality Level of the materials limits the spell rank.

Concoct Philter of Oblivion (of Morgan le Fay)

Occult Lore Requirements: Mind 12, Moon 12

Description: This spell creates a Philter of Oblivion, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. This potion requires the caster to dilute belladonna, ground pine seeds, and honey in fine wine. The Quality Level of the materials limits the spell rank.

Concoct Philter of Poetry

Occult Lore Requirements: Law 12, Spirit 12, Venus 12

Description: This spell creates a Philter of Poetry, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. This potion requires the caster to crush a single lotus blossom²⁸ into honey and water. The Quality Level of the materials limits the spell rank.

²⁷ The Lethe River is a river in the underworld of Greek mythology. Anyone drinking it loses all memory.

²⁸ In Greek myth, the Lotus Tree produced blossoms that acted as highly addictive drugs having both hallucinogenic and tranquilizing effects on anyone consuming them.

Concoct Pixie Dust

Occult Lore Requirements: Autumn 6, Moon 6

Description: This spell creates a pouch of Pixie Dust, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a small pouch of powdered fool's gold. The Quality Level of the fool's gold limits the spell rank.

Concoct Smoky Compound

Occult Lore Requirements: Dry 8, Hot 8

Description: This spell creates a Smoky Compound, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To make a Smoky Compound, the caster must brew fresh leaves taken from any type of Tree Spirit. The Quality Level of the materials limits the spell rank.

Concoct Sneezing Powder

Occult Lore Requirements: Body 1, Smell 1

Description: This spell creates Sneezing Powder, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To make this powder, the caster must grind into dust the dried carapace of a scarab, ant, or other insect. The Quality Level of the materials limits the spell rank.

Concoct Tonic of Animal Tongues

Occult Lore Requirements: Body 7, Liquid 7

Description: This spell allows the caster to create a Tonic of Animal Tongues, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To brew this elixir, the caster must brew a quantity of Fern Flower herb²⁹. The Quality Level of the component limits the spell rank.

Concoct Tonic of Bloodlust

Occult Lore Requirements: Body 4, Blood 4

Description: This spell creates a Tonic of Bloodlust, as described in The Wicked Workshop. In brief, it is a potion that bestows magic similar to the spell Unleash Aptly Deft Bloodlust upon the imbiber at a spell rank equal to the tonic's.

Casting Req.: Gestural, Material. To make this potion, the caster must brew the blood taken from a tick, vampire bat, or other living blood draining creature. The Quality Level of the blood used in its brewing limits the Quality Level of the resulting potion.

Concoct Tonic of Draconic Durabilities

Occult Lore Requirements: Air 8 Earth 8 Fire 8 Water 8

Description: This spell charms a vial of dragon's blood to create a Tonic of Draconic Durabilities, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To invoke this spell the caster must possess a small vial of dragon's blood. (The magic of the spell prevents the blood from decaying. However, the blood must be collected within 5 minutes of the dragon's death for it to be effective). The Quality Level of the blood limits the spell rank.

Concoct Tonic of Quickening (of Nicolas Flamel)

Occult Lore Requirements: Body 5, Liquid 5

Description: This spell allows the caster to create a Tonic of Quickening, as described in The Wicked Workshop. The spell is named after the famous alchemist that conceived it. In brief, the brew increases the target's land Speed as per the Offer Decent Quickening spell.

Casting Req.: Gestural, Material. To make this potion, the caster must mix a crushed queen bee with coffee grounds from rare beans. The Quality Level of the materials limits the spell rank.

Other Details: Nicolas Flamel gained his fame by supposedly discovering the Elixir of Life that grants youth and vitality to the old and infirm. Due to this remarkable (but unproven) accomplishment, the formulas used in this tonic have been researched, examined, analyzed, and scrutinized for centuries by alchemists throughout the world for clues on how he accomplished the deed.

Concoct Tonic of Sleeping

Occult Lore Requirements: Mind 1, Moon 1

Description: This spell creates a Tonic of Sleeping, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To brew this elixir, the caster must have a pinch of sand taken from a Sandman. The Quality Level of the component limits the spell rank.

Concoct Tonic of Strength

Occult Lore Requirements: Body 10, Liquid 10

Description: This spell creates a Tonic of Strength, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To create this potion the caster must brew a small piece of ground minotaur's pancreas with a bit of diced tiger gallbladder. The Quality Level of the materials limits the spell rank.

²⁹ Fern Flower is a magical herb of Slavic folklore that can only be harvested on the evening of the Summer Solstice. It bestows the ability to speak with animals.

Concoct Uction of Acid Protection

Occult Lore Requirements: Liquid 9, Hot 9, Wet 9

Other Details: This spell creates an Uction of Acid Protection, as described in The Wicked Workshop.

Conflict Rolls: None

Casting Req.: Gestural, Material. To make this lotion the brewer must obtain a vial of acid spit from the salivary glands of a Tatzlwurm (which means the dragon didn't spit as many times as it could have). Note that 5 vials of acid can be obtained from each unused acid spit. The Quality Level of the acid limits the spell rank.

Concoct Uction of Electricity Protection

Occult Lore Requirements: Liquid 9, Wet 9

Other Details: This spell creates an Uction of Electricity Protection, as described in The Wicked Workshop.

Conflict Rolls: None

Casting Req.: Gestural, Material. To make this lotion the brewer must crush a medium-sized diamond into the elixir along with the salivary glands of a Babylonian Dragon. The Quality Levels of the components limit the spell rank of the balm.

Concoct Uction of Freezing Protection

Occult Lore Requirements: Cold 9, Liquid 9, Wet 9

Other Details: This spell creates an Uction of Freezing Protection, as described in The Wicked Workshop.

Conflict Rolls: None

Casting Req.: Gestural, Material. To make this lotion the brewer must mix in powdered salamander feather. The Quality Levels of the components limit the spell rank of the balm.

Concoct Uction of Scorching Protection (of Medea)

Occult Lore Requirements: Hot 9, Liquid 9

Other Details: This spell creates an Uction of Scorching Protection, as described in The Wicked Workshop.

Conflict Rolls: None

Casting Req.: Gestural, Material. To make this lotion the brewer must crush a medium-sized diamond into the balm along with the salivary glands of a Heraldic Dragon. The Quality Levels of the components limit the spell rank.

Concoct Uction of Invisibility (of Abramelin)

Occult Lore Requirements: Body 14, Liquid 14, Solid 14

Description: This spell creates an Uction of Invisibility, as described in The Wicked Workshop. Named after the famous Egyptian archmage that invented it, this cream bestows invisibility when it is spread over the body of a creature or object.

Casting Req.: Gestural, Material. To make this cream, the caster must crush one small-sized gem corresponding to each color of the rainbow. The Quality Level of the materials limits the spell rank.

Concoct Uction of Undeath (of Erichtho)

Occult Lore Requirements: Body 10, Dry 10

Description: This spell creates an Uction of Undeath. Named after the ancient Greek necromancer that invented it, an Uction of Undeath temporarily bestows undeath on a the corpse over which it is rubbed, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. To make this lotion the brewer must crush a vampire's fang into the balm along with the rotting flesh of a ghoul. The Quality Levels of the components limit the Quality Level of the balm.

Concoct Vitriol of Epic Grim Fire

Occult Lore Requirements: Hot 14, Plasma 14

Description: Other than the differences listed herein, this spell is identical to Vitriol of Epic Grim Fire.

Casting Req.: Gestural, Material. The major material component of this spell is about one pound of fat taken from a fire-breathing dragon and several pounds of sulfur powder. The Quality Level of the components limit the spell rank.

Concoct Vitriol of Great Grim Fire

Occult Lore Requirements: Hot 11, Plasma 11

Description: This spell creates Vitriol of Great Grim Fire, as described in The Wicked Workshop.

Casting Req.: Gestural, Material. The major material component of this spell is about one pound of fat taken from a fire-breathing dragon and several pounds of sulfur powder. The Quality Level of the components limit the spell rank.

Concoct Maelstrom Elixir

Occult Lore Requirements: Body 3, Tetrangle 3

Description: This spell creates a magical elixir that bestows a spell on a creature when drunk. The spell that it bestows depends on how the elixir is prepared as described below.

Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Conflict Rolls: There is no Conflict Roll in creating the elixir. The Conflict Rolls on its use depend on the spell that the elixir stores.

Affected Area: The spell charms a vial of liquid having a number of doses equal to 2 plus half the spell rank. Each dose provides the specified magical power to one creature.

Action Time: 1 hour to brew; one Action to drink a dose.

Duration: Contained. The magic of the spell permanently charms the potion until used. Each dose bestows the specified power on the user. The power lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the drinker's previous Conflict Roll. While the spell is in effect, the drinker must treat the spell as a Spellbinding against its Magic Limit. However, as the concoction has only a limited number of uses, it does not itself count against its possessor's Magic Limit.

Casting Req.: Gestural, Material. To make this brew, the caster must have an equal volume of royal jelly taken from a Queen Honey Bee. The Quality Level of the materials limits the Quality Level of the resulting potion. It is further limited by the caster's rank in the power they imbue it with. However, it is *not* limited by their rank in this spell. So, if the potion's creator is 6th rank in this spell, but they use materials of Quality Level 12 and they are 12th rank in the Manifest Dire Shocking Touch they imbue into it, the resulting potion has a Quality Level of 12.

Other Details: The magical power provided by the potion can be any single spell having the following characteristics:

- It has a Maelstrom Duration. (Any Occult spells with a Maelstrom duration will have names starting with the word "Manifest", although the imbued spell may be something other than Occult.)
- It targets a creature or creatures.
- It which requires no direction by the target to work.

Further, the power must be imbued into the elixir by its creator when it is concocted. So, it must either be personally cast by the brew's creator or channeled through him, such as via a Petition Magic Channel spell.

Finally, the potion provides its user with its imbued power at a spell rank equal to its Quality Level.

The resulting brew is an amber colored liquid with bubbles having a color indicative of its stored power. The color can be anything desired by its creator to help distinguish it from other potions in their shop. The liquid has the sweet smell

and taste of honey mead. It is normally stored in a stoppered glass vial.

When sold, elixirs concocted by this spell are given names indicative of the power they provide. So, one such brew may be called a Maelstrom Elixir of Cruel Festering Touch, while another may be called a Maelstrom Elixir of Fell Static Haze.

Concoct Persistent Uncction

Occult Lore Requirements: Body 4, Tetrangle 4

Description: This spell creates a magical cream that bestows a spell on a creature or object when it is spread over it. The spell that it bestows depends on how the unction is prepared as described below.

Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Conflict Rolls: There is no Conflict Roll in creating the unction. The Conflict Rolls on its use depend on the spell that it stores.

Affected Area: The spell charms a jar of cream having a number of doses equal to 2 plus half the spell rank. Each dose provides the specified magical power to one willing creature or object.

Action Time: 1 hour to brew; one Action to spread over a body (the balm magically spreads out on its own to cover all hard-to-get-to spots).

Duration: Contained. The magic of the spell permanently charms the unction until used. Each dose bestows the specified power on the user until it is washed off. So, the magic persists while the unction remains. While the power persists, its user must treat it as a Spellbinding against its Magic Limit. However, as the concoction has only a limited number of uses, it does not itself count against its possessor's Magic Limit.

Casting Req.: Gestural, Material. To make this cream, the caster must have an equal volume of elder berries taken from an Elder Tree Folk. The Quality Level of the materials limits the spell rank. It is further limited by the caster's rank in the power they imbue it with. However, it is *not* limited by their rank in this spell. So, if the unction's creator is 6th rank in this spell, but uses materials of Quality Level 8 and is 8th rank in the Provide Resistance to Scorching they imbue into it, the resulting unction has a Quality Level of 8.

Other Details: The magical power provided by the unction can be any single spell having the following characteristics:

- It has a Persistent or Proximate Duration. (Any Occult spell having a Persistent Duration will have names starting with the words Provide or Procure, although the imbued spell may be something other than Occult.)
- It targets a creature or creatures.
- It requires no direction by the target to work.

Further, the power must be imbued into the unction by its creator when it is concocted. So, it must either be personally cast by the cream's creator or channeled through him, such as via a Petition Magic Channel spell.

Finally, the unction provides its user with its imbued power at a spell rank equal to its Quality Level.

The resulting unction is an opaque viscous substance with a smooth texture and a light purple hue with swirls of a color indicative of its stored power. The color can be anything desired by its creator to help distinguish it from other unctions in their shop. The cream has the fragrant smell of berries and a tart, tangy taste. It is normally stored in a glass jar with a large lid allowing easy access.

When sold, unctions concocted by this spell are given names indicative of the power they provide. So, one such cream may be called a Persistent Unction of Apt Freezing Resistance, while another may be called a Persistent Unction of Tiny Resizing.

Conjure Imp in a Bottle

Occult Lore Requirements: Blood 7, Law 7, Spirit 7

Description: This spell conjures an imp and traps it in a bottle provided by the spell caster. There the imp must remain until the cork of the bottle is released. At this point, the imp leaves the bottle to fulfill whatever request is given by its freer.

Affected Area: See Below

Duration: Contained. See Below

Range: Touch to charm the bottle initially.

Setback Cost: 12 minus Intelligence (minimum of 2)

Action Time: 5 minutes to charm the bottle initially; one Action to uncork the bottle to free the imp. Thereafter, the time needed to command the imp varies, depending on what commands are given (Overlord's discretion).

Casting Req.: Verbal, Gestural, Material. To use this spell, the caster must first obtain a finely crafted crystal vial. The vial must have several runes meticulously engraved on its surface describing the nature of the prison. The Quality Level of the bottle limits the spell rank. If the imp is properly imprisoned in the vial, set free, and commanded as the spell directs, the bottle remains unharmed and may be used again.

Conflict Rolls: When a given task is complete, the imp is somehow defeated, or time runs out to complete the task, the imp is compelled to return to the bottle. At that point, the imp must make an Avoidance Roll with Heart Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the imp is drawn into the bottle once again, to serve its next liberator. Success indicates the imp is freed to do whatever it wishes, and the magic of the bottle fades. Note that the individual that freed the imp may spend Guts points on this Conflict Roll if desired.

Other Details: The imp has no choice but to obey the command of whoever frees it. However, it is a member of the lowest rank in the hierarchy of demons. As such, it will try to warp the words of its commander in any way possible. The imp must obey only what is stated, it does not have to follow the "spirit" of the order.

There are no limits on what the imp can be ordered to do. It will be required to perform the task to the best of its ability, even if it is doomed to fail. However, if the task is not complete by midnight of the day the order was given, the bottle will summon the imp back to it and attempt to imprison the imp once again.

To determine the imp's stats, look up the description of Imp in Celtic Creatures and Nordic Nightmares. Select the example having the highest Level that is less than or equal to the spell rank.

Since the magic of the bottle is fully expended once the imp is freed, it does not count against its possessor's Magic Limit.

Contrive a Few Large Fell Snowballs

Occult Lore Requirements: Spring 9, Winter 9

Description: This spell creates several frosty snowballs, each of which will explode on impact when tossed by the caster.

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell conjures a number of snowballs equal to one every three spell ranks. (So, 1 at 1st, 2 at 4th, 4 at 7th, etc.) Each explodes in a 5-foot radius cloud of frost.

Action Time: 1 Action to conjure the snowballs; one Assault Action to throw each one.

Duration: Contained. The snowballs remain intact until used, or as long as the caster participates in a conflict. It ends as soon as a few minutes pass since the caster last engaged in a Conflict Roll, although the caster may cancel the spell at any time. Any snowballs remaining at the end of the spell duration will crumble into flaky snow and quickly melt. Since the snowballs are fully expended once used, they do not count against their possessor's Magic Limit.

Range: The snowballs initially appear in the caster's hands. Thereafter, each may be thrown up to 40 feet.

Casting Req.: Gestural

Conflict Rolls: All creatures within the Affected Area of the snowball when it explodes sustains an amount of Freezing Damage equal to the spell rank. Allow each such creature an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Success indicates they sustain only half damage. Failure indicates the creature sustains the roll's Margin as additional Freezing Damage.

Contrive Great ... Snowball

Description: This description covers a spectrum of spells that create wintry globes of snow that explodes on impact when tossed by the caster. Each such spell has its own unique lore requirements and characteristics, as detailed below.

Action Time: 1 minute to create the snowball; one Assault Action to throw one.

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: Each casting produces one frigid snowball. When thrown, it explodes in a 10-foot radius cloud of frost.

Duration: Contained. The snowball stays frozen while the caster is Proximate and may be carried until used. Any snowball caught within an area of extreme heat must make a Spell Roll. Failure indicates the frigid globe immediately melts into a harmless pool of water. Since the snowball is fully expended once used, it does not count against its possessor's Magic Limit.

Range: The snowball initially appears in the caster's hands. Thereafter, it must remain in the caster's possession until used, and may be thrown up to 40 feet.

Casting Req.: Gestural, Material. The caster must have a pint of water, which is consumed in the casting. The Quality Level of the water has no impact on the spell's effects.

Conflict Rolls: Any creature within the Affected Area of the snowball when it explodes sustains Freezing Damage as described in the individual spell description. Each such creature is entitled to an Avoidance Roll with Agility and Toughness adjustments against a Threshold of 10 plus the spell rank to sustain only half damage. Failure indicates the creature sustains the roll's Margin as additional Freezing Damage.

Contrive Great Fell Snowball

Occult Lore Requirements: Spring 8, Winter 8

Other Details: When it explodes, the snowball delivers Freezing Damage equal to 1 per spell rank.

Contrive Great Grim Snowball

Occult Lore Requirements: Spring 13, Winter 13

Other Details: When it explodes, the snowball delivers Freezing Damage equal to 2 per spell rank.

Cook Ample Vapors of Dire Slumber

Occult Lore Requirements: Chaos 10, Mind 10, Moon 10

Description: This spell protects the abodes of dark occultists. It requires that a cauldron be prepared ahead of time in the center of the protected area. When activated by the caster, a thick green fog billows from the cauldron, cascades to the ground, and flows outward at a depth of about a foot, filling the affected area in a single Round. Once the area is full, tendrils of fumes wind their way upward.

Requires Maleficium: Yes Range: 0'

Setback Cost: 16 minus Intelligence (minimum of 2)

Affected Area: The spell affects all living, breathing creatures other than the caster in an area having a radius equal to 5 feet per spell rank.

Action Time: The spell initially requires 20 minutes to prepare. Once prepared, however, the caster may activate the magic in a single Assault Action.

Duration: Contained. The magic lies dormant until activated, after which the fog lasts while the caster is Proximate. The caster may cancel the spell at any time.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess a small quantity of dried hemlock, and a large cauldron filled with water (or some other liquid – such as some simmering delectable-smelling stew). With the cauldron at the area's center, and with the spell recited, the 'pot' is ready for a later usage. When desired, the caster needs only to speak a quick final phrase and throw in a pinch of hemlock to activate the spell. The Quality Levels of the cauldron and hemlock limit the spell rank. So, good materials are essential.

Conflict Rolls: When initially cast and at the end of the caster's Turn on every Round thereafter, any breathing creature in the area (other than the caster), must make an Avoidance Roll with Toughness Adjustments. Success indicates they suffer no ill effects that Round. Those failing gain the Temporary Trait of "Drowsy", and sustain Sedating Setback equal to 1 point per 2 spell ranks plus the roll's Margin. If this drives a creature's Fate Points to zero, it falls unconscious until the spell terminates.

Multiple castings are not cumulative in a given area.

Occult Spells~D

Devise a Few Phantasmal Boulders

Occult Lore Requirements: Hearing 4, Touch 4, Vision 4

Description: When this spell is cast over a handful of small rocks and pebbles, an illusion is produced that makes the rocks appear to grow in size and weight. Since the caster is aware of the true nature of the rocks, they are able to manipulate them with the same ease as any other normal pebble. Thus, they can hurl them with the same Attack Bonus as they would have with any such rock. Thus, these boulders are often used to great effect by being hurled from slings. (Of course, the sight of a boulder being thrown by use of a sling would hardly be believable, so an additional illusion may be required to mask the true nature of the attack.)

The boulders may be given a single unusual characteristic to help explain away any oddities due to their illusory nature. For example, the boulders may appear ghostly or given a dark aura.

Action Time: 1 Action Range: Touch.

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: This spell will charm one pebble per three spell ranks. The illusion only affects Sapient creatures.

Duration: Disbelief. The spell lasts until some creature successfully Disbelieves it, although the caster may cancel it at any time. While the spell is in effect, the group of pebbles as a whole must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must possess some pebbles or small rocks.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be Disbelieved.

Other Details: Each boulder has an apparent diameter of about 1 foot and each delivers Tormenting Setback equal to 1 per 2 spell ranks plus the Attack Roll's Margin when it strikes.

The "boulders" may be lifted and thrown by any creature that believes itself capable of performing such a feat. Thus, a giant could pick up some of the illusory boulders and hurl them if they chose. Of course, since the caster knows the illusion is fake, the giant is unlikely to use them to any great advantage as a counter-attack.

Devise Apt Sidestep

Occult Lore Reqs: Hearing 9, Mind 9, Touch 9, Vision 9

Description: This spell creates a Phantasmal Illusion that the caster is actually off to one side or the other in a slightly different position and performing slightly different actions than what the caster's true actions and location would otherwise dictate.

The overall effect of the illusion is that any observer attacking the caster has a harder time in landing any blow. Thus, the caster gains an Edge against any attack.

Casting Req.: Verbal

Action Time: 1 Action Range: 0'

Setback Cost: 6 minus Intelligence (minimum of 2)

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be Disbelieved.

Affected Area: The illusion may only be invoked on the caster and only affects Sapient creatures.

Duration: Disbelief. The spell lasts until some creature successfully Disbelieves it, although the caster may cancel it at any time. The caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The illusion is not powerful enough to make it seem like the caster is walking off down an alleyway while they are in fact standing still. Nor can it make them appear to be engaged in combat when they are actually casting spells. The apparent content and results of the caster's actions are completely unaffected.

Devise Deft Phantasmal Murmurings

Occult Lore Requirements: Hearing 1, Mind 1

Description: This spell summons voices that whisper in the ears the targeted creatures, making it difficult for them to think clearly.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: 1 Sapient creature.

Duration: Disbelief. The spell lasts until the target successfully Disbelieves it, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be disbelieved.

Other Details: The targeted creature suffers from a Drawback on all Conflict Rolls involving their Heart.

Multiple castings on a given creature are not cumulative.

Devise Deft Dire Phantasmal Tickling

Occult Lore Requirements: Touch 4

Description: This spell creates the tactile illusion of a feather tickling the more sensitive parts of the target's body. They will squirm and dance with tears streaming down their smiling face as they tries to escape from the tickling influence.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Disbelief: Negates Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One Sapient creature.

Duration: Disbelief+Brittle. The spell is instantly negated by damage or pain sustained by the target (illusory or otherwise), or if the target successfully Disbelieves it. Further, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Casting Req.: Verbal, Gestural. "Coo-chi-coo-chi-coo!"

Conflict Rolls: Upon the initial casting, and at the end of the caster's Turn on every Round thereafter, the target must make an Avoidance Roll with Wisdom adjustments against a Threshold equal to 10 plus the spell rank plus the caster's Charisma. A failed roll indicates the target suffers from a non-cumulative Drawback on all Conflict Rolls involving their Agility or Craftiness from squirming and laughter for the remainder of the duration. Further, it sustains Deluding Setback equal to 1 per 2 spells ranks plus the roll's Margin.

Other Details: Multiple castings have no effect.

Devise Dire Phantasm of ... Size

Description: This spell creates an animate illusion capable of periodically inflicting pain on any creature within its area. The illusion can be given the appearance of any single energetic effect desired by the caster, including fire, crackling lightning, a frosty whirlwind of snowflakes, spinning blades, or other such imagery.

The illusion can be seen by any creature within sight having a Cunning of Simpleminded or better. Further, it may be apparently instigated from outside the Affected Area in which the illusion is confined, if desired (such as a flame ignited by a wayward spark coming from a nearby torch).

Once the effect has been set, by whatever initial spectacular burst the caster chooses (if any), the illusion will steadily persist for the spell Duration. So, a table may be set ablaze with illusory fire, or a wall of fire may be created. But, once these are established, any such illusory flames will not spread from there.

Anyone within sight of the illusion will see it, even if they are beyond the spell's normal range. And, anyone within ten

feet of the illusion can experience secondary effects, such as feeling heat coming off of an illusory fire or smell ozone from crackling electrical sparks. However, the illusion can inflict actual pain only to those within the Affected Area.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Duration: Disbelief. The spell lasts until some creature successfully Disbelieves it, although the caster may cancel it at any time.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Tormenting Setback equal to 1 per 2 spell ranks plus the rolls' Margin. Success indicates the creature sustains half this amount.

Other Details: If this illusion is used to mimic another spell, it is only capable of simulating its sensory aspects. Thus, an illusory patch of burning slick oil would seem to burn the targets, but could not cause them to 'slip' on the oil. Further, all "injuries" inflicted by the illusion is taken in the form of Tormenting Setback, although it appears to deliver normal wounds.

Of course, this means that this spell is limited in its ability to mimic other spells. So, creative use is encouraged.

The entire form and structure of the illusion must be demonstrated within the initial 'burst' of magic. Thus, the caster cannot create the illusion of several different Invoke Burst of Dire Flame spells Round after Round after Round. The illusion of a single such spell to set it ablaze, though, is quite reasonable. The illusion could even create the image of several Invoke Burst of Dire Flame spells targeting a number of individuals at the same initial burst (although such a display would certainly invite a disbelief attempt from anyone familiar with the spells).

Devise Dire Phantasm of Great Size

Occult Lore Requirements: Hearing 9, Touch 9, Vision 9

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The ongoing illusion must be contained within a 20 foot cube and is only perceived by Sapient creatures.

Devise Dire Phantasm of Large Size

Occult Lore Reqs: Hearing 6, Smell 6, Touch 6, Vision 6

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The ongoing illusion must be contained within a 10 foot cube and is only perceived by Sapient creatures.

Devise Dire Phantasm of Medium Size

Occult Lore Requirements: Hearing 4, Smell 4, Touch 4,
Vision 4

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The ongoing illusion must be contained within a 5 foot cube and is only perceived by Sapient creatures.

Devise Phantasmal Bodyguard

Occult Lore Requirements: Hearing 10, Touch 10, Vision 10

Description: This spell creates the illusion of a valiant bodyguard that interposes itself between the caster and any attacking foes. The champion may take on any form desired by the caster, as long as it appears reasonably able to provide protection, is of a type of creature previously observed by the caster, and it written up as a creature in one of the monster supplements.

The phantasm is under complete control of the caster, who needs to concentrate on the illusion's actions only when its 'orders' are altered (say, from appearing to walk down an alleyway to engaging in combat). Whenever the illusion's actions are altered in this way, the caster must expend an Action.

Casting Req.: Verbal, Gestural Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The champion must be of Large size or smaller and is only perceived by Sapient creatures.

Duration: Disbelief. The spell lasts until someone successfully Disbelieves it, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Range: Any creature within sight may observe the bodyguard. It may venture no more than 40 feet from the caster.

Disbelief: Keep in mind that anyone attempting an Active disbelief attempt must come in contact with the illusion. In that case, the individual attempting to Disbelieve their opponent will have their Defense against them reduced to zero against their attacks (since a person cannot disbelieve an illusion and jump aside from its sword thrusts simultaneously).

Other Details: The champion is incapable of actual speech even if a humanoid form is assumed, but may produce basic sounds common to its illusory form (i.e. "Woof").

The Bodyguard Phantasm's combat characteristics match those provided by its form's description in one of the monster supplements, with the exception that its Hit Points and Fate Points are apparently infinite, has no special properties (such as a dragon's breath weapon), and cannot engage in any activities other than normal movement and melee combat.

For the creature's statistics, use those of the example having the highest Level less than or equal to the spell rank. (If there is no example satisfying that limitation, then that form

cannot be used.)

As stated before, the Bodyguard Phantasm's Hit Points are apparently infinite. The bodyguard continues fighting until commanded to stop, regardless of the blows sustained. The bodyguard will, of course, appear to take damage, and will react appropriately when struck (i.e. "Yelp!").

The spell does not require the caster to maintain concentration for most of the spell duration, since the bodyguard will simply act in a fashion that is consistent with its form. However, the bodyguard is under the caster's mental command. If the caster wishes to mentally seize control of the bodyguard and make it perform specific actions, they may do so, but full concentration is required while doing so.

Unfortunately, multiple castings will not produce multiple bodyguards to defend the caster. However, like some other illusions, Bodyguard Phantasms may be "stacked" on top of other illusions (including other Devise Phantasmal Bodyguard spells), if desired. Thus, an illusionist may decide to create a Bodyguard Phantasm having the appearance of a Hell Hound and "stack" another Bodyguard Phantasm spell having the appearance of a large Rotweiller. Thus, if an observer successfully disbelieves the Rotweiller bodyguard, they will "peer through" the illusion to see the form of a Hell Hound. Only if the Hell Hound is also disbelieved will the observer be impervious to the illusion. Of course, the caster must sustain the normal Setback for multiple illusory spells if they are "stacked" in this way.

Note that, if one illusion is "stacked" on top of another, the two illusions must have discernible differences so that a successful disbelief will result in an obvious change. In the above example, this means that the illusionist could not have stacked two Phantasmal Bodyguard illusions that both present identical Rotweiller visages. Any attempt to do so will simply result in both illusions being disbelieved at once. Of course, this restriction does not apply if the illusionist stacks three illusions (i.e. Rotweiller, Hell Hound, Rotweiller), because every successful disbelief attempt provides the observer with a discernible clue that they have peered through illusory magic. Stacking spells in this fashion could prove quite confusing to the observer.

The spell does not allow a Conflict Roll to avoid the spell's effects.

Devise Phantasmal Doppelganger

Occult Lore Requirements: Hearing 12, Mind 12, Touch 12, Vision 12

Description: This spell creates a twin image of the caster while hiding the caster's own presence with a powerful form of illusory invisibility. The projected image may or may not mimic the caster's own actions.

The phantasm is under complete control of the caster, who needs to concentrate on the illusion's actions only when its 'orders' are altered (say, from appearing to walk down an alleyway to engaging in combat). Whenever the illusion's actions are altered in this way, the caster must expend an Action.

Casting Req.: Verbal Action Time: 1 Action

Setback Cost: 12 minus Intelligence (minimum of 2)

Duration: Disbelief. The spell lasts until someone successfully Disbelieves it, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Affected Area: The illusion can only be invoked on the caster. The projected image may not venture more than 40 feet from the caster and is only perceived by Sapient creatures.

Range: The illusion always starts wherever the caster currently stands. All creatures within sight may see the doppelganger.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be disbelieved.

Other Details: This spell is a complex blending of a Bestow Phantasmal Invisibility illusion and a simulation of the caster's own image. Like the spell Bestow Phantasmal Invisibility, the caster's presence will be hidden only as long as they refrain from performing any act that has an obvious and direct affect on their immediate environment. Even so, the magic of this spell is powerful enough to trick anyone watching the illusionist just as they complete their casting into believing the caster has moved elsewhere when they have, in fact, remained firmly planted to their original location (or visa-versa).

The projected image will appear to sustain damage normally, but will not fall to the ground incapacitated unless the caster instructs it to do so.

Note that this illusion may be 'stacked' on other illusions. For example, suppose an Occultist uses Illusionary Doppelganger to create a duplicate of themselves, and then uses a Guise spell to change their own appearance to that of an angelic winged spirit. They then command their projected image to fly. Any observer suspecting the angel's legitimacy would peer 'through' the Guise spell to see the rather comical spectacle of a common spell caster darting through the air like some medieval superhero. However, the effects of the Illusionary Doppelganger would remain effective unless its actual existence was questioned.

Devise Phantasmal Mook

Occult Lore Requirements: Hearing 7, Touch 7, Vision 7

Description: This spell creates an illusion of a creature that slavishly obeys the orders given by the caster. Its actions are limited to melee combat, though. It cannot use range weapons.

The phantasm is under complete control of the caster, who needs to concentrate on the illusion's actions only when its 'orders' are altered (say, from appearing to walk down an alleyway to engaging in combat). Whenever the illusion's actions are altered in this way, the caster must expend an Action.

The creature is deemed to be a "Mook", because it "dies" upon taking a single point of Damage or Setback, or upon failing any Conflict Roll. However, the caster may spend Guts points on the Mook's Conflict Rolls to prevent this happening, if applicable.

Casting Req.: Verbal Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2)

Range: The illusory creature must remain within 40 feet of the caster at all times.

Affected Area: The spell creates the illusion of a single creature. All Sapient creatures within sight of the Mook can perceive it. The Mook itself must be of Medium size or smaller.

Duration: Disbelief / Brittle. The spell lasts until someone successfully Disbelieves it, although the caster may cancel it at any time. If a Mook is 'killed', its 'dead' body will lie in a heap on the ground until the spell duration ends. (The body may be searched but will not appear to have anything of value.) While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Disbelief: Keep in mind that anyone attempting an Active Disbelief roll in combat against an illusory opponent must necessarily touch the illusion. As such, they will have their Defense against that opponent reduced to zero during the Round of the attempt - since a person cannot disbelieve an illusion and jump aside from its attacks simultaneously. (Against an actual illusion, lowering their Defense doesn't actually hinder them, since the illusion isn't targeting their Defense anyway. But, if at some other time they Disbelieve an actual creature, they could suffer some serious consequences for doing so.)

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be Disbelieved.

Other Details: Once cast, the spell does not require any further concentration unless the caster 'amends' their orders. Any altered order requires the caster to 1 Action of concentration to do so, but does not require them to speak in any way.

The Mook is unrestricted in its makeup, except that it must be a creature previously seen by the caster having a description in one of the monster supplements. The stats for the Mook will be identical to those for real creatures as

found in that creature's description. Use the example creature with the highest Level equal to or less than the spell rank.

Thus, the caster may create an ordinary elven woodsman or a skeleton. The mook cannot carry on a conversation, but may produce the sounds and war-cries commonly heard in combat (i.e. "oof!", "ow", "kill-em!", etc.). The Mook may be given a single unusual characteristic to help explain away any oddities that may arise due to it being an illusion. For example, it may be made to appear ghostly or given a dark aura.

The Mook may be equipped with the standard combat gear usually allotted to army mercenaries, footmen, or bowmen. Thus, it may carry a longsword and shield, a large mace, or any other common melee weapon.

Any attacks made by the Mook are not against its targets' Defenses. Rather, they must be made against a Threshold of 10 plus the target's Level plus Wisdom. Any painful "injury" delivered by the Mook is taken by its target in the form of Tormenting Setback, although it appears to deliver normal wounds. The amount of Tormenting Setback delivered equals the amount of physical Damage a creature of its type would normally deliver by the attack mode used.

If the Mook falls, nothing has really died. If the caster spends 1 Action concentrating, they may 'reawaken' the fallen Mook (in effect, amending their orders to play dead).

When not in combat, the illusory Mook will appear to behave normally (as defined by the caster). Thus, in the evening the sound of indistinct laughter and the indistinguishable murmur of low voices will rise from the area. Of course, this spell cannot provide the Mook with a campfire and tents, so the caster may see the need to augment the spell with other illusions.

If the caster desires, they may 'stack' this spell upon itself or other illusions. For example, the illusionist may create the illusion of a skeleton armed with short sword and shield. Then, they may cast a second illusion over the first to give it the appearance of a normal human gladiator similarly armed. Anyone encountering the illusory gladiator may suspect trickery and make a disbelief attempt. A successful roll would allow them to peer 'through' the top-most illusion's magic only to be confronted with the merciless grin of the illusory skeleton. Of course, a moment's reflection may bring the realization that the skeleton may be mere fakery as well. Of course, a moment's reflection may be all that is required for a hesitant foe to forfeit their life.

Devise Phantasmal Sentinel

Occult Lore Requirements: Hearing 11, Smell 11, Taste 11, Touch 11, Vision 11

Description: This spell creates the illusion of a monster, beast, or humanoid under mental control of the caster. The created monster may be of any Size Category up to Great.

Casting Req.: Verbal, Gestural Action Time: 1 Action
Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: Any Sapient creature within sight of the illusion may see it.

Duration: Disbelief. The spell lasts until someone successfully Disbelieves it, although the caster may cancel it at any time.

Range: 40 feet. This creature is visible to all within sight. The sentinel's initial location specifies an Anchor Point, to which it must always remain Proximate.

Disbelief: Keep in mind that anyone attempting an Active Disbelief roll in combat against an illusory opponent must necessarily touch the illusion. As such, they will have their Defense against that opponent reduced to zero during the Round of the attempt - since a person cannot disbelieve an illusion and jump aside from its attacks simultaneously. (Against an actual illusion, lowering their Defense doesn't actually hinder them, since the illusion isn't targeting their Defense anyway. But, if at some other time they Disbelieve an actual creature, they could suffer some serious consequences for doing so.)

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be Disbelieved.

Other Details: Occasionally, an illusionist needs to guard a location. That is the purpose of this spell. The illusion acts under its own volition, but the caster may control its actions if they concentrate while doing so.

The illusory creature must be of a form that the caster has personally seen before, and must be written up in one of the monster supplements. To determine its stats, look up the creature's description, and use the example having the highest Level that is less than or equal to the spell rank. It will act with an intellect appropriate for a creature of its apparent type, but cannot act in a manner more intelligent than its most intelligent observer. The illusion may be given a single unusual characteristic to help explain away any oddities that may arise due to it being an illusion. For example, it may be made to appear ghostly or given a dark aura.

The beast may sustain any amount of damage delivered to it without dispelling the illusion, but will appear to sustain wounds normally. In order to explain this phenomenon to their 'audience', the caster may decide to have the beast's wounds slowly close as if regenerating. Such actions are most believable, of course, on illusions of monsters known to have that ability.

Any attacks made by the illusion are not against its targets' Defenses. Rather, they must be made against a Threshold of 10 plus the target's Level plus Wisdom. Any painful "injury" delivered by the illusion is taken by its target in the form of Tormenting Setback, although it appears to deliver normal wounds. The amount of Tormenting Setback delivered equals the amount of physical Damage a creature of its type would normally deliver by the attack mode used.

The monster may have any Speed desired by the caster, since it really only exists in the minds of their targets. However, the Overlord may give Edges to any Disbelief attempt against an illusory beast that moves unnaturally fast.

Providing a believable ‘entrance’ for the beast is the trickiest part of providing a convincing monster. The illusionist is free to use whatever spectacle they desire to explain the beast's presence, but the entrance itself is incapable of delivering damage. For example, the caster may decide to rub a ‘magic lamp’ and produce a billowing cloud that quickly resolves into the form of a genie.

Devise Phantasmal Weapon

Occult Lore Requirements: Hearing 5, Touch 5, Vision 5

Description: This spell enables the caster to alter the appearance and apparent physical form of a common rod, stick, bottle, or other mundane item into that of any type of normal weapon desired. The caster may create an illusion of a long sword, crossbow, whip, or any other common weapon. It may be given a single unusual characteristic to help explain away any oddities due to it being illusory. For example, it may be made to appear ghostly or given a dark aura.

If the illusion of a range weapon is created that fires bolts, arrows, or other projectile, the caster will seem to have an infinite supply. The projectiles will appear to exist only as long as some Sapient creature observes them.

Casting Req.: Verbal, Gestural

Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Disbelief. The spell lasts until someone successfully Disbelieves it, although the caster may cancel it at any time. While the spell is in effect, the illusory weapon's possessor must treat the spell as a Spellbinding against their Magic Limit.

Affected Area: The spell creates the illusion of a weapon in the caster's hands. It is perceived only by Sapient creatures. The weapon may even be handed off to another individual to wield. It looks and acts like any normal weapon of its type having a Quality Level of 0.

Range: The initial casting requires the caster to touch the item on which the illusion is placed. Thereafter, the illusion affects all creatures perceiving it.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be disbelieved.

Other Details: The weapon is wielded with a skill equal to what the person wielding it would normally have in a weapon of its type. However, any attack using it is not made against the target's Defense. Rather, it must be made against a Threshold equal to 10 plus the target's Level plus Wisdom.

The “Damage” inflicted by the weapon is identical to a normal weapon of its type, but is actually delivered in the form of Tormenting Setback, although it appears to deliver normal wounds.

Multiple castings will produce multiple illusory weapons; so one Deploy Illusory Weapon spell cannot be “stacked” directly on top of another spell. Even so, other illusions may be ‘stacked’ to alter the appearance of an illusory weapon. For example, an illusionist may create an illusory long

sword with this spell and then cast a Guise spell to alter their overall appearance to that of a knight carrying a bastard sword (which would, incidentally, alter the illusory damage to that of a bastard sword). Anyone disbelieving the Guise spell would still see the illusory long sword until that illusion was specifically disbelieved.

Devise Bevy of ... Phantasmal Mooks

Description: This description covers a spectrum of spells that create groups of identical illusory creatures to slavishly obey the orders given by the caster. Each such spell has its own unique lore and casting requirements to cast, which are detailed below.

Action Time: 1 Action

Disbelief: A successful attempt to Disbelieve a single Mook reveals that Mook as illusory, but has no effect on the other Mooks. As such, each must be Disbelieved individually.

Other Details: If a Mook falls, nothing has really died. The caster may ‘reawaken’ any fallen Mook (in effect, amending their orders to play dead) by expending an Action to do so.

The actions of the phantasmal creatures are limited to melee combat. They cannot use range weapons.

The phantasms are under complete control of the caster, who needs to concentrate on the illusion's actions only when their ‘orders’ are altered (say, from appearing to walk down an alleyway to engaging in combat). Whenever the illusions’ actions are altered in this way, the caster must expend an Action.

Each phantasmal creature is deemed to be a “Mook”, because it “dies” upon taking a single point of Damage or Setback, or upon failing any Conflict Roll. However, the caster may spend Guts points on the Mooks’ Conflict Rolls to prevent this happening, if applicable.

The overall spell is considered to be a single Spellbinding regardless of the number of Mooks created.

Devise Bevy of a Few Phantasmal Mooks

Occult Lore Requirements: Hearing 10, Touch 10, Vision 10

Setback Cost: 9 minus Intelligence (minimum of 2)

Affected Area: The spell creates the illusory Phantasm of one Mook per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.). They can only be perceived by Sapient creatures.

Devise Bevy of Some Phantasmal Mooks

Occult Lore Requirements: Hearing 13, Touch 13, Vision 13

Setback Cost: 9 minus Intelligence (minimum of 2)

Affected Area: The spell creates the illusion of one Mook per 2 spell ranks. (So, 1 at 1st spell rank, 2 at 3rd, 3 at 5th, etc.) They can only be perceived by Sapient creatures.

Disguise Creature

Occult Lore Requirements: Vision 8

Description: This spell creates an illusion that alters the appearance of any single creature. The basic form of the illusion must be of a similar nature to that of the creature. Thus, the caster may transform a wolf into a bear, an elf into a goblin, a skeletal panther into a lion, etc.

Affected Area: 1 Sapient creature

Action Time: 1 Action

Casting Req.: Gestural Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Disbelief. The spell lasts until some creature successfully Disbelieves it, although the caster may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be Disbelieved.

Other Details: The disguise includes any personal trappings worn or held by the mimicked being, although a purely illusory weapon created by this spell can deliver no Damage or Setback. (Of course, a Medium Longsword given the appearance of a Large Axe still delivers the standard Medium Longsword Damage).

If the caster creates the illusion of a specific person or trapping, they must have observed the mimicked subject in a well-lit situation. Any such illusion changing the appearance of a creature or an item in its possession may increase the subject's apparent size by up to one Size Category, if desired, but cannot decrease it with this spell. Further, if a disguised trapping is dropped, the disguise will immediately fail on the item, but the overall illusion is otherwise unaffected. Note that the subject's voice (if any) is unaltered by this spell.

Disguise Creature spells may be "stacked" on top of other illusions (including other Disguise Creature spells), if desired. Thus, an illusionist may decide to disguise a horse as a unicorn, and then cast another disguise "stacked" on top to give it the appearance of a pegasus. Thus, if an observer successfully disbelieves the pegasus façade, they will 'peer through' the illusion to see the form of a unicorn. Only if the unicorn disguise is also disbelieved will the observer have any chance of seeing the horse's true form. Of course, each separate illusion counts as its own Spellbinding.

Disguise Gem

Occult Lore Requirements: Touch 2, Vision 2

Description: This spell creates an illusory Phantasm that alters the apparent Quality Level of a gemstone up or down by 1 Quality Level per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.) No gem's apparent Quality Level can ever be lowered below 0, however. For example, a ruby having a Quality Level of 5 has Faust's Fabulous Facets cast over it at 8th spell rank to enhance its beauty. Thus, it appears to have a Quality Level 3 higher than it actually does, or a

Quality Level of 8. The same gemstone could have had its apparent value reduced to 2 (if the Illusionist wanted to discourage thievery).

Action Time: 1 minute Range: Touch

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The magic affects one gemstone, and can only be perceived by Sapient creatures.

Duration: Disbelief. The spell lasts until some creature successfully Disbelieves it, although the caster may cancel it at any time. While in effect, the gem must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The material component is the gemstone itself, whose Quality Level limits the spell rank.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be Disbelieved.

Other Details: The spell cannot change one gemstone to look like another. Thus, an emerald could not be altered to look like a diamond or a sapphire. In addition, it does not seem to alter the type of cut or weight. It only appears to alter the quality of cut and color.

Multiple castings are not cumulative.

Disguise Many Coins as Tantalus Gold

Occult Lore Requirements: Hearing 8, Taste 8, Touch 8, Vision 8

Description: This spell creates an illusory Phantasm that appears to transform copper, silver, or other coins into gold. The coins appear in every way identical to the gold currency common in the region, provided the caster has seen an example coin previously. Even if a wary merchant bites the coin to check its authenticity, slight teeth marks will appear on its face. Of course, if the coins are actually weighed against other gold coins, they will be revealed as fake.

Action Time: 1 minute Range: Touch

Setback Cost: 8 minus Intelligence (minimum of 2)

Casting Req.: Verbal, Gestural, Material. The material component is a number of coins whose appearance will be transformed by the spell.

Duration: Disbelief. The spell lasts until someone successfully Disbelieves it, although the caster may cancel it at any time. Disbelief on any single coin cancels the whole spell. While it is in effect, any group of coins possessed by an individual must be treated as a magic item when considering its possessor's Magic Limit. So, if one character has three coins, the trio is treated as a single magic item. However, if the three coins are distributed to three different individuals, each must be treated as a separate magic item.

Affected Area: This magic 'transmutes' 1 coin per spell rank, and can only be perceived by Sapient creatures.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be Disbelieved.

Disguise Object

Occult Lore Requirements: Vision 4

Description: This spell creates an illusion that alters the appearance of any single object. The basic shape of the item must be of a similar nature to that of the illusion. Thus, a melon could be made to have the appearance of a crystal ball, a sword could be given the appearance of a walking stick, a shield could be made to look like a serving tray, etc.

Affected Area: The magic alters the appearance of 1 object, and can only be perceived by Sapient creatures.

Action Time: 1 Action

Casting Req.: Gestural Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Disbelief. The spell lasts until some creature successfully Disbelieves it, although the caster may cancel it at any time. While the spell is in effect, the item counts as a magic item when considering its possessor's Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be Disbelieved.

Other Details: The illusory disguise is static. It cannot include any form of movement.

If the caster creates the illusion of a specific item, they must have observed the mimicked object in a well-lit situation. The caster may increase the object's apparent size by up to one Size Category, if desired, but cannot decrease it with this spell.

Disguise Object spells may be "stacked" on top of other illusions (including other Disguise Object spells), if desired. Thus, an illusionist may decide to disguise a jeweled scepter as a mace, and then stack another Disguise Object on top to give it the appearance of a piece of firewood. Thus, if an observer successfully disbelieves the firewood façade, they will 'peer through' the illusion to see a mace. Only if the mace disguise is also disbelieved will the observer have any chance of seeing the jeweled mace's true form. Of course, the objects possessor must treat each such illusion as a separate magic item when considering their Magic Limit.

Disguise Self

Occult Lore Requirements: Vision 6

Description: This spell creates an illusion that alters the caster's appearance. The basic form of the disguise must be of a similar nature to that of the caster. Thus, the caster may transform themselves into a humanoid creature such as an elf or humanoid skeleton.

Action Time: 1 Action

Casting Req.: Gestural Range: 0'

Affected Area: The magic alters the appearance of the caster, and can only be perceived by Sapient creatures.

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Disbelief. The spell lasts until some creature successfully Disbelieves it, although the caster may cancel it at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be Disbelieved.

Other Details: The disguise includes any personal trappings worn or held by the caster, although a purely illusory weapon created by the spell can deliver no Damage or Setback. (Of course, a Medium Longsword given the appearance of a Large Axe still delivers the standard Medium Longsword Damage).

If the caster creates the illusion of a specific person, they must have observed the mimicked subject in a well-lit situation. The caster may increase their apparent size by up to one Size Category, if desired, but cannot decrease it with this spell. Note that the subject's voice (if any) is unaltered by this spell.

Disguise Self spells may be "stacked" on top of other illusions (including other Disguise Self spells), if desired. Thus, the caster may decide to give themselves the appearance of a powerful lich, and then cast another disguise "stacked" on top to give themselves the appearance of a powerful wizard. Thus, if an observer successfully disbelieves the wizardry façade, they will 'peer through' the illusion to see the form of a lich. Only if the lich disguise is also disbelieved will the observer have any chance of seeing the caster's true form. Of course, each spell counts as its own Spellbinding if they are "stacked" in this way.

Note that, if one illusion is "stacked" on top of another, the two illusions must have discernible differences so that a successful disbelief will result in an obvious change. In the above example, this means that the illusionist could not have stacked two Disguise Self illusions that both present identical wizard visages. Any attempt to do so will simply result in both illusions being disbelieved at once. Of course, this restriction does not apply if the illusionist stacks three illusions (i.e. wizard, lich, wizard), because every successful disbelief attempt will provide the observer with a discernible clue. This could prove quite confusing to the observer (especially if the illusionist also happens to be a lich).

Disguise Voice

Occult Lore Requirements: Hearing 2

Description: This spell creates an illusory Phantasm that disguises the target's voice to sound identical to any person the caster wants them to mimic.

Action Time: 1 Action Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The magic of the spell affects the voice of 1 creature, and can only be perceived by Sapient creatures.

Duration: Disbelief. The spell lasts until someone successfully Disbelieves it, although the caster may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Casting Req.: Gestural. For success, the caster must have previously heard the mimicked voice in speech for at least one full minute.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it may be Disbelieved.

Occult Spells~E

Embed Chaos

Occult Lore Requirements: Chaos 4, Law 4, Solid 4

Description: When used on an item during its enchantment, this spell allows an item to hold far more powers than it otherwise could. However, the specific power that is evoked when Embed Chaos is triggered is determined randomly.

Action Time: 20 minutes Conflict Rolls: None

Duration: Enduring Range: Touch

Setback Cost: 3 minus Intelligence (minimum of 2)

Casting Req.: Gestural, Material. The material component is merely the object being charmed. To put this spell on an item, the spell rank must be at least as high as the Quality Level of the item it is placed on. In addition, this spell must be placed on the item as it is being enchanted (see Enchant Siphoning Item).

Affected Area: One magic item.

Other Details: This spell is used in conjunction with one of the Enchantment spells (e.g. Enchant Limited-Use Item, Enchant Siphoning Item, etc.). It creates a number of new “Vacancies of Chaos” equal to its spell rank. So, a 9th rank Embed Chaos adds 9 Vacancies of Chaos. These vacancies cannot hold other Charms, but it can hold any Occult or Pagan spell, and add it to the item as a randomly selected power.

All of the various powers added by the Embed Chaos spell must share the same triggering mechanism. When triggered, the evoked power is selected randomly from all of those stored in the various Vacancies of Chaos on the item.

For example, suppose an enchanter wants to create a Wand of Conjuring that conjures a random creature from a potential repertoire of creatures when triggered by the command word, “Whatchamacallit!” To do so, they would enchant the wand as normal, and place on it an Embed Chaos spell. Assuming they are 7th spell rank in Embed Chaos (and the item being fashioned is of 7th Quality Level), the wand would now have 7 Vacancies of Chaos ready to accept powers. At that point, they could add the following 7 powers: Beget Common Cat, Beget Imp, Beget Sage Owl, Beget Common Rat, Beget Common Skeleton, Beget Spider, Beget Wolf.

Embed Concealment

Occult Lore Requirements: Law 7, Solid 7

Description: When this spell is placed on a magic item, it masks discovery of some of the item's nature from a Fathom Magic Item spell or similar magic.

Affected Area: One Item

Duration: Enduring

Action Time: 20 minutes Range: Touch

Setback Cost: 3 minus Intelligence (minimum of 2)

Casting Req.: Gestural, Material. The material component is merely the object being charmed. To put this spell on an item, the spell rank must be at least as high as the Quality Level of the item it is placed on. In addition, this spell must be placed on the item as it is being enchanted via one of the Enchant spells (e.g. Enchant Limited-Use Item, Enchant Siphoning Item, etc.).

Conflict Rolls: The spell does not allow the targeted item a Conflict Roll to avoid the spell's effects.

For a spell caster to have any hope of successfully peering past the charm (whether via the spell Fathom Magic Item or otherwise) they must first *specifically* state that they are looking for Embed Concealment on the item. Even after this is done, they must make a Spell Roll to find it. The Threshold they must overcome increases by an amount equal to the spell rank of Embed Concealment. If the deducing spell caster penetrates the charm, they may find what is masked. Nevertheless, they have the same penalty in doing so as they had in finding the original charm.

Other Details: This spell may be used to mask any abilities that the caster desires. It may even be used to mask the magical dweomer of an item. Nevertheless, once the abilities to be masked are stated, they cannot be changed.

Embed Proportionality

Occult Lore Requirements: Law 2, Solid 2

Description: When used on an item during its enchantment, this spell allows an item to automatically size itself to be proportional to its possessor's size³⁰. So, a sword with this charm on it would size itself to be proportional to the size category of whoever held it. Its weight also adjusts accordingly. If the enchanter desires, he may specify an Oversize or Undersize proportionality. So, a longsword could be charmed to size itself to always be an Oversize weapon for its wielder.

This resizing ability is limited to decreasing the Size Category of the enchanted item, though. So, a Large Shield charmed to always be Proportional to its wielder would change its size to Large for a Large-sized Taurine and Small for a Small-sized Hob. However, it could not size itself to be

³⁰ The Cloak of Padarn from Celtic myth was said to fit itself to any brave person, but could not be worn by a coward.

Great for a Great-sized giant.

Action Time: 20 minutes

Duration: Enduring

Range: Touch

Affected Area: One magic item. Conflict Rolls: None

Setback Cost: 3 minus Intelligence (minimum of 2)

Casting Req.: Gestural, Material. The material component is merely the object being charmed. To put this spell on an item, the spell rank must be at least as high as the Quality Level of the item it is placed on.

Other Details: Note that this spell is not intended for magical garments and other wearable items, as the standard Enchantment spells automatically provide their own sizing abilities for such items.

To put this spell on an item, an occultist's rank in this spell must be at least as high as the Quality Level of the item it is placed on. In addition, this spell must be placed on the item as it is being enchanted.

When an item with this charm is laid aside, and is therefore not in the possession of anyone, it will revert to the size at which it was originally crafted. This is its natural Size Category, which is the one that should be used when determining the item's Monetary Value.

Emblazon Glyph of Immobile Perpetuity

Occult Lore Requirements: Pentacle 4, Star 4, Tetrangle 4, Triangle 4

Description: This spell creates a Glyph of Immobile Perpetuity, which is a magical symbol inscribed on a door, wall, floor, or stationary object that perpetuates a magical spell indefinitely. A Glyph of Perpetuity can indefinitely lengthen the duration of any spell already having a Duration greater than Instantaneous. For example, a Glyph of Perpetuity may be used to cast a perpetual Pitch Force Plane of Large Size or a perpetual Release Great Vapors of Grand Hourly Healing spell.

Action Time: 1 hour

Setback Cost: 24 minus Intelligence (minimum of 2)

Conflict Rolls: Creating the glyph involves no Conflict Rolls. However, the Conflict Rolls associated with the perpetuated magic depend on the spell itself.

Affected Area: Glyph of Perpetuity lengthens the spell duration of a single spell. See the description for the perpetuated spell for the area it covers.

Duration: Enduring. If the glyph is moved or its runes erased or disrupted, the perpetuated spell immediately terminates.

If they choose, the glyph's creator can incorporate one or two triggering phrases, actions, or conditions that will turn the perpetuated spell's effects on and off. So, the caster could set up command words to turn the effects on and off when spoken. Or, they could have the spell come into effect whenever a person other than the caster enters the room, and stop when no such person remains in the room, etc.

Although a Fathom Magic Item spell cast on the actual glyph may discover the hidden trigger(s), such spells will reveal nothing if cast on the perpetuated magic. Also note that nothing in the glyph's intricate inscriptions hints at the means of control.

Range: Touch. Some Anchor Point or origin of the perpetuated spell must lie within 40 feet of the glyph.

Casting Req.: Gestural, Material. To create this glyph, the caster must prepare a special ink. The spell rank of the perpetuated spell is unaffected by the spell rank of the glyph. For example, Marvin the Wizard/ Theurgist/ Thaumaturgist has attained 4th spell rank in Emblazon Glyph of Immobile Perpetuity, 9th in Pitch Force Plane of Large Size, and 6th in Pitch Great Slick Patch of Fell Flame. Therefore, they could create a perpetual Large Force Plane at a spell rank of 9, and an enduring Slick Tract of Fell Flame at a spell rank of 6. As such, the glyph is considered to have a Quality Level equal to the spell rank of the stored spell.

Other Details: The glyph itself cannot move. Once placed on a stationary object, the magic of the glyph works only as long as the object remains stationary.

Emblazon Hexagram of Epic Protection

Occult Lore Requirements: Star 7

Description: This spell draws a Hexagram, which is a six-pointed star inscribed inside a circle. Other than the differences listed herein, it is identical to the spell Emblazon Large Hexagram.

Setback Cost: 28 minus Intelligence (minimum of 2)

Affected Area: The Hexagram inscribed by this spell may be of any size from a few inches across up to the size of the area it protects. Regardless of the Hexagram's actual drawn size, though, the spell protects a cylindrical volume having a radius of 20 feet, and extending above and below the glyph a similar distance.

Emblazon Large Hexagram

Occult Lore Requirements: Star 3

Description: This spell draws a Hexagram, which is a six-pointed star inscribed inside a circle. It is mainly used to keep teleportation and divinatory spells at bay. It acts as a barrier to any magic or spell that depends on the areas of Occult lore falling under the Thaumaturgic umbrella of Star. A spell is barred if it requires knowledge of any of the following Occult lores to cast: Gaia, Jupiter, Land, Mars, Mercury, Moon, Motion, Rest, Sea, Sky, Star, Sun, and Venus. In addition, it bars any Pagan spell falling under the category of Divination (short of a full-blown Commune, of course). Magic inside or outside not passing through the boundary is unaffected.

Action Time: 1 hour

Conflict Rolls: None

Range: Touch

Setback Cost: 25 minus Intelligence (minimum of 2)

Affected Area: Nominally a 10-foot diameter circle (see description for rules concerning other sizes).

Duration: Enduring. The Hexagram remains effective as long as its lines remain unbroken.

Casting Req.: Gestural, Material. To construct a Hexagram, the caster must prepare special ink made from crushed star sapphire. The Quality Level of the ink limits the spell rank.

Other Details: The lines used in constructing the Hexagram can leave no gaps. If this condition arises, the Hexagram is ineffective. It is usually advisable to make a Hexagram on a clean surface as any stray dirt or sand kicked on it opens a gap through which the magic may pass.

If desired, a Hexagram may be drawn any size smaller than normal, down to about a 1 inch diameter.

Emblazon Large Pentagram

Occult Lore Requirements: Pentacle 3

Description: This spell draws a Pentagram, which is a five-pointed star inscribed inside a circle. It acts as a barrier to any magic or spell that depends on the areas of occult lore falling under the Thaumaturgic umbrella of Pentacle. Thus, a spell is barred if it requires knowledge of any of the following Occult lores to cast: Blood, Bile, Bone, Flesh, Hearing, Phlegm, Pentacle, Smell, Spirit, Taste, Touch, or Vision. In addition, it bars any religious magic falling under the category of Pandemonium. Magic inside or outside that does not pass through the circular barrier is unaffected.

Action Time: 1 hour

Conflict Rolls: None Range: 0'

Setback Cost: 25 minus Intelligence (minimum of 2)

Affected Area: Nominally a 10-foot diameter circle (see description for rules concerning other sizes).

Duration: Enduring. The Pentagram remains viable and potent as long as its lines remain unbroken.

Casting Req.: Gestural, Material. To construct a Pentagram, the caster must first prepare special ink made from crushed ruby. The Quality Level of the ink limits the spell rank.

Other Details: The lines used in constructing the Pentagram can leave no gaps. If this condition arises, the Pentagram is ineffective. It is usually advisable to make a Pentagram on a clean surface as any stray dirt or sand kicked on it opens a gap through which the magic may pass.

If desired, a Pentagram may be drawn any size smaller than normal, down to about a 1 inch diameter.

Emblazon Large Tetragram

Occult Lore Requirements: Tetrangle 2

Description: This spell draws a Tetragram, which is a square inscribed inside a circle used to keep elemental spirits (Djinn, Effreet, Salamanders, Fire Elementals, etc.) and their powers at bay. The circle itself acts as an impenetrable barrier to such creatures. Thus, any elemental summoned within its radius is trapped so long as the Tetragram remains intact.

A Tetragram also acts as a barrier to any magic or spell that depends on the areas of occult lore falling under the Thaumaturgic umbrella of Tetrangle. Thus, a spell is barred if it requires knowledge of any of the following Occult lores to cast: Air, Autumn, Cold, Dry, Dust, Earth, Fire, Gas, Hot, Land, Sea, Sky, Spring, Plasma, Summer, Sun, Tetrangle, Wet, or Winter. In addition, it bars any Pagan spell utilizing any pure element (Earthquake, Flaming Retribution, St. Elmo's Fire, etc.). Magic inside or outside not passing through the barrier is unaffected.

Action Time: 1 hour

Conflict Rolls: None Range: 0

Setback Cost: 25 minus Intelligence (minimum of 2)

Affected Area: Nominally a 10-foot diameter circle (see description for rules concerning other sizes).

Duration: Enduring. The Tetragram remains effective as long as its lines remain unbroken.

Casting Req.: Gestural, Material. To construct a Tetragram, the caster must prepare a special ink made from crushed fools gold. The Quality Level of the ink limits the spell rank.

Other Details: The lines used in constructing the Tetragram can leave no gaps. If this condition arises, the Tetragram is ineffective. It is usually advisable to make a Tetragram on a clean surface as any stray dirt or sand kicked on it opens a gap through which the magic may pass.

If desired, a Tetragram may be drawn any size smaller than normal, down to about a 1 inch diameter.

An occultist may either stand in a Tetragram and conjure an elemental outside of the Affected Area or they may conjure an elemental into it.

Emblazon Large Trigram

Occult Lore Requirements: Triangle 4

Description: This spell draws a Trigram, which is a triangle inscribed inside a circle used to keep astral and mental spells at bay. Thus, it acts as a barrier to any magic or spell that depends on the areas of occult lore falling under the Thaumaturgic umbrella of Triangle. A spell is barred if it requires knowledge of any of the following Occult lores to cast: Aether, Body, Chaos, Law, Mind, Spirit, or Triangle. In addition, it bars any religious magic that influences the mind. Magic inside or outside not passing through the barrier is unaffected.

Trigrams are also used to keep astral spirits (eidolons, ghosts, etc.) and their powers at bay. The circle itself acts as an impenetrable barrier to such creatures. Thus, any spirit summoned within its radius is trapped so long as the Trigram remains intact.

Action Time: 1 hour

Conflict Rolls: None Range: 0

Setback Cost: 25 minus Intelligence (minimum of 2)

Affected Area: Nominally a 10-foot diameter circle (see description for rules concerning other sizes).

Duration: Enduring. The Trigram remains effective as long as its lines remain unbroken.

Casting Req.: Gestural, Material. To construct a Trigram, the caster must prepare a special ink made from crushed lapis lazuli. The Quality Level of the ink limits the spell rank.

Other Details: The lines used in constructing the Trigram can leave no gaps. If this condition arises, the Trigram is ineffective. It is usually advisable to make a Trigram on a clean surface as any stray dirt or sand kicked on it opens a gap through which the magic may pass.

If desired, a Trigram may be drawn any size smaller than normal, down to about a 1 inch diameter.

An occultist may either stand in a Trigram while conjuring a spirit outside of the Affected Area or conjure a spirit within the circle while standing outside of it.

Emblazon Pentagram of Epic Protection

Occult Lore Requirements: Pentacle 7

Description: This spell draws a Pentagram, which is a five-pointed star inscribed inside a circle. Other than the differences listed herein, it is identical to the spell [Emblazon Large Pentagram](#).

Setback Cost: 28 minus Intelligence (minimum of 2)

Affected Area: The Pentagram inscribed by this spell may be of any size from a few inches across up to the size of the area it protects. Regardless of the Pentagram's actual drawn size, though, the spell protects a cylindrical volume having a radius of 20 feet, and extending above and below the glyph a similar distance.

Emblazon Tetragram of Epic Protection

Occult Lore Requirements: Tetrangle 6

Description: This spell draws a Tetragram, which is a square inscribed inside a circle. Other than the differences listed herein, it is identical to the spell [Emblazon Large Tetragram](#).

Setback Cost: 28 minus Intelligence (minimum of 2)

Affected Area: The Tetragram inscribed by this spell may be of any size from a few inches across up to the size of the area it protects. Regardless of the Tetragram's actual drawn size, though, the spell protects a cylindrical volume having a radius of 20 feet, and extending above and below the glyph a similar distance.

Emblazon Trigram of Epic Protection

Occult Lore Requirements: Triangle 8

Description: This spell draws a Trigram, which is a triangle inscribed inside a circle. Other than the differences listed herein, it is identical to the spell [Emblazon Large Trigram](#).

Setback Cost: 28 minus Intelligence (minimum of 2)

Affected Area: The Trigram inscribed by this spell may be of any size from a few inches across up to the size of the area it protects. Regardless of the Trigram's actual drawn size, though, the spell protects a cylindrical volume having a radius of 20 feet, and extending above and below the glyph a similar distance.

Empower Amber Stone

Occult Lore Requirements: Dry 8, Earth 8, Land 8

Description: This spell charms a piece of amber with the ability to reduce the magical energy required in spell casting.

Conflict Rolls: None Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: The spell charms a single amber stone, whose bearer gains the benefit of its magic.

Action Time: 8 hours. Before any of its magical properties may be used, the Amber Stone must attune itself to its owner by remaining in their possession for one full week, including immediately after its initial enchantment.

Duration: Enduring. The item counts as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell requires an Amber Stone of Medium size or larger. The Quality Level of the stone limits the spell rank. (See [Gemstone](#) in the [Materials](#) section of [The Wicked Workshop](#) for how details on how big such as stone actually is, and how much it is worth.) Further, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, a mage who is 11th rank in this spell can create a magic item

having a Quality Level of no more than 11.

Other Details: Before any of its magical properties may be used, the stone must attune itself to its owner. Its possessor attunes themselves to the amber piece by rubbing it like a worry stone every day for one full month. Once the gemstone is attuned to its owner, they may use its powers.

Anyone attuned to an Amber Stone has the Setback Costs of Occult spells reduced by 1, to a minimum of 2. However, the spell rank of any assisted spell is limited by the Quality Level of the Amber Stone. So, if an Occultist who is 11th rank in Invoke Great Cone of Grim Fire reduces the Setback Cost of that spell through the use of an Amber Stone of Quality Level 8, the Invoke Great Cone of Grim Fire spell is reduce to a rank of 8.

Only the person attuned to the stone may take advantage of the reduced Setback Costs and only a single Amber Stone may be attuned to a given individual at a time. Further, the stone's possessor may opt to forego using it on a case-by-case basis.

Empower Ample Hand of Glory

Occult Lore Requirements: Bile 9, Blood 9, Phlegm 9

Description: This spell Enduringly enchants a Hand of Glory, which is a magical light source whose radiance is discerned only by the possessor. Thus, a thief could confidently stealth into the chambers of a Duke holding a Hand of Glory above their head as a means to locate the Duke's royal jewels. The Duke would slumber peacefully on, unaware of the thief's bright light.

Conflict Rolls: None Range: Touch

Setback Cost: 28 minus Intelligence (minimum of 2)

Affected Area: This spell produces magical illumination whose radiance is only seen by the morbid hand's possessor, who experiences it as a bright light. The illumination extends to a radius of 5 feet per spell rank.

Action Time: The creation of one of these dreadful items requires the creator to spend 8 hours in uninterrupted concentration. Once created, the Hand of Glory is lit like any other candle (taking one Action to light, assuming a flame is available).

Duration: Enduring. This candle produced by the spell can burn indefinitely. The candle may be extinguished and re-lit as many times as desired. As such, a Hand of Glory must be treated as magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. As implied by its name, the Hand of Glory has a rather gruesome makeup. It consists of a candle set in the severed hand of a cold-blooded murderer. The Quality Level of the murderer (when the hand was attached) limits the spell rank. Further, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, a mage who is 11th rank in this spell can create a magic item having a Quality Level of no more than 11.

Other Details: None.

Empower Ample Moonstone

Occult Lore Requirements: Earth 4, Land 4

Description: This spell Enduringly brings forth a hazy soft white moonlight from a moonstone gem.

Conflict Rolls: None

Action Time: 8 hours

Range: Touch

Setback Cost: 28 minus Intelligence (minimum of 2)

Affected Area: One moonstone. The gem glows very dimly, emitting Dim Light to a radius of 5 feet per spell rank, and Scant Light to a radius of twice this distance.

Duration: Enduring. As such, at the glowing stone must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. This power may be drawn from any Medium-sized moonstone gem. Its Quality Level limits the spell rank.. Further, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, a mage who is 7th rank in this spell can create a magic item having a Quality Level of no more than 7. Gemstones that have not yet been mined from the earth gain a +1 Bonus on their Quality Level for purposes of this spell. So, any moonstone that has not yet been mined from the earth can be made to dimly glow. (This later feature is often exploited by gnomish Geomancers to light their mines.) If these gemstones are ever removed from their surrounding rock, the bonus is lost, at which point it will stop glowing if its Quality Level drops too low.

Other Details: As the light given off from the stone is so dim, it does not interfere with Dark Vision or Heat Sense. So creatures with these form of sight may be able to see beyond the moonstone's illuminated area.

Empower Astral Mirror

Occult Lore Requirements: Aether 9, Hearing 9, Rest 9, Spirit 9

Description: This spell Enduringly enchants an Astral Mirror, which is a looking glass that acts as a window to the astral plane. It allows the user to converse with spirits that reside there.

Conflict Rolls: None

Setback Cost: 24 minus Intelligence to enchant the mirror. 0 to activate it.

Affected Area: The spell charms a single mirror.

Action Time: 8 hours to enchant the mirror; one Action to activate it. After the mirror is activated, any called spirit will appear within a minute of being repeatedly called, if it chooses to do so.

Duration: Enduring. This spell Enduringly enchants the target mirror. When used to contact spirits in the astral realm, the power of the mirror allows dialog as long as the user remains Fixated on the conversation. However, the user of the mirror may end contact with the astral plane merely by looking away from it. As the mirror is Enduringly

charmed, it must be treated as a magic item when considering its possessor's Magic Limit. (Although these mirrors are so large that they are usually hung on walls, in which case nobody is carrying it, and so it has no possessor.)

Range: To enchant the mirror, the caster must touch it. Using the mirror to peer into the astral realm demands the user to stand within 5 feet of it while continually looking at it.

Casting Req.: Verbal, Gestural, Material. Invoking this spell requires the caster to possess a sizable mirror to enchant, having dimensions of no less than 4 feet by 4 feet. Further, the caster must state a trigger, (such as the command phrase "Mirror, mirror, on the wall") that will cause the mirror to activate as a window to the astral plane. The Quality Level of the mirror limits the spell rank.

Other Details: To use the mirror, the user must perform its activating trigger. The reflected image will waver a bit, and the reflections of those in the room will disappear. Nothing else out of the ordinary appears to happen at that point. What has, in fact, occurred, though, is that the mirror is now acting as a window into the small corner of the astral plane that echos the room in which the looking glass exists.

Once the connection to the astral plane is established, the user may call out the true name of any spirit or person. (A spirit's true name is simply the name that it most closely identifies itself with.) Because of the nature of the astral plane itself, if the named entity is on the astral plane, that individual will hear their true name being called. They may (or may not) decide to follow the voice they hear to its source. If that happens, the spirit will appear as an occupant in the room's reflection within a minute. There is nothing compelling the spirit to appear, however. Enemies are unlikely to do so.

Spirits that exist on the astral plane include devils, angels, and other eidolons that are not currently visiting the physical realm. Ghosts of the dead that are not haunting the physical realm are also there. Finally, the spirit of any sleeping person also resides on the astral plane, which is also known as the realm of dreams.

In any case, once a spirit shows up in the mirror's reflection, the user may freely converse with it. Information may be exchanged, and arguments conducted.

Users of magic mirrors should be wary, though. While there is no danger of physical attack through a looking glass such as this, purely mental spells can be cast through its surface in either direction. Because the mirror exists in the physical realm, its Quality Level acts as a ceiling to the rank of any spell cast from the physical realm, but those cast from the astral plane have no such limitation.

The mirror only works while in the physical realm. If it is itself somehow taken to the astral plane, its powers are rendered inert until it is returned to the physical realm.

Empower Cauldron of Bubbling

Occult Lore Requirements: Gas 4, Hot 4, Liquid 4, Solid 4

Description: This spell enchants a cauldron, kettle, pot, or other cooking container to boil any water it contains.

Action Time: 8 hours

Conflict Rolls: None

Duration: Enduring

Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: One cauldron, kettle, or pot.

Casting Req.: Gestural, Material. This spell requires the caster to possess a cooking container to enchant. The Quality Level of the container limits the spell rank. Further, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, an Alchemist who is 4th rank in this spell can create a bubbling cauldron having a Quality Level of no more than 4.

Other Details: At the time of casting, the caster must specify a trigger to command the cauldron to heat up, and another trigger to command it to stop doing so. (This may be as simple as "The cauldron heats up when it contains something, and cools down when it contains nothing.")

The overall heating capacity of a cauldron is independent of its size. So, smaller cauldrons get hotter than bigger cauldrons, since the power heating the cauldron by the spell is more concentrated in smaller vessels. As such, smaller cauldrons heat their contents more quickly, but cannot hold as much as bigger ones. But, all such cauldrons boil water completely into steam at a rate of 1 quart per spell rank every hour.³¹ At 4th spell rank, a cauldron will take about 5 minutes to bring one gallon of lukewarm water to a boil.

The cauldron must be treated as a magic item when considering its possessor's Magic Limit. (However, most such cauldrons are simply left sitting in a corner or counter-top to do their thing. At such times, the cauldron has no specific possessor.)

³¹ For any engineer playing this game, we're assuming Standard Temperature and Pressure. So, here's your chance to go full fantasy steam-punk on your Game Master!

Empower Carbuncle Stone

Occult Lore Requirements: Earth 1, Land 1

Description: This spell brings forth a reddish glow of a carbuncle gem³², which produces no heat.³³

Conflict Rolls: None

Action Time: 8 hours Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: One gemstone. The gem illuminates to a radius of 20 feet with Dim Light, and another 20 feet with Scant Light.

Duration: Enduring. As such, at the glowing stone must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. This power may be drawn from any Medium-sized uncut ruby, spinel, garnet, or other transparent red gem.³⁴

Other Details: As the light given off from the stone is red rather than white, it does not interfere with Heat Sense.

Empower Colossal Star Bright

Occult Lore Requirements: Star 1

Description: This spell enchants an item with a faint glow. In ordinary daylight, the object appears as any other normal item of its type, but in darkness it continually gives off the dim illumination of starlight.

Action Time: 8 hours

Conflict Rolls: None Range: Touch

Setback Cost: 30 minus Intelligence (minimum of 2)

Affected Area: One item, up to one cubic foot in volume. The item gives off Dim Light to a radius of 20 feet, and another 20 feet with Scant Light.

Duration: Enduring. As such, any such treated item must be considered to be a magic item when considering its possessor's Magic Limit. The spell is disrupted if the rune required to support the magic is damaged in any way.

Casting Req.: Gestural, Material. To invoke this spell, the caster must draw, paint, scratch, emboss, embroider, or engrave a small hexagram (a six-pointed star enclosed by a circle) on the item to be charmed. The Quality Level of the charmed item limits the spell rank. (Note that the caster's rank in this spell does *not* limit the resulting item's Quality

Level.)

Other Details: The light given off by this spell is dim enough that it does not interfere with Dark Vision. And, it gives off no heat, so it doesn't interfere with Heat Vision either.

Weapons that are so treated may hit creatures that are normally only hit by magic weapons, but the enchantment provides no other benefit to the wielder.

Empower Container with ... Astral Pocket

Description: This description covers a spectrum of spells that increases the interior size of a coffer, purse, bottle, or other container. Through a mixture of spatial distortion and an extra dimensional link with the Astral Plane, the inside of the container is made bigger than its outside. Each such spell has its own unique lore requirements and characteristics, which are detailed below.

Action Time: 8 hours

Conflict Rolls: None Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Duration: Enduring. As such, the container must be treated as a magic item when considering its possessor's Magic Limit. If the container is damaged, the spell is immediately terminated and its contents are lost on the Astral Plane.

Casting Req.: Gestural, Material. The spell must be cast on an appropriate container. The Quality Level of the container limits the spell rank. Further, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, a mage who is 7th rank in this spell can create a magic item having a Quality Level of no more than 7.

Other Details: As magical auras are already Astral in nature, placing magic items in an Astral Pocket does nothing to shield the container's possessor from the potentially deleterious effects of an item's magical aura. Thus, it does not allow them to carry more magic items than they otherwise would be able to.

The magic of the spell distorts the space of the container's interior by forming a connection to the Astral Plane. When looking into a container charmed with one of these spells, the container itself does not look any different. However, items placed within it appear smaller. Similarly, any hand reaching into the container will appear to shrink, with the distortion increasing the further it reaches.

The walls of the container are unchanged by the spell. So, if an Astral Pocket is created within a burlap sack and water is poured into it, the water will still leak out of the loose fabric. Similarly, if burning embers are placed within the sack, the bag would catch flame.

32 "Carbuncle" is a term used to describe any transparent red gemstone. The term can be applied to rubies, spinels, garnets, and red tourmalines. Folklore and mythology imbued all such gemstones with the ability to radiate light for those that know how to call it forth.

33 Medieval folklore ascribed powers to different gemstones. Carbuncles were said to have an inner fire. The sword of Ganelon, named Murgleis, had a large carbuncle in its pommel that was said to shine. Further, the German poem Der Kleine Rosengarten tells of the palace of the dwarf king Laurin being lit by the brilliant glow of gems.

34 Some ridiculed sages believe that a process of Light Amplification through Stimulated Emission of Radiation could be achieved using rubies under the right conditions. The specifics are rather complicated but it could have profound implications for entertaining house cats. Even so, it's only a theory and should not be taken too seriously.

Empower Container with Large Astral Pocket

Occult Lore Requirements: Aether 9, Earth 9, Law 9

Affected Area: One container of Small size, whose opening can be no more than 2 ½ feet across. After casting, the interior of the container has the volume of a 10-foot cube.

More Casting Req.: The container must be at least 9th Quality Level to support this spell.

Other Details: Anything that can fit through the container's opening may be placed within the container, as long as it is no longer than about 16 feet long (corresponding to the diagonal of a 10-foot cube).

Empower Container with Medium Astral Pocket

Occult Lore Requirements: Aether 6, Earth 6, Law 6

Affected Area: One container of Tiny size, whose opening can be no more than 15 inches across. After casting, the interior of the container has the volume of a 5-foot cube.

More Casting Req.: The container must be at least 6th Quality Level to support this spell.

Other Details: Anything that can fit through the container's opening may be placed within the container, as long as it is no longer than about 8 feet long (corresponding to the diagonal of a 5-foot cube).

Empower Container with Small Astral Pocket

Occult Lore Requirements: Aether 3, Earth 3, Law 3

Affected Area: One container of Ultratiny size, whose opening can be no more than 7 ½ inches across. After casting, the interior of the container has the volume of a cube 2 ½ feet on a side.

More Casting Req.: The container must be at least 3rd Quality Level to support this spell.

Other Details: Anything that can fit through the container's opening may be placed within the container, as long as it is no longer than about 4 feet long (corresponding to the diagonal of a cube that is 2 ½ feet on a side).

Empower Container with Passwords

Occult Lore Requirements: Earth 6, Rest 6

Description: This spell enchants a chest lid, scroll case, spell-book, cookie jar, or other container to make it a formidable barrier. When the spell is cast, the occultist must specify one command word to allow the aperture to be opened freely and another to hold it fast when shut. Anyone speaking the command words is able to allow or bar entry through the barrier.

Action Time: 8 hours

Conflict Rolls: None Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: One closeable container of size Small or smaller.

Duration: Enduring. The charmed item must be considered

to be a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The material component is merely the chest, or container itself. Its Quality Level limits the spell rank. Further, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, a mage who is 7th rank in this spell can create a magic item having a Quality Level of no more than 7.

Other Details: Any locks that are already on the container when the spell is cast will continue working normally. Even if unlocked, however, the spell cannot be opened by force; it can only be opened by destroying the vessel itself.

Empower Jug of Endless Water

Occult Lore Requirements: Liquid 4, Spring 4, Water 4, Wet 4

Description: This spell enchants a bottle, jug, decanter, canteen, waterskin, or other stoppered container to magically fill itself with fresh drinkable water.

Action Time: 8 hours Conflict Rolls: None

Duration: Enduring Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: One stoppered container capable of holding water.

Casting Req.: Gestural, Material. This spell requires the caster to possess a stoppered vessel to enchant. The Quality Level of the container limits the spell rank. Further, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, a Hydromancer who is 4th rank in this spell can create an Ever-Flowing Jug having a Quality Level of no more than 4.

Other Details: Whenever the enchanted container is less than full, it magically conjures pure water to refill itself. It does this at a continuous rate of 1 quart per spell rank every hour. So, if it is left unstoppered while lying on its side, water will continually flow out of the vessel at this rate.

The Ever-Flowing Jug must be treated as a magic item when considering its possessor's Magic Limit. (However, if simply left sitting on a shelf or counter-top, it has no specific possessor.)

Empower Faustian Bargain

Occult Lore Requirements: Blood 6, Law 6, Spirit 6

Description: This spell allows the caster to create a Faustian Bargain. Also known as a Blood Pact, a Faustian Bargain is a magically binding contract, usually between a mortal and a demon, in which the mortal sells all or part of their soul to the other. This contract must include a detailed description of the terms under which the seller is agreeing to the arrangement. If the terms go unfulfilled, the pact is broken and the seller's soul is returned to him.

Action Time: 8 hours Conflict Rolls: None

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: The signers of the contract, of which there are two: the person selling their soul, and the spirit agreeing to perform a service.

Duration: Enduring. A Faustian Bargain may have any duration necessary to fulfill the agreed-upon contract. Most are Enduring. Once the pact is signed, it must be treated as a Spellbinding by both parties when considering its possessor's Magic Limit.

Range: All interested parties must personally sign the contract. Thereafter, the Pact is not restricted by range. Its effects may even be felt across dimensions.

Casting Req.: Verbal, Gestural, Material. For a Faustian Bargain to be made, the caster must have ink and parchment. The Quality Level of the materials limits the spell rank. Further, all parties involved must sign the contract in blood (or ichor). Finally, the person selling their soul must actually have one to sell. Thus, the seller must be mortal.

Other Details: Angels, Devils, and other Eidolons are not alive, nor have they ever been. They are spirits who are ageless, and are largely unchanging. Without life, a being gains no life experiences. And, without life experiences, a being gains no Experience Points, affording little possibility for advancement and the gaining of ever more power. When a mortal sells a portion of their soul, they are effectively selling a portion of their own future life experiences. This potential is extremely enticing to any demon. (Paragons, on the other hand, would find the suggestion distasteful. Or, at least, that's what they would claim.)

In game terms, every soul has 6 portions. As little as one portion or as many as 6 may be bartered away via Faustian Bargains. A person may even enter into multiple Faustian Bargains, as long as they have portions to trade. From a game mechanics perspective, every portion bartered away perpetually lowers the seller's Experience Point Multipliers by 1, determined by their Glory Status at the end of every conflict, to a minimum of 0. Thus, the character earns fewer Experience Points from all conflicts while under a Faustian Bargain. Depending on how the pact is written, those lost Experience Points can either go to the demon that signed the pact, or to the eidolon bearing the contract, whoever that happens to be at the time. (Both options have their advantages and disadvantages to the demon, but the seller generally couldn't care less.) Needless to say, all demons will

insist, as part of the pact's verbiage, that they will take possession of the document once it goes into effect.

Mortals and spirits are never under any obligation to make a Faustian Bargain with anyone. Whichever entity suggests entering into a Faustian Bargain has the challenge of convincing the other party that the pact is worth the costs. This is usually accomplished via Bandyng Words, in which the stakes for the seller are that they can get away will selling as little of their soul as possible (a single portion) for the favor they want granted. Obviously, the demon wants as much as it can get for as little effort as possible. Before the contest begins, the stakes should be made very clear. For example, "If I win the negotiation, I'll give up one portion of my soul in exchange for a magic fiddle that will let me play music like a virtuoso. If I lose, I'll give up two portions for the same benefit."

In any case, a Faustian Bargain can work only when signed by clear-headed, willing beings. No form of magical influence, can be used to help persuade a being to sign an unsatisfactory pact. If this is even attempted, the magic of the Faustian Bargain automatically fails.

A spirit need only follow the letter of the contract, not what the caster believes it to say. Obviously, a Faustian Bargain must be *very* carefully worded. If the spirit does not fulfill the letter of the contract, as adjudicated by the Overlord, the seller's soul is returned to him, and they no longer suffer any XP drain due to that Faustian Bargain.

Note that, if the seller has signed multiple Faustian Bargains with different demons, the pact with the highest spell rank gains priority when XP is siphoned away. For example, suppose a demonologist has sold 1 portion of their soul for various favors to a demon in a 7th spell rank Faustian Bargain, and another 2 portions to a devil in a 9th spell rank Faustian Bargain. Thereafter, the demonologist defeats a gargoyle in combat while at a Glory Status of 2. Since the devil's pact has the higher spell rank, the devil gets the entire XP award for that battle, while the demon gets nothing. Of course, that's little comfort to the demonologist who would get nothing either way. For this reason, demons generally prefer to cast the Empower Faustian Bargain spells themselves, if they have the capability to do so. That, in itself, can be a bargaining chip for the seller, if both parties are capable of casting the spell.

As a rule of thumb, lesser demons generally won't be able to cast the Empower Faustian Bargain spell themselves. However, Archfiends, Demon Lords, and Devil Princes invariably will be able to. After all, that's how they gained the power of their lofty titles in the first place.

Empower Gem of Ample Light

Occult Lore Requirements: Earth 8, Land 8

Description: This spell enchants a gemstone to magically glow with a cold light. The color of the light depends on the type of stone. So, emeralds glow with a greenish light, diamonds with a white light, sapphires with a blue light, etc.

Action Time: 8 hours

Conflict Rolls: None Range: Touch

Setback Cost: 28 minus Intelligence (minimum of 2)

Duration: Enduring. The gem must be treated as a magic item when considering its possessor's Magic Limit.

Affected Area: One cut gemstone. The gem's light illuminates to a radius of 5 feet per two spell ranks with Bright Light, and to double that radius with Dim Light.

Casting Req.: Gestural, Material. This spell requires the caster to possess cut gem of Medium-size or larger to charm. The Quality Level of the gem limits the spell rank.

Other Details: Only some form of magical disruption, which permanently negates its power, can extinguish the gem.

Empower Great Crypt of Grand Hourly Revamping

Occult Lore Requirements: Aether 8, Body 8, Rest 8, Spirit 8

Description: This spell 'sanctifies' a crypt so that its undead occupants "heal".

Action Time: 1 day Conflict Rolls: None

Duration: Enduring Range: Touch

Setback Cost: 26 minus Intelligence (minimum of 2)

Affected Area: The spell sanctifies an area of a crypt no larger than a 20 foot cube.

Casting Req.: Gestural, Material. To invoke this spell, the caster must burn incenses and sprinkle rare embalming fluids. The Quality Level of the materials limits the spell rank. Further, the Quality Level of the resulting magic is limited by the spell rank of the caster in this spell. So, a mage who is 11th rank in this spell can enchant a crypt with magic having a Quality Level of no more than 11.

Other Details: The undead occupants of a crypt sanctified by this spell regain lost Hit Points. An undead creature regains Hit Points at a rate of 2 per spell rank every hour they remain in the Affected Area.

Empower Hermetic Plane of ... Size

Description: This description covers a spectrum of spells that create impenetrable glass-like planes of pure force. These planes may be placed in any orientation desired by the caster, but are perfectly flat and smooth. Each such spell has its own unique requirements and effects, which are detailed below.

The barriers created by these spells are infinitesimally thin, completely flat, and contain no holes. They must be contiguous, but may lie in any orientation. Further, the edges of any such plane must all be confined in some way. So, an occultist create a force plane across a doorway, trapdoor, hallway, pit, or similarly confined space.

Action Time: 1 Hour

Casting Req.: Gestural Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Duration: Enduring.

Conflict Rolls: None.

Other Details: The barrier cannot stop ghostly or astral creatures but stops solid objects and most spells (excluding light based spells). The plane is Immune to all forms of Damage.

Spells cannot be targeted through the barrier. So, an occultist on one side could not cast a Pitch Dire Campfire spell targeting an area on the other. Further, the barrier blocks all effects except illumination and Sunshining effects. (So, the light of a torch or an aura of Sunshine would pass freely through the transparent plane.)

The caster may specify a trigger, such as a command word or phrase, that will cause the hermetic plane to temporarily vanish, allowing passage. If the caster chooses to do so, they may specify a second trigger that will cause the barrier to reassert itself. If no such trigger is specified, the barrier will reassert itself after a period of 1 Round.

Empower Hermetic Plane of Colossal Size

Occult Lore Requirements: Aether 15, Law 15, Rest 15

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: The barrier may span any area up to 80 feet by 80 feet.

Empower Hermetic Plane of Epic Size

Occult Lore Requirements: Aether 13, Law 13, Rest 13

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The barrier may span any area up to 40 feet by 40 feet.

Empower Hermetic Plane of Great Size

Occult Lore Requirements: Aether 11, Law 11, Rest 11

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The barrier may span any area up to 20 feet by 20 feet.

Empower Hermetic Plane of Large Size

Occult Lore Requirements: Aether 9, Law 9, Rest 9

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The barrier may span any area up to 10 feet by 10 feet.

Empower Item with Triggered Apparition

Occult Lore Requirements: Vision 6

Description: This spell charms an item to deliver a simple visual illusion whenever a triggering event occurs. Other than the differences listed herein, this spell is identical to [Charm Item with Triggered Apparition](#).

Action Time: 8 hours

Setback Cost: 24 minus Intelligence (minimum of 2)

Duration: Enduring. The apparition appears whenever the item is triggered. The apparition itself can last for no longer than one minute. The item must be treated as a magic item when considering its possessor's Magic Limit.

Empower Item with Triggered Voice

Occult Lore Requirements: Hearing 6

Description: This spell charms an item to deliver a vocal message whenever a triggering event occurs. Other than the differences listed herein, this spell is identical to [Charm Item with Triggered Voice](#).

Action Time: 8 hours

Setback Cost: 24 minus Intelligence (minimum of 2)

Duration: Enduring. The voice delivers its message whenever the item is triggered, which can be no longer than one minute. The item must be treated as a magic item when considering its possessor's Magic Limit.

Empower Lamp of Ample Light

Occult Lore Requirements: Plasma 8

Description: This spell enchants a lamp, whose flickering flame magically burns forever.

Action Time: 8 hours Conflict Rolls: None

Duration: Enduring Range: Touch

Setback Cost: 28 minus Intelligence (minimum of 2)

Affected Area: One lamp. The lamp's flame illuminates to a radius of 5 feet per two spell ranks with Bright Light, and to double that radius with Dim Light.

Casting Req.: Gestural, Material. This spell requires the caster to possess an oil lamp to charm. The Quality Level of the oil lamp limits the spell rank. Further, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, an Enchanter who is 10th rank in this spell can create a magic item having a Quality Level of no more than 10.

Other Details: The lamp's flame is hot, and can be used to ignite combustible materials. Only some form of magical disruption, which permanently negates its power, can extinguish the lamp. In fact, a Lamp of Ample Light even burns underwater. The lamp must be treated as a magic item

when considering its possessor's Magic Limit.

Empower Lamp of ... Sanctuary

Description: This description covers a spectrum of spells that enchant lamps to act as portals to Astral rooms where comfortable accommodations await. (For details on the powers and limitations of these lamps, see [Lamp of ... Sanctuary](#) in [The Wicked Workshop](#).)

Setback Cost: 26 minus Intelligence to create the lamp.

Action Time: 8 hours.

Duration: Enduring. Once crafted, the lamp must be treated as a magic item when considering its possessor's Magic Limit.

Conflict Rolls: None

Range: Touch

Casting Req.: Gestural, Material. This spell must be cast on an oil lamp, whose Quality Level limits the spell rank. Further, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, a mage who is 13th rank in this spell can create a magic item having a Quality Level of no more than 13.

Empower Lamp of Epic Sanctuary

Occult Lore Requirements: Aether 15, Earth 15, Law 15

Affected Area: This spell enchants a single lamp containing an Astral room having a radius of 20 feet with a flat floor and a dome-like ceiling rising to a height of 20 feet in the center.

Empower Lamp of Great Sanctuary

Occult Lore Requirements: Aether 12, Earth 12, Law 12

Affected Area: This spell enchants a single lamp containing an Astral room having a radius of 10 feet with a flat floor and a dome-like ceiling rising to a height of 10 feet in the center.

Empower Large Painted Figment (of Johann Weyer)

Occult Lore Requirements: Mind 6, Vision 6

Description: This spell places on a wall, floor, or ceiling the illusion of a corridor, shaft, passageway, doorway, pit, or room. In creating the illusion, the caster must paint a rough facsimile of the desired scene on a reasonably flat bare surface. When the painting is complete, it dissolves into a perfect setting with no trace of the original wall.

Action Time: 8 hours

Duration: Enduring

Range: Touch

Setback Cost: 25 minus Intelligence (minimum of 2)

Conflict Rolls: The spell is a Figment illusion. As such, it does not allow a Conflict Roll to avoid the spell's effects.

Affected Area: The spell creates an illusion that covers an area having any dimension up to a square 10 feet on a side. Anyone viewing this area is affected by the illusion, unless

they are immune to mental spells.

Casting Req.: Gestural, Material. The caster must have a brush and pigments with which to make a crude painting on the wall depicting the desired scene. The Quality Level of the quill limits the spell rank.

Other Details: Any creature attempting to pass down this “corridor” into the next room will be stopped by the unseen but quite real wall, ceiling, or floor that the illusion masks. The only indication that any barrier exists at all is the surface of the wall itself. While there is no illusion of any “force field,” that is one standard assumption made by most observers. However, if any character attempts to disbelieve the “force field,” they have absolutely no chance of doing so. There *is no* illusion of a force field! (In fact, since the illusion is a Figment with purely harmless optical effects, it is not possible to Disbelieve the illusion at all.) If any character runs headlong into the wall masked by the illusion, they will strike the wall forcefully and sustain 2 points of *real* damage from the blow. In addition, they must make a Toughness Check against a Threshold of 10 plus the spell rank. Failure indicates they take Sedating Setback equal to 7 plus the roll’s Margin and gain the Temporary Trait of “Stunned”. If their Fate Points fall to zero as a consequence, they fall unconscious until they are no longer Overcome.

Painted Figment Effects Table

Spell Rank	Effect
1	Create a 5-foot long corridor or shaft with a door or trapdoor at the end.
2	Add up to an additional 5 feet per spell rank to the corridor or shaft.
3	Create a room beyond an open doorway or passageway in place of the above corridor having any width desired.
4	Add basic furniture and plants to the scene.
5	Add a light source (e.g. torch, candle, sunlight, glowing runes, etc.).
6	Add “decorations” to the walls of the room or corridor (tapestries, doors, windows, etc.).
7	Add “decorative” piles of treasure, bones, and/or other items
8	Add a surprised guard that immediately flees upon “spotting” the intruders.
9	Add a ragged and silently pleading humanoid that pounds on the “force field.”
10	Any scene of the caster’s choosing. The scene itself does not have any magical effect on the observers. Thus, the illusion of Medusa would not turn observers into stone.

As the caster gains ranks in the spell, they can add more complex effects to the illusion to entice a character to “enter” the illusion. The caster can include as many of the

effects on the Painted Figment Effects as they choose as long as they are high enough rank to use them. Note that all effects are purely visual.

Some of the more colorful Illusionists use this spell to adorn their drab laboratories with impressive panoramic views of seascapes and mountain ranges. If used on a floor, it could even be used to create the illusion of a pit of crocodiles.

Empower Lock with Grim Password

Occult Lore Requirements: Jupiter 8

Description: After this spell is cast on a lock, anyone trying to open the lock without first speaking a password gets a shocking surprise. The password, spoken by the occultist when the spell is cast, can be any combination of sounds desired.

Action Time: 8 hours

Conflict Rolls: None

Affected Area: One lock

Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Casting Req.: Verbal, Gestural, Material. The material component is the lock on which the spell is cast. Its Quality Level limits the spell rank. Finally, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, an Enchanter who is 11th rank in this spell can create a magic item having a Quality Level of no more than 11.

Duration: Enduring. The lock must be treated as a magic item when considering its possessor’s Magic Limit.

Other Details: Anyone attempting to open the lock without first speaking the password sustains Electrical Damage equal to 2 points per spell rank (no Conflict Roll).

If the lock is opened, the spell will be inactive until the lock is closed again. At that point, the spell once again takes effect.

Empower Ossuary of Fine Daily Revamping

Occult Lore Requirements: Bone 4, Spirit 4

Description: This spell Enduringly 'sanctifies' an Ossuary, a container for human (or demi-human) bones.

Action Time: 8 hours

Conflict Rolls: None

Duration: Enduring

Range: Touch

Affected Area: One box, coffin, or urn.

Setback Cost: 24 minus Intelligence (minimum of 2)

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a wooden or stone box or coffin or a porcelain urn large enough to hold the skeletal remains of a human (or whatever race(s) it is intended to contain).

Typically, this will mean the box will be no smaller than 1½ feet by 1 foot by 2 feet. If an urn, it will be no smaller than 1½ feet in diameter and 1½ feet in height. The Quality Level

of the container limits the spell rank. Finally, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, an Enchanter who is 11th rank in this spell can create a magic ossuary having a Quality Level of no more than 11.

Other Details: Any type of undead skeleton placed in the container will regain lost Hit Points at a rate of 1 point per spell rank every day. Note that the ossuary's power works only on skeletons. Zombies, ghosts, wights, and other undead forms are completely unaffected by the magic.

If the bones of a "slain" undead skeleton are placed in the Ossuary, it will heal at the much-reduced rate of 1 point per day. In this case, the skeleton will not reanimate until completely healed. However, the bones may be removed and replaced as many times as necessary to allow the ossuary to be used on other skeletons during the long drawn-out process.

The vessel is generally rather small so that it can be easily transported. The only size requirement is that it be large enough to completely enclose the skeleton placed within it. The ossuary must also possess a lid. Since the joints of an undead skeleton are rarely joined together by physical ligaments, a skeleton can usually be disassembled and placed carefully inside. Of course, if the skeleton is still animate and under the control of the individual possessing the ossuary, it can simply be ordered to put itself in the container.

The enchanted ossuary must be considered to be a magic item when considering its possessor's Magic Limit.

Empower Portal with Passwords

Occult Lore Requirements: Earth 6, Motion 6, Rest 6

Description: After this spell is cast over a doorway, the door holds firmly against anyone who does not speak the password.³⁵ The password, spoken by the occultist when the spell is cast, can be any combination of sounds desired. The door opens when the words "Open" followed by the password are spoken. The door shuts again when the words "Close" followed by the password are spoken.

Action Time: 8 hours

Conflict Rolls: None Range: Touch

Setback Cost: 25 minus Intelligence (minimum of 2)

Casting Req.: Verbal, Gestural, Material. The material component is the door on which the spell is cast. Its Quality Level limits the spell rank.

Affected Area: One portal, having a size of up to 10 feet by 10 feet.

Duration: Enduring. Opening or closing the door by force permanently negates the spell.

Other Details: The door covering the portal cannot be forced; it can only be breached by destroying the door itself.

³⁵ In the Arabian Nights story of Ali Baba and the 40 Thieves, the thieves gained entrance to their hideout through a portal covered by a large stone, which was opened by the command phrase, "Open Sesame".

Empower Steadfast Sentry

Occult Lore Requirements: Law 2

Description: This spell charms an item to sound a repeated alarm when a specific triggering event occurs, such as whenever anyone other than its owner touches the item it is cast upon. A different trigger silences the alarm, which may be nothing more than a set duration.

Action Time: 8 hours

Conflict Rolls: None

Affected Area: One item.

Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Casting Req.: Verbal, Gestural, Material. The material component is the item on which the spell is cast. Its Quality Level has no impact on the spell.

Duration: Enduring. Once charmed, the item becomes an Enduring magic item and must be treated as such when considering its possessor's Magic Limit.

Other Details: The alarm message can be any short phrase, but must be stated at the time of casting. For example, this spell could be cast on a pouch to alert the owner of any greedy pickpockets attempting to pilfer it by shouting "Thief! Thief!".

Empower Summoning Bell (of Girardius)

Occult Lore Requirements: Hearing 5, Rest 5, Spirit 5

Description: This spell enchants a Summoning Bell of Girardius, which is a bell that summons a specific spirit when rung while verbally calling the spirit forth by name. The spirit appears as a ghost. When the spirit appears, it gives advice on how to escape danger, help solve puzzles, or provide training in skill and/or classes that it possessed in life.

Action Time: 8 hours

Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: The bell summons a single, named spirit, which can venture no more than 40 feet from the bell.

Duration: Enduring / Fixated. The initial spell Enduringly charms the bell, so that it is a permanent magic item. Its possessor must treat it as such when considering their Magic Limit. When the bell is rung, the spirit will appear and communicate only as long as the bell's ringer is Fixated on the conversation. Any spell-casting or Assault Action on the caster's part will immediately cause the spirit to disappear. However, the bell may be rung as frequently as desired.

Casting Req.: Gestural, Material. To cast this spell, the caster must obtain a bell of metal or glass. Both the Quality Level of the bell and the spell rank of the spell must be as least as great as the Level of the summoned spirit, whose name the caster must know, or the enchantment will fail.

Conflict Rolls: The spell is automatic. It does not allow the summoned spirit a Conflict Roll to avoid its effects.

Other Details: When rung, the spirit who is bound to the bell

appears. If the bell is rung by anyone other than the creator, the summoned apparition is not forced to give any advice or information whatsoever. It may or may not refuse to aid the summoner, depending on the apparition's mood and attitude toward the bell holder. On the other hand, death can be awfully boring, and any conversation from the living is usually welcome unless the summoner is a true enemy.

The spirit may provide any information it knew in life, including training in the Skills and Classes it possesses, if desired.

Empower Talisman with Some Spells

Occult Lore Requirements: Pentacle 7, Star 7, Tetrangle 7, Triangle 7

Description: This spell enchants a Talisman, which is an item having magical glyphs (symbols) on its surface. The Talisman serves as a temporary repository for spells. In effect, it acts as a foundation to which the caster attaches spells they previously wove but did not complete.

Setback Cost: Creating a Talisman requires an initial expenditure of 24 Setback (minus Intelligence). Thereafter, each spell stored on the staff requires an additional 2 points of Setback, in addition to its normal Setback Cost. Releasing a spell from the talisman costs nothing.

Affected Area: See Below Range: Touch

Conflict Rolls: None

Action Time: Charming a Talisman initially requires 8 hours of effort (beyond its crafting). Energizing one of the talisman's glyphs with a spell requires 1 minute in addition to the spell's normal Action Time. Releasing any spell from one of the talisman's glyphs requires 1 Action. (Attack spells require an Assault Action.)

Duration: Enduring. The talisman itself is an Enduring magic item, and must be treated as such when considering its possessor's Magic Limit. The stored spells are retained indefinitely until used.

Casting Req.: Gestural, Material. The material component is the item itself. Its Quality Level limits the spell rank. For ready use and convenience in carrying, talismans are normally fashioned from broaches, necklaces, or other jewelry types. However, they may be created in virtually any form, including weapons, scrolls, books, and armor. Talismans have even been known to be created from entire buildings! (Note that the caster's spell rank in this spell does *not* limit the resulting item's Quality Level.)

Other Details: Each Talisman has a number of glyphs engraved on its surface equal to half the spell rank. Initially, all of these glyphs are dark.

To place a spell on a Talisman, the user touches one of the dark glyphs and begins invoking the spell they wish stored. Immediately before the spell is complete, the caster terminates the casting and loses the Setback points normally required in the spell's invocation (plus an additional 2). At that point, the glyph begins glowing, indicating it holds a

spell. (Energizing a glowing glyph erases the previously stored spell, but has no other effect.)

To use a stored spell, the caster must touch the glowing rune containing the spell, recite the final phrase, and make the final gesticulations required. The glyph briefly flares and then permanently fades away as the magic is released. The spell rank of the released spell equals its original spell rank or the rank of this spell, whichever is lower.

Of course, limits exist on the magic that can be stored on a Talisman. The possessor can store as many spells on the item as there are glyphs, although only one of any given spell can be stored on a Talisman at a time. Thus, a Wizard could not hold two Invoke Fury of Grim Lightning spells on their talisman simultaneously.

Enchant Diabolical Siphoning Item

Occult Lore Requirements: Blood 4, Chaos 4, Law 4, Spirit 4

Description: Other than the differences listed herein, and the fact that it creates a cursed magic item, this spell is identical to Enchant Siphoning Item.

Casting Req.: Verbal, Gestural, Material. In addition to the casting requirements of Enchant Siphoning Item, this spell also requires the caster to state the name of a minor demon, such as that of an Imp or Larva (for details, see Celtic Creatures and Nordic Nightmares or Monsters of the Mediterranean, respectively). Further, the caster must drip several drops of their own blood on the item, or cover it in the blood of a living creature sacrificed for this purpose.

Other Details: This spell binds the spirit of a minor demon to an item, enchanting it to become a permanent magic item as described in the spell Enchant Siphoning Item. However, the bound demon imbues the item with its own malevolent sentience.

In addition to the powers listed under Enchant Siphoning Item, the item also has whatever magical powers are possessed by the bound demon. These other powers remain entirely under the control of the bound spirit, though, and will be used to further its own diabolical ends.

While bound to the item, the spirit cannot assume its normal physical form. Instead, treat the item as if it is possessed. If an exorcism is successfully performed on the item, the spirit will be driven from it, which will end its enchantment.

Enchant Limited-Use Item

Occult Lore Requirements: Law 5, Solid 5, Spirit 5

Description: Other than the differences listed herein, this spell is identical to Enchant Single-Use Item.

Affected Area: One Item Action Time: 8 hours

Setback Cost: 24 minus Intelligence (minimum of 2)

Other Details: The power imbued in the item may be used a number of times equal to the spell rank. After these uses are expended, the item loses its magical aura, but is otherwise unharmed. It becomes a normal item of its type, that may be re-enchanted if desired.

Enchant Limited-Use Item with a Few Powers

Occult Lore Requirements: Law 7, Solid 7, Spirit 7

Description: Other than the differences listed herein, this spell is identical to Enchant Single-Use Item.

Affected Area: One Item

Setback Cost: 24 minus Intelligence (minimum of 2)

Other Details: The item may be imbued with a number of powers equal to one-third of its spell rank. So, 1 at 1st rank, 2 at 4th, 3 at 7th, etc. Each power is the capability to invoke a different spell.

Each power may be used a number of times equal to one-third the spell rank. Thus, using this spell, a Quality Level 9 wand can store 3 powers, each of which can be used 3 times. For example, an Enchanter/Wizard could create a wand that casts Invoke Burst of Fell Spitfire, Invoke Fury of Grim Lightning, and Pitch Dire Campfire 3 times each.

After uses of all powers are expended, the item loses its magical aura, but is otherwise unharmed. It becomes a normal item of its type, that may be re-enchanted if desired.

Enchant Single-Use Item

Occult Lore Requirements: Law 1, Solid 1, Spirit 1

Description: This spell allows the caster to create a magic item with a single power that can be used one time.

Action Time: 1 hour Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Conflict Rolls: None to create the item. The power it invokes may require its own Conflict Rolls, though.

Duration: Enduring. The power may be used only once. After this use is expended, the item loses its magical aura, but is otherwise unharmed. It becomes a normal item of its type, that may be re-enchanted if desired.

Casting Req.: Verbal, Gestural, Material. Creating an occult enchanted magic item is no simple task and requires a great expenditure of effort as well as money. To begin, the enchanter must obtain an item having a Quality Level which is at least as great as the Complexity Level of the spell placed on it. (The Complexity Level of a spell equals the highest rank of any Occult Lore or other skill required to learn the spell. For example, if a spell requires 8th rank in Fire and 5th rank in Earth to learn, the spell has a Complexity Level of 8.) Further, the Quality Level of the item limits the spell rank. So, a wand of 9th Quality Level that casts Invoke Fury of Grim Lightning may cast that spell at no more than 9th spell rank. Finally, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, a mage who is 11th rank in this spell can create a magic item having a Quality Level of no more than 11.

The item must incorporate any materials normally required to cast the power placed on the item, if any. This requirement does not apply if these materials actually weaken the structure of the item. But, if so, these materials must be replaced with suitable substitutes. For example, a flawless 1000 sp. diamond may replace 1000 sp. worth of diamond dust.

Other Details: The mechanisms that enchant items are complex and relatively unimportant to users of the created items. However, this spell's main result is that a weak elemental spirit is Enduringly bound to the item. This elemental provides the item with its "eyes" and "ears" and gives the possessor access to the item's powers.

Once an appropriate item has been acquired (see the Casting Requirements), the caster may begin enchanting it.

This spell prepares an item to provide a single magical power to its user, in the form of a spell. The caster may place on the item whatever power they desire. To do so, the caster must personally invoke the spell into the item (unless Petition Magic Channel is being used and the caster is channeling the magic of another caster).

The rank of the power placed on the item must exactly match the Quality Level of the item. Of course, an occultist may cast the spell at a rank lower than they are able, in order to satisfy this restriction.

At the time of enchantment, the caster must state what event triggers the power. This may be a command word or phrase, such as “Kablam!”, “Up, up, and away!”, or some other conglomeration of syllables. Or, it may be any other easily observable action, such as donning a helmet, putting a ring on a finger, or leaping into the air. Only this trigger allows the power to work. The power must have one, and only one, trigger that causes it to function. Optionally, a second trigger may be placed on the item to cancel a spell previously invoked by it (for those spells that can be canceled). But, this too must be specified at the time of enchantment.

This spell gives any wearable item the ability to automatically size itself to its wearer³⁶. A ring, necklace, belt, or cloak would quickly size itself to be a comfortable fit to its wearer. Its weight also adjusts accordingly. But, a magical sword would not automatically do so (although this could be accomplished via the spell Embed Proportionality, if desired). This resizing ability is limited to decreasing the original item’s Size Category, though. So, a Large ring would fit on the finger of a Large sized Taurine as easily as that of a Tiny sized Sprite. However, it could not fit itself to the finger of a Great sized giant.

The triggering mechanism works because of the ambient elemental spirit bound to the item. This spell gives the bound spirit its “working instructions.” However, the elemental can only interpret actions it observes. So, triggering by thought alone is impossible for items enchanted by this spell.

In addition, the caster may incorporate one additional characteristic into the item via an “Embed” spell (e.g. Embed Chaos, Embed Concealment, Embed Proportionality).

If the enchantment is interrupted for any reason, the entire enchantment automatically fails.

Enchant Siphoning Item

Occult Lore Requirements: Law 7, Solid 7, Spirit 7

Description: This spell allows the caster to create a permanent magic item with a single power. The item may be used any number of times, but each time it is used, the item draws the required magical energy from the user.

Affected Area: One Item

Action Time: 8 hours

Range: Touch

Duration: Enduring

Conflict Rolls: None

Setback Cost: 24 minus Intelligence (minimum of 2)

Casting Req.: Verbal, Gestural, Material. Creating an occult enchanted magic item is no simple task and requires a great expenditure of effort as well as money. To begin, the enchanter must obtain an item having a Quality Level which is at least as great as the Complexity Level of the spell placed on it. (The Complexity Level of a spell equals the highest rank of any Occult Lore or other skill required to learn the spell. For example, if a spell requires 8th rank in Fire and 5th rank in Earth to learn, the spell has a Complexity

Level of 8.) Further, the Quality Level of the item limits the spell rank. So, a wand of 9th Quality Level that casts Invoke Fury of Grim Lightning may cast that spell at no more than 9th spell rank. Finally, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, an Enchanter who is 11th rank in this spell can create a magic item having a Quality Level of no more than 11.

The item must incorporate the materials normally required to cast the power placed on the item. This requirement does not apply if these materials actually weaken the structure of the item. But, if so, these materials must be replaced with suitable substitutes. For example, a flawless 1000 sp. diamond may replace 1000 sp. worth of diamond dust.

Other Details: The mechanisms that enchant items are complex and relatively unimportant to users of the created items. However, this spell's main result is that a weak elemental spirit is Enduringly bound to the item. This elemental provides the item with its “eyes” and “ears” and gives the possessor access to the item's powers.

Once an appropriate item has been acquired (see the Casting Requirements), the caster may begin enchanting it.

This spell prepares an item to provide a single magical power to its user, in the form of a spell. The caster may place on the item whatever power they desire. To do so, the caster must personally invoke the spell into the item (unless Petition Magic Channel is being used and the caster is channeling the magic of another caster).

The rank of the power placed on the item must exactly match the Quality Level of the item. Of course, an occultist may cast the spell at a rank lower than they are able, in order to satisfy this restriction.

At the time of enchantment, the caster must state what event triggers the power. This may be a command word or phrase, such as “Kablam!”, “Up, up, and away!”, or some other conglomeration of syllables. Or, it may be any other easily observable action, such as donning a helmet, putting a ring on a finger, or leaping into the air. Only this trigger allows the power to work. The power must have one, and only one, trigger that causes it to function. Optionally, a second trigger may be placed on the item to cancel a spell previously invoked by it (for those spells that can be canceled). But, this too must be specified at the time of enchantment.

The triggering mechanism works because of the ambient elemental spirit bound to the item. This spell gives the bound spirit its “working instructions.” However, the elemental can only interpret actions it observes. So, triggering by thought alone is impossible for items enchanted by this spell.

When triggered, the power draws the magical energy needed to perform the required spell from the user³⁷. The energy is taken from the user in the form of Setback, and the amount equals the Setback Cost of the spell being cast (whether that Setback Cost is entirely paid up-front, or is an on-going cost depends on the item’s power). Spells whose Setback Cost is reduced by Intelligence refers to the Intelligence of the item itself, which is assumed to be 0 for this purpose. In other

36 The Cloak of Padarn from Celtic myth was said to fit itself to any brave person, but could not be worn by a coward.

37 The fact that the item siphons the energy from the user is what gives items of this type the name “Siphoning Item”.

words, the item allows for no reduction in Setback Cost due to Intelligence.

In addition, the caster may incorporate one additional characteristic into the item via an “Embed” spell (e.g. Embed Chaos, Embed Concealment, Embed Proportionality).

If the enchantment is interrupted for any reason, the entire enchantment automatically fails.

Enchant Siphoning Item with a Few Powers

Occult Lore Requirements: Law 9, Solid 9, Spirit 9

Description: This spell allows the caster to create a permanent magic item with multiple powers that draw their energy from the user.

Affected Area: One Item

Action Time: 1 day

Range: Touch

Duration: Enduring

Conflict Rolls: None

Setback Cost: 24 minus Intelligence (minimum of 2)

Casting Req.: Verbal, Gestural, Material. Creating an occult enchanted magic item is no simple task and requires a great expenditure of effort as well as money.

To begin, the enchanter must obtain an item having a Quality Level which is at least as great as the highest Complexity Level of the spells placed on it. (The Complexity Level of a spell equals the highest rank of any Occult Lore or other skill required to learn the spell. For example, if a spell requires 8th rank in Fire and 5th rank in Earth to learn, the spell has a Complexity Level of 8.)

Further, the Quality Level must be increased by 1 for every power over the first placed on the item. So, if the item is imbued with 3 powers, its Quality Level must be increased by 2. For example, suppose an item is enchanted with 3 powers, the highest of which has a Complexity Level of 9. In that case, the Quality Level of the resulting enchanted item must be at least 11.

Next, the Quality Level of the item limits the spell rank. So, a wand of 9th Quality Level that casts Invoke Fury of Grim Lightning may cast that spell at no more than 9th spell rank.

Finally, the Quality Level of the resulting item is limited by the spell rank of the caster in this spell. So, an Enchanter who is 11th rank in this spell can create a magic item having a Quality Level of no more than 11.

The item must incorporate the materials normally required to cast the powers placed on the item. This requirement does not apply if these materials actually weaken the structure of the item. But, if so, these materials must be replaced with suitable substitutes. For example, a flawless 1000 sp. diamond may replace 1000 sp. worth of diamond dust.

Other Details: The mechanisms that enchant items are complex and relatively unimportant to users of the created items. However, this spell's main result is that a weak elemental spirit is Enduringly bound to the item. This elemental provides the item with its “eyes” and “ears” and

gives the possessor access to the item's powers.

Once an appropriate item has been acquired (see the Casting Requirements), the caster may begin enchanting it.

The more skillful the caster in this spell, the more powerful a magic item they can make. This spell prepares an item to provide magical powers to its user, in the form of spells. The caster may place on the item whatever powers they desire, up to one per three spell ranks. (So, 1 at 1st, 2 at 4th, 3 at 7th, etc.) To give an item a spell-casting attribute, the caster must personally invoke the spell into the item (unless Petition Magic Channel is being used).

A rank of any power or embedded characteristic placed on an item must exactly match the Quality Level of the item. Of course, an occultist may cast spells at a rank lower than they are able, in order to satisfy this restriction.

At the time of enchantment, the caster must state what event triggers each power. These may be a command word or phrase, such as “Kablam!”, “Up, up, and away!”, or some other conglomeration of syllables. Or, it may be any other observable action, such as donning a helmet, putting a ring on a finger, or leaping into the air. Only this trigger allows the power to work. Each power of an item must have one, and only one, trigger that causes it to function. Optionally, a second trigger may be placed on the item to cancel a spell previously invoked by the item (for those spells that can be canceled), without expending a vacancy specifically for that purpose. But, these too must be specified at the time of enchantment.

The triggering mechanisms work because of the ambient elemental spirit bound to the item. This spell gives the bound spirit its “working instructions.” However, the elemental can only interpret actions it observes. So, triggering by thought alone is impossible for items enchanted by this spell.

When triggered, the power draws the magical energy needed to perform the required spell from the user. (The fact that the item siphons the energy from the user is what gives items of this type the name “Siphoning Item”.) The energy is taken from the user in the form of Setback, and the amount equals the Setback Cost of the spell being cast. Spells whose Setback Cost is reduced by Intelligence refers to the Intelligence of the item itself, which is assumed to be 0 for this purpose. In other words, the item allows for no reduction in Setback Cost due to Intelligence.

In addition, the caster may incorporate one additional characteristic into the item via an “Embed” spell (e.g. Embed Chaos, Embed Concealment, Embed Proportionality).

If the enchantment is interrupted for any reason, the power currently being placed on the item automatically fails and further enchantment is impossible. However, all abilities given the item up to that point are Enduringly retained.

EXAMPLE

Tim, the Enchanter / Pyromancer, wants to make a wand that casts the spells [Invoke Great Cone of Grim Fire](#), [Invoke Large Blast of Grim Flame](#), [Invoke Burst of Dire Flame](#), and [Pitch Great Slick Patch of Fell Flame](#).

Tim must first gather material components with which to make his wand. To accomplish this, he finds some fool to keep a bloodthirsty rabbit³⁸ occupied while they grab a dragon's tooth lying near the remains of some poor soul's skeleton. He knows it is a fire breathing dragon's tooth because it was the only thing, other than the rabbit, that survived the [Invoke Great Cone of Grim Fire](#) spell he cast in the last battle with the nasty creature. Tim figures that the tooth of a fire-breathing dragon would be an appropriate material from which to fashion a fire-based wand.

After acquiring the tooth and burying the fool, he has a master Scrimshaw artist craft the tooth into a wand. The wand is crafted at a Quality Level of 10.)

Since Tim is 10th rank in this spell, he gives the wand 4 magical powers:

- 1) [Pitch Great Slick Patch of Fell Flame](#) usable when the wielder points the wand and speaks "Flame!";
- 2) [Invoke Burst of Dire Flame](#) usable when the wielder points the wand and speaks "Dart!";
- 3) [Invoke Great Cone of Grim Fire](#) usable when the wielder points the wand and speaks "Burn!"; and
- 4) [Invoke Large Blast of Grim Flame](#) usable when the wielder points the wand and speaks "Fireball!"

After gathering the material components, fashioning a wand, and enchanting it, Tim now has a wand capable of casting a variety of spells, all of which draw their energy from the user in the form of Setback. The overall Quality Level of the item is 10. So, the wand casts all spells at 10th spell rank. Isn't Tim a stud?

Ensorcement Automaton

Occult Lore Requirements: Body 9, Earth 9, Mind 9, Spirit: 9

Description: This spell Enduringly imbues a finely crafted mechanical body with an elemental spirit to animate the mechanism and give it a rudimentary intelligence.

The automaton always obeys the commands given by the master to which it is spellbound. If it is currently not spellbound, it can be spellbound into service by anyone speaking a Spellbinding word or phrase specified at the time of casting.

Action Time: 8 hours

Conflict Rolls: None

Affected Area: 1 mechanism

Range: Touch.

Setback Cost: 24 minus Intelligence (minimum of 2)

Duration: Enduring. When controlled, the automaton must be treated by its master as a Spellbinding when considering their Magic Limit. Because of this restriction, many automatons are given the 'task' of thereafter ignoring its master (e.g. "ignore me"). The automaton will stop performing any previous commands given it by that individual. It thereafter ignores any commands from until someone speaks the Spellbinding phrase once again.

Note that, as the spell is Enduring, any magic capable of negating Enduring magic successfully used on the automaton effectively kills it.

Casting Req.: Verbal, Gestural, Material. The Material component is a clockwork mannequin fashioned from metal. Being a clockwork mechanism, its internals must consist of gears, pulleys, and levers that manipulate the mannequin's appendages. The clockwork mannequin's internals must have been fashioned from soft metals (via the Tinkering skill). Its exterior may be soft metal as well, or it may be fashioned from a hard metal, such as bronze (via the Metal Smithery skill). Its Quality Level limits the spell rank. Further, the Level of the resulting automaton is limited by the spell rank of the caster in this spell. So, a mage who is 11th rank in this spell can create an automaton having a Level of no more than 11.

Other Details: The resulting automaton is programmed by its creator perform a predetermined activity when a specified trigger occurs (e.g. kill all intruders).

To determine the automaton's stats for any given form, look up Automaton Overlay in [Monsters of the Mediterranean](#).

³⁸ That is no ordinary rabbit! It is the most foul, cruel, and bad tempered rodent you could ever set your eyes on, and it comes from Pythonesque Arthurian lore.

Ensorcell Clay Golem

Occult Lore Requirements: Body 5, Earth 5, Spirit 5

Description: This spell brings an automaton fashioned from clay to life. This contrivance is normally sculpted in a humanoid form but may be created in another shape if desired.

The golem always obeys the commands given by the master to which it is spellbound. If it is currently not spellbound, it can be spellbound into service by anyone speaking a Spellbinding word or phrase specified at the time of casting.

Action Time: 8 hours Conflict Rolls: None

Affected Area: One clay Golem. Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Duration: Enduring. When controlled, the golem must be treated by its master as a Spellbinding when considering their Magic Limit. Because of this restriction, many golems are given the ‘task’ of thereafter ignoring its master (e.g. “ignore me”). The golem will stop performing any previous commands given it by that individual. It thereafter ignores any commands until someone speaks the Spellbinding phrase once again and thereby seizes control.

Note that, as the spell is Enduring, any magic capable of negating Enduring magic successfully used on the golem effectively kills it.

Casting Req.: Verbal, Gestural, Material. To cast this spell, the caster must possess a lifeless creature sculpted from clay, with a Heart of Stone (see [The Overlord's Omnibus](#) for details). The Quality Level of the sculpture limits the spell rank.

Other Details: A golem has no will of its own and can understand only simple commands given directly by its creator. Even if attacked, a golem will defend itself only if it has been given previous instruction to do so.

- At 4th spell rank, the caster can animate a small-sized Clay Golem.
- At 9th spell rank, a medium-sized Clay Golem may be manufactured.
- At 12th spell rank, the caster may manufacture a large-sized Clay Golem.

The golem is a normal sort in all respects for creatures of its type. It has a Quality Level approximately equal to the spell rank. Look at the description of the creature, and use the example having the highest Quality Level less than or equal to the spell rank to obtain its stats. If no such example exists, then that particular golem type cannot be animated. (The [Clay Golem](#) description can be found in [Monsters of the Mediterranean](#).)

If a golem has been damaged through combat or some misfortune, a recasting of this spell over the golem's body restores it to full Hit Points. This recasting does not require any further expenditure of material components.

Nevertheless, even if the caster has since gained levels in this spell, the recasting has no other effect.

If the caster also happens to have Enduring enchantments,

charms, or runes, they may opt to enchant a golem with magical powers. They may do this as if making any other magic item. Only one such charm or enchantment may be safely placed on any golem. Note that no spell that requires direction can be used by a golem.

A golem given possession of one or more magic items will eventually berserk as golems do not have the necessary Wisdom to handle them. This can be a handy effect for occultists that have a spare “obsolete” golem lying about and want to rid themselves of some pesky enemy.

Ensorcell Ice Sculpture

Occult Lore Requirements: Cold 8, Water 8, Winter 8

Description: This spell permanently animates a statue fashioned from ice to follow the caster's instructions, generally to guard a castle, dwelling, or other edifice in a frozen environment from trespassers.

Affected Area: One statue. Action Time: 1 hour

Duration: Vanquish. The spell lasts until the statue is Overcome.

Conflict Rolls: None

Setback Cost: 22 minus Intelligence (minimum of 2)

Range: Touch. The statue must remain Proximate to where it was charmed, or the magic animating it will fade.

Casting Req. : Verbal, Gestural, Material. The caster must invoke the spell over a statue made entirely of water ice. The Quality Level of the sculpture limits the spell rank.

Other Details: The statue is programmed by the caster to animate whenever a set triggering event occurs (i.e. someone enters the room it occupies). Once the offending parties are dispatched by the guardian, it will resume its post and wait for another offender.

To determine the sculpture's stats, look up [Animated Statue](#) in [The Tome of Terrors](#) and find a form matching that of the sculpture. Use the example having the highest Level that is less than or equal to the spell rank.

Note that the magic of the spell does not protect the statue from the effects of heat. If the temperature rises above freezing, it will slowly melt as if it were a normal block of ice.

Ensorcill Monstrosity (of Johann Konrad Dippel)

Occult Lore Requirements: Bone 6, Flesh 6

Description: With this spell³⁹, the caster creates a monster by taking parts from different creatures, stitches them together, and reanimates them to create a fleshy construct.

The monstrosity always obeys the commands given by the master to which it is spellbound. If it is currently not spellbound, it can be spellbound into service by anyone speaking a Spellbinding word or phrase specified at the time of casting.

The Monstrosity cannot speak. But, it understands the speech of its creator.

Action Time: 8 hours

Conflict Rolls: None Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Duration: Enduring. The spell instantly binds a spirit to the targeted patchwork of body parts, which is permanently animated until killed. The raised creature will thereafter slavishly obey the caster's commands until it is released from their mastery, which the caster can do at any time. As long as they retain control of their minion, they must treat their mastery of it as a Spellbinding. Because of this restriction, many monstrosities are given the 'task' of thereafter ignoring its master (e.g. "ignore me"). The monstrosity will stop performing any previous commands given it by that individual. It thereafter ignores any commands until someone speaks the Spellbinding phrase once again and thereby seizes control.

Note that, as the spell is Enduring, any magic capable of negating Enduring magic successfully used on the monstrosity effectively kills it.

Affected Area: Only body parts of formerly living creatures of flesh and bone can be merged using this spell. All merged creatures must have the same size category, which must be either Medium or Large. See below for further details.

Casting Req.: Verbal, Gestural, Material. The caster must first gather various body parts they wish to incorporate into their creation. All such parts must be fresh, having been dead for no more than 24 hours. The Quality Levels of all incorporated components limits the overall spell rank.

Further, the Level of the resulting monstrosity is limited by the spell rank of the caster in this spell. So, a mage who is 9th rank in this spell can create a monstrosity having a Level of no more than 9.

Other Details: The created beast has a Level approximately

equal to the spell rank. It must have an overall form that fits one of those provided under the Monstrosity description (in The Tome of Terrors). Use the example having the highest Level less than or equal to the spell rank.

The creature loses any abilities and drawbacks (magical or otherwise) formerly possessed. Similarly, it loses any immunities, resistances, and/or sensitivities it formerly possessed. Instead, the newly animated creature is Immune to Bleeding, Blighting, Dehydrating, Deluding, Dreadful, Enervating, Entrancing, Internal, Intoxicating, Maladive, Quieting, Rotting, Sedating, Starving, Suffocating, Sunshining, Tormenting, and Toxic Effects.

Ensorcill Prosthesis

Occult Lore Requirements: Bone 7, Earth 7

Description: This spell animates a limb sculpted from stone, metal⁴⁰, wood, bone⁴¹ or ivory⁴², such that it can be used as a prosthesis for a character who has had a limb severed from their body.

Action Time: 8 hours Conflict Rolls: None

Affected Area: 1 prosthesis. Range: Touch

Setback Cost: 22 minus Intelligence (minimum of 2)

Duration: Enduring. Since the prosthesis is permanently magicked, it must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req. : Verbal, Gestural, Material. The spell requires a limb comprised of bone, ivory, metal, stone, or wood (A skeletal limb taken from a non-animate skeleton, a limb broken off from a statue, or even parts taken from a suit of armor may suffice.) The magic of the spell gives the prosthesis considerable flexibility in conforming to the user's needs. The Quality Level of the limb limits the spell rank. Further, the Quality Level of the resulting prosthesis is limited by the spell rank of the caster in this spell. So, an Enchanter who is 11th rank in this spell can create a magic prosthesis having a Quality Level of no more than 11.

Other Details: When placed against a living stump of a severed limb, the prosthesis will automatically conform itself to its shape and magically grab hold of it. The limb will thereafter move as if it were a normal extension of the creature to which it is attached, until it is removed. It may be removed and reattached by the user as often as desired at their discretion. If removed, the prosthesis retains its magic, but returns to a lifeless, non-animate state until it is reattached.

The prosthetic has a remarkable ability to adapt to its user's

39 Johann Konrad Dippel was born in Castle Frankenstein in 1673. He was a practicing alchemist, who peddled Dippel Oil, a concoction of his own that was supposedly a form of Elixir of Life. Dippel was also known for dissecting dead bodies and performing experiments on them. He was even rumored to have brought one of his monstrosities to life with a lightning bolt, which then haunted the lands around the castle. It is believed that the stories of Dippel and his monster influenced Mary Shelley when she wrote her famous novel Frankenstein.

40 In Celtic mythology, the god Lludd lost his hand in battle, and had it replaced with a silver one.

41 In Aztec mythology, the god of creation and revenge, Tezcatlipoca, is sometimes depicted with a missing foot that is replaced with a bone.

42 In Greek mythology, Tantalus killed his son Pelops, cooked him, and served his remains to the gods as a feast. By the time the gods discovered the ruse, Pelops's shoulder had already been consumed. The gods were understandably furious, and restored Pelops to life. Demeter replaced Pelops's shoulder with one fashioned from ivory. Needless to say, Tantalus was punished with unending torment in Tartarus after his death for this outrage.

needs, in both size and shape. A prosthetic arm can transform itself into a left arm or right, as needed. A prosthetic leg can similarly transform into a left or right leg. The same prosthetic arm can be used by creatures whose arms have been cut off at the wrist, elbow, or shoulder. The same prosthetic leg can be used by creatures whose legs have been lost at the ankle, knee, or hip. Finally, a prosthetic arm can enlarge or shrink by up to one Size Category to conform to its user's body.

Any punch performed with a prosthetic hand or arm, and any kick performed with a prosthetic foot or leg delivers an additional 1 point of Blunt Damage.

The prosthesis provides its user with a sense of touch, but not of pain.

The Quality Level of the limb has no impact on its usability in most situations. However, the prosthesis creaks, groans, squeaks, and/or grinds as it moves. A low Quality Level prosthesis emits more noise than a higher quality one. As such, any time a prosthetic limb is used in a skill defaulting to Sneaking, that skill's rank is limited by the limb's Quality Level. For example, suppose a character is 7th rank in Urban Stealth, but has a 4th Quality Level prosthetic leg. In that case, any time they use Urban Stealth, they will be limited to 4th rank in that skill. On the other hand, a character with a prosthesis gains the Trait, "my prosthesis makes noise", and may therefore gain Guts Refreshes when other players recognize that they bring this fact into play.

Finally, the prosthetic may be imbued with one additional magical power, as the Occult spell Enchant Siphoning Item, with one caveat: the power it possesses is restricted to a single spell having an Affected Area of either Caster or 1 Creature, whose magic always targets the creature to which the prosthesis is attached. Any spell it casts will immediately terminate if the prosthesis is removed.

Erect Mirage of Copious Size

Occult Lore Requirements: Dry 6, Sun 6

Description: This spell tricks the eye into seeing a different landscape than the one actually present.

Action Time: 8 hours

Duration: Enduring Range: 0 feet

Casting Req.: Gestural Disbelief: Negates

Setback Cost: 32 minus Intelligence (minimum of 2)

Affected Area: The Mirage can have any size up to a 20 foot radius per spell rank. Only those outside the Affected Area can see its effects, though. It cannot be seen from inside the Affected Area. Thus, if a creature takes a single step into the Mirage, it vanishes from their perspective.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects.

Other Details: The spell is an illusion that masks the areas true contents and makes it look like the natural terrain surrounding it.

A Mirage cannot produce sounds, scents, or temperature

changes. The illusion is purely visual. Thus, a Magus could camouflage their group's encampment by covering it with the appearance of just another sand dune.

Erect Watery Abode of ... Size

Description: This description covers a spectrum of spells that create spacious underwater bubbles on the floors of oceans, rivers, and lakes⁴³. Each such spell has its own unique lore requirements and effects, which are detailed below.

The gases captured within the magically sustained air pockets have sweet fragrances and are quite hospitable to air breathers.

Action Time: 8 hours

Duration: Enduring. Conflict Rolls: None

Setback Cost: 30 minus Intelligence (minimum of 2)

Affected Area: This spell produces a bubble of fresh breathable air on the sea (or lake) floor. The bubble has a radius of 20 feet.

Range: 0'. The bubble initially swells from around the caster's body, who must be standing on the floor of the water. Once created, the bubble is immobile.

Casting Req.: Gestural. To invoke the spell, the caster must touch the floor where the bubble is centered. Further, the bubble must be formed in deep water. If the top of the bubble reaches the water's surface, it will pop.

Other Details: Both fresh water and salt water are prevented from passing through the bubble's walls. However, other liquids may enter freely. Thus, a jug of wine or a cask of ale may be brought in without difficulty.

The walls of the bubble ripple with the surrounding water currents, giving them a transparent jelly-like appearance. The local fish and fauna are easily seen through these walls and may provide a ready meal without too much difficulty. Most sea creatures will avoid approaching the strange sight at first, but will eventually become acclimated to its presence.

Erect Watery Abode of Ample Size

Occult Lore Requirements: Sea 12

Setback Cost: 28 minus Intelligence (minimum of 2)

Affected Area: The bubble produced by the spell is highly flattened, having a radius of 5 feet per spell rank horizontally and a maximum height in its center of 1 yard per spell rank.

Erect Watery Abode of Copious Size

Occult Lore Requirements: Sea 16

Affected Area: The bubble produced by the spell is highly flattened, having a radius of 20 feet per spell rank horizontally and a maximum height in its center of 1 yard per spell rank.

⁴³ Lí Ban was a heroine of Celtic folklore who was caught in a flood and deposited in a great underwater bubble, where she and her dog were trapped for a year. She prayed to become a fish in order to escape, and her request was granted. Li Ban transformed into a mermaid, and her dog changed into an otter.

Erect Watery Abode of Epic Size

Occult Lore Requirements: Sea 16

Affected Area: The bubble produced by the spell has a radius of 20 feet.

Eternize Persistent Spell on Ornatum

Occult Lore Requirements: Law 10, Solid 10, Spirit 10

Description: This spell increases the Duration of another spell which normally targets creatures from Persistent or Proximate to Enduring. (The names of such Occult spells start with “Procure” or “Provide”.) But, instead of having the spell directly target a creature, this spell prepares a garment, piece of jewelry, or other wearable item to accept any such single spell. Thereafter, the item becomes an Ornatum⁴⁴. Any creature wearing it is affected by the eternized spell.

For example, suppose an Enchanter casts this spell on a ring, and then casts a Procure Dragon Sight spell. The ring will absorb the power of the second spell. Thereafter, anyone donning the ring will have the power of dragon sight for as long as they wear it.

Action Time: 8 hours

Conflict Rolls: None Range: Touch.

Setback Cost: 24 minus Intelligence (minimum of 2)

Duration: The magic of the spell is Enduring. As such its possessor must treat it as a magic item when considering their Magic Limit. The spell imbued into the Ornatum affects its possessor only as long as they wear the item. They may don the Ornatum and remove it as often as desired without affecting its potency in any way.

Affected Area: One wearable item, which becomes a magical Ornatum⁴⁵. The power of the Ornatum thereafter affects any creature wearing it.

Casting Req.: Gestural, Material. The occultist must cast this spell on a wearable item, and then cast the spell to be imbued into it. The Ornatum’s resulting Quality Level equals the lowest value of the item’s Quality Level, the rank of this spell, and the spell rank of the magic being imbued into it.

For example, suppose an Enchanter is 8th spell rank in this spell and 10th spell rank in Provide Resistance to Scorching, and he casts both spells into a necklace of 9th Quality Level. In so doing, he creates Necklace of Resistance to Scorching having a Quality Level of 8.

Other Details: The power of the Ornatum will fail to take hold on its wearer in the following circumstances:

- The Ornatum’s power is a Woe Effect and the wearer already has a Woe Effect on them.
- The Ornatum’s power is a Nimbus Effect and the wearer already has a Nimbus Effect on them.

44 Ornatum is a Latin term meaning adornment or ornament.

45 At the Overlord’s discretion, the spell may also be used to create a magical Talisman whose powers work when held in the hand.

Eternize Proximate Figment on Area

Occult Lore Requirements: Hearing 8, Smell 8, Vision 8

Description: This spell increases the Duration of an illusory Figment spell which has been cast on an area from Proximate to Enduring. (The names of such Occult spells usually start with “Place” or “Pitch” and contain the word “Figment”.) It cannot be used on other spells.

Action Time: 8 hours

Duration: Enduring Range: 40 feet.

Casting Req.: Gestural Conflict Rolls: None

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: One illusory Figment spell on an area having a Duration of Proximate. See below for further details.

Other Details: This spell must be cast on a Proximate illusory spell that already exists. Thus, an Illusionist may spend an hour to cast this spell on an area magicked with a Pitch Figment of Large Size spell, which would thereafter make that spell Enduring.

The spell rank of this spell provides a ceiling to the spell rank of the spell being made Enduring. Thus, an Illusionist 8th spell rank in this spell and 10th spell rank in Pitch Figment of Large Size creates an Enduring 8th spell rank Large Figment.

Eternize Proximate Spell on Area

Occult Lore Requirements: Law 8, Solid 8, Spirit 8

Description: This spell increases the Duration of another spell which has been cast on an area from Proximate to Enduring. (The names of such Occult spells usually start with “Place” or “Pitch”.) It cannot be used on spells cast on creatures.

Action Time: 8 hours

Duration: Enduring Range: 40 feet.

Casting Req.: Gestural. The rank of the eternized spell is limited by the spell rank of the caster in this spell. So, an Enchanter who is 11th rank in this spell can cause a spell to persist at no more than a spell rank of 11.

Conflict Rolls: None

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: One spell on an area having a Duration of Proximate. See below for further details.

Other Details: This spell must be cast on a Proximate spell that already exists. Thus, a mage may spend an hour to cast this spell on an area magicked with a Pitch Force Plane of Great Size spell, which would make that spell Enduring.

The spell rank of this spell provides a ceiling to the spell rank of the spell being made Enduring. Thus, an Enchanter 5th spell rank in this spell and 10th spell rank in Pitch Force Plane of Great Size creates an Enduring 5th spell rank Great Force Plane Force.

Eternize Proximate Spell on Item

Occult Lore Requirements: Law 6, Solid 6, Spirit 6

Description: This spell increases the Duration of another spell which has been cast on an inanimate item from Proximate to Enduring. (The names of such Occult spells usually start with “Prime”.) It cannot be used on spells cast on creatures or areas.

Action Time: 8 hours Conflict Rolls: None

Duration: Enduring Range: Touch.

Setback Cost: 24 minus Intelligence (minimum of 2)

Casting Req.: Gestural, Material. The item’s resulting Quality Level equals the lowest value of the item’s Quality Level, the rank of this spell, and the spell rank of the magic being imbued into it.

Affected Area: One spell having a Duration of Proximate. See below for further details.

Other Details: This spell must be cast on a Proximate spell that already exists. Thus, an Enchanter may spend an hour to cast this spell on a gem magicked with a Prime Amethyst Stone spell, which would thereafter make that spell Enduring.

The spell rank of this spell provides a ceiling to the spell rank of the spell being made Enduring. Thus, an Enchanter 5th spell rank in this spell and 10th spell rank in Prime Amethyst Stone creates an Enduring 5th spell rank Amethyst Stone.

Eternize Taxing Spell on Ornatum

Occult Lore Requirements: Law 7, Solid 7, Spirit 7

Description: This spell grants a wearable item the ability to imbue its wearer with a single spell having a Duration of Fixated, Heartfelt, or Opportune. Thereafter, the item becomes an Ornatum⁴⁶. Any creature thereafter voluntarily donning it is affected by the imbued spell, and the Ornatum periodically siphons from its user the spell’s required Setback Cost, as described in that spell’s description.

For example, suppose an Enchanter uses this ability to imbue a ring with the Flaunt Shadow Form spell. Thereafter, anyone donning the ring will transform into a shadow for as long as they wear it. But, the ring will extract the spell’s required Setback Cost from its wearer every Round.

Action Time: 8 hours

Conflict Rolls: None Range: Touch.

Setback Cost: 24 minus Intelligence (minimum of 2)

Duration: Enduring. As such, its possessor must treat the resulting Ornatum as a magic item when considering their Magic Limit. The spell imbued into the Ornatum affects its possessor only as long as they wear the item. They may don the Ornatum and remove it as often as desired without affecting its potency in any way.

Affected Area: One wearable item, which becomes a

magical Ornatum⁴⁷. The power of the Ornatum thereafter affects any creature wearing it.

Casting Req.: Gestural, Material. The caster must use this power on a wearable item. The Ornatum’s resulting Quality Level equals the lowest value of the item’s Quality Level prior to being magicked, the rank of this spell, and the rank of the spell being imbued into it.

For example, suppose an Enchanter is 10th rank in this spell and 12th rank in Flaunt Invisibility, and he uses them to enchant a necklace of 11th Quality Level. In so doing, he creates a Necklace of Invisibility having a Quality Level of 10.

Other Details: If the Ornatum’s wearer falls unconscious, the Ornatum will stop siphoning Setback from them, and its power will fade, although the Ornatum itself remains unharmed. If the Ornatum is thereafter removed and donned once again, its power will resume.

Further, the power of the Ornatum will fail to take hold on its wearer in the following circumstances:

- The Ornatum’s power has a Duration of Fixated, and the wearer already has a Fixated spell on them.
- The Ornatum’s power has a Duration of Heartfelt, and the wearer’s limit of Heartfelt spells would be exceeded by the Ornatum’s power.
- The Ornatum’s power is a Woe Effect and the wearer already has a Woe Effect on them.
- The Ornatum’s power is a Nimbus Effect and the wearer already has a Nimbus Effect on them.

46 Ornatum is a Latin term meaning adornment or ornament.

47 At the Overlord’s discretion, the spell may also be used to create a magical Talisman whose powers work when held in the hand.

Occult Spells~F

Facilitate Séance

Occult Lore Requirements: Hearing 2, Spirit 2

Description: Facilitate Seance puts the caster in contact with an astral spirit, either that of a dead creature, or some astral being (such as a demon). The spell allows the caster to speak directly with the spirit, even if the spirit cannot otherwise speak. However, if the spirit cannot normally speak, then the caster will be the only one able to hear the spirit. If the summoned spirit has the means to influence the physical world directly (rattle a door or make knocking noises on a wall), then it may do so.

Setback Cost: 2 per 5 minutes Action Time: 5 minutes

Casting Req.: Verbal Range: 0

Conflict Rolls: None

Affected Area: A single spirit. To identify the desired spirit, the caster must either have some part of the individual's body with which they wish to speak, a personal item it once owned, or know its true name. (A spirit's true name is simply the name it most closely identifies with.)

Duration: Fixated. The spell lasts while the caster retains their full concentration on speaking with the summoned spirit. As soon as they lose focus, casts another Fixated spell, performs any Assault Action, or stops paying the required Setback Cost, the spell ends.

Other Details: To establish communication, the caster must make a Spell Roll with Heart Adjustments against a Threshold of 15. Failure indicates that the spirit cannot be contacted. The caster must wait until the following sunset before making another attempt.

If the spirit is not an enemy of the caster, is not hiding something, and does not lie pathologically (i.e. is a demon), then it will most likely speak truthfully. If the caster suspects the spirit is lying, though, they can enter a Bandyng Words contest with the spirit in an attempt to get the truth out of it.

Fascinate with Doubly Deft Brittle Ecstasy

Occult Lore Requirements: Sun 10, Venus 10

Description: When this spell is cast upon a creature, it experiences the most pleasurable events its mind can comprehend. It hears the sweetest music, smells the most expensive perfumes, feels the softest touch, tastes the most pleasant food, and sees the most beautiful forms and colors imaginable.

Requires Maleficium: Yes

Setback Cost: 2 per Round Range: 80 feet

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural

Affected Area: One creature.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost. It will also terminate if the target sustains Damage or Disbelieves the spell.

Conflict Rolls: If cast on an unwilling creature, the spell allows an Avoidance Roll with Wisdom adjustments against a Threshold of 10 plus the spell rank plus the caster's Charisma to avoid the effects.

Any creature under the spell's influence suffers from an Extreme Drawback on all actions, mental or physical.

Other Details: Any disturbance or threat to these pleasant happenings instantly negates the spell. Consequently, this spell is not much use in rendering a vicious beast helpless so it can easily be killed. The spell may, however, distract the creature enough for a skilled thief to sneak on by and pilfer the lion's share of the treasure it guards.⁴⁸

Multiple castings are not cumulative.

Fathom Magic Item

Occult Lore Requirements: Law 1

Description: This spell informs the caster of the targeted item's magical characteristics.

This spell works by allowing the caster to converse with the spirit bound to the magical item by whatever charm or enchantment created it. Most such spirits are ambient elementals. Such spirits have limited intelligence and so cannot offer 'opinions' about the best way to use the item. They cannot even describe how the item was used in the past. They can only respond to questions that pertain to the spells and charms contained within the item. All such questions must be answerable with a short phrase (i.e. "the item casts Invoke Beam of Fell Sunlight", "it is triggered by the command word 'kablam', etc.).

Note that some cursed magic items have imps or other malicious spirits bound to them to administer the item's services, rather than elementals. While ambient elementals do not even understand the concept of a 'lie', imps and other demons are expert in this area. This spell bestows no protection against curses on any item so the caster must remain wary.

Affected Area: One object

Conflict Rolls: None

Setback Cost: 2 per minute

Action Time: 1 minute

Casting Req.: Verbal, Gestural

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

⁴⁸ The spell also has other potential uses as well, but we'll leave those to your imagination.

Range: Touch. (For items of dubious origin and safety, the range enhancing powers of Duellum may prove handy.)

Other Details: To work, the spell rank must be equal to or higher than the Quality Level of the item being examined.

While nearby witnesses can hear the caster asking questions, only the caster hears the responses.

Fetch ...

Description: Fetch .. spells conjure creatures under the caster's control. They always specify the type of creature summoned in the spell name. For example, Fetch Wyvern conjures a Wyvern; Fetch Agathodaemon conjures an Agathodaemon; etc. All of the creatures for which Field ... spells exist in the game are provided in the Fetch Creature Table. This table provides the Occult Lore Requirements needed to cast each such spell, along with the references in which the creature's description can be found and any additional details associated with them.

Requires Maleficium: No

Casting Req.: Verbal, Gestural

Setback Cost: 2 per Round

Affected Area: One creature.

Action Time: Casting the spell requires 1 Action. The summoned creature will appear on caster's Turn on the Round after the spell is cast.

Range: The creature may be conjured to any unoccupied space within 40 feet of the caster that they can see.

Duration: Fixated+Brittle. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost. Further, the conjured creature is a Mook. That is, it has 1 Hit Point and 1 Fate Point. So, the first successful

action targeting it defeats it. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: Fetched creatures are, essentially, conjured out of thin air from ectoplasm, the element from which all Astral beings are formed. The rules for fetching are simple to use in practice, but there are a lot of details surrounding it. See Conjuring Creatures under The Foundation of Magic in The Rules Reference for full details on how this works. In brief, though, fetched creatures have the abilities, immunity types, and sensitivity types listed in their descriptions.

However, they do not have any knowledge beyond that of the caster, and cannot see anything the caster does not see. Further, they are all Mooks. That is, they have only a single Hit Point and Fate Point. Even so, the caster may spend their own Guts points on their fetched creatures' Conflict Rolls, if desired and appropriate.

Unless otherwise stated on the Fetch Creature Table, fetched creatures are limited to Large size and smaller. Otherwise, they may have any Size Category desired by the caster for which there are examples listed in the associated reference.

Further, if the creature's description in the listed reference states that the creature can speak, then the conjured creature may also speak. If the creature's description states that the creature can use a weapon, it may be conjured with a single Melee, Entrapment, or Range weapon in which it is proficient, which must be specified at the time of casting.

To determine the creature's stats, use the example provided in its description having the highest Quality Level less than or equal to the spell rank. If no such example exists, the caster cannot conjure a creature of that type and/or size.

Any Setback the conjured creature sustains from using any of their magical abilities is drawn from the caster instead of the creature.

Fetch Creature Table

Conjured Creature	Occult Lore Requirements	References and Additional Details
Abraxas	Motion 12, Sun 12	See <u>The Tome of Terrors</u> under <u>Plasma Elemental</u> .
Afriti	Motion 9 Plasma 9	See <u>Monsters of the Mediterranean</u> under <u>Minor Daeva</u> .
Agathodaemon	Aether 13, Law 13, Spirit 13	See <u>Monsters of the Mediterranean</u> under <u>Daemon</u> .
Anemoi	Motion 12, Sky 12	See <u>The Tome of Terrors</u> under <u>Gas Elemental</u> .
Arachnida	Bile 9, Blood 9	See <u>Monsters of the Mediterranean</u> under <u>Arachnida</u> .
Blackthorn Sprite	Autumn 6, Gaia 6	See <u>Celtic Creatures and Nordic Nightmares</u> under <u>Sprite</u> .
Bluebell Sprite	Gaia 8, Spring 8, Summer 8	See <u>Celtic Creatures and Nordic Nightmares</u> under <u>Sprite</u> .
Caballucos del Diablo	Blood 8, Chaos 8, Spirit 8	See <u>Celtic Creatures and Nordic Nightmares</u> under <u>Caballucos del Diablo</u> .

Cacodaemon	Blood 12, Chaos 12, Spirit 12	See Monsters of the Mediterranean under Daemon .
Chthonic Horse	Motion 8, Land 8	See Monsters of the Mediterranean under Chthonic Horse .
Cobra	Dry 8, Motion 8	See Monsters of the Mediterranean under Cobra .
Common Deer	Earth 1, Gaia 1	See The Tome of Terrors under Common Deer .
Common Griffin	Bone 12, Chaos 12, Flesh 12	See The Tome of Terrors under Common Griffin .
Common Horse	Land 1, Motion 1	See The Tome of Terrors under Common Horse .
Common Lizard	Chaos 5, Earth 5, Water 5	See The Tome of Terrors under Common Lizard .
Common Skeleton	Bone 6, Dry 6, Spirit 6	See The Tome of Terrors under Common Skeleton .
Djinni ⁴⁹	Motion 18, Gas 18	See Monsters of the Mediterranean under Djinni .
Doppelganger	Blood 10, Chaos 10, Spirit 10	See Celtic Creatures and Nordic Nightmares under Doppelganger .
Eagle	Sky 12, Vision 12	See The Tome of Terrors under Eagle .
Efriti	Motion 17, Plasma 17	See Monsters of the Mediterranean under Major Daeava .
Fairy Horse	Spring 4, Sun 4	See Celtic Creatures and Nordic Nightmares under Fairy Horse .
Firebird	Sky 10, Vision 10	See The Tome of Terrors under Firebird .
Frost Giant	Water 7, Winter 7	See The Tome of Terrors under Solid Elemental .
Galley Beggar	Aether 12, Mind 12, Rest 12, Spirit 12	See Celtic Creatures and Nordic Nightmares under Galley Beggar .
Ghastly Bat	Bile 12, Blood 12	See The Tome of Terrors under Ghastly Bat .
Ghastly Bear	Earth 8, Gaia 8, Spring 8	See The Tome of Terrors under Ghastly Bear .
Ghastly Cat	Autumn 4, Moon 4	See The Tome of Terrors under Ghastly Feline .
Ghastly Owl	Mind 9, Moon 9	Use the Ghastly Raptor description within The Tome of Terrors for stats.
Ghastly Rat	Bile 6, Phlegm 6	See The Tome of Terrors under Ghastly Rat .
Ghastly Skeleton	Bone 11, Dry 11, Spirit 11	See The Tome of Terrors under Ghastly Skeleton .
Ghastly Spider	Bile 12, Blood 12	See The Tome of Terrors under Ghastly Spider .
Ghastly Tiger	Chaos 8, Vision 8	Use the Ghastly Feline description within The Tome of Terrors for stats.
Ghastly Wolf	Blood 6, Moon 6	Use the Ghastly Canine description within The Tome of Terrors for stats.
Genomus	Dry 10, Solid 10	See The Tome of Terrors under Solid Elemental .
Ghoul	Body 9, Mind 9, Rest 9, Spirit 9	See Monsters of the Mediterranean . The Ghoul may be of any of the listed types.
Gleaming Red Spider	Bile 3, Blood 3	See Celtic Creatures and Nordic Nightmares under Gleaming Red Spider .
Grecian Chimera	Bone 9, Chaos 9, Flesh 9	See Monsters of the Mediterranean under Grecian Chimera .
Grecian Fury	Blood 13, Chaos 13, Spirit 13	See Monsters of the Mediterranean under Grecian Fury .
Grotesque Boar	Body 6, Chaos 6, Earth 6	See Celtic Creatures and Nordic Nightmares under Grotesque Boar .

49 In [Tales of the Arabian Nights](#), Aladdin has a magic lamp that summons a powerful Djinni when rubbed.

Occult Spell Descriptions

Hellhound	Blood 11, Chaos 11, Spirit 11	See Celtic Creatures and Nordic Nightmares under Hellhound .
Heraldic Dragon	Air 14, Chaos 14, Earth 14, Fire 14, Water 14	See Celtic Creatures and Nordic Nightmares . The conjured dragon may be of Great size or smaller.
Heraldic Unicorn	Spring 11 Sun 11	See Celtic Creatures and Nordic Nightmares under Heraldic Unicorn .
Hippocampus	Spring 6 Sea 6	See Monsters of the Mediterranean under Hippocampus .
Hippogriff	Bone 12, Chaos 12, Flesh 12	See Monsters of the Mediterranean under Hippogriff .
Imp	Blood 9, Chaos 9, Spirit 9	See Celtic Creatures and Nordic Nightmares . The summoned Imp has no special powers of its own, save those common to all Imps.
Incubus	Blood 13, Chaos 13, Spirit 13	See Celtic Creatures and Nordic Nightmares under Incubus .
Jinni ⁵⁰	Gas 12 Motion 12	See Monsters of the Mediterranean under Jinni .
Kelpie	Moon 6, Spring 6	See Celtic Creatures and Nordic Nightmares under Kelpie .
Ker	Blood 13, Chaos 13, Spirit 13	See Monsters of the Mediterranean under Ker .
Kirk Grim	Aether 7, Body 7, Rest 7, Spirit 7	See Celtic Creatures and Nordic Nightmares under Kirk Grim .
Kornwief	Gaia 8, Spring 8, Summer 8	See Celtic Creatures and Nordic Nightmares under Kornwief .
Lamassu	Aether 17, Law 17, Spirit 17	See Monsters of the Mediterranean under Lamassu .
Leo	Sky 4, Venus 4	The spell conjures an African Lion , as described under Monsters of the Mediterranean .
Limos	Blood 13, Chaos 13, Spirit 13	See Monsters of the Mediterranean under Limos .
Monkey	Chaos 1, Vision 1	See The Tome of Terrors under Monkey .
Mortem	Blood 19, Chaos 19, Spirit 19	See Celtic Creatures and Nordic Nightmares under Mortem .
Nightmare	Blood 14, Chaos 14, Spirit 14	See Celtic Creatures and Nordic Nightmares under Nightmare .
Nisroch	Aether 15, Law 15, Spirit 15	See Monsters of the Mediterranean under Nisroch .
Otter	Earth 2, Gaia 2, Spring 2	See The Tome of Terrors under Ichneumon .
Pazuzu	Blood 14, Chaos 14, Spirit 14	See Monsters of the Mediterranean under Pazuzu .
Pegasus	Sky 12, Sun 12	The spell conjures a Winged Horse as described in The Tome of Terrors .
Penates	Aether 15, Law 15, Spirit 15	See Monsters of the Mediterranean under Penates .
Phoenix	Hot 12, Plasma 12	See Monsters of the Mediterranean under Phoenix .
Phouka	Chaos 8, Moon 8	See Celtic Creatures and Nordic Nightmares under Phouka .
Putto	Aether 15, Law 15, Spirit 15	See Monsters of the Mediterranean under Putto .
Rakshasa	Blood 10, Chaos 10, Spirit 10	See Monsters of the Mediterranean under Rakshasa .

50 In [Tales of the Arabian Nights](#), Aladdin has a magic ring that summons a Jinni when rubbed, which is less powerful than the Djinni of his famed magic lamp.

Reynardian Fox	Earth 7, Gaia 7, Spring 7	See The Tome of Terrors under Reynardian Fox .
Sagittarius	Aether 5, Jupiter 5, Sky 5	The spell conjures a Centaur as described in Monsters of the Mediterranean .
Salamander	Hot 11, Plasma 11	See The Tome of Terrors under Salamander .
Sandman	Dry 11, Land 11	See The Tome of Terrors under Liquid Elemental .
Sea Horse	Motion 4 Sea 4	See The Tome of Terrors under Sea Horse .
Scorpio	Mars 7, Sky 7	The spell conjures a Scorpion as described in The Tome of Terrors
Scylla ⁵¹	Body 8, Chaos 8, Flesh 8	See Monsters of the Mediterranean under Scylla .
Shaitan	Aether 15, Chaos 15, Spirit 15	See Monsters of the Mediterranean under Major Daeva .
Shambling Skeleton	Bone 2	See The Tome of Terrors under Shambling Skeleton .
Stollenwurm	Chaos 7, Earth 7 Water 7	See Celtic Creatures and Nordic Nightmares under Stollenwurm .
Stymphalian Bird	Sky 9, Vision 9	See Monsters of the Mediterranean under Stymphalian Bird .
Swan Knight	Spirit 12, Venus 12	See Celtic Creatures and Nordic Nightmares under Swan Folk .
Sylph	Hot 10 Wet 10	See The Tome of Terrors under Gas Elemental .
Tarragon	Air 10 Fire 10	See Celtic Creatures and Nordic Nightmares under Tarragon .
Taurus	Jupiter 2 Venus 2	This spell conjures a Bovine as described in The Tome of Terrors .
Toad	Autumn 1	See The Tome of Terrors under Toad .
Tuchulcha	Blood 9, Chaos 9, Spirit 9	See Monsters of the Mediterranean under Tuchulcha .
Undine	Liquid 9, Wet 9	See The Tome of Terrors under Liquid Elemental .
Vulcanus	Fire 8, Hot 8	See The Tome of Terrors under Liquid Elemental .
Warg	Blood 5, Moon 5	See Celtic Creatures and Nordic Nightmares under Warg .
Wild Boar	Earth 3, Gaia 3, Spring 3	See The Tome of Terrors under Boar, Wild .
Wild Huntsman	Autumn 11, Spring 11, Summer 11, Winter 11	See Celtic Creatures and Nordic Nightmares under Wild Huntsman .
Wyvern ⁵²	Chaos 13, Air 13, Earth 13	See Celtic Creatures and Nordic Nightmares under Wyvern .

51 The Sorceress Circe, of Greek mythology, transformed Scylla into a tentacled monster at Amphitrite's request, for her affair with her husband, Poseidon.

52 Merlin, of Arthurian Legend, used a wyvern as his mount.

Field Bold Spying Eye

Occult Lore Requirements: Blood 10, Flesh 10

Description: This spell creates a hideous floating eye through which the caster sees⁵³. The eye is actually a morbid extension of the caster that moves at a maximum Speed equal to its master's. The eye views anything that would be visible to the caster. Thus, a Procure Astral Vision spell will allow them to see astral auras. The eye can move around corners or travel down passageways so long as the straight-line distance from the caster does not exceed the spell's Range.

Affected Area: Caster

Setback Cost: 2 per Round

Conflict Rolls: None

Action Time: 1 Action

Casting Req.: Gestural

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Range: The eye must remain within 10 feet per spell rank from the caster at all times.

Other Details: The eye is visible as it floats through the air, and has a diameter of a few inches. While it may be able to look through a keyhole, it is far too big to pass through one. So, this spell is useful for scouting out a winding passage or hallway, but a simple door stops it cold. If the caster moves the eye slowly, and keeps it to the shadows, they can use their normal Sneaking abilities to try and keep it from being spotted. For these purposes, treat the eye as having a Grace of +16.

Consider the eye as having 1 Hit Point per spell rank, a Strength of -12, and a Defense of 20 plus the spell rank. If destroyed, the caster is temporarily blinded until the end of the Scene. (See Blinded in the Character Conditions section of The Rules Reference for details.)

Any act or spell that blinds the eye automatically has the same effect on the caster. For example, if a Strike Blind spell is cast on the eye and it fails its Avoidance Roll (made at the spell rank of the Spying Eye), the caster is blinded. In addition, any spell that works by sight, such as Vex with Deft Evil Eye, affects the caster. If the eye floats into an area of darkness, or heavy fog or smoke, the caster's sight will be blocked unless they could normally see in those environments. As it has so little Strength, a mass of webs or even a curtain can block its progress.

Flaunt Faery Wisp Form

Occult Lore Requirements: Spirit 12, Spring 12, Sun 12

Description: This spell transforms the caster into a tiny ball of light. The ball floats through the air at a Speed equal to 5 feet per spell rank, and is small enough to pass through a keyhole or large crack.

Setback Cost: 2 per Round

Action Time: 1 Action

Casting Req.: Gestural

Range: 0'

Conflict Rolls: None

Affected Area: The caster and everything they carry. Once transformed, the caster brightly illuminates the area immediately surrounding them with a Dim Light to a 20 foot radius, and double that distance with Scant Light.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Other Details: The magic of the spell temporarily reduces the caster's size to Wee, which changes their Attributes and combat characteristics accordingly. (See Sizing under The Foundation of Magic section in The Rules Reference.)

While zipping about as a Faery Light, the caster cannot perform any spell-casting, wield weapons, or even speak. However, duration spells affecting the caster (i.e. Manifest Large Halo of Dire Wasps) will remain in effect until they expire normally.

This spell makes the caster completely immune to Scorching effects, as well as non-magical weapons.

Flaunt Fell Dust Devil Form

Occult Lore Requirements: Dry 10, Gas 10, Motion 10

Description: This spell transforms the caster and all they carry into a swirling vortex of sand and wind.

Setback Cost: 2 per Round

Range: 0'

Action Time: 1 Assault Action

Affected Area: Caster. The resulting whirlwind forms a cylinder having a Size Category one greater than the caster's. So, if the caster is Medium-size, the resulting dust devil occupies the space of a Large cylinder which is 10 feet tall with a 10-foot diameter.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Casting Req.: Verbal, Gestural.

Conflict Rolls: Any creature entering the Affected Area or remaining within it at the end of the caster's Turn every Round must make an Avoidance Roll with Agility and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Flying Damage equal to 1 per spell rank plus the

⁵³ Lamia was a woman cursed by Hera for having an affair with Zeus. She was transformed into a cannibalistic serpent/woman hybrid who was able to remove her own eyes. Further, the Isotoq is an Icelandic Astral being comprised of nothing more than an eye, enabling it to see, a mouth, enabling it to report back to its master, and a pair of wings allowing it to fly.

roll's Margin. Success indicates the creature sustains only half this amount and may move out of the Affected Area as a Reaction.

Ward protects against this damage (after halving, if applicable). Treat each Round's damage as if it were a single blow.

Any arrows or bolts shot through the affected area suffer from a Drawback, as the winds will tend to push them off course.

Other Details: The caster transforms themselves and all the equipment they carry, which is limited by what they can carry unencumbered based on their Strength. While in this state, the caster travels under their own volition at their normal Speed in any direction. However, they cannot cast spells requiring Gestural components while in this state, and cannot perform actions involving their hands. So, they cannot utilize tools (such as lock picks) or wield weapons.

The whirlwind disperses noxious fumes, poisonous gas, or any such gaseous clouds within the area in 1 Round.

While in this form, the caster is Immune to Electrical and Sonic Effects. However, they are Highly Sensitive to Scorching Effects.

Flaunt Gaseous Form

Occult Lore Requirements: Gas 8, Motion 8

Description: This spell allows a spell-caster to quickly escape a dangerous situation. The caster waves their hand and instantly transforms into a billowing cloud of smoke with a distinctive "Poof!". The smoke disperses in a single Round so that it cannot be discerned from the surrounding air.

Setback Cost: 2 per Minute Action Time: 1 Action
Casting Req.: Gestural Range: 0

Conflict Rolls: None

Affected Area: Caster plus whatever they personally carry, which is limited by their normal carrying capacity based on their Strength.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost. At the end of the spell duration, the caster reforms with a resounding "Pop!".

Other Details: The smoke cloud travels at a Speed of 20 in any direction desired. (So, with a double Move, can move 40 feet every Round.) If blown by a stiff wind, though, the cloud is simply blown along.

While in Gaseous Form, the character has the same Immunities and Sensitivities as a Gas Elemental (see [The Tome of Terrors](#) for details). However, a gaseous character cannot manipulate or interact with physical objects.

Flaunt Great Aura of Dire Fascination

Occult Lore Requirements: Mind 8, Vision 8

Description: This spell causes caster to take on an aura of fascination. They don't look any different. They just seems intriguing for some reason.

Affected Area: All creatures within 10 feet of the caster are affected.

Requires Maleficium: Yes

Setback Cost: 2 per Round Casting Req.: Gestural

Action Time: 1 Assault Action Range: 0'

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Conflict Rolls: At the end of the caster's Turn every Round, any creature in the Affected Area must make an Avoidance Roll with Heart Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates it briefly glances at the caster. Upon viewing the caster, the target sustains an amount of Entrancing Setback equal to 1 per 2 spell ranks plus the roll's Margin. Note that the target will perform whatever brief actions it must to glance at the caster if it fails its Conflict Roll. As such, blindfolds will be ineffective if the target is able to lift the blindfold itself.

If a creature is Overcome by the spell, it is mesmerized. The target ceases all aggressive activity and peaceably moves toward the caster, apparently fascinated with him.

If they are able to do so, all such mesmerized targets will get within 5 feet of the caster, and then stop with their gazes fixated on him. If the caster moves, the target(s) will follow. When the spell ends, any such creature will fall to the ground unconscious from the mental strain until the end of the Scene.

Note that the spell can deliver Setback only once per Round to any given target, even if the target looks at the caster multiple times in a given Round.

Other Details: This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Flaunt Invisibility

Occult Lore Requirements: Air 12

Description: After casting the spell, the light surrounding the caster bends in such a way as to cause them to vanish.⁵⁴

There are many obvious benefits to this. The caster may skulk around unseen without much difficulty. In combat, Invisibility gives an extra edge, as a foe is not certain of the caster's exact location. Multiple castings are not cumulative.

Setback Cost: 2 per Round Action Time: 1 Action
Casting Req.: Gestural Range: 0'

Affected Area: Caster

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Conflict Rolls: In actuality, the invisibility obtained is not perfect. Anyone looking in the direction of the caster must make an Attribute Check against their Perception against a Threshold of 10 plus the spell rank. Success indicates they see a slight shimmering in the air similar to heat rising from a hot surface. (Treat opponents observing this shimmering as if they have fogged perceptions rather than being entirely blind. See Fogged Perception under Character Conditions in The Rules Reference for details.)

Any creature battling an invisible opponent must fight blind against their foe (see Fighting Blind in the Conflict Rules section of The Rules Reference). In addition, the invisible creature gains an Extreme Edge on stealth and surprise rolls.

Other Details: Of course, Invisibility gives no benefits in the dark, fails to mask any sounds coming from the caster, and doesn't contain the stench from any spell caster needing a bath!

Flaunt Shadow Form

Occult Lore Requirements: Chaos 11, Moon 11

Description: This spell transforms the caster's body and all that they carry into shadow.

Casting Req.: Gestural Range: 0'
Setback Cost: 2 per Round Action Time: 1 Action

Conflict Rolls: None

Affected Area: Caster and all that they carry.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Other Details: The caster may move anywhere that their shadow could normally be cast. Thus, a spell caster in Shadow Form could not 'slip' under a door since their shadow could not fall on both sides of the door at once. On the other hand, they could 'slip in' through a glass window or force field since it is possible to cast shadows through them.

As a shadow, the caster makes no sound when walking across even the creakiest floors. If a room is dark or has many shadows cast throughout it, they can move with only slim chance of detection. Of course, a character in Shadow Form may be easily seen in a well-lit area.

Any weapon that casts a shadow may be used against the caster. Note that, while light based spells may aid in discovery of their location, they do not directly harm the caster in any way.

While in Shadow Form, the character has the same Immunities and Sensitivities as a Common Shadow (see The Tome of Terrors for details).

Flaunt Watery Form

Occult Lore Requirements: Spring 8, Water 8

Description: This spell transforms the caster and their equipment into a being of living water.

Casting Req.: Gestural

Setback Cost: 2 per Round Action Time: 1 Action
Conflict Rolls: None Range: 0'

Affected Area: This spell liquefies the caster and all they carry (limited as normal by their Strength).

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Other Details: Once in a watery state, the caster may choose to remain somewhat substantial, retaining a vaguely humanoid shape, or collapse in a quickly spreading pool of water. In either case, the caster is unaffected by Internal Damage and is Immune to Electrical, Freezing, and Suffocating Effects.

In the humanoid semi-liquid state, the caster is capable of holding items and wielding weapons as normal and retains their normal Speed. Even though the caster retains a semi-solid state, they can slowly pass through bars such as are found on iron gates and wrought iron fences. Such an act requires 1 Round to complete.

If the caster assumes a totally fluid state, they cascade into a large puddle. The caster can move in this form at a rate equal to their normal Speed. If they rest, however, they will naturally drain toward the lowest point on the floor. The spell is commonly used as an unexpected mode of escape since the caster may easily pass through cracks under doors or spill down open drains.

The caster may remain within any body of water for as long as the spell duration endures without fear of drowning. In fact, all respiration ceases while the spell is in effect. For all practical purposes, the caster is also invisible while submerged. Treat this exactly as the Occult lore spell Flaunt Invisibility whenever the caster enters a clear body of water.

⁵⁴ The magic ring of princess Angelica, described in the epic poem Orlando innamorato, renders its possessor invisible when held in their mouth.

Flee as Ample Deft Cyclone

Occult Lore Requirements: Air 9, Sky 9, Gas 9

Description: This spell affords the caster an escape while they leave their foes reeling. Toward the end of the casting, gusting winds begin to swirl around the caster, building into a tornado-like vortex. While the spell is in effect, the caster has the option at any time to dissipate as a cloud of gas and be carried off by the tempest. If this is done, the tempest immediately calms, as the vortex transports the caster away.

Setback Cost: 6 per Round Range: 0'

Action Time: 1 Action

Affected Area: This spell creates hurricane force winds in a 20 foot tall cylinder around the caster having a radius of 5 feet per spell rank. If the caster moves, the vortex moves with him. Being at its center, though, the caster is unaffected.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Casting Req.: Verbal, Gestural. The caster must have at least 5 feet of open space around them on all sides, or the spell will terminate. (Creatures or other items may occupy that space without it affecting the spell as long as the air can circulate. However, the caster cannot have their back up against a wall.)

Conflict Rolls: The strong winds buffet everyone in the Affected Area except the caster. Anyone being pummeled by the winds suffers a Drawback on all physical actions.

Similarly, any arrows or bolts shot through the affected area suffer from an Extreme Drawback in hitting their targets.

Other Details: The caster may take with them into gaseous form all the equipment they carry, which is limited by their Strength. While in a vaporous state, the caster travels under their own volition at twice their normal Speed in any direction, is effectively invisible, and is otherwise able to perform as any normal swirling vapor. Further, the caster is unaffected by normal physical attacks and is Immune to Electrical and Sonic Damage.

The wind disperses noxious fumes, poisonous gas, or any such gaseous clouds in 1 Round. Any vaporous creature (such as anyone having drunk a Vaporous Form Elixir) is blown out of the Affected Area within 1 Round and sustains pummeling Damage equal to 2 per spell rank.

Any non-magical fires in the Affected Area will be extinguished. Multiple castings are not cumulative.

Flex Epic Aura of Fell Honesty

Occult Lore Requirements: Law 12, Spirit 12, Sun 12

Description: This spell encourages everyone conversing with the caster to speak the truth.⁵⁵

Setback Cost: 4 per Round Range: 0'

Action Time: 1 Action

Affected Area: Any creature having a Cunning of Simpleminded or better hearing the caster's voice within a distance of 20 feet.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Casting Req.: Verbal. The caster must state that "Lies can only bring you pain".

Conflict Rolls: Anyone in the Affected Area knowingly speaking a lie to the caster must make an Avoidance Roll with Heart adjustments. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Charisma. Success indicates the target avoids the spell's effects. Failure indicates the liar is overcome with a tremendous wave of guilt. They will break out in a cold sweat and slump their shoulders under the crushing weight of their own dishonesty, gain the Temporary Trait of "Guild-ridden", and sustain Dreadful Setback equal to the spell rank plus the roll's Margin. If this drives the target's Fate Points to zero, they will collapse to the ground crying for the remainder of the Scene.

Other Details: This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Foray through Dirt

Occult Lore Requirements: Earth 3, Land 3

Description: This spell temporarily gives the caster the ability to quickly dig through clay, dirt, loose rubble, or sand. They dig through one 5 foot cube of such material every Round.

Setback Cost: 2 per Round Action Time: 1 Action

Conflict Rolls: None Range: 0'

Casting Req.: Gestural Affected Area: Caster.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Other Details: The caster may opt to fill in the tunnel behind them or leave it open for others to pass. If they leave it open, the tunnel remains unsound. Any time someone crawls through it, they must roll a d20. On any roll of a 1, the tunnel

⁵⁵ If the sword of the Celtic god Lugh, Fragarach, was placed at anyone's throat, they would be unable to tell lies.

collapses. (See [Buried Alive](#) under [Natural Hazards](#) in [The Overlord's Omnibus](#) for how to handle the situation.)

Force Cumulative ...

Description: This spell releases the target's own acidic bile into its bloodstream. While this spell generates no actual heat, the target feels as if their acid tainted blood is boiling.

Requires Maleficium: Yes Range: 80 feet.

Setback Cost: 2 per Round

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Affected Area: One creature.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost. Further, the spell terminates if the caster loses sight of the target for 1 full Round.

Conflict Rolls: The target is entitled to an Avoidance Roll with Toughness Adjustments to completely avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart.

Other Details: This spell delivers 2 Damage cumulatively every Round. Thus, it delivers 2 Damage on the first Round, 4 the second, 6 the third, etc. The damage continues in a like manner until the target falls or the caster stops concentrating on the spell. (The type of Damage delivered depends on the specific spell, as described below.)

Multiple castings are not cumulative.

Force Cumulative Blood Boil

Occult Lore Requirements: Bile 1, Blood 1

More Details: This spell releases the target's own acidic bile into its bloodstream. While this spell generates no actual heat, the target feels as if their acid tainted blood is boiling. Needless to say, the spell only affects blood-bearing creatures, to which it delivers Acidic Damage.

Further, spells protecting against flame or heat do not work against this spell as no heat is actually generated. However, magics protecting against Acid are effective against this spell.

Force Cumulative Choking

Occult Lore Requirements: Phlegm 1

More Details: This spell summons an invisible pair of spectral hands that strangles the targeted creature. The hands are ethereal to all except the target's throat. Needless to say, the spell only affects breathing creatures, to which it delivers Suffocating Damage. (The spell imposes the [Choking](#) / [Drowning](#) / [Suffocating](#) condition on the target (see the [Character Conditions](#) section of [The Rules Reference](#) for complete details).

If the target is Overcome by this spell, they will fall to the ground unconscious.

If the strangled victim reaches to their throat to remove the constricting hands, they feel only a cold chill where the hands should be. The target cannot grapple or force the hands directly to remove them from their neck.

Nevertheless, the strangled individual must remain within sight of the caster for the spell to continue. The spell fails the moment a line-of-sight is broken.

Force Cumulative Dehydration

Occult Lore Requirements: Dry 1

More Details: This spell slowly causes the moisture in the target's body to evaporate, causing a fine fog to form around their body similar in appearance to a person's breath on a frigid day. Needless to say, the spell imposes Dehydrating Damage on the target.

Forgather ... Swarm

Description: Forgather .. Swarm spells conjure swarms of creatures under the caster's control. They always specify the type of creature summoned in the spell name. For example, Forgather Common Rat Swarm conjures a swarm of Common Rats; Forgather Spindly Spider Swarm conjures a swarm of Spindly Spiders; etc. All of the creatures for which Forgather ... Swarm spells exist in the game are provided in the [Forgathered Swarm Table](#). This table provides the Occult Lore Requirements needed to cast each such spell, along with the references in which the creature's description can be found and any additional details associated with them.

Requires Maleficium: No

Casting Req.: Verbal, Gestural

Setback Cost: 2 per Round

Affected Area: A single swarm consisting of 1 Swarm Batch per 3 spell ranks. So, 1 Swarm Batch at 1st rank, 2 at 4th spell rank, 3 at 7th spell rank, etc.

Action Time: Casting the spell requires 1 Action. The summoned swarm will appear on caster's Turn on the Round after the spell is cast.

Range: The swarm may be conjured into any unoccupied space within 40 feet of the caster that they can see. As per the normal swarm rules, each Swarm Batch covers a 5x5 area, and the batches must be adjacent to one another making up a single contiguous whole. (See [Handling Swarms](#) in [The Rules Reference](#) for complete details.)

Duration: Fixated+Brittle. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost. Further, each individual Swarm Batch is a Mook. That is, it has 1 Hit Point and 1 Fate Point. So, the first successful action targeting it defeats it. While the spell is in effect, the caster must treat the swarm as a whole as a single Spellbinding against their Magic Limit.

Other Details: Forgathered swarms are, essentially, conjured out of thin air from ectoplasm, the element from which all Astral beings are formed. The rules for forgathered swarms

are simple to use in practice, but there are a lot of details surrounding it. See [Conjuring Creatures](#) under [The Foundation of Magic](#) and [Handling Swarms](#) in [The Rules Reference](#) for full details on how this works. In brief, though, forgathered swarms have the abilities, immunity types, and sensitivity types listed in their descriptions. However, they do not have any knowledge beyond that of the caster, and cannot see anything the caster does not see. Further, each Swarm Batch of a forgathered swarm is a Mook. That is, it has only a single Hit Point and Fate Point.

Even so, the caster may spend their own Guts points on their forgathered swarm's Conflict Rolls, if desired and appropriate.

To determine the creature's stats, use the example provided in its description having the highest Quality Level less than or equal to the spell rank. If no such example exists, the caster cannot conjure a swarm of that type.

Any Setback the swarm sustains from using any of their magical abilities is drawn from the caster instead of the creature.

Forgathered Swarm Table

Conjured Swarm	Occult Lore Requirements	References and Additional Details
Centipede	Autumn 5, Moon 5	See The Tome of Terrors .
Common Rat	Bile 5, Phlegm 5	See The Tome of Terrors .
Monkey	Chaos: 4, Vision 4	See The Tome of Terrors .
Scorpion	Mars 10, Sky 10	See The Tome of Terrors .
Spider	Bile 11, Blood 11	This spell conjures a Burly Spider or Spindly Spider swarm. The caster may choose which specific type of spider swarm is conjured from the descriptions found in The Tome of Terrors .
Strix	Blood 5, Moon 5	See Monsters of the Mediterranean .

Form Astral Portal of Large Size

Occult Lore Requirements: Aether 15, Law 15, Motion 15

Description: Cast on a doorway, this spell creates a shimmering gateway through which matter may pass to the Astral Plane (and visa versa).⁵⁶ Anything taken through remains on the other plane until some similar means is used to return.

Setback Cost: 3 per Round (Note that the Setback Cost starts after the spell is cast.)

Action Time: 5 minutes

Conflict Rolls: None Range: 0'

Affected Area: The portal will fill the doorway it is cast upon, up to 10 feet by 10 feet.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Casting Req.: Gestural, Material. The material component is the doorway or other completely enclosed portal on which the spell is cast. Its Quality Level has no effect on the spell rank.

Other Details: Some Overlords have campaigns that include alternate dimensions and realms of possibility other than those explicitly described in [Mythmagica](#). As such, some Overlords may wish to allow travel to these other realms by use of this spell as well.

Form Spatial Portal of ... Size

Description: This description covers a spectrum of spells that create dimensional links between two physical portals (passageways, doorways, alcoves, etc.) as described in the [Spatial Portals](#) section of [The Rules Reference](#). Each such spell has its own unique lore requirements and effects, which are detailed below.

Action Time: 1 Action

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. Anything passing through the Spatial Portal is automatically transported.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Range: The caster must touch the near passageway. The far passageway must be Proximate to the near one.

Casting Req.: Gestural, Material. The Material component is nothing more than the two physical passages that are being linked. The spell caster must touch the near passage, and must have previously seen the far passage before the spatial link can be made.

⁵⁶ Celtic gods and faeries sometimes give mortals silvery branches as invitations that can magically whisk the recipient off to visit their Otherworld dwellings. Manannan gave one such branch to Cormac mac Airt. A permanent portal to the Celtic Otherworld in Dún Scraith ("Castle of Shadows"), is said to exist on the Isle of Man. The hero Cúchulainn passed through this portal to retrieve a magical cauldron.

Form Spatial Portal of Large Size

Occult Lore Requirements: Aether 10, Law 10, Motion 10

Setback Cost: 3 per Round

Affected Area: The spell must be cast on a pair of portals, each of which can be no wider than 10 feet and no taller than 10 feet.

Form Spatial Portal of Medium Size

Occult Lore Requirements: Aether 7, Law 7, Motion 7

Setback Cost: 2 per Round

Affected Area: The spell must be cast on a pair of portals, each of which can be no wider than 5 feet and no taller than 10 feet.

Funnel Apparition a ... Distance

Description: This description covers a spectrum of spells that send ghostly apparitions to a distant location⁵⁷, along with some accompanying sounds (such as a voice). Each such spell has its own unique lore requirements and characteristics, which are detailed below.

The caster can choose to send the apparition either to a specific location or to a particular individual in Range (even if they do not know the recipient's location). Although the caster may create virtually any apparition desired, this spell is most often used to project the caster's face and voice to convey a message.

Affected Area: See Below

Setback Cost: 2 per minute Action Time: 1 minute

Casting Req.: Verbal, Gestural Conflict Rolls: None

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Other Details: This spell does not provide any means for response and does not "see" the recipient or location to which the apparition is sent. However, the caster does know whether or not their message made it to the destination.

Funnel Apparition a County's Distance

Occult Lore Requirements: Hearing 6, Vision 6

Range: A rough distance of about the average width of a county in the game world.

Funnel Apparition a Kingdom's Distance

Occult Lore Requirements: Hearing 9, Vision 9

Range: A rough distance of about the average width of a kingdom in the game world.

Funnel Likeness a ... Distance

Description: This description covers a spectrum of spells that allow an occultist to send their voice and a ghostly image of their face to a distant location⁵⁸. Each such spell has its own unique lore requirements and characteristics, which are detailed below.

The caster can choose to send their message either to a specific location or to a particular individual in Range (even if they do not know the recipient's location). They have the length of the spell duration to convey their message.

Affected Area: See Below

Setback Cost: 2 per minute Action Time: 1 minute

Casting Req.: Verbal, Gestural Conflict Rolls: None

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Other Details: This spell does not provide any means for response and does not "see" the recipient or location to which the image is sent. However, the caster does know whether or not their message made it to the destination.

Funnel Likeness a County's Distance

Occult Lore Requirements: Aether 6

Range: A rough distance of about the average width of a county in the game world.

Funnel Likeness a Kingdom's Distance

Occult Lore Requirements: Aether 9

Range: A rough distance of about the average width of a kingdom in the game world.

57 The distance these spells can send their messages is intentionally vague, so as to easily fit within a variety of Game Worlds.

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Funnel Voice a Bold Distance

Occult Lore Requirements: Gas 3

Description: This spell throws the caster's voice. The audible volume of the thrown voice may range from a whisper to a loud shout.

Setback Cost: 2 per Round Action Time: 1 Action

Range: 10 feet per spell rank Affected Area: Caster

Conflict Rolls: None

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Casting Req.: Verbal, Gestural. Once invoked, the spell requires no further concentration by the spell-caster. They are free to move, cast spells, or participate in combat. However, altering the location to where their voice is thrown requires the caster to resume concentration for 1 Round.

Other Details: The caster must cup their hand next to their mouth when they want to throw their voice. Foregoing this gesture allows the caster to speak normally even while the spell remains in effect.

Funnel Whisper a ... Distance

Description: This description covers a spectrum of spells that projects the caster's voice to a named creature or location within range⁵⁹. Each such spell has its own unique lore requirements and characteristics, which are detailed below.

For the spell to work, there must be a continuous path through the air between the caster and the destination. So, the caster cannot project into any closed area (such as a room with no open windows or doors).

Setback Cost: 2 per 5 minutes Action Time: 5 minutes

Casting Req.: Verbal, Gestural Conflict Rolls: None

Affected Area: Caster and 1 Named Subject

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Other Details: This spell does not provide any means for response. However, the caster does know whether or not their message made it to the destination.

Funnel Whisper a County's Distance

Occult Lore Requirements: Gas 6, Motion 6

Range: A rough distance of about the average width of a county in the game world.

Funnel Whisper a Kingdom's Distance

Occult Lore Requirements: Gas 9, Motion 9

Range: A rough distance of about the average width of a kingdom in the game world.

⁵⁹ The distance these spells can send their messages is intentionally vague, so as to easily fit within a variety of Game Worlds.

Occult Spells~G

Garner Kirk Grim as Warden

Occult Lore Requirements: Aether 7, Body 7, Rest 7, Spirit 7

Description: This spell calls forth and permanently recruits the spirit of an animal to guard a cemetery, churchyard, battlefield, mausoleum, or crypt. The spirit is usually that of a dog, but other aggressive animal spirits are sometimes used. The summoned spirit, known as a Kirk Grim, does not obey the commands of its summoner. It simply protects the possessions and bodies in its assigned grave site from all thieves. Of course, if the dead simply get up and leave on their own volition, that is their business.

Action Time: 1 hour

Conflict Rolls: None Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Duration: Genesis. The spell instantly summons the spirit and permanently binds it to the Mortal Realm. The raised creature will thereafter slavishly obey the caster's commands until it is released from their mastery, which the caster can do at any time. As long as they retain control of their minion, they must treat their mastery of it as a Spellbinding.

Affected Area: This spell summons a guardian spirit to guard an entire burial site.

Casting Req.: Verbal, Gestural, Material. To invoke this spell, the caster must bury the corpse of a beast. It's Level when it was alive limits the spell rank.

Other Details: To determine the Kirk Grim's stats, look up the Kirk Grim description in [Celtic Creatures and Nordic Nightmares](#), and find the example with the highest Level that is less than or equal to the spell rank.

If two Kirk Grimms are summoned to guard the same locale, they will immediately fight to the death. The victor remains to guard.

Generate Ample Geo Map

Occult Lore Requirements: Dry 8, Earth 8, Land 8

Description: This spell magically produces a rough "earth map" that charts the mineral composition of the immediately surrounding bedrock.

Action Time: 5 minutes

Conflict Rolls: None Range: 0

Setback Cost: 5 minus Intelligence (minimum of 2)

Duration: Genesis. The spell rapidly creates a map with colored dust. The produced map lasts until the powdered chalk is disturbed.

Affected Area: The spell maps an area having a radius of 5 feet per spell rank centered on the caster. The size of the map itself is approximately 5 feet across, regardless of how much

area it represents.

Casting Req.: Gestural, Material. This spell requires the caster to toss a handful of fine powdered chalk or dust onto a flat horizontal stone or earthen surface. The powder must have a different color than the surface onto which it is cast. While doing so, the caster must state the name of the stone or mineral they wish to be mapped. The magic of the spell directs the billowing particles to form a rough map on the ground.

Other Details: Each casting of the spell can only reveal the layout of a single type of earth, rock, or ore. However, multiple castings can be overlaid upon one another. This fact is particularly effective, of course, when powdered stones of various colors are used in the subsequent castings.

Obviously, the map is only a two-dimensional representation of the surrounding three-dimensional earthen formations. In order to maintain clarity, the spell is designed to produce a picture representing a "slice" through the earth on the same horizontal level as the map itself. Because of this necessary restriction, it can be difficult to locate minerals that are particularly rare, such as precious metals or gems. If a gemstone is even a few feet above or below the plane of the map, it may not be revealed. The skill of the caster in the spell helps out in these cases, though. When rare minerals are being sought, the Overlord must make a Spell Roll against a Threshold indicative of how much of the mineral is actually present. For highly rare minerals, a Threshold of 25 or even more may be appropriate. For moderately rich deposits, though, a Threshold of 15 or 20 is appropriate. The roll should be adjusted by the caster's rank in this spell and by their Perception. Success indicates the caster has detected the desired mineral deposit. Failure (or the absence of the desired mineral) indicates that the billowing dust will settle into a fine even layer over the entire map.

For example, suppose Jeff the Geomancer overextends his credit cards and, in desperation, decides to prospect for diamonds in an abandoned mine. Using Stone Lore, Jeff first identifies the surrounding rock to be basalt. Consequently, they cast this spell looking for basalt and thereby produces a map outlining the walls of the mine itself (assuming the walls are actually made of basalt). That task complete, Jeff then uses a different colored powder and recasts this spell looking for diamonds. Feeling generous, the Overlord decides that there are a few small diamond deposits left that were missed by the mine's previous occupants. Even so, the Overlord concludes that a rather high Threshold of 25 is appropriate, since the previous miners probably had good reason to leave. That decided, the Overlord makes a hidden Spell Roll for Jeff to determine if they can locate the prize. Rolling an 18 on the d20 and adding Jeff's Perception (3) and rank in this spell (8) totals to 29. The dust slowly settles to the ground and a smile crosses Jeff's beleaguered face.

Generate Great Quagmire of Deft Creeping

Occult Lore Requirements: Land 9, Sea 9

Description: This spell covers an area with soft clay, resulting in a morass of knee-high mud (1 foot deep).

Affected Area: 20-foot square.

Casting Req.: Verbal, Gestural Range: 40 feet
 Action Time: 1 Assault Action Conflict Rolls: None
 Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Genesis. The spell instantly generates the mud, which is permanent. Once created, it is no longer magical. As such, the caster cannot cancel the spell. However, the mud will solidify into firm, damp clay in 1 day (of Quality Level 0).

Other Details: This spell imposes the Quagmire Condition to the entire Affected Area until it solidifies. (See the description of [Quagmire](#) under [Area Conditions](#) in [The Rules Reference](#) for details.)

The mud is capable of supporting plant life. So, it can be used to enable spells requiring clay or dirt in which plants can take root.

Generate Ice Wall of ... Size

Description: This description covers a spectrum of spells that create flat vertical walls of frozen water. The wall must be placed on a solid surface, to which it is firmly attached. Each such spell has its own unique lore requirements and effects, which are detailed below.

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural

Duration: Genesis. The spell instantly generates a wall of ice, which lasts until it melts or is otherwise destroyed. Even in a hot desert, this process could take a day or two. In frigid conditions, the wall will last indefinitely. Since the ice is permanent until it melts, the caster cannot cancel the spell at will.

Range: The nearest point on the wall must lie within 40 feet of the caster.

Conflict Rolls: If cast directly on top of a creature, it is entitled to an Avoidance Roll with Perception and Toughness Adjustments against a Threshold of 10 plus the spell rank. Success indicates they avoid the wall entirely. Failure indicates the target sustains Fettering Setback equal to 1 per 2 spell ranks plus the roll's Margin and gains the Temporary Trait of "Shivering".

If a creature is Overcome by the spell, they are partially frozen into the wall, unable to escape. Unless the target is frozen into the wall, they are free to step to whichever side they prefer as it forms. Failure to do so causes them to be forcibly pushed to a random side.

Other Details: The wall has a Ward of 5 and each 5-foot section has 25 Hit Points. The wall is Immune to Bleeding,

Blighting, Electrical, Freezing, Internal, Metaphysical, Starving, Suffocating, and Toxic Damage, but is Highly Sensitive to Scorching Damage.

Light sources can be seen through the ice as hazy glows, and forms are seen as distorted vague shadows through it.

The surface of the wall is slippery, as described by the [Slick Terrain](#) Condition found under [Area Conditions](#) in [The Rules Reference](#).

Generate Ice Wall of Epic Size

Occult Lore Requirements: Cold 10, Water 10

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The wall is 1 foot thick and up to 40 feet tall by 40 feet wide.

Generate Ice Wall of Great Size

Occult Lore Requirements: Cold 8, Water 8

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The wall is 1 foot thick and up to 20 feet tall by 20 feet wide.

Generate Ice Wall of Large Size

Occult Lore Requirements: Cold 6, Water 6

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The wall is 1 foot thick and up to 10 feet tall by 10 feet wide.

Generate Icy Glaze of ... Size

Description: This description covers a spectrum of spells that create sheets of hazardously slippery ice covering a hard surface. Each such spell has its own unique lore requirements and effects, which are detailed below.

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40'

Duration: Genesis. The spell instantly generates a glaze of ice. If the air temperature remains below freezing, the ice may last indefinitely even after the caster leaves the vicinity. Otherwise, it melts as normal ice, which means it will persist for a few hours at room temperature. If heated magically, it will melt considerably faster.

Conflict Rolls: These spells all impose the [Slick Terrain](#) Condition over the entire Affected Area. See [Area Conditions](#) in [The Rules Reference](#) for details.

Other Details: Multiple castings are not cumulative in a given area.

Generate Icy Glaze of Colossal Size

Occult Lore Requirements: Winter 13, Spring 13

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: The icy sheet is one-eighth of an inch thick and covers a square area 80 feet on each side.

Generate Icy Glaze of Epic Size

Occult Lore Requirements: Winter 11, Spring 11
Setback Cost: 10 minus Intelligence (minimum of 2)
Affected Area: The icy sheet is one-eighth of an inch thick and covers a square area 40 feet on each side.

Generate Icy Glaze of Great Size

Occult Lore Requirements: Winter 9, Spring 9
Setback Cost: 8 minus Intelligence (minimum of 2)
Affected Area: The icy sheet is one-eighth of an inch thick and covers a square area 20 feet on each side.

Generate Icy Glaze of Large Size

Occult Lore Requirements: Winter 6, Spring 6
Setback Cost: 7 minus Intelligence (minimum of 2)
Affected Area: The icy sheet is one-eighth of an inch thick and covers a square area 10 feet on each side.

Generate Icy Glaze of Medium Size

Occult Lore Requirements: Winter 3, Spring 3
Setback Cost: 6 minus Intelligence (minimum of 2)
Affected Area: The icy sheet is one-eighth of an inch thick and covers a square area 5 feet on each side.

Generate Large Morass of Dire Web

Occult Lore Requirements: Bile 6, Blood 6
Description: This spell creates a sticky mass of intertwining cobwebs that sprays out from the caster. The web may be sprayed directly at an opponent, for immediate effect. Or, it may be sprayed on a ceiling or in corners to create cobwebs to snare any passers-by.
Requires Maleficium: Yes
Action Time: 1 Assault Action
Casting Req.: Verbal, Gestural Range: 40 feet
Setback Cost: 7 minus Intelligence (minimum of 2)
Affected Area: The main body of the web roughly fills a 10-foot cube, and must be attached to a wall, ceiling, or floor. Imperceptible tendrils waft in the air, extending a further 5 feet from this central area, which will automatically catch on anyone in that area. Although this does not mean that the person so caught suffers from a Drawback (yet), this movement may bring the main cobweb in contact with nearby companions. The web is able to stretch to double its normal length before it begins to tear from the wall or ceiling. While that will cause the web to move, it does not negate its hindering effects.
Duration: Genesis. The webbing is instantly generated, but is non-magical. It will last indefinitely until destroyed, although it will slowly deteriorate over the course of weeks, as would any normal spider web.

Conflict Rolls: In essence, the spell imposes the Sticky Morass Condition on the entire Affected Area. (See Sticky Morass under Area Conditions in The Rules Reference for details.) The web has a Quality Level equal to the spell rank.
Any creature in the Affected Area when the web is initially created is entitled to a Conflict Roll as described under the Sticky Morass Condition. Those succeeding may move out of the area as a Reaction. Failure indicates they are caught in the web.
Other Details: If there is even a slight breeze through a cobweb, such as that created by someone walking by, the cobwebs will waft too and fro without seeming like much of a threat. However, long imperceptible filaments of the cobwebs will also be carried along by the breeze that will extend out another 5 feet from the web proper. These tendrils will automatically catch on anyone within that area, which will pull the cobwebs along with him. Any creature following immediately behind that person will be caught in the webbing if they fail an Avoidance Roll with Perception Adjustments against a Threshold of 10 plus the spell rank.
Although the web itself cannot withstand the direct touch of flame, it is not flammable. The webbing will quickly disintegrate wherever a flame directly touches it but the web itself will not propagate the flame to other portions. Any character attempting to free a comrade with a torch will effectively lower the Web's spell rank by one every Round they burn through the sticky strands. Thus, the trapped creature will find it easier and easier to escape the Web's grasp. An area fire effect will immediately melt away any webbing in the areas it touches. Of course, any such effect will also likely affect those caught in the web.

Generate Many Blocks of ...

Description: This description covers a spectrum of spells that create a number of 5-foot blocks that can be placed as desired by the caster. The specific material that the blocks are made from is provided in the spell name (such as Generate Many Blocks of Quartz, Generate Many Blocks of Ice, etc.). Each such spell has its own unique lore and casting requirements to cast, which are detailed below.
Action Time: 1 minute
Casting Req.: Verbal, Gestural Conflict Rolls: None
Setback Cost: 14 minus Intelligence (minimum of 2)
Affected Area: This spell creates a number of blocks equal to the spell rank. Each block is 5 feet on every side. If more than one cube is created, each must be adjacent to another one. The overall formation must be placed on a solid surface, but the blocks may be stacked on top of one another to any height. They are firmly fused to each other, and to the surface on which the formation rests.
Duration: Genesis. The spell instantly generates the blocks, which are permanent. Once created, they are no longer magical. As such, the caster cannot cancel the spell.
Range: The nearest point on the formation must lie within 40

feet of the caster.

Other Details: The hexahedrons⁶⁰ may be stacked on top of each other as much as desired, and may extend horizontally above a supporting surface up to 10 feet. However, the whole structure must remain contiguous.

Each 5 foot block has a Ward of 5, 100 Hit Points, and a Defense and Quality Level of 0.

Generate Many Blocks of Ice

Occult Lore Requirements: Cold 9, Water 9

Description: This spell creates a number of gigantic ice cubes sufficient for even a Jotun's lemonade.

More Details: Light sources can be seen through the ice blocks as hazy glows, and forms are seen as distorted vague shadows through them.

The surface of the cubes are slippery, as described by the [Slick Terrain](#) Condition found under [Area Conditions](#) in [The Rules Reference](#).

The ice is Immune to Bleeding, Blighting, Electrical, Freezing, Internal, Metaphysical, Rotting, Starving, Suffocating, and Toxic effects, but is Highly Sensitive to Puncture and Scorching effects.

Generate Many Blocks of Quartz

Occult Lore Requirements: Earth 9, Land 9

Description: This spell creates a number of 5-foot quartz blocks that can be placed as desired by the caster.

More Details: The blocks are formed from myriad clear quartz crystals that interlock with one another to hold the blocks' overall shape. Light sources can be seen through the quartz blocks as hazy glows, and forms are seen as distorted vague shadows through them.

The Quartz is Immune to Bleeding, Blighting, Electrical, Freezing, Internal, Metaphysical, Rotting, Scorching, Starving, Suffocating, Sunshining, and Toxic effects, but is Highly Sensitive to Blunt and Sonic effects.

Generate Many Blocks of Sandstone

Occult Lore Requirements: Dry 9, Gas 9, Motion 9

Description: This spell creates a number of 5-foot sandstone blocks that can be placed as desired by the caster.

More Details: The sandstone is Immune to Bleeding, Blighting, Electrical, Freezing, Internal, Metaphysical, Rotting, Scorching, Starving, Suffocating, Sunshining, and Toxic effects, but is Highly Sensitive to Blunt and Sonic effects.

Generate Pebble Patch of ... Size

Description: This description covers a spectrum of spells that conjure small round pebbles to cover an area. conjures an assortment of small round pebbles to cover an area. Each such spell has its own own unique lore requirements and effects, which are detailed below.

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40'

Duration: Genesis. The spell instantly conjures the pebbles, which will remain in place indefinitely unless cleared away. Each such 5-foot patch requires around one minute of effort to clear by hand.

Conflict Rolls: If conjured onto a floor of wood, stone, or hard-packed dirt, the pebbles impose the [Slick Terrain](#) Condition over the entire Affected Area. See [Area Conditions](#) in [The Rules Reference](#) for details. If conjured onto a floor of soft dirt, thick carpet, mud, grass, or other spongy surface which is easily depressed by the pebbles, movement through the area is unimpeded.

Other Details: Needless to say, if conjured onto an inclined surface, the pebbles will roll down the incline normally. Once conjured, the pebbles are non-magical and have a Quality Level of 0. The larger pebbles are suitable for use as shot in slings. Multiple castings are not cumulative in a given area.

Generate Pebble Patch of Great Size

Occult Lore Requirements: Earth 9, Land 9

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell covers a square area 20 feet on each side.

Generate Pebble Patch of Large Size

Occult Lore Requirements: Earth 6, Land 6

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell covers a square area 10 feet on each side.

Generate Pebble Patch of Medium Size

Occult Lore Requirements: Earth 3, Land 3

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell covers a square area 5 feet on each side.

60 Learned a new word, didn't you?

Generate Sheet of Webs

Occult Lore Requirements: Bile 8, Blood 8

Description: This spell creates an impassable barrier of thickly knotted spider webbing. The sheet is silky smooth, soft to the touch, and has an iridescent sheen like mother of pearl. The wall gives a little if pressure is applied to it, but is difficult to breach.

Action Time: 1 Action

Casting Req.: Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Conflict Rolls: If a web wall is created within 10 feet of a creature, it may attempt to move to its other side while it forms. The creature is entitled to an Avoidance Roll with Perception adjustments against a Threshold of 10 plus the spell rank. Success indicates it may do so. (As the wall is not sticky, it cannot be used to directly fetter a creature.)

Affected Area: The webbing is about an inch thick and covers an area consisting of 5 foot by 5-foot patches with a maximum number of patches equal to the spell rank. Thus, a sorcerer 8th rank in this spell could create a web wall 10 feet tall and 20 feet long. The shape of the web may vary, but it must be stretched between at least three points. Often, web sheets are attached to one another to extend the areas they cover.

Duration: Genesis. The spell instantly generates the webs, which remain indefinitely unless somehow destroyed.

Other Details: The wall itself has a Hit Points of 10 points per spell rank with a Ward of 4. It is Immune to Blunt, Crushing, and Freezing damage. The wall is not flammable, so it cannot be set alight. But, Electrical and Scorching Effects can damage it. So, a persistent flame directly applied to the wall can burn through it.

Generate Some Large Blocks of ...

Description: This description covers a spectrum of spells that create a number of 10-foot blocks that can be placed as desired by the caster. The specific material that the blocks are made from is provided in the spell name (such as [Generate Some Large Blocks of Ice](#), [Generate Some Large Blocks of Sandstone](#), etc.). Each such spell has its own own unique lore and casting requirements to cast, which are detailed below.

Action Time: 1 minute

Casting Req.: Verbal, Gestural Conflict Rolls: None

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: This spell creates a number of blocks equal to half the spell rank. (So, 1 at 1st, 2 at 3rd, 3 at 5th, etc.) Each block is 10 feet on every side. If more than one cube is created, each must be adjacent to another one. The overall formation must be placed on a solid surface, but the blocks may be stacked on top of one another to any height. They are firmly fused to each other, and to the surface on which the

formation rests.

Duration: Genesis. The spell instantly generates the blocks, which are permanent. Once created, they are no longer magical. As such, the caster cannot cancel the spell.

Range: The nearest point on the formation must lie within 40 feet of the caster.

Other Details: The blocks may be stacked on top of each other as much as desired, and may extend horizontally above a supporting surface up to 20 feet. However, the whole structure must remain contiguous.

Other Details: Each 10 foot ice block has a Ward of 5, 400 Hit Points, and a Defense and Quality Level of 0.

Generate Some Large Blocks of Ice

Occult Lore Requirements: Cold 13, Water 13

Description: This spell creates a number of gigantic ice blocks that can be placed as desired by the caster.

The ice is Immune to Bleeding, Blighting, Electrical, Freezing, Internal, Metaphysical, Rotting, Starving, Suffocating, and Toxic effects, but is Highly Sensitive to Puncture and Scorching effects.

The surface of the cubes are slippery, as described by the [Slick Terrain](#) Condition found under [Area Conditions](#) in [The Rules Reference](#).

Generate Some Large Blocks of Quartz

Occult Lore Requirements: Earth 13, Land 13

Description: This spell creates a number of quartz blocks that can be placed as desired by the caster.

More Details: The blocks are formed from myriad clear quartz crystals that interlock with one another to hold the blocks' overall shape. Light sources can be seen through the quartz blocks as hazy glows, and forms are seen as distorted vague shadows through them.

The Quartz is Immune to Bleeding, Blighting, Electrical, Freezing, Internal, Metaphysical, Rotting, Scorching, Starving, Suffocating, Sunshining, and Toxic effects, but is Highly Sensitive to Blunt and Sonic effects.

Generate Some Large Blocks of Sandstone

Occult Lore Requirements: Dry 13, Gas 13, Motion 13

Description: This spell creates a number sandstone blocks that can be placed as desired by the caster.

Other Details: The sandstone is Immune to Bleeding, Blighting, Electrical, Freezing, Internal, Metaphysical, Rotting, Scorching, Starving, Suffocating, Sunshining, and Toxic effects, but is Highly Sensitive to Blunt and Sonic effects.

Gestate Homunculus

Occult Lore Reqs: Body 6, Cold 6, Dry 6, Hot 6, Wet 6

Description: This spell creates a small, ugly humanoid creature that aids the caster in potion brewing.

Conflict Rolls: None Range: Touch

Setback Cost: 24 minus Intelligence (minimum of 2)

Affected Area: This spell creates a single little nasty servant to obey the caster's bidding.

Action Time: 1 hour. After the initial casting, the Homunculus requires 1 month to germinate and grow.

Duration: Genesis. The spell instantly gives life to the diminutive creature, which continues to live until killed. Unfortunately, if any two of these creatures meet, they immediately attack each other in a fight to the death.

Casting Req.: Gestural, Material. The creation of a Homunculus concerns some rather nasty rituals requiring a medusite heart, and blood (icor) taken from a Phoenix, a Sylph, and an Undine. The Quality Level of the materials limits the spell rank.

Other Details: While creating a Homunculus, the alchemist can program it on how to concoct a number of different admixtures, balms, cocktails, fragrances, or potions equal to one per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.) Although it brews these products without further aid, it brews them at a spell rank equal to its own Level. Thus, a Homunculus with a Level of 6 brews Grand Healing Elixirs at a spell rank of 6 (assuming the material components are all of Quality Level 6 or higher).

Of course, the little monster must have enough Fate Points to take the Setback of the potions it concocts. To determine the stats of the test-tube goblin, see its description in [Celtic Creatures and Nordic Nightmares](#). Use the example having the highest Level that is less than or equal to the spell rank.

Grant Anthropomorphism to Object

Occult Lore Requirements: Body 7, Earth 7, Mind 7, Spirit 7

Description: This spell permanently imbues a finely crafted object with an elemental spirit to animate it and give it human-like intelligence.

Action Time: 1 hour Range: Touch.

Affected Area: One object. Conflict Rolls: None

Setback Cost: 24 minus Intelligence (minimum of 2)

Duration: Genesis. The spell instantly gives life to the targeted object, which thereafter lives until killed.

Casting Req. : Verbal, Gestural, Material. The Material component is a finely crafted item. Its Quality Level limits the spell rank.

Other Details: The resulting anthropomorphized object is a new, Sapient being imbued with its own spirit. It is not under the control of the caster. So, if control is required, it will

have to be obtained by some other means.

To determine the Anthropomorphic Object's stats for any given form, look up one of the Anthropomorph creatures in [The Tome of Terrors](#). Use the description that most closely matches the materials the Anthropomorph is made from (Fragile for ceramic, Textile for cloth, etc.) Within that description, look up the example having the highest Level less than or equal to the spell rank.

Grant Life to New Living Species

Occult Lore Requirements: Bone 15, Chaos 15, Flesh 15

Description: With this spell, the caster creates a new living creature by taking parts from different creatures and grafting them together. In this way, beasts such as chimeras, griffons, hippogriffs, and sphinxes may be produced. In fact, entirely new species may be fashioned using this spell. If mated pairs are produced through multiple castings, they may produce offspring. More than one Occultist has gained great fame by creating their own unique trademark monster breed.

Action Time: 8 hours

Conflict Rolls: None Range: Touch

Setback Cost: 36 minus Intelligence (minimum of 2)

Duration: Genesis. The spell instantly gives life to the monster, which continues to live until killed.

Affected Area: Only living creatures of flesh and bone can be merged using this spell. All merged creatures must have the same size category, which can be no larger than Large and no smaller than Ultratiny. See below for further details.

Casting Req.: Verbal, Gestural, Material. The caster must first gather various living specimens that possess the desired limbs and body parts. Before casting, all participating beasts must be immobilized in some fashion (Liberal use of Philters of Slumber or similar means are highly recommended.) Upon casting this spell, the desired parts are removed from the donors and are grafted to the target specimen. (While most parts of the target creature are expendable, it must retain its head.) Of course, removing any vital organ from a beast without replacing it with a suitable donor organ immediately kills it. The Quality Levels of all incorporated components limits the overall spell rank. (The Quality Level of a component taken from a creature equal's the creature's Level.)

Other Details: The created beast has a Level equal to the spell rank. If a creature with the desired characteristic is already written up in one of the monster supplements, use that description to determine its stats. Use the example having the highest Level less than or equal to the spell rank.

If no such description exists, take the Baseline Attributes of each incorporated creature, and average them together to determine the new species' Baseline. You will then be able to derive the rest of the creature's stats from that using the standard rules.

The various body parts have all abilities and drawbacks (magical or otherwise) they formerly possessed.

Creatures with multiple heads may be created with this spell, but one of the heads must be designated as the ‘master’ over the body. If this head is ever destroyed, the beast dies.

Note that this spell does not give the caster any control over their creation. However, the target creature will view the caster as “mommy”, and so will have a favorable disposition toward him.

The creature will still take several weeks to become comfortable with its new form. For the first week, it will suffer from an Extreme Drawback on all physical actions. For the next month, it will suffer from a Drawback. Thereafter, it will have acclimated to its new form and will be able to act without penalty.

Grant Reprieve to Fallen Revenant

Occult Lore Requirements: Body 13, Bone 13, Mind 13, Spirit 13

Description: This spell re-animates the lifeless remains of a corporeal undead that previously walked the earth. Once the spell is invoked, the horror will rise on the following nightfall in the same form as before. Thus, a wight returns as a wight and a skeleton remains a skeleton.

The spell places the revenant under control of the caster.

Action Time: 1 minute

Conflict Rolls: None Range: Touch

Setback Cost: 8 minus Intelligence (minimum of 2)

Casting Req.: Verbal, Gestural, Material. The material component is simply the corpse to be reanimated. The Quality Level of the corpse limits the spell rank. (The corpse’s Quality Level equals its Level when alive.)

Duration: Genesis. The spell instantly rebinds the spirit to the corpse, which is permanently reanimated until killed. As long as the caster maintains control over the reanimated revenant, they must treat the spell as a Spellbinding. They may relinquish control over the revenant at any time, but the spell provides no way to reacquire control over the revenant at a later time if this is done.

Affected Area: This spell re-animates the physical corpse of a single slain undead creature. It has no effect on any body that has never risen in an undead state.

Other Details: The revenant retains all of the powers and abilities formerly possessed. However, its link to the physical world becomes slightly more tenuous with each casting of this spell. Every time this spell is used to raise a corpse, its Level drops. Simply look at the examples provided with the creature's description, and lower it by one category. So, an Exceptional wight would drop to an Above Average wight, an Average wight would drop to a Below Average wight, etc. Once a monster drops lower than the lowest example provided, it cannot ever be induced to walk again. It has earned its rest.

Only creatures having Levels which are less than or equal to the spell rank after being raised are affected. Creatures of higher power and those that have been exorcised cannot be raised in this fashion.

Grant Sapience to Construct

Occult Lore Requirements: Bone 11, Earth 11, Flesh 11, Mind 11, Spirit 11

Description: This spell binds a soul, spirit, or Eidolon to a magically animated construct. Once completed, the newly bound spirit essentially possesses the construct, assuming absolute control over it. Each such spell has its own unique lore requirements and characteristics, which are detailed below.

Conflict Rolls: None Range: Touch

Action Time: 1 hour

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Genesis. The spell permanently binds a named spirit or soul to the targeted construct.

Casting Req.: Verbal, Gestural, Material. The material component for the spell is the construct which the spirit will possess. The spirit possessing the construct must, itself, be sentient, having a Cunning of Simpleminded or greater. (In other words, it must have an Intelligence of -3 or greater.)

Conflict Rolls: None. The spell can only affect a willing construct, which essentially means its master must order it to accept the spell’s magic. The spell may bind a specific named spirit, soul, or Eidolon to the targeted construct, as long as the spirit is willing. If no name is provided, or if the named spirit is unwilling, the construct will be possessed by the first willing spirit drawn by the magic of the spell. These tend to be demons and other unpleasant spirits seizing the opportunity to escape the unbearable torment of Hades, the Abyss, Tartarus, or other hellish astral realm. Consequently, such results rarely turn out well.

Other Details: The possessed construct will have free will of its own. As such, the construct loses any and all allegiances it formerly retained, as its possessing spirit assumes control over it.

To determine the creature's stats, use the [Possessed Creature Overlay](#) found in [The Tome of Terrors](#).

Multiple castings on the same construct have no effect.

Grant Undeath to ...

Description: This description covers a spectrum of spells that animate corpses to rise as undead. The specific type of undead that rises is provided in the spell name (such as Grant Undeath to Common Revenant, Grant Undeath to Ghastly Skeleton, etc.). Each such spell has its own unique lore requirements and characteristics, which are detailed below.

Conflict Rolls: None Range: Touch

Action Time: 1 minute

Affected Area: One humanoid corpse.

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Genesis. The spell instantly binds a spirit to the targeted corpse, which is permanently animated until killed. The raised creature will thereafter slavishly obey the caster's commands until it is released from their mastery, which the caster can do at any time. As long as they retain control of their minion, they must treat their mastery of it as a Spellbinding.

Casting Req.: Verbal, Gestural, Material. The material component for the spell is a fresh corpse that is to be animated. Corpses intended for raising fleshy Revenant types must retain most of their flesh while those intended for raising fleshless skeletons forego this requirement. The Quality Level of the corpse limits the spell rank. (A corpse's Quality Level equals its Level when alive.)

Other Details: To determine the creature's stats, look up its description in one of the game's monster supplements. Use the stats of the example having the highest Level less than or equal to the spell rank. If no such example exists, the spell fails.

Grant Undeath to Common Revenant

Occult Lore Requirements: Body 5, Rest 5, Spirit 5

Description: This spell animates a corpse as a Common Revenant.

Grant Undeath to Common Skeleton

Occult Lore Requirements: Bone 5, Dry 5, Spirit 5

Description: This spell animates a corpse as a Common Skeleton.

Grant Undeath to Ghastly Revenant

Occult Lore Requirements: Body 8, Rest 8, Spirit 8

Description: This spell animates a corpse as a Ghastly Revenant.

Grant Undeath to Ghastly Skeleton

Occult Lore Requirements: Bone 9, Dry 9, Spirit 9

Description: This spell animates a corpse as a Ghastly Skeleton.

Grant Undeath to Shambling Skeleton

Occult Lore Requirements: Bone 1, Dry 1, Spirit 1

Description: This spell animates a corpse as a Shambling Skeleton.

Grant Wings

Occult Lore Requirements: Bone 14, Chaos 14, Flesh 14

Description: This spell permanently gives the target creature wings, which grants it the Gift of Hovering.

Duration: Genesis (See below)

Conflict Rolls: None Range: Touch

Setback Cost: 8 minus Intelligence (minimum of 2)

Casting Req.: Gestural, Material. The material component is the targeted creature.

Affected Area: One willing living creature of flesh and bone of medium size or smaller.

Action Time: 1 hour to invoke the spell. Thereafter, wings will bud on the back of the target creature. They will take a full month to grow to full size, at which time they can be used to fly. While the magic of the spell is doing its work, the wings must be treated as a Spellbinding when considering its possessor's Magic Limit. Once fully grown, the magic fades and the wings are just another body part.

Other Details: The form and coloration of the wings given the target creature must be stated at the time of casting.

Medium-sized creatures and smaller may be given feathered bird-like wings, or leathery bat-like (or dragon-like) wings.

Small-sized creatures and smaller may be given translucent dragonfly wings, bee (or grasshopper) wings, or delicate butterfly (or moth-like) wings. Butterfly and dragonfly wings are lovely and nearly silent when in use, but they are always in full display. Bee wings buzz when in use, but lay flat along the body when quiescent.

Grow Bramble

Occult Lore Requirements: Gaia 4, Spring 4, Summer 4

Description: This spell sprouts a mass of thorny tendrils from the ground that attempt to grasp and ensnare any nearby creature other than the caster.

Requires Maleficium: Yes Conflict Rolls: None

Action Time: 1 minute Range: 40 feet.

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The bramble sprouts up from the ground, is immobile, and has a reach of 5 feet.

Duration: Genesis. The spell instantly grows and animates a bramble, which remains permanently rooted in place until it dies.

Casting Req.: Gestural, Material. The spell can only work on earthen ground as the bramble requires soil from which to sprout. As such, the Material Component is a patch of ground in which to plant the spell.

Other Details: The spell causes a Medium-size [Anthropomorphic Bramble](#) to spring forth from the ground. It has a Level approximately equal to the spell rank. Look at the description of [Anthropomorphic Bramble](#) in [The Tome of Terrors](#), and use stats for the Medium-Size example with the highest Level less than or equal to the spell rank.

The plant will not attack the caster, although it is not otherwise under their control. As such, it will attack any other creature within its reach, whether they are the caster's friend or foe.

Grow Great Patch of Hungry Grass

Occult Lore Requirements: Gaia 9, Spring 9, Summer 9

Description: This spell causes Hungry Grass to grow in the specified area. It will attack any creature it can reach, other than the caster.

Affected Area: A square that is 20 feet on a side, although the grass will only grow in areas that are already covered in dirt or clay.

Action Time: 1 Assault Action Range: 40 feet

Casting Req.: Verbal, Gestural Conflict Rolls: None

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Genesis. The spell instantly grows the grass, which is permanent. As such, the caster cannot cancel the spell.

Other Details: For details on [Hungry Grass](#), see its description in [Celtic Creatures and Nordic Nightmares](#). Use the example having the highest Level less than or equal to the spell rank. If no such example exists, the spell fails.

The grass will not attack the caster, although it is not otherwise under their control. As such, it will attack any other creature within its reach, whether they are the caster's friend or foe.

Grow Many Blocks of Fell Thorns

Occult Lore Requirements: Gaia 9, Summer 9

Description: This spell quickly grows a mass of interwoven brambles and thorns. After the spell is complete, the structure requires only 1 Round to reach its full height.

Action Time: 1 minute

Setback Cost: 14 minus Intelligence (minimum of 2)

Duration: Genesis. The spell instantly grows the tangle of thorns, which permanently remains rooted to the spot until it dies.

Affected Area: This spell grows a single continuous mass of twisted brambles. It consists of a number of 5 foot cubes equal to the spell rank. At least one cube must sprout directly from dirt or clay, but if it grows adjacent to another group of thorny blocks, they will intertwine with them to form a continuous whole.

Range: The caster must touch the ground where the thicket sprouts. The mass may extend to any distance from that point, as long as it remains contiguous.

Casting Req.: Verbal, Gestural, Material. The thicket may be summoned only upon dirt or clay. It can never sprout on stone or other solid surface where roots cannot take hold. As such, the Material Component is a patch of ground in which to plant the spell.

Conflict Rolls: Anyone trying to cut through the thicket will sustain Flaying Damage of 1 per spell rank on every Round from the twisted thorns. Armor reduces this amount by its normal Ward rating. Allow the character a Conflict Roll with Heart and Toughness Adjustments for half Damage. Failure indicates the character sustains the roll's Margin as additional Flaying Damage.

Other Details: Walking or crawling through the torturous thicket is impossible for small-sized creatures and larger. Tiny sized creatures may do so at a Speed of no more than Creeping (5). Ultratiny-sized creatures and smaller may move through the thicket unhindered.

Each 5 foot block of thorns has 40 Hit Points, and a Defense and Quality Level of 0. The thicket is Immune to Bleeding, Blunt, Crushing, Freezing, Internal, Puncturing, Sonic, Starving, Suffocating, and Toxic effects, but is Highly Sensitive to Blighting Effects. While it can be damaged with Fire, it is green and living, and so cannot be set aflame.

Grow Many Toadstools

Occult Lore Requirements: Autumn 2, Gaia 2

Description: This spell grows a cluster of giant flat-topped mushrooms.

Conflict Rolls: None

Setback Cost: 14 minus Intelligence (minimum of 2)

Affected Area: The spell produces as many as one mushroom per spell rank. The top of each mushroom has any desired diameter up to 3 feet and each stalk can have any height desired by the caster up to 1 foot per spell rank. The stalks themselves have a diameter of approximately 6 inches.

Action Time: 1 minute. The toadstools will complete their growing cycle within 1 Round after the spell is invoked.

Duration: Genesis. The spell instantly grows the clump of mushrooms. If left unharmed, the toadstools will continue to flourish indefinitely.

Range: All mushrooms must lie within 40 feet of the caster.

Casting Req.: Gestural, Material. The mushrooms must be grown on dirt or decaying material. As such, the Material Component is a patch of ground or compost in which to plant the spell.

Other Details: The toadstools can be arranged in any pattern desired by the caster but cannot be grown on top of one another. The growth of the stalks can be directed so that the top of a mushroom lies off to one side of its base. The top itself does not need to lie horizontally.

These large fungi possess the strength of weak pine wood, so they may be toppled with diligent effort. Treat each as having a Hit Points of 5 plus 2 per spell rank. Each has a Ward of 3.

The toadstools may be used creatively to produce many useful structures. A table and chairs could be fashioned or a mushroom staircase could be grown. A tiny toadstool prison cell could be created or a narrow mushroom bridge could be fashioned over a creek. A barricade across a doorway could be constructed. One highly useful technique is for the spell caster to grow a mushroom underneath their feet. The resulting toadstool will lift them to its pinnacle.

Grow Some Produce

Occult Lore Requirements: Autumn 4, Gaia 4, Spring 4

Description: This spell sprouts a seed buried in fertile soil by the caster. Within a minute after the spell is complete, the sprout grows into a mature productive plant.

Action Time: 1 minute

Conflict Rolls: None

Range: Touch

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: One seed. A seed of a fruit bearing plant results in growth that is heavily laden with its natural bounty. The seed of a fruit tree produces a miniature yet fully mature specimen of the appropriate type. Each invigorated plant grows enough ripe food to feed a number of people equal to half the spell rank for a day.

Duration: Genesis. The spell rapidly grows the fruiting plants. After the fruit is plucked, the plant will continue to thrive and generate fruit as a normal plant of its type.

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a seed appropriate to the crop desired. The seed produced by the spell may be used in future castings. Further, the spell must be cast on dirt or clay from which the seed may sprout.

Occult Spells~H

Harness Basin for Scrying a ... Distance

Description: This description covers a spectrum of spells that charm basins with the ability to spy far distances⁶¹. Each such spell has its own unique lore requirements and characteristics, which are detailed below.

When filled with water, the basin allows the caster to scry by gazing through the water to see far away events concerning a named subject. To scry with the basin, the caster must fill the basin with clean water, wait for all ripples to dissipate, touch the basin's rim, and gaze intently into the water's depths.

Certain obstructions, such as lead shielding, 100 feet of rock, Hexagrams, Tetragrams, and Trigrams, make it impossible to divine an area.

Setback Cost: 2 per Minute Action Time: 5 minutes

Scrying Basin Threshold Table

Threshold	Degree of Familiarity
35	Never seen before but has detailed verbal description
30	Seen before briefly for a few seconds in poor light or seen before briefly for a few seconds in good light from afar
25	Seen before for over a minute in poor light
20	Seen before briefly in good light from nearby
15	Seen before for over a minute in good light
10	Highly familiar with subject

Duration: Heartfelt. The spell lasts as long as the caster is mindful of it and continues to expend its required Setback Cost.

Affected Area: One basin. When used to scry, the basin allows the user to view one object, location, or individual, which must have a name spoken by the caster. The user will be able to see anything within a direct line of sight of the scried target. Even if the target moves, the spell tracks it as long as desired.

Casting Req.: Verbal, Gestural, Material. This spell requires a basin, whose Quality Level limits the spell rank. When scrying with it, the user must fill it with water and gaze into its surface while speaking the name of their subject.

Conflict Rolls: To scry, the user must make a Spell Roll with Perception Adjustments. The Threshold depends on the their

familiarity with the subject in question according to the Scrying Basin Threshold Table.

Note that, due to the rules of Roll Inertia (as described in The Rules Reference), once a scrying attempt is performed, the roll result persists until something changes that could alter the outcome.

If an intelligent creature is scried, it is entitled to a Hidden Avoidance Roll with Perception Adjustments against a Threshold of 10 plus the spell rank. Success indicates it senses that it is being "watched".

Other Details: Divinatory powers (i.e. Magic Sense) may be used successfully through this spell. However, no spell can be cast through the pool that directly affects the viewed area. Thus, a mage cannot use this spell to observe a far-off enemy and tear them to pieces by calling down lightning bolts from the heavens.

Harness Basin for Scrying a County's Distance

Occult Lore Requirements: Vision 12, Water 12

Range: The user may scry to a distance of roughly the average width of a county in the game world.

Harness Basin for Scrying a Kingdom's Distance

Occult Lore Requirements: Vision 14, Water 14

Range: The user may scry to a distance of roughly the average width of a kingdom in the game world.

61 The distance these spells can send their messages is intentionally vague, so as to easily fit within a variety of Game Worlds.

Harness Crystal Ball for Scrying a ... Distance

Description: This description covers a spectrum of spells that charm crystal balls with the ability to spy far distances⁶². Each such spell has its own unique lore requirements and characteristics, which are detailed below.

The globe allows the caster to obtain a bird's eye view of the scried lands. To scry with a crystal ball, the caster must place their hands on either side of the globe and gaze into it's depths with deep concentration.

Setback Cost: 2 per Minute Action Time: 5 minutes

Duration: Heartfelt. The spell lasts as long as the caster is mindful of it and continues to expend its required Setback Cost.

Affected Area: One crystal ball. When used to scry, the crystal ball allows the user to see as if from the perspective of a flying bird. The viewpoint can be moved as desired, but it must always have open sky above it. As such, the viewpoint can look into a building's windows, but it cannot move into the building itself. Any opaque obstruction can block its view. Certain spells, such as Hexagrams, Tetragrams, and Trigrams, also make it impossible for this spell to divine into the protected area. Any such area will appear blurry and vague.

Casting Req.: Verbal, Gestural, Material. This spell requires a crystal ball, whose Quality Level limits the spell rank. A dragon's eye may be substituted for the crystal ball. If done, the caster can see objects in the location as if under the influence of a Procure Dragon Sight spell. When scrying with it, the caster must state the subject to be scried and gaze into the globe.

Conflict Rolls: If an intelligent creature is scried, the Overlord must allow the creature a hidden Avoidance Roll with Perception Adjustments against a Threshold of 10 plus the spell rank. Success indicates it senses that it is being "watched".

Other Details: Divinatory powers (i.e. Magic Sense) may be used successfully through this spell. However, no spell can be cast through the ball to affect the viewed area. Thus, a mage cannot use this spell to observe a far-off enemy and tear them to pieces by calling down lightning bolts from the heavens.

Harness Crystal Ball for Scrying a County's Distance

Occult Lore Requirements: Aether 12, Sky 12

Range: The user may scry to a distance of roughly the average width of a county in the game world.

Harness Crystal Ball for Scrying a Kingdom's Distance

Occult Lore Requirements: Aether 14, Sky 14

Range: The user may scry to a distance of roughly the average width of a kingdom in the game world.

Harness Spider's Footing

Occult Lore Requirements: Phlegm 5

Description: This spell produces sticky goo that covers the caster's hands and feet. This substance allows them to climb up walls and across ceilings with ease.

Affected Area: Caster

Conflict Rolls: None

Setback Cost: 2 per Round

Action Time: 1 Action

Casting Req.: Gestural

Range: 0'

Duration: Heartfelt. The spell lasts as long as the caster is mindful of it and continues to expend its Setback Cost every Round.

Other Details: While the spell is in effect, the caster gains a Cling Speed equal to 5 less than their normal (Running) Speed. Clinging does not preclude them from casting spells or using Range Weapons, but their feet must remain firmly planted on the climbing surface while doing so. As such, they cannot Move on any Round in which they engage in such activities.

⁶² The distance these spells can send their messages is intentionally vague, so as to easily fit within a variety of Game Worlds.

Occult Spells~I

Impart Dream Message

Occult Lore Requirements: Aether 6, Spirit 6

Description: This spell enables the invoker to send a short message into the dreams of another, whose true name they know.

Action Time: 5 minutes Range: Unlimited.
Duration: Instantaneous Conflict Rolls: None
Affected Area: One creature.

Setback Cost: 8 minus Intelligence (minimum of 2)

Casting Req.: Verbal. The invoker goes into a trance, during which they must speak aloud the true name of the target, followed by the message they wish to convey. The message can have a length of no more than about a dozen words. Needless to say, if a creature has not been given a true name or never sleeps, they cannot be contacted in this way. (A person's true name is their full official name, usually given to humanoids shortly after birth in a religious ceremony – such as the Pagan spell Rite of Passage.)

Other Details: The message will be delivered the next time the target falls asleep (or immediately, if they are already asleep). The invoker will appear in their dreams in a recognizable form, loudly speak the target's name, deliver the message, and fade away. The spell provides no means for the target to respond. The target will not awaken immediately, but will do so when they normally would. At that point, the message will be in the forefront of their mind.

Invoke Able Hare's Leap

Occult Lore Requirements: Spring 3

Description: With this spell, the caster can bolt from a threatening situation with a mighty bound.

Affected Area: Caster Conflict Rolls: None
Action Time: 1 Action Range: 0'.
Duration: Instantaneous Casting Req.: Gestural

Setback Cost: 6 minus Intelligence (minimum of 2)

Other Details: The caster may jump a total of 5 feet per spell rank horizontally or half that distance vertically. Of course, the caster can jump a distance of less than the maximum. Alternately, the caster may leap down from a height of 10 feet per spell rank without injury, assuming the act was an intentional leap rather than an unplanned fall.

Invoke a Few Grim Lightning Links

Occult Lore Requirements: Air 12

Description: This spell invokes a brilliant bolt of electrical energy that surges from the caster's hand. The bolt jumps between a number of creatures targeted by the caster.

Requires Maleficium: Yes

Duration: Instantaneous

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: Up to one creature per 3 spell spell ranks. The caster has control over where the bolts strike but no bolt can strike a creature that has been hit before in the same spell (Thus the saying: "Lightning never strikes the same place twice."). If enemies run out before bolts do, the bolt strikes any nearby creature, including companions or even the caster himself. If nothing stands within 30 feet, the bolt expends itself on the ground.

Range: 40 feet on the initial electrical bolt. Thereafter, each additional target must lie within 20 feet of the previous target.

Conflict Rolls: Allow all targeted creatures an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Electrical Damage equal to 2 points per spell rank plus the roll's Margin. Success indicates they sustain half this amount.

Non-magical, non-alchemical metal objects act as lightning rods. Anyone possessing such an item, such as a metal helmet or sword, suffers from a Drawback on the roll avoid the spell effects.

Invoke Bane of Dire ...

Description: This description covers a spectrum of spells that target individual creatures with various forms of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature or item.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Toughness and Heart Adjustments against a Threshold of 10

plus the spell rank.

A failed roll indicates the target sustains Damage or Setback equal to 1 point per 2 spell ranks plus the roll's Margin. (The specific type of Damage or Setback depends on the individual spell as described below.)

Success indicates the target sustains half the stated Damage or Setback.

Invoke Bane of Dire Faery Pinch

Occult Lore Requirements: Spring 1, Summer 1

Description: This spell produces the sharp pain of a twisting pinch on the target's body. The pinch leaves a bad bruise where it is delivered.

Other Details: This spell can only affect creatures with living flesh. Thus, a zombie or automaton could not be harmed by this pixie spell.

The spell imposes Crushing Damage on the target.

Invoke Bane of Dire Faery Stroke

Occult Lore Requirements: Autumn 2, Winter 2

Description: This spell imposes painless twitches in the target's muscles. In extreme cases, this results in temporary paralysis.

Other Details: This spell can only affect creatures with living flesh. Thus, a zombie or automaton could not be harmed by this spell.

The spell imposes Maladive Setback on the target. If the target is Overcome by the spell, it is Paralyzed until the end of the Scene.

A Pure Failure on the target's Avoidance Roll indicates they suffer from a Drawback on all Conflict Rolls involving their Agility until the end of the caster's next Turn.

Invoke Bane of Dire Rust

Occult Lore Requirements: Dry 6

Description: This spell oxidizes a single metal target.

Other Details: This spell can only target metal items or creatures capable of rusting. Up to one cubic foot of metal may be rusted with a single spell. Thus, a medium-sized steel door could be rusted with this spell. This spell rusts iron, steel, silver, copper, or any other metal subject to oxidation. Note that gold and pure alchemical metals cannot rust.

If the spell targets a metallic creature, the spell imposes Flaying Damage, against which the target gains no Ward.

A Pure Failure on the target's Avoidance Roll indicates they suffer from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn.

If the spell targets a non-animate metal item, it is entitled to a Conflict Roll with Quality Level adjustments added in. If the item is possessed by a character, add in the possessor's Level as well. Success indicates the item avoids the spell's effects entirely. Failure indicates the spell rusts it completely into dust.

Invoke Bane of Fell ...

Description: This description covers a spectrum of spells that target individual creatures with various forms of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature or item.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Toughness and Heart Adjustments against a Threshold of 10 plus the spell rank.

A failed roll indicates the target sustains Damage or Setback equal to 1 point spell rank plus the roll's Margin. (The specific type of Damage or Setback depends on the individual spell as described below.)

Success indicates the target sustains half the stated Damage or Setback.

Invoke Bane of Fell Ectoplasmic Drain

Occult Lore Requirements: Aether 7

Description: This spell deprives the targeted creature of a portion of its inherent spiritual energy, known as ectoplasm. It can only target Undead and Eidolons. The only visible effect is that the cantrip forces translucent gel-like goo to ooze from the target's skin and orifices.

Other Details: The spell imposes Metaphysical Damage on the target.

A Pure Failure on the target's Avoidance Roll indicates they suffer from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn.

Invoke Bane of Fell Faery Pinch

Occult Lore Requirements: Spring 6, Summer 6

Description: Other than the differences listed herein, this spell is identical to Invoke Bane of Dire Faery Pinch.

Invoke Bane of Fell Faery Stroke

Occult Lore Requirements: Autumn 7, Winter 7

Description: Other than the differences listed herein, this spell is identical to Invoke Bane of Dire Faery Stroke.

Invoke Bane of Fell Fatigue

Occult Lore Requirements: Body 7

Description: This spell induces exhaustion the target's body.

Other Details: This spell can only target creatures affected by Fatiguing Effects.

The spell imposes Fatiguing Setback on the target. If the target is Overcome by the spell, it is Incapacitated until the end of the Scene.

After sustaining any Setback from this spell, the target gains the Temporary Trait of “Fatigued” until the end of the Scene.

A Pure Failure on the target’s Avoidance Roll indicates they suffer from a Drawback on all Conflict Rolls involving their Strength until the end of the caster’s next Turn.

Invoke Bane of Fell Hold

Occult Lore Requirements: Motion 7, Rest 7

Description: This spell fetters the target. In the extreme, the target is held completely motionless.

Other Details: This spell can only target creatures affected by Fettering Effects.

The spell imposes Fettering Setback on the target. If the target is Overcome by the spell, it is held completely motionless until the end of the Scene.

A Pure Failure on the target’s Avoidance Roll indicates their Speed is reduced to 0 until the end of the caster’s next Turn.

Invoke Bane of Fell Paralysis

Occult Lore Requirements: Flesh 7

Other Details: This spell can only target creatures affected by Sedating Effects.

The spell imposes Sedating Setback on the target. If the target is Overcome by the spell, it is Paralyzed until the end of the Scene. While paralyzed, the target is totally unable to move or speak. Of course, vital functions remain unaffected.

After sustaining any Setback from this spell, the target gains the Temporary Trait of “Uncoordinated” until the end of the Scene.

A Pure Failure on the target’s Avoidance Roll indicates they suffer from a Drawback on all Conflict Rolls involving their Agility until the end of the caster’s next Turn.

Invoke Bane of Fell Rigor Mortis

Occult Lore Requirements: Bone 7

Description: This spell causes the target's muscles to tighten and joints to stiffen. The spell effects may become so severe that the target is totally immobilized, unable to perform any actions at all. However, they remain fully conscious and aware of their surroundings.

Other Details: This spell can only target fleshy creatures affected by Dreadful Effects.

The spell imposes Dreadful Setback on the target. If the target is Overcome by the spell, it falls into a state of Torpor until the end of the Scene. While paralyzed, the target is totally unable to move or speak. Of course, vital functions remain unaffected.

After sustaining any Setback from this spell, the target gains the Temporary Trait of “Stiff Joints” until the end of the Scene.

A Pure Failure on the target’s Avoidance Roll indicates they suffer from a Drawback on all Conflict Rolls involving their Agility until the end of the caster’s next Turn.

Invoke Bane of Grim ...

Description: This description covers a spectrum of spells that target individual creatures with various forms of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature or item.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Toughness and Heart Adjustments against a Threshold of 10 plus the spell rank.

A failed roll indicates the target sustains Damage or Setback equal to 2 points spell rank plus the roll's Margin. (The specific type of Damage or Setback depends on the individual spell as described below.)

Success indicates the target sustains half the stated Damage or Setback.

Invoke Bane of Grim Ectoplasmic Drain

Occult Lore Requirements: Aether 9

Description: Other than the differences listed herein, this spell is identical to Invoke Bane of Fell Ectoplasmic Drain.

Invoke Bane of Grim Fatigue

Occult Lore Requirements: Body 10

Description: Other than the differences listed herein, this spell is identical to Invoke Bane of Fell Fatigue.

Invoke Bane of Grim Hold

Occult Lore Requirements: Motion 10, Rest 10

Description: Other than the differences listed herein, this spell is identical to Invoke Bane of Fell Hold.

Invoke Bane of Grim Spontaneous Combustion

Occult Lore Requirements: Bile 9, Blood 9

Description: This spell causes the target's own fat to heat, blister, and burn.

Other Details: This spell can only target living creatures affected by Scorching Effects.

The spell imposes Scorching Damage on the target.

After sustaining any Damage from this spell, the target gains the Temporary Trait of “Smoldering” until the end of the Scene.

Invoke Beam of Dire ...

Description: This description covers a spectrum of spells that produce various types of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80'

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell produces a ray of magical energy from the caster's hand that is directed toward a single target.

Conflict Rolls: The caster must make a Spell Attack against the target's Defense. If the roll succeeds, the magical energy delivers an amount of Damage equal to 1 per 2 spell ranks plus the roll's Margin. This damage is doubled on a Natural Success. The type of damage delivered depends on the specific spell. On any failure, the spell misses the target completely.

Further, the Attack Roll should be treated as having the same Edges and Drawbacks as any other normal Range Weapon attack. For example, the caster may gain an Edge on the Attack Roll if they have a significantly higher elevation than the target.

Other Details: There are a number of variations of this spell, each of which replaces the ellipses (...) of the title with its own descriptor. Each of these has its own Occult Lore Requirements and unique effects, as detailed below.

Invoke Beam of Dire Scorching

Occult Lore Requirements: Hot 1, Plasma 1

Description: When this spell is cast, a glowing ray of searing heat is directed from the caster's hand toward the target, delivering Scorching Damage if it strikes.

This spell ignites combustible materials. Once ignited, the fires burn normally and spread if conditions favor combustion.

Invoke Beam of Dire Splendor

Occult Lore Requirements: Law 1, Spring 1, Spirit 1

Description: When this spell is cast, a multicolored ray of dazzling light is directed from the caster's hand toward the target, delivering Righteous Damage if it strikes.

Invoke Beam of Dire Sunlight

Occult Lore Requirements: Sun 1

Description: When this spell is cast, a ray of dazzling sunlight is directed from the caster's hand toward the target, delivering Sunshining Damage if it strikes.

Invoke Beam of Fell ...

Description: This description covers a spectrum of spells that produce various types of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80'

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell produces a ray of magical energy from the caster's hand that is directed toward a single target.

Conflict Rolls: The caster must make a Spell Attack against the target's Defense. If the roll succeeds, the magical energy delivers an amount of Damage equal to 1 per spell rank plus the roll's Margin. This damage is doubled on a Natural Success. The type of damage delivered depends on the specific spell. On any failure, the spell misses the target completely.

Further, the Attack Roll should be treated as having the same Edges and Drawbacks as any other normal Range Weapon attack. For example, the caster may gain an Edge on the Attack Roll if they have a significantly higher elevation than the target.

Other Details: There are a number of variations of this spell, each of which replaces the ellipses (...) of the title with its own descriptor. Each of these has its own Occult Lore Requirements and unique effects, as detailed below.

Invoke Beam of Fell Scorching

Occult Lore Requirements: Hot 6, Plasma 6

Description: When this spell is cast, a glowing ray of searing heat is directed from the caster's hand toward the target, delivering Scorching Damage if it strikes.

This spell ignites combustible materials. Once ignited, the fires burn normally and spread if conditions favor combustion.

Invoke Beam of Fell Splendor

Occult Lore Requirements: Law 6, Spring 6, Spirit 6

Description: When this spell is cast, a multicolored ray of dazzling light is directed from the caster's hand toward the target, delivering Righteous Damage if it strikes.

Invoke Beam of Fell Sunlight

Occult Lore Requirements: Sun 6

Description: When this spell is cast, a ray of dazzling sunlight is directed from the caster's hand toward the target, delivering Sunshining Damage if it strikes.

Invoke Blast of Doubly Fell ...

Occult Lore Requirements: Motion 10

Description: This description covers a spectrum of spells that produce shock waves of magical energy that abruptly shove the target. Each such spell has its own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Affected Area: The spell produces a narrow impulse of magical energy that shoots from the caster's hand toward a single target.

Casting Req.: Verbal, Gestural

Duration: Instantaneous Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Conflict Rolls: Allow the target an Avoidance Roll with Heart and Toughness adjustments against a Threshold of 10 plus the spell rank.

A failed roll indicates the target sustains Damage equal to the spell rank. (The type of Damage depends on the specific spell as described below.) The target also sustains Footing Setback equal to the spell rank plus the roll's Margin.

On a Pure Failure, the struck creature is pushed directly away from the caster until an interposing object stops this movement, up a distance of 10 feet.

Success indicates the target sustains half the Damage and Setback amounts, and maintains their position.

Invoke Blast of Doubly Fell Force

Occult Lore Requirements: Motion 10

Description: This spell generates an invisible shock wave of force that delivers Blunt Damage.

Other Details: If armor (or a tough hide) protects the target, allow their armor its usual Ward rating against the damage. (The Footing Setback effect is unaffected by armor.)

Invoke Blast of Doubly Fell Wind

Occult Lore Requirements: Spring 10, Summer 10

Description: This spell creates a highly concentrated blast of wind that that delivers Blunt Damage.

Other Details: If armor (or a tough hide) protects the target, allow their armor its usual Ward rating against the damage. (The Footing Setback effect is unaffected by armor.)

Invoke Brief Fell Rage

Occult Lore Requirements: Mind 7, Moon 7

Description: This spell imbues the target with uncontrollable rage.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature affected by Tormenting Effects.

Duration: Instantaneous; If the target is Overcome by the spell, they are thereafter enraged for 5 Rounds plus 1 Round per spell rank. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

Conflict Rolls: Allow the target an Avoidance Roll with Heart Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Tormenting Setback equal to the spell rank plus the roll's Margin. Success indicates they sustain half this amount.

If the target is Overcome by the spell, it gains the Temporary Trait of "Enraged", goes into a fit of rage, and their Fate Points are set to 1 (giving them some ability to act). The affected creature will immediately attack the nearest creature, whether friend or foe, for the remainder of the spell Duration. If multiple creatures are near, it will attack randomly among them.

Other Details: Whether their Conflict Roll succeeds or fails, the target automatically gains the Temporary Trait of "Irritated" until the end of the current Scene.

While enraged, a character is incapable of spell-casting, and prefers "beat their faces in" melee combat over range weapons when possible. Further, while enraged, a creature is immune to mental spells.

Invoke Burst of Dire ...

Description: This description covers a spectrum of spells that produce various types of magical energy. Each such spell has its own unique effects, which are detailed below.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80'

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell produces a rapid-fire burst of magical energy that darts from the caster's hand toward a single target.

Conflict Rolls: The caster must make a Spell Attack against the target's Defense. If the roll succeeds, the magical energy delivers an amount of Damage equal to 1 per 2 spell ranks plus the roll's Margin. This damage is doubled on a Natural Success. The type of damage delivered depends on the specific spell. On any failure, the spell misses the target completely.

Further, the Attack Roll should be treated as having the same Edges and Drawbacks as any other normal Range Weapon attack. For example, the caster may gain an Edge on the Attack Roll if they have a significantly higher elevation than the target.

Other Details: There are a number of variations of this spell, each of which replaces the ellipses (...) of the title with its own descriptor. Each of these has its own Occult Lore Requirements and unique effects, as detailed below.

Invoke Burst of Dire Daggers

Occult Lore Requirements: Blood 1, Mars 1, Motion 1

Description: When this spell is cast, a rapid-fire series of dagger-like blades bursts forth from the caster's hand, delivering Puncturing Damage if they strike.

Armor can absorb the damage from this spell. Treat the damage delivered by the spell as a single blow.

A moment after the daggers strike, they evaporate into clouds of wispy reddish-black smoke.

Invoke Burst of Dire Flame

Occult Lore Requirements: Fire 1

Description: When this spell is cast, a globe of fire bursts forth from the caster's hand and darts toward the target, delivering Scorching Damage if it strikes.

Further, if it strikes, this spell automatically ignites any non-magical combustible material it directly targets. Once ignited, the fires burn normally and spread if conditions favor combustion.

Invoke Burst of Dire Icicles

Occult Lore Requirements: Cold 1, Water 1, Winter 1

Description: When this spell is cast, a rapid-fire series of icicles bursts forth from the caster's hand, delivering Puncturing Damage if they strike.

Armor can absorb the damage from this spell. Treat the damage delivered by the spell as a single blow.

A moment after the icicles strike, they evaporate into a cloud of frosty fog that rapidly dissipates.

Invoke Burst of Fell ...

Description: This description covers a spectrum of spells that produce various types of magical energy. Each such spell has its own unique effects, which are detailed below.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80'

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell produces a tiny ball of magical energy within the caster's hand that darts toward a single target.

Conflict Rolls: The caster must make a Spell Attack against the target's Defense. If the roll succeeds, the magical energy delivers an amount of Damage equal to 1 per spell rank plus the roll's Margin. This damage is doubled on a Natural Success. The type of damage delivered depends on the specific spell. On any failure, the spell misses the target completely.

Further, the Attack Roll should be treated as having the same Edges and Drawbacks as any other normal Range Weapon attack. For example, the caster may gain an Edge on the Attack Roll if they have a significantly higher elevation than

the target.

Other Details: There are a number of variations of this spell, each of which replaces the ellipses (...) of the title with its own descriptor. Each of these has its own Occult Lore Requirements and unique effects, as detailed below.

Invoke Burst of Fell Daggers

Occult Lore Requirements: Blood 6, Mars 6, Motion 6

Description: When this spell is cast, a rapid-fire series of dagger-like blades bursts forth from the caster's hand, delivering Puncturing Damage if they strike.

Armor can absorb the damage from this spell. Treat the damage delivered by the spell as a single blow.

A moment after the daggers strike, they evaporate into clouds of wispy reddish-black smoke.

Invoke Burst of Fell Flame

Occult Lore Requirements: Fire 6

Description: When this spell is cast, a globe of fire bursts forth from the caster's hand and darts toward the target, delivering Scorching Damage if it strikes.

Invoke Burst of Fell Hellfire

Occult Lore Requirements: Chaos 6, Fire 6, Spirit 6

Description: When this spell is cast, a globe of black flames radiating reddish rays bursts forth from the caster's hand and darts toward the target, delivering Infernal Damage if it strikes.

Invoke Burst of Fell Icicles

Occult Lore Requirements: Cold 6, Water 6, Winter 6

Description: When this spell is cast, a rapid-fire series of icicles bursts forth from the caster's hand, delivering Puncturing Damage if they strike.

Armor can absorb the damage from this spell. Treat the damage delivered by the spell as a single blow.

A moment after the icicles strike, they evaporate into a cloud of frosty fog that rapidly dissipates.

Invoke Colossal Cone of Grim ...

Description: This description covers a spectrum of spells that produce various types of magical energy. Each such spell has its own unique effects, which are detailed below.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: The spell produces a cone extending 160 feet and having an 80-foot base diameter.

Conflict Rolls: Allow all creatures in the Affected Area to make Avoidance Rolls with Agility and Toughness Adjustments to sustain only half the stated damage. The

Threshold they must overcome equals 10 plus the spell rank. On any failure, though, the roll's Margin is added as additional damage of the stated type.

Other Details: There are a number of variations of this spell, each of which replaces the ellipses (...) of the title with its own descriptor. Each of these has its own Occult Lore Requirements and unique effects, as detailed below.

Invoke Colossal Cone of Grim Fire

Occult Lore Requirements: Hot 17, Wet 17

Description: When this spell is cast, a cone of fire bursts forth from the caster's lips. Any creature caught in this area takes Scorching Damage from the flames. The flames delivers Scorching Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Scorching Damage.

Invoke Colossal Cone of Grim Steam

Occult Lore Requirements: Hot 14, Wet 14

Description: When this spell is cast, a cone of steam bursts forth from the caster's lips. Any creature caught in this area takes Scorching Damage from the fumes. The steam delivers Scorching Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Scorching Damage.

Invoke Colossal Deft Dire Deathly Moan

Occult Lore Requirements: Mind 10, Rest 10, Spirit 10

Description: With this spell, the caster emits a haunting wail filled with despair and hopelessness. Any living creature within range that hears the sound experiences depression and melancholy, draining their will to go on.

Requires Maleficium: Yes

Action Time: 1 Assault Action. Range: 0

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: The magic of this spell affects any living creature hearing the moan within 40 feet of the caster.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Casting Req.: Verbal. The moan itself is the only component required for the casting.

Conflict Rolls: Any living creature hearing a moan produced by this spell is entitled to an Avoidance Roll with Heart and Intelligence Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates that the target sustains Dreadful Setback equal to 1 per 2 spell ranks plus the roll's Margin. On a Pure Failure they also suffer from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. Success indicates they sustain half the setback, and avoid its other effects. If their Fate Points drop to 0 as a consequence, the target sinks to the floor, incapacitated by severe depression until they are no longer Overcome.

Invoke Dire Emotional Siphon

Occult Lore Requirements: Mind 6

Description: This spell siphons off the mental energies of the targeted creature.

Requires Maleficium: Yes

Action Time: 1 Assault Action Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Affected Area: One creature affected by Dreadful Effects. While sleeping creatures may be affected by the spell, creatures that have been knocked out by drugs, alcohol or other influences that incapacitate mental functioning are immune to the spell's effects.

Casting Req.: Verbal, Gestural. This spell requires the caster to gaze at their target while placing two fingers on their own temple.

Conflict Rolls: Allow the target an Avoidance Roll with Wisdom adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target sustains Dreadful Setback equal to 1 point per 2 spell ranks plus the roll's Margin. Success indicates the target sustains half this amount. If this drains the target's Fate Points to zero, it falls unconscious while it is Overcome.

Other Details: Until the end of the current scene, the target gains the Temporary Trait of "Emotionally Drained".

The drained points are used to re-invigorate the caster's own health. The energy heals Damage sustained by the caster on a point for point basis. However, the caster cannot heal above their normal maximum Hit Points, and the spell cannot drain any Setback beyond what is required to heal the caster to their maximum. Thus, if this spell sucks 9 points of Setback from its target but the caster has only sustained 5 Damage, the target loses only 5 Setback and the caster regains only the 5 points necessary to restore the caster's Hit Points to their maximum.

Invoke Disenchantment

Occult Lore Requirements: Law 10

Description: This spell negates the targeted magic.

Requires Maleficium: Yes

Action Time: 20 minutes

Casting Req.: Verbal, Gestural Range: Touch

Affected Area: One Item, Creature, or Spell

Setback Cost: 16 minus Intelligence (minimum of 2)

Duration: Instantaneous. Any magic item affected by the spell permanently loses its magical powers.

Conflict Rolls: None. If the caster targets an individual spell with Invoke Disenchantment, the targeted spell is automatically negated. If the target is a creature or item, all magic on the target is eliminated. This spell is particularly strenuous on items. If an item is directly targeted, its magic is negated and its Quality Level is reduced by 2 levels.

Other Details: Invoke Disenchantment is only capable of dispelling magic having spell ranks less than or equal to its own. So, if an Occultist casts a 10th rank Invoke Disenchantment on a character inflicted by both an 8th rank Curse of Insatiable Hunger and a 12th rank Curse of Abomination, only the Curse of Insatiable Hunger will be negated.

Invoke Epic Blast of Grim ...

Description: This description covers a spectrum of spells that creation explosions of various forms of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural

Duration: Instantaneous Range: 40 feet

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The spell produces a sphere of magical energy having a 20-foot radius.

Conflict Rolls: The blast delivers Damage equal to 2 per spell rank, whose type depends on the specific spell. The Threshold they must overcome equals 10 plus the spell rank. Allow all creatures in the area Avoidance Rolls with Agility and Toughness Adjustments to sustain only half this damage. On any failure, though, the roll's Margin is added as additional Damage.

Invoke Epic Blast of Grim Flame

Occult Lore Requirements: Fire 16, Plasma 16

Description: This spell produces a spectacular ball of roiling fire that delivers Scorching Damage.

Invoke Epic Blast of Grim Lightning

Occult Lore Requirements: Air 16, Sky 16, Wet 16

Description: This spell launches a 1-foot diameter sphere of crackling electricity toward the targeted area, which explodes in a great ball of lightning that delivers Electrical Damage.

Non-magical, non-alchemical metal objects act as lightning rods. Anyone possessing such an item, such as a metal helmet or sword, suffers from a Drawback on the roll to avoid the spell effects.

Invoke Epic Cone of Grim ...

Description: This description covers a spectrum of spells that produce various types of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The spell produces a cone extending 80 feet and having a 40-foot base diameter.

Conflict Rolls: Allow all creatures in the Affected Area to make Avoidance Rolls with Agility and Toughness Adjustments to sustain only half the stated damage. The Threshold they must overcome equals 10 plus the spell rank. On any failure, though, the roll's Margin is added as additional damage of the stated type.

Other Details: There are a number of variations of this spell, each of which replaces the ellipses (...) of the title with its own descriptor. Each of these has its own Occult Lore Requirements and unique effects, as detailed below.

Invoke Epic Cone of Grim Acid

Occult Lore Requirements: Bile 14

Description: When this spell is cast, a cone of acidic mist bursts forth from the caster's hand. The caustic mist delivers Acidic Damage equal to 2 per spell rank.

Invoke Epic Cone of Grim Fire

Occult Lore Requirements: Fire 14

Description: When this spell is cast, a cone of fire bursts forth from the caster's lips. Any creature caught in this area takes Scorching Damage from the flames. The flames delivers Scorching Damage equal to 2 per spell rank.

Invoke Epic Cone of Grim Steam

Occult Lore Requirements: Hot 14, Wet 14

Description: When this spell is cast, a cone of steam bursts forth from the caster's lips. Any creature caught in this area takes Scorching Damage from the fumes. The steam delivers Scorching Damage equal to 2 per spell rank.

Invoke Epic Flare of Fell ...

Description: This description covers a spectrum of spells that creation brilliant flashes of various forms of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: All creatures in a 20-foot radius affected by Quieting Effects. Note that living creatures are unaffected.

Conflict Rolls: All creatures in the area must make an Avoidance Roll with Agility and Heart Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Those failing sustain Damage or Setback equal to 1 point per spell rank plus the roll's Margin. A Pure Failure indicates the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. Success indicates they sustain half the stated Damage or Setback.

The type of Damage or Setback delivered depends on the specific spell, as described below.

Invoke Epic Flare of Fell Quietus

Occult Lore Requirements: Law 12, Spirit 12

Description: This spell creates an explosion of dazzling sparks that delivers Quieting Setback. Note that only undead creatures are affected.

Invoke Epic Flare of Fell Starburst

Occult Lore Requirements: Aether 13

Description: This spell creates an explosion of dazzling sparks that delivers Metaphysical Damage.

Invoke Epic Streak of Grim Meteors (of Aristarchus)

Occult Lore Requirements: Mercury 14, Sky 14

Description: Named after an ancient astronomer who was well ahead of his time⁶³, this spell hurls meteors that shoot forth from the spell caster's hand.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 0 feet

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The meteors blaze forth affecting all creatures in a straight, fifteen-foot wide path to a distance of 80 feet.

Conflict Rolls: The meteors pummel all creatures in the Affected Area. The targets sustain Blunt Damage equal to 2 per spell rank. Anyone in the Affected Area is entitled to an Avoidance Roll with Agility and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Success indicates the individual sustains half this damage. Failure indicates the creature sustains the roll's Margin as additional Scorching Damage.

Invoke Fell Roar of ... Size

Description: This description covers a spectrum of spells that augment the caster's voice to produce a terrifying roar.⁶⁴ Each such spell has its own own unique effects, which are detailed below.

The sound can be muffled sufficiently by walls and doors to negate the magical effects, although the roar can still be heard through barriers unless they are unusually sturdy.

Requires Maleficium: Yes

Action Time: 1 Assault Action Range: 0'

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Casting Req.: Verbal. To invoke this spell the caster must

63 Are you ready to have your mind blown? Aristarchus of Samos was an astronomer of ancient Greece, who died in 230 BCE. His works were lost to the world in the burning of the Library of Alexandria. However, Archimedes referenced his work, stating: "Aristarchus of Samos brought out a book consisting of certain hypotheses ... that the fixed stars and the Sun remain unmoved, that the Earth revolves about the Sun in the circumference of a circle, the Sun lying in the middle of the orbit." In the 16th Century, *eighteen centuries later*, Copernicus published the sun-centered theory of the solar system. The published theory of Copernicus does not cite Aristarchus, *but his original manuscript did!* Here, we honor Aristarchus, an actual historical astronomer, by putting his name on Astromancy's most badass spell, for his sheer badassness. That is the best we can do here. Fortunately, he was already honored by having one of the brightest lunar craters named after him.

64 The monster Humbaba of The Epic of Gilgamesh was described as having a look of death with a roar like a flood. This can be interpreted as a freakishly scary roar.

open their mouth and bellow at the top of their lungs.

Conflict Rolls: Allow all affected creatures an Avoidance Roll with Wisdom adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature sustains Dreadful Setback equal to 1 point per spell rank plus the roll's Margin. A Pure Failure indicates they also gain the Fearful of ... condition against the caster (see the Character Conditions section of The Rules Reference for details).

Success indicates the creature sustains half the stated Setback. If the creature is Overcome by the spell, it flees in terror and hides until it is no longer Overcome.

Other Details: Until the end of the current scene, all affected creatures gain the Temporary Trait of "Anxious".

Invoke Fell Roar of Colossal Size

Occult Lore Requirements: Hearing 14, Mind 14

Affected Area: The magic of the spell impinges on all creatures hearing the roar within 40 feet of the caster affected by Dreadful Effects. The sound itself can generally be heard for a mile or so.

Setback Cost: 13 minus Intelligence (minimum of 2)

Invoke Fell Roar of Epic Size

Occult Lore Requirements: Hearing 12, Mind 12

Affected Area: The magic of the spell impinges on all creatures hearing the roar within 20 feet of the caster affected by Dreadful Effects. The sound itself can generally be heard for a quarter of a mile or so.

Setback Cost: 10 minus Intelligence (minimum of 2)

Invoke Fell Roar of Great Size

Occult Lore Requirements: Hearing 9, Mind 9

Affected Area: The magic of the spell impinges on all creatures hearing the roar within 10 feet of the caster affected by Dreadful Effects. The sound itself can generally be heard for a couple hundred yards or so.

Setback Cost: 8 minus Intelligence (minimum of 2)

Invoke Fury of Dire ...

Description: This description covers a spectrum of spells that target individual creatures with various forms of magical energy. Each such spell has its own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank.

A failed roll indicates the target sustains Damage equal to 1 point per 2 spell ranks plus the roll's Margin. (The specific type of Damage depends on the individual spell as described below.)

Success indicates the target sustains half the stated Damage.

Invoke Fury of Dire Frostbite

Occult Lore Requirements: Winter 1

Description: This spell produces a narrow jet of super-cooled air directed at the caster's target.

Other Details: The spell imposes Freezing Damage.

If the spell targets a small non-magical flame, such as a torch or campfire, a failed Conflict Roll indicates this spell extinguishes it.

Invoke Fury of Dire Plasma

Occult Lore Requirements: Plasma 1

Description: This spell produces a bolt of fiery plasma that ignites combustible materials.

Other Details: The spell imposes Scorching Damage.

This spell automatically ignites any non-magical combustible material it directly targets. Once ignited, the fires burn normally and spread if conditions favor combustion.

Invoke Fury of Fell ...

Description: This description covers a spectrum of spells that target individual creatures with various forms of magical energy. Each such spell has its own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank.

A failed roll indicates the target sustains Damage equal to 1 point per spell rank plus the roll's Margin. (The specific type of Damage depends on the individual spell as described below.)

Success indicates the target sustains half the stated Damage

Invoke Fury of Fell Acid Spit

Occult Lore Requirements: Bile 6, Phlegm 6

Description: This spell causes magic glob of caustic spittle to shoot forth from the occultist's lips toward their target.

Other Details: The spell imposes Acidic Damage on the target.

Invoke Fury of Fell Frostbite

Occult Lore Requirements: Winter 6

Description: Other than the differences listed herein, this spell is identical to Invoke Fury of Dire Frostbite.

Invoke Fury of Fell Lesion

Occult Lore Requirements: Flesh 6

Description: This spell spell inflicts a slashing wound on its target.

Other Details: The spell can only target creatures with flesh. Thus, the caster could target an elf or zombie but could not affect a skeleton, phantom, or fire elemental.

The spell imposes Cutting Damage on the target.

Invoke Fury of Grim ...

Description: This description covers a spectrum of spells that target individual creatures with various forms of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank.

A failed roll indicates the target sustains Damage equal to 2 point sper spell rank plus the roll's Margin. (The specific type of Damage depends on the individual spell as described below.)

Success indicates the target sustains half the stated Damage.

Invoke Fury of Grim Blighting Tendril

Occult Lore Requirements: Autumn 9, Chaos 9, Moon 9

Description: This spell sends forth a silent, but lightning-fast strand of black smoke that strikes its target and dissipates within a few seconds in slowly curling wisps.

Other Details: The tendril inflicts Blighting Damage on the target.

The Quality Level of all normal (non-animate) plants and crops touched by the tendril is reduced by 1 per spell rank. If this reduces the Quality Level of a plant to 0, it dies.

Invoke Fury of Grim Frostbite

Occult Lore Requirements: Winter 9

Description: Other than the differences listed herein, this spell is identical to Invoke Fury of Dire Frostbite.

Invoke Fury of Grim Lesion

Occult Lore Requirements: Flesh 9

Description: Other than the differences listed herein, this spell is identical to Invoke Fury of Fell Lesion.

Invoke Fury of Grim Lightning

Occult Lore Requirements: Air 9

Description: This spell generates a bolt of electrical energy that delivers Electrical damage to the target.

Other Details: The spell inflicts Electrical Damage on the target.

Non-magical, non-alchemical metal objects act as lightning rods. Anyone possessing such an item, such as a metal helmet or sword, suffers from a Drawback on the roll to avoid the spell effects.

Invoke Grand Healing Bloodbath

Occult Lore Requirements: Blood 8, Flesh 8

Description: This spell restores lost Hit Points through the use of blood magic using the bloody corpse of a freshly killed humanoid. In invoking the spell, the caster must plant their hand in a pool of their vanquished foe's blood and smear it over some portion of their own exposed skin. When they do so, some or all of their wounds are transferred to the still-warm corpse.

Duration: Instantaneous Range: 0'

Action Time: 1 Assault Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell revives the caster. This spell may only be used on slain humans or humanoids (elves, goblins, orcs, gnomes, dwarves, hobbits, etc.). Note that only a single casting may be successfully used on any single conquered enemy, even if cast by two different spell casters.

Casting Req.: Gestural, Material. The material component is the blood of a freshly slain humanoid corpse. Its Quality Level equals the slain foe's Level, which limits the spell rank.

Other Details: The amount of Hit Points regained equals 2 per spell rank. Of course, the caster's total Hit Points cannot be taken above its normal maximum. Any available points beyond this are lost.

Invoke Great Blast of Grim ...

Description: This description covers a spectrum of spells that creation explosions of various forms of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural

Duration: Instantaneous Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell produces a sphere of magical energy having a 10-foot radius.

Conflict Rolls: The blast delivers Damage equal to 2 per spell rank, whose type depends on the specific spell. The Threshold they must overcome equals 10 plus the spell rank. Allow all creatures in the area Avoidance Rolls with Agility and Toughness Adjustments to sustain only half this damage. On any failure, though, the roll's Margin is added as additional Damage.

Invoke Great Blast of Grim Flame

Occult Lore Requirements: Fire 13, Plasma 13

Description: This spell produces a spectacular ball of roiling fire that delivers Scorching Damage.

Invoke Great Blast of Grim Lightning

Occult Lore Requirements: Air 13, Sky 13, Wet 13

Description: This spell launches a 1-foot diameter sphere of crackling electricity toward the targeted area, which explodes in a great ball of lightning that delivers Electrical Damage.

Non-magical, non-alchemical metal objects act as lightning rods. Anyone possessing such an item, such as a metal helmet or sword, suffers from a Drawback on the roll to avoid the spell effects.

Invoke Great Cone of Dire Water

Occult Lore Requirements: Water 5

Description: This spell allows the caster to blast a cone of water powerful enough to bowl over any creature struck by its impressive force. In addition, the magical water is capable of automatically extinguishing normal fires.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Duration: Instantaneous

Casting Req.: Verbal, Gestural Range: 0 feet.

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: A cone 40 feet long with a 20-foot base diameter.

Conflict Rolls: Any creature in the Affected Area must make an Avoidance Roll with Agility and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates it gains the Drenched condition and sustains Footing Setback equal to 1 point per 2 spell ranks plus the roll's Margin. A Pure Failure indicates they are also pushed away from the caster a distance of 5 feet unless some interposing object prevents it. Success indicates they sustain half the Setback amount, but avoid the other effects.

If directed against a fire elemental (efriti, salamander, etc.), spell delivers an additional amount of Freezing Damage equal to that of the aforementioned Footing Setback.

Other Details: Normal fires contacted by this spell are automatically extinguished. Any are of magical fire the water blast contacts will have its spell rank permanently reduced by this spell's rank. If the fire's spell rank is reduced to zero, it is completely extinguished.

Invoke Great Cone of Fell Sunlight

Occult Lore Requirements: Sun 8

Description: This spell creates a brilliant flash of sunlight that damages creatures affected by sunshine.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Duration: Instantaneous.

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The light forms a cone extending 40 feet from the caster's hand with a 20-foot base diameter.

Conflict Rolls: Creatures in the Affected Area that are affected by Sunshine must make Avoidance Rolls with Agility and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates they sustain Sunshining Damage equal to 1 point per spell rank plus the roll's Margin. Success indicates they sustain half this damage.

Invoke Great Cone of Fell Wind

Occult Lore Requirements: Air 9, Motion 9

Description: This spell creates a burst of wind that tends to knock those in the Affected Area off their feet.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Duration: Instantaneous.

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The wind forms a cone extending 40 feet from the caster's hand with a 20-foot base diameter.

Conflict Rolls: Creatures in the Affected Area must make an Avoidance Roll with Agility and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates they sustain Footing Setback equal to 1 point per spell rank plus the roll's Margin. A Pure Failure indicates the creature is pushed directly away from the caster unless an interposing object stops this movement, up a distance of 5 feet. Success indicates they sustain half the stated Damage and maintain their position.

Invoke Great Cone of Grim ...

Description: This description covers a spectrum of spells that produce various types of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Duration: Instantaneous

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell produces a cone extending 40 feet and having a 20-foot base diameter.

Conflict Rolls: Allow all creatures in the Affected Area to make Avoidance Rolls with Agility and Toughness Adjustments to sustain only half the stated damage. The Threshold they must overcome equals 10 plus the spell rank. On any failure, though, the roll's Margin is added as additional damage of the stated type.

Other Details: There are a number of variations of this spell, each of which replaces the ellipses (...) of the title with its own descriptor. Each of these has its own Occult Lore Requirements and unique effects, as detailed below.

Invoke Great Cone of Grim Acid

Occult Lore Requirements: Bile 11

Description: When this spell is cast, a cone of acidic mist bursts forth from the caster's hand. The caustic mist delivers Acidic Damage equal to 2 per spell rank.

Invoke Great Cone of Grim Daggers

Occult Lore Requirements: Blood 11, Mars 11, Motion 11

Description: When this spell is cast, a spray of dagger-like blades burst forth from the caster's hand. The daggers deliver Puncturing Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Puncturing Damage.

Armor can absorb the damage from this spell. Treat the damage delivered by the spell as a single blow. If the Conflict Roll is successful, take any Ward into account after halving the damage.

A moment after the daggers strike, they evaporate into clouds of wispy reddish-black smoke.

Invoke Great Cone of Grim Fire

Occult Lore Requirements: Fire 11

Description: When this spell is cast, a cone of fire bursts forth from the caster's lips. Any creature caught in this area takes Scorching Damage from the flames. The flames delivers Scorching Damage equal to 2 per spell rank.

Invoke Great Cone of Grim Frost

Occult Lore Requirements: Cold 11

Description: When this spell is cast, a cone of frost bursts forth from the caster's lips. The frost delivers Freezing Damage equal to 2 per spell rank.

Invoke Great Cone of Grim Sand

Occult Lore Requirements: Dry 11, Motion 11

Description: This spell creates a strong blast of stinging sand. Every creature in the Affected Area is blasted. The targets sustain Flaying Damage equal to 2 per spell rank.

Armor can absorb the damage from this spell. Treat the damage delivered by the spell as a single blow. If the Conflict Roll is successful, take any Ward into account after halving the damage.

Invoke Great Cone of Grim Steam

Occult Lore Requirements: Hot 11, Wet 11

Description: When this spell is cast, a cone of steam bursts forth from the caster's lips. Any creature caught in this area takes Scorching Damage from the fumes. The steam delivers Scorching Damage equal to 2 per spell rank.

Invoke Great Cube of Dispelling

Occult Lore Requirements: Pentacle 4, Star 4, Tetrangle 4, Triangle 4

Description: This spell allows the caster to disrupt the effects of magical spells within the Affected Area.⁶⁵

Requires Maleficium: Yes

Action Time: 1 Assault Action

Duration: Instantaneous

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: This power will disrupt any magic within a Cube 20 feet on a side. However, it has no impact on anything outside the area. So, if the Affected Area only partly overlaps that of a magical spell or power, only the overlapping area will be negated. Any portions outside the area are unaffected.

Conflict Rolls: Only spells with Duration types less than Enduring may be disrupted by this spell. So, it cannot destroy any permanent magic items. Any other spells within the Affected Area must make a Spell Roll against a Threshold of 10 plus the spell rank of this spell. Rolls must be made separately for every spell in the Affected Area to determine if they are disrupted. Any spell failing its Conflict Roll is permanently disrupted.

Invoke Great Dire Thunderstrike of Grim Lightning

Occult Lore Requirements: Spring 8, Summer 8

Description: This spell summons a bolt of lightning from the clouds overhead toward a target on the ground. Obviously, the spell can only be directed outdoors or at targets near an open window or outside doorway.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell hits one primary target with lightning, and affects everything in a 10 foot radius with a thunderous boom.

Conflict Rolls: The bolt inflicts Electrical Damage on the spell's primary target. The primary lightning bolt delivers Electrical Damage equal to 2 per spell rank.

Allow the primary target an Avoidance Roll with Agility and Toughness adjustments. The Threshold they must overcome equals 10 plus the spell rank. Success indicates they sustain only half damage from the lightning. Failure indicates the Conflict Roll's Margin is added as additional Electrical Damage.

Non-magical, non-alchemical metal objects act as lightning rods. If the primary target possesses such an item, such as a metal helmet or sword, they suffer from a Drawback on the roll to avoid the lightning effects.

Further, the spell produces a thunderous boom that affects everyone nearby. All creatures within a 10 foot radius of the primary target must make Avoidance Rolls with Agility and Toughness Adjustments against the same Threshold as above. Failure indicates they sustain Sonic Damage equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates they sustain half this amount.

Invoke Great Flare of Fell ...

Description: This description covers a spectrum of spells that creation brilliant flashes of various forms of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: All creatures in a 10-foot radius affected by Quieting Effects. Note that living creatures are unaffected.

Conflict Rolls: All creatures in the area must make an Avoidance Roll with Agility and Heart Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Those failing sustain Damage or Setback equal to 1 point per spell rank plus the roll's Margin. A Pure Failure indicates the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. Success indicates they sustain half the stated Damage or Setback.

The type of Damage or Setback delivered depends on the specific spell, as described below.

Invoke Great Flare of Fell Quietus

Occult Lore Requirements: Law 9, Spirit 9

Description: This spell creates an explosion of dazzling sparks that delivers Quieting Setback. Note that only undead creatures are affected.

Invoke Great Flare of Fell Starburst

Occult Lore Requirements: Aether 8

Description: This spell creates an explosion of dazzling sparks that delivers Metaphysical Damage.

⁶⁵ Sir Lancelot of Arthurian Legend possessed a magic ring given him by the Lady of the Lake which was capable of dispelling any magic.

Invoke Great Grim Entrance (of Cagliostro)

Occult Lore Requirements: Motion 11, Plasma 11, Gas 11

Description: This spell gives the caster a handy, spectacular entrance through a wooden door. The caster quickly traces a glowing sigil on the door with their finger. After it has been traced, the door shudders under a terrible strain and explodes away from the caster in a thunderous shower of splinters.

Anyone within 10 feet of the door's opposite side sustains Puncturing Damage equal to 2 per spell rank from the flying debris. Armor can absorb this damage as normal (treat it as a single blow). The edges of the door frame flicker with dying flames as the caster steps through the sundered portal, a fine mist cascading from their body.

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Duration: Instantaneous Range: Touch

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell sunders one wooden door of Large size or smaller.

Conflict Rolls: Anyone standing within the blast area of the spell is entitled to an Avoidance Roll with Agility and Toughness Adjustments for half damage. The Threshold they must overcome equals 10 plus the spell rank. The door itself is entitled to an Avoidance Roll with Quality Level adjustments to avoid the spell's effects.

Invoke Great Grim Star (of Abu Ma'shar)

Occult Lore Requirements: Venus 13

Description: Named after the famous Arabic astromancer that conceived it, this spell creates the spectacular sight of a sparkling ball shooting from the caster's hand and exploding in a dazzling shower of glittering sparks.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: All creatures within a 10' radius affected by Metaphysical Effects. Note that it has no effect on elementals, ghosts, and living creatures.

Conflict Rolls: Any potentially affected creature struck by this spell sustains Metaphysical Damage equal to 2 per spell rank. Each must make an Avoidance Roll with Agility and Heart adjustments against a Threshold of 10 plus the spell rank. Success indicates they sustain half of this damage. Failure indicates the Margin is added as additional Metaphysical Damage.

Invoke Great Spurt of Deadly ...

Description: This description covers a spectrum of spells that spray poison from the caster's hand. The specific type of poison the spell produces is provided in the spell name (such as Invoke Great Spurt of Deadly Hallucinogen, Invoke Great Spurt of Deadly Toxin, etc.). Each such spell has its own own unique lore requirements and effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action Duration: Instantaneous

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell produces a cone extending 40 feet and having a 20-foot base diameter.

Conflict Rolls: Unless an affected creature previously failed a roll against this spell earlier in the Scene, allow it an Avoidance Roll to reduce the spell's effects. The Avoidance Roll is made with Toughness Adjustments against a Threshold of 10 plus the spell rank. Success indicates they are only affected by a Typical potency of the specified poison type. On any failure, the target is affected by a Deadly potency instead, and loses the opportunity to make Conflict Rolls against the spell's poison type until the end of the Scene.

Invoke Great Spurt of Deadly Hallucinogen

Occult Lore Requirements: Blood 15, Chaos 15, Mind 15

Description: This spell produces a spray of Deadly Hallucinogenic Poison, as described under Poisons in The Wicked Workshop.

Other Details: The spell has no effect on creatures that are Immune to Poisons or Deluding effects.

Invoke Great Spurt of Deadly Toxin

Occult Lore Requirements: Blood 15, Body 15, Liquid 15

Description: This spell produces a spray of Deadly Toxic Poison, as described under Poisons in The Wicked Workshop.

Other Details: The spell has no effect on creatures that are Immune to Poisons or Toxic effects.

Invoke Great Thawing

Occult Lore Requirements: Spring 5, Winter: 5

Description: This spell melts water ice and snow.

Duration: Instantaneous.

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: This spell melts the water ice and snow in a 10 foot radius. Unless it is surrounded completely by some barrier, the water will quickly flow downhill, if possible.

Conflict Rolls: Normal ice thaws automatically. If the

targeted ice is magical, but inanimate, the caster must make a Spell Roll with Heart Adjustments against a Threshold equal to 10 plus the ice's Quality Level. Failure indicates the ice remains frozen.

Allow any creature made of ice and/or snow in the Affected Area will sustain Scorching Damage equal to 1 point per 2 spell ranks plus the roll's Margin. Allow them an Avoidance Roll with Toughness Adjustments against a Threshold of 10 plus the spell rank. Success indicates they sustain half damage.

Other Details: If the water from the thawed ice flows out onto more ice, the resulting wet surface is slippery, as described by the Slick Terrain Condition found under Area Conditions in The Rules Reference.

The temperature of the resulting water will be just above freezing. As such, any Freezing Effect influencing it will immediately refreeze the water in its Affected Area. Any creature at least ankle deep in the area when it refreezes is entitled to an Avoidance Roll with Perception and Toughness Adjustments to escape the area. The Threshold they must overcome equals 10 plus the spell rank of the Freezing Effect. Pure Failure indicates the creature is held in place by the ice and cannot free itself until some means is found to deal with the constraining ice. A Bare Failure indicates the creature will take 1 Round of struggling to free itself. Creatures suffer from a Drawback on all actions involving Agility while so held.

Invoke Grief of Dire ...

Description: This description covers a spectrum of spells that target individual creatures with various forms of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank.

A failed roll indicates the target sustains Setback equal to 1 point per 2 spell ranks plus the roll's Margin. (The specific type of Setback depends on the individual spell as described below.)

Success indicates the target sustains half the stated Setback.

Invoke Grief of Fell ...

Description: This description covers a spectrum of spells that target individual creatures with various forms of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank.

A failed roll indicates the target sustains Setback equal to 1 point per spell rank plus the roll's Margin. (The specific type of Setback depends on the individual spell as described below.)

Success indicates the target sustains half the stated Setback.

Invoke Grief of Fell Bliss

Occult Lore Requirements: Spirit 7, Venus 7

Description: This spell induces feelings of contentment and peace in the target.

Other Details: The spell imposes Entrancement Setback on the target. If the target's Fate Points falls to zero as a consequence of this spell, the creature drifts into a trance-like state of contentment that lasts as long as it is Overcome.

After sustaining any Entrancement Setback from this spell, the target gains the Temporary Trait of "Content" until the end of the Scene.

A Pure Failure on the target's Avoidance Roll indicates they are briefly distracted, suffering from a Drawback on all Conflict Rolls involving their Perception until the end of the caster's next Turn.

Invoke Grief of Fell Delusion

Occult Lore Requirements: Hearing 7, Smell 7, Taste 7, Touch 7, Vision 7

Description: This spell induces a potentially debilitating illusion in the target's mind of the caster's choosing. The spell has few restrictions on the types of illusions it can invoke, although it cannot induce physical illness or pain.

Other Details: The spell imposes Deluding Setback on the target. If the spell brings the target's Fate Points to 0, a debilitating illusion is placed in the target's mind that Incapacitates it while it is Overcome.

After sustaining any Deluding Setback from this spell, the target gains the Temporary Trait of "Experiences Sporadic Mental Flashes" until the end of the Scene.

A Pure Failure on the target's Avoidance Roll indicates a

brief mental flash impinges its mind, foreshadowing a horrific fate and causing their Speed to drop to 0 until the end of the caster's next Turn.

Note that, if the target's Fate Points do not fall to zero as a consequence of the spell, the target is assumed to have shrugged off the illusion as mere fantasy. So, while they have sustained Deluding Setback, they are no longer affected by the illusion at that point, and no Disbelief attempt is necessary (or allowed). However, if the target is Overcome by the spell, they have been completely defeated and the illusion cannot be Disbelieved at that point.

If the target is Overcome by the spell, the desired illusion is fixed in their mind. The following list provides examples of what the target can be made to believe with the spell, although the possibilities are in no way limited to these:

- It is trapped within the confines of a cage fashioned from impenetrable steel bars
- It has fallen into a deep pit with walls too smooth to climb
- It has been securely held in position by unbreakable ropes.

Invoke Grief of Fell Despair

Occult Lore Requirements: Moon 7

Description: This spell drains the will to live from the target.

Other Details: The spell imposes Dreadful Setback on the target. If this drives the target's Fate Points to zero, they plunge into Severe Shock and are Incapacitated as long as they are is Overcome.

After sustaining any Dreadful Setback from this spell, the target gains the Temporary Trait of "Depressed" until the end of the Scene.

A Pure Failure on the target's Avoidance Roll indicates they suffer from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn.

Invoke Grief of Fell Enervation

Occult Lore Requirements: Law 7, Spirit 7

Description: This spell drains the targeted creature of spiritual energy.

Other Details: This spell can only target creatures affected by Enervating Effects.

The spell imposes Sedating Setback on the target. If the target is Overcome this spell, it will be incapacitated (or otherwise dormant) until the end of the Scene.

After sustaining any Entrancement Setback from this spell, the target gains the Temporary Trait of "Emotionally Drained" until the end of the Scene.

A Pure Failure on the target's Avoidance Roll indicates they are briefly distracted, suffering from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn.

Invoke Grief of Fell Mesmerizing

Occult Lore Requirements: Mind 10, Vision 10

Description: This spell entrances the mind of the target to the caster's control.

Other Details: This spell can only target creatures affected by Entrancing Effects.

The spell imposes Entrancing Setback on the target. If the target is Overcome by the spell, the creature's Fate Points are restored to 1 (giving it some ability to act), and the Entranced Condition is imposed on it for the remainder of the Scene. (See Character Conditions in The Character Compendium for details.) In effect, it falls under the control of the spell-caster.

After sustaining any Entrancement Setback from this spell, the target gains the Temporary Trait of "Befuddled" until the end of the Scene.

A Pure Failure on the target's Avoidance Roll indicates they are briefly distracted, suffering from a Drawback on all Conflict Rolls involving their Perception until the end of the caster's next Turn.

Invoke Grief of Fell Quieting

Occult Lore Requirements: Rest 7, Spirit 7

Description: This spell pushes the targeted undead creature toward its final rest.

Other Details: This spell can only target undead creatures.

The spell imposes Quieting Setback on the target. If the targeted creature is Overcome, it will fall into a state of Torpor. Ethereal beings, such as ghosts or specters, will fade from existence.

After sustaining any Quieting Setback from this spell, the target gains the Temporary Trait of "Lethargic" until the end of the Scene.

A Pure Failure on the target's Avoidance Roll indicates they suffer from a Drawback on all Conflict Rolls involving their Agility until the end of the caster's next Turn.

Invoke Grief of Fell Slumber

Occult Lore Requirements: Mind 7

Description: This spell slowly puts its target to sleep.

Other Details: This spell can only target creatures affected by Sedating Effects.

The spell imposes Sedating Setback on the target. If the target is Overcome this spell, the creature drifts into a deep sleep that lasts until the end of the Scene. Once they are put to sleep, the target cannot be awakened while the spell is in effect even if they are physically harmed.

After sustaining any Entrancement Setback from this spell, the target gains the Temporary Trait of "Drowsy" until the end of the Scene.

A Pure Failure on the target's Avoidance Roll indicates they are briefly distracted, suffering from a Drawback on all Conflict Rolls involving their Agility until the end of the caster's next Turn.

Invoke Grief of Fell Torment

Occult Lore Requirements: Touch 7

Description: This spell induces stabbing pain in the target's body.

Other Details: The spell imposes Tormenting Setback on the target. If this drives the target's Fate Points to zero, it falls unconscious while it is Overcome.

After sustaining any Setback from this spell, the target gains the Temporary Trait of "Feels Sporadic Sharp Pains" until the end of the Scene.

A Pure Failure on the target's Avoidance Roll indicates they suffer from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn.

Invoke Grief of Grim ...

Description: This description covers a spectrum of spells that target individual creatures with various forms of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftershocks last while it is Overcome.

Conflict Rolls: Allow the target an Avoidance Roll with Wisdom Adjustments against a Threshold of 10 plus the spell rank.

A failed roll indicates the target sustains Setback equal to 2 points per spell rank plus the roll's Margin. (The specific type of Setback depends on the individual spell as described below.)

Success indicates the target sustains half the stated Setback.

Invoke Grief of Grim Banishment

Occult Lore Requirements: Spirit 10

Description: This spell allows the caster to exile creature from a different plane back to its realm of origin. So, it could be used to banish an Astral creature to its Astral Realm of origin (the Abyss, Hell, etc.). Or, it could be used to sent a creature from the Mortal Realm traveling on the Astral Plane back to the Mortal Realm. A Banished creature cannot return until somehow Summoned or Conjured unless powerful enough to travel from plane to plane without such aid.

Other Details: This spell can only target creatures currently located on a dimensional plane other than its native one. For example, this spell could be used to send a summoned demon back to hell.

The spell imposes Enervating Setback on the target. If the target is Overcome this spell, it will be incapacitated (or otherwise dormant) until the end of the Scene.

After sustaining any Entrancement Setback from this spell,

the target gains the Temporary Trait of "Defiant toward _____", where the blank is filled in with the caster's name.

A Pure Failure on the target's Avoidance Roll indicates they suffer from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn.

Note that this spell cannot be used to banish elemental creatures from the Mortal Realm. The Elemental Realms are not on different Planes of existence from the Mortal Realm. Rather, the Mortal Realm is essentially the intersection of the different Elemental Realms. So, the air above your head is the Realm of Air. The rock beneath your feet is the Realm of Earth. The Oceans are the Realm of Water. Volcanoes are the Realm of Fire (which erupt up from beneath the Realm of Earth), etc. Given this information, it is possible to use this spell against an Elemental traveling on the Astral Plane, though.

Invoke Grief of Grim Bliss

Occult Lore Requirements: Spirit 10, Venus 10

Description: Other than the differences listed herein, this spell is identical to Invoke Grief of Fell Bliss.

Invoke Grief of Grim Despair

Occult Lore Requirements: Chaos 10, Mind 10

Description: This spell drains the life energy from the target creature.

Other Details: This spell can only target undead creatures.

The spell imposes Dreadful Setback on the target. If the targeted creature is Overcome by the spell, the target sinks to the ground Incapacitated until the end of the Scene.

After sustaining any Setback from this spell, the target gains the Temporary Trait of "Depressed" until the end of the Scene.

A Pure Failure on the target's Avoidance Roll indicates they suffer from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn.

Invoke Grief of Grim Torment

Occult Lore Requirements: Touch 10

Description: Other than the differences listed herein, this spell is identical to Invoke Grief of Fell Torment.

Invoke Grim Vitality Siphon

Occult Lore Requirements: Blood 11, Body 11

Description: This spell drains the life essence of a living creature and transfers it to the spell caster as restored fatigue points. It cannot heal physical damage of any kind. The draining of life essence from the target is not apparent other than a general weakening.

Requires Maleficium: Yes

Action Time: 1 Assault Action Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature affected by Fatiguing Effects.

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Casting Req.: Verbal, Gestural. To effect the spell, the caster must glare at their prey while producing a sucking sound.

Conflict Rolls: Allow the target an Avoidance Roll with Wisdom Adjustments against a Threshold equal to 10 plus the spell rank. A failed roll indicates the target sustains Fatiguing Setback equal to 2 points per spell rank plus the roll's Margin. A Pure Failure indicates they suffer from a Drawback on all Conflict Rolls involving their Heart until the end of the caster's next Turn. Success indicates the target sustains half this amount. If this drives the target's Fate Points to 0, it falls unconscious while it is Overcome.

Other Details: The drained energy invigorates the caster by a similar amount. Thus, the caster is 'invigorated' by a number of points equal to the number of Fate Points points siphoned from the target. Of course, it can never boost the caster above their normal maximum Fate Points. If the caster can drain only 10 points before becoming satiated, then the target sustains only 10 points of Setback regardless of the dice roll.

Invoke Large Blast of Fell Flame

Occult Lore Requirements: Fire 5, Plasma 5

Description: This spell produces a spectacular ball of roiling fire. Any creature caught in this area takes damage from the scorching flames.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Duration: Instantaneous Range: 40 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell produces a sphere of fire having a 5-foot radius.

Conflict Rolls: The flames delivers Scorching Damage equal to 1 per spell rank. Allow all creatures in this area Avoidance Rolls with Agility and Toughness Adjustments to sustain only half this damage. The Threshold they must overcome equals 10 plus the spell rank. On any failure, the roll's Margin is added as additional Scorching Damage.

Invoke Large Blast of Grim Flame

Occult Lore Requirements: Fire 9, Plasma 9

Description: Other than the differences listed herein, this spell is identical to Invoke Large Blast of Fell Flame.

Conflict Rolls: The flames delivers Scorching Damage equal to 2 per spell rank. Allow all creatures in this area Avoidance Rolls with Agility and Toughness Adjustments to sustain only half this damage. The Threshold they must overcome equals 10 plus the spell rank. On any failure, though, the roll's Margin is added as additional Scorching Damage.

Invoke Large Cone of Grim ...

Description: This description covers a spectrum of spells that produce various types of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Duration: Instantaneous

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell produces a cone extending 20 feet and having a 10-foot base diameter.

Conflict Rolls: Allow all creatures in the Affected Area to make Avoidance Rolls with Agility and Toughness Adjustments to sustain only half the stated damage. The Threshold they must overcome equals 10 plus the spell rank. On any failure, though, the roll's Margin is added as additional damage of the stated type.

Other Details: There are a number of variations of this spell, each of which replaces the ellipses (...) of the title with its own descriptor. Each of these has its own Occult Lore Requirements and unique effects, as detailed below.

Invoke Large Cone of Grim Acid

Occult Lore Requirements: Bile 7

Description: When this spell is cast, a cone of acidic mist bursts forth from the caster's hand. The caustic mist delivers Acidic Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Acidic Damage.

Invoke Large Cone of Grim Daggers

Occult Lore Requirements: Blood 7, Mars 7, Motion 7

Description: When this spell is cast, a spray of dagger-like blades burst forth from the caster's hand. The daggers deliver Puncturing Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Puncturing Damage.

Armor can absorb the damage from this spell. Treat the damage delivered by the spell as a single blow. If the Conflict Roll is successful, take any Ward into account after halving the damage.

A moment after the daggers strike, they evaporate into clouds of wispy reddish-black smoke.

Invoke Large Cone of Grim Fire

Occult Lore Requirements: Fire 7

Description: When this spell is cast, a cone of fire bursts forth from the caster's lips. Any creature caught in this area takes Scorching Damage from the flames. The flames delivers Scorching Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Scorching Damage.

Invoke Large Cone of Grim Frost

Occult Lore Requirements: Cold 7

Description: When this spell is cast, a cone of frost bursts forth from the caster's lips. The frost delivers Freezing Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Freezing Damage.

Invoke Large Cone of Grim Sand

Occult Lore Requirements: Dry 7, Motion 7

Description: When this spell is cast, a cone of sand blasts forth from the caster's hand. The stinging sand delivers Flaying Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Flaying Damage.

Armor can absorb the damage from this spell. Treat the damage delivered by the spell as a single blow. If the Conflict Roll is successful, take any Ward into account after halving the damage.

Invoke Large Cone of Grim Steam

Occult Lore Requirements: Hot 7, Wet 7

Description: When this spell is cast, a cone of steam bursts forth from the caster's lips. Any creature caught in this area takes Scorching Damage from the fumes. The steam delivers Scorching Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Scorching Damage.

Invoke Large Cube of Fell Wood Rot

Occult Lore Requirements: Autumn 8, Moon 8

Description: This spell causes wood to become worm eaten and fragile. Once the spell succeeds, the wood will crumble at the first solid blow delivered to it.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell affects the wood in a Cube which is 10 feet on a side. It cannot affect wood that is enchanted or otherwise magicked.

Duration: Instantaneous. The spell itself is instantaneous. The effects are permanent.

Conflict Rolls: Allow any Vegetal creature targeted by the spell an Avoidance Roll with Heart and Toughness Adjustments. Failure indicates they sustain Rotting Damage equal to 1 per spell rank plus the roll's Margin. Success indicates they sustain half this amount.

Any non-animate wooden item within the area is entitled to a Conflict Roll with Quality Level adjustments added in. If it is possessed by a character, add in the possessor's Level as well. Success indicates the item avoids the spell's effects. Failure indicates the spell rots it into a fragile husk.

Invoke Large Fell Cackle

Occult Lore Requirements: Hearing 4, Mind 4

Description: With this spell, the caster emits a chilling cackle that sends a chill down the spines of nearby living creatures.

Requires Maleficium: Yes

Action Time: 1 Assault Action Range: 0'

Setback Cost: 7 minus Intelligence (minimum of 2)

Duration: Instantaneous. However, if the target's Fate Points fall to 0, the Aftereffects last while it is Overcome.

Affected Area: All creatures hearing the cackle within 5 feet of the caster affected by Dreadful Effects. Although, the sound itself can generally be heard within 100 feet or so.

Casting Req.: Verbal. To invoke this spell the caster must open their mouth and cackle.

Conflict Rolls: Allow all affected creatures an Avoidance Roll with Wisdom adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature sustains Dreadful Setback equal to 1 point per spell rank plus the roll's Margin. A Pure Failure indicates they gain the Fearful of... condition against the caster (see the Character Conditions section of The Rules Reference for details). Success indicates the creature sustains half the stated Setback. If this drops the creature's Fate Points to 0, it flees

in terror and hides until it is no longer Overcome.

Other Details: Until the end of the current scene, all affected creatures gain the Temporary Trait of “Creeped Out”.

Invoke Large Spurt of Deadly ...

Description: This description covers a spectrum of spells that spray poison from the caster’s hand. The specific type of poison the spell produces is provided in the spell name (such as Invoke Large Spurt of Deadly Hallucinogen, Invoke Large Spurt of Deadly Toxin, etc.). Each such spell has its own own unique lore requirements and effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action Duration: Instantaneous

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell produces a cone extending 20 feet and having a 10-foot base diameter.

Conflict Rolls: Unless an affected creature previously failed a roll against this spell earlier in the Scene, allow it an Avoidance Roll to reduce the spell’s effects. The Avoidance Roll is made with Toughness Adjustments against a Threshold of 10 plus the spell rank. Success indicates they are only affected by a Typical potency of the specified poison type. On any failure, the target is affected by a Deadly potency instead, and loses the opportunity to make Conflict Rolls against the spell’s poison type until the end of the Scene.

Invoke Large Spurt of Deadly Hallucinogen

Occult Lore Requirements: Blood 12, Chaos 12, Mind 12

Description: This spell produces a spray of Deadly Hallucinogenic Poison, as described under Poisons in The Wicked Workshop.

Other Details: The spell has no effect on creatures that are Immune to Poisons or Deluding effects.

Invoke Large Spurt of Deadly Toxin

Occult Lore Requirements: Blood 12, Body 12, Liquid 12

Description: This spell produces a spray of Deadly Toxic Poison, as described under Poisons in The Wicked Workshop.

Other Details: The spell has no effect on creatures that are Immune to Poisons or Toxic effects.

Invoke Medium Cone of Grim ...

Description: This description covers a spectrum of spells that produce various types of magical energy. Each such spell has its own own unique effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action Duration: Instantaneous

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell produces a cone extending 10 feet and having a 5-foot base diameter.

Conflict Rolls: Allow all creatures in the Affected Area to make Avoidance Rolls with Agility and Toughness Adjustments to sustain only half the stated damage. The Threshold they must overcome equals 10 plus the spell rank. On any failure, though, the roll’s Margin is added as additional damage of the stated type.

Other Details: There are a number of variations of this spell, each of which replaces the ellipses (...) of the title with its own descriptor. Each of these has its own Occult Lore Requirements and unique effects, as detailed below.

Invoke Medium Cone of Grim Acid

Occult Lore Requirements: Bile 1

Description: When this spell is cast, a cone of acidic mist bursts forth from the caster's hand. The caustic mist delivers Acidic Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll’s Margin is added as additional Acidic Damage.

Invoke Medium Cone of Grim Daggers

Occult Lore Requirements: Blood 1, Mars 1, Motion 1

Description: When this spell is cast, a spray of dagger-like blades burst forth from the caster's hand. The daggers deliver Puncturing Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll’s Margin is added as additional Puncturing Damage.

Armor can absorb the damage from this spell. Treat the damage delivered by the spell as a single blow. If the Conflict Roll is successful, take any Ward into account after halving the damage.

A moment after the daggers strike, they evaporate into clouds of wispy reddish-black smoke.

Invoke Medium Cone of Grim Fire

Occult Lore Requirements: Fire 1

Description: When this spell is cast, a cone of fire bursts forth from the caster's lips⁶⁶. The flames delivers Scorching Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Scorching Damage.

Invoke Medium Cone of Grim Frost

Occult Lore Requirements: Winter 1

Description: When this spell is cast, a cone of frost bursts forth from the caster's lips.⁶⁷ The frost delivers Freezing Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Freezing Damage.

Invoke Medium Cone of Grim Lightning

Occult Lore Requirements: Air 1

Description: This spell creates a brilliant spray of electrical energy, which surges from the caster's fingertips. The crackling energy of the spell delivers Electrical Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Electrical Damage.

Note that non-magical, non-alchemical metal objects act as lightning rods. Anyone possessing such an item, such as a metal helmet or sword, suffers from a Drawback on the Conflict Roll to avoid the spell effects.

Invoke Medium Cone of Grim Sand

Occult Lore Requirements: Dry 1, Mars 1, Motion 1

Description: When this spell is cast, a cone of sand blasts forth from the caster's hand. The stinging sand delivers Flaying Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Flaying Damage.

Armor can absorb the damage from this spell. Treat the damage delivered by the spell as a single blow. If the Conflict Roll is successful, take any Ward into account after halving the damage.

Invoke Medium Cone of Grim Steam

Occult Lore Requirements: Hot 1, Wet 1

Description: When this spell is cast, a cone of steam bursts forth from the caster's lips. Any creature caught in this area takes Scorching Damage from the fumes. The steam delivers Scorching Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Scorching Damage.

Invoke Medium Spurt of Deadly ...

Description: This description covers a spectrum of spells that spray poison from the caster's hand. The specific type of poison the spell produces is provided in the spell name (such as Invoke Medium Spurt of Deadly Hallucinogen, Invoke Medium Spurt of Deadly Toxin, etc.). Each such spell has its own own unique lore requirements and effects, which are detailed below.

Requires Maleficium: Yes

Action Time: 1 Assault Action Duration: Instantaneous

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell produces a cone extending 10 feet and having a 5-foot base diameter.

Conflict Rolls: Unless an affected creature previously failed a roll against this spell earlier in the Scene, allow it an Avoidance Roll to reduce the spell's effects. The Avoidance Roll is made with Toughness Adjustments against a Threshold of 10 plus the spell rank. Success indicates they are only affected by a Typical potency of the specified poison type. On any failure, the target is affected by a Deadly potency instead, and loses the opportunity to make Conflict Rolls against the spell's poison type until the end of the Scene.

Invoke Medium Spurt of Deadly Hallucinogen

Occult Lore Requirements: Blood 9, Chaos 9, Mind 9

Description: This spell produces a spray of Deadly Hallucinogenic Poison, as described under Poisons in The Wicked Workshop.

Other Details: The spell has no effect on creatures that are Immune to Poisons or Deluding effects.

Invoke Medium Spurt of Deadly Toxin

Occult Lore Requirements: Blood 9, Body 9, Liquid 9

Description: This spell produces a spray of Deadly Toxic Poison, as described under Poisons in The Wicked Workshop.

Other Details: The spell has no effect on creatures that are Immune to Poisons or Toxic effects.

66 It wasn't only dragons that breathed fire in mythology. Aillén Mac Midhna was a goblin bard described in the Fenian Cycle of Celtic myth who did so as well. Also, the Knight of the Burning Dragon of Arthurian Legend possessed a shield that breathed fire at his enemies. The giant monster Humbaba of the Mesopotamian Epic of Gilgamesh similarly breathed flame, and the Egyptian goddess Nephthys is described as having a fiery breath that she can use to incinerate anyone opposing the Pharaoh.

67 In Serbian folklore, the three-headed giant Balachko breathed fire from one head, and frost from another.

Invoke Noise Figment

Occult Lore Requirements: Hearing 1

Description: This spell causes a single creature to hear an illusory noise at the discretion of the caster

Affected Area: 1 creature Conflict Rolls: None

Action Time: 1 Assault Action Range: 80 feet

Duration: Instantaneous (1 second)

Setback Cost: 7 minus Intelligence (minimum of 2)

Casting Req.: Verbal, Gestural. The caster must whistle.

Other Details: The player must state the sound they wish to produce. The spell may generate any common sound as long as it is of no more than a 1 second duration. The following list provides a good indication of the kinds of sounds that may be produced: footstep, police whistle, dog whistle, alarm, bell toll, scream, cough, dog bark, horse neigh, cat meow, rooster crow, bird chirp, door slamming, lock unlocking, creaky hinge, glass breaking, floorboard creaking, chain clanking, stone grinding on stone.

Occult Spells~M

Make a Few Foes Slow

Occult Lore Requirements: Rest 7

Description: This spell slows the Speed of the targeted creatures.

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: Up to one creature per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.)

Duration: Maelstrom. The spell lasts as long the target participates in a conflict. It ends as soon as a few minutes pass since the target's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the targets must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: Allow each target an Avoidance Roll with Heart Adjustments to avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. Failure indicates they are Slowed to ½ normal Speed. On a Pure Failure, the target can only Creep (Speed of 5) until the end of the caster's next Turn, but thereafter has their Speed limited to half normal for the remainder of the Duration.

Other Details: Note that the spell only affects movement. It does not affect the frequency with which the targets take Actions.

Multiple castings are not cumulative.

Make a Foe Slow

Occult Lore Requirements: Rest 3

Description: This spell slows the Speed of the targeted creature.

Affected Area: One creature.

Casting Req.: Verbal, Gestural Range: 80 feet

Action Time: 1 Assault Action

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Maelstrom. The spell lasts as long the target participates in a conflict. It ends as soon as a few minutes pass since the target's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the targets must treat the spell as a Spellbinding when considering their Magic Limits.

Conflict Rolls: Allow the target an Avoidance Roll with Heart Adjustments to avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. Failure indicates they are Slowed to ½ normal Speed. On a Pure Failure, the target can only Creep (Speed

of 5) until the end of the caster's next Turn, but thereafter has their Speed limited to half normal for the remainder of the Duration.

Other Details: Multiple castings are not cumulative.

Make a Scimitar Dance

Occult Lore Requirements: Mars 1, Motion 1

Description: This spell causes a scimitar to dance in the air and strike at opponents. The caster must concentrate on the weapon while controlling it.

Requires Maleficium: Yes

Affected Area: One scimitar.

Setback Cost: 6 minus Intelligence (minimum of 2)

Action Time: 1 Action to get the sword to dance initially.

Using it to attack requires its own Assault Action.

Duration: Maelstrom. The spell lasts as long the targeted weapon is used in a conflict. It ends as soon as a few minutes pass since it was last used in a Conflict Roll, although the caster may cancel it at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Range: The caster must initially touch the blade. Thereafter it can venture no farther than 40 feet from its master.

Casting Req.: Gestural, Material. To invoke this spell, the caster must touch the scimitar they wish to dance. When controlling the weapon's movement, the caster makes gesticulations as if holding the animated weapon in their hand. As such, it must be of a Size Category the caster is capable of wielding. Further, the Quality Level of the blade limits the spell rank (although a weapon of Quality Level 0 may still be made to dance as long as the caster is at least 1st rank in this spell). On the other hand, the caster gains whatever benefits a weapon of high quality may have.

Conflict Rolls: For every swing taken, the caster must make an Attack Roll against the target's Defense. The blade has a Level equal to the spell rank, and an Attack Bonus equal to the spell rank plus the caster's Acumen plus the scimitar's Tempo. Like any normal blade, the animated weapon is capable of delivering its normal Basic Damage plus Internal Damage. However, it does not deliver additional Strength damage. (The caster may expend Guts points to ensure it strikes its target, if applicable.)

The caster has only a fairly clumsy control over the weapon. Ordinarily, this would mean that they have a Drawback when using it to strike. However, the weapon is also hovering in the air, which means it almost always can be elevated a few feet to give it an Edge for height. Normally, this height Edge balances the Drawback it suffers from its clumsy movement. In low-ceiling environments, though, where the weapon can gain no such height Edge, its attack suffers from a Drawback.

Other Details: The caster must concentrate on the spell while

manipulating the sword in-air. If they attack with it, they must expend an Assault Action. If they move the weapon, the caster must expend a Move Action. However, the caster may pause in their use of the dancing blade to perform other tasks. While doing so, the blade will hang in mid-air motionless wherever it happens to be at the time. It will start to dance as soon as the caster begins concentrating on it again.

The blade moves at a Speed equal to the caster's normal Speed, but may rise into the air as if it had the Gift of Hovering. However, the caster must take separate Move Actions when moving either themselves or the dancing weapon.

The sword is capable of lifting small items with loops or handles that the blade can hook onto, such as key rings or tea pots. But, it is only strong enough to lift 1 pound of weight (over that of the sword itself).

The magic causing the blade to dance allows it to strike creatures that can be hit only by magical weapons.

The weapon may be attacked. In such cases, it has a Defense and Stability as if it were being wielded by the caster in combat. Further, the caster may spend Guts points in preventing it from being struck, if applicable. Treat it as if it is a mook. That is, if it ever gets hit or fails a Conflict Roll, the spell immediately terminates and the weapon falls to the ground, but is otherwise unharmed.

Make Many Foes Slow

Occult Lore Requirements: Rest 13

Description: Other than the differences listed herein, this spell is identical to Make a Few Foes Slow.

Casting Req.: Verbal, Gestural Range: 40 feet

Affected Area: Up to one creature per spell rank.

Setback Cost: 12 minus Intelligence (minimum of 2)

Make Some Foes Slow

Occult Lore Requirements: Rest 10

Description: Other than the differences listed herein, this spell is identical to Make a Few Foes Slow.

Casting Req.: Verbal, Gestural Range: 40 feet

Affected Area: Up to one creature per 2 spell ranks.

Setback Cost: 10 minus Intelligence (minimum of 2)

Manifest Ample Aura of Deft Forbearance

Occult Lore Requirements: Spirit 10, Sun 10, Venus 10

Description: This spell surrounds the caster with scintillating flashes of light intermingled with the sights and smells of nature in its purest and most beautiful form. This angelic spectacle dissuades living creatures from physically attacking the caster.

Action Time: 1 Action

Casting Req.: Verbal Range: 0

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: Any living creature within 5 feet per spell rank.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: Any creature in the Affected Area viewing the caster with this spell suffers from a Drawback on any physical attack on the caster (including spells delivering damage). However, the spell loses its effectiveness on any creature directly attacked in any way (physical or otherwise) by the caster after invoking the spell.

Other Details: This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Manifest Apt Lock Picking

Occult Lore Requirements: Mercury 4, Motion 4

Description: This spell gives the target an Edge on the skill Opening Locks.

Casting Req.: Verbal, Gestural Range: Touch

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: One creature.

Duration: Maelstrom. The spell lasts as long the target participates in a conflict. It ends as soon as a few minutes pass since the target's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the target must treat the spell as a Spellbinding when considering their Magic Limit.

Manifest Apt Strength

Occult Lore Requirements: Flesh 11

Description: This spell bestows unnatural strength to the spell recipient.

Affected Area: One creature.

Casting Req.: Gestural

Range: Touch

Action Time: 1 Action

Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Maelstrom. The spell lasts as long the target participates in a conflict. It ends as soon as a few minutes pass since the target's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the target must treat the spell as a Spellbinding when considering their Magic Limit.

Other Details: The recipient gains an Edge on all rolls involving their Strength for the spell's duration.

Multiple castings are not cumulative.

Manifest Dancing Scimitar

Occult Lore Requirements: Mars 6, Motion 6

Description: Other than the differences listed herein, this spell is identical to [Make a Scimitar Dance](#).

Affected Area: One scimitar, which moves and attacks at the caster's discretion.

Action Time: 1 Action to conjure the sword initially. Each attack thereafter requires its own Assault Action.

Duration: Maelstrom. The spell lasts as long the conjured weapon is used in a conflict. It ends as soon as a few minutes pass since it was last used in a Conflict Roll, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding when considering their Magic Limit.

Range: The sword must initially be conjured somewhere within 40 feet of the caster, and can venture no farther than this distance from them at any time.

Casting Req.: Verbal, Gestural. When controlling the weapon's movement, the caster makes gesticulations as if holding the animated weapon in their hand.

Other Details: This spell conjures a scimitar from nothing and causes it to dance in the air and strike at opponents. The conjured weapon may be of any Size Category that the caster may personally wield, and is always treated as if it has a Quality Level of 0. So, its characteristics are always those of one of the standard scimitars listed on the weapons tables in [The Character Compendium](#). However, the conjured sword's Quality Level has no impact on the spell rank.

The sword is capable of lifting small items with loops or handles that the blade can hook onto, such as key rings or tea pots. But, it is only strong enough to lift 1 pound of weight (over that of the sword itself).

The weapon may be attacked. In such cases, it has a Defense

and Stability as if it were being wielded by the caster in combat. Further, the caster may spend Guts points in preventing it from being struck, if applicable. Treat it as if it is a mook. That is, if it ever gets hit or fails a Conflict Roll, the spell immediately terminates and the weapon falls to the ground, but is otherwise unharmed.

Manifest Dire Spectral Claw

Occult Lore Requirements: Air 7, Earth 7

Description: This spell summons a spectral dragon claw that dances, darts, and attacks at the caster's direction.

Requires Maleficium: Yes

Range: 40 feet

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The claw is capable of targeting any creature within range of the caster.

Action Time: 1 Action to initiate the spell. Each attack of the claw thereafter takes an Assault Action.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Casting Req.: Verbal, Gestural. To invoke this spell, the caster must contort their hand into a claw-like position and mimic the motions they desire.

Conflict Rolls: For every swing attempted, the caster must make a Spell Attack against the target's Defense. The razor-sharp claw delivers Rending Damage equal to 1 point per 2 spell ranks (plus Internal Damage, if applicable) on every blow.

Other Details: The caster may pause in the use of the claw to perform other actions, but during this time the claw remains still.

The claw initially appears at any point within range the caster desires. Thereafter, it moves at a Speed equal to 5 feet per spell rank.

Unfortunately, the claw is not dexterous enough to grasp objects or cast spells.

Manifest Distortion Cube of ... Size

Description: This description covers a spectrum of similar spells that distort the space in the Affected Areas. Each such spell has its own unique effects, which are detailed below.

Anything within the space distorted by these spells, or viewed through them, appears as if it is farther away than its actual distance would otherwise indicate. When the spell is initially cast, the intervening space will seem to quickly stretch, making it appear as if objects recede from the viewer.

If Any such spell is cast indoors, its effects don't extend past the walls, floor, or ceiling of the room on which the effect is centered. If cast outdoors, the effect does not extend below the surface of the ground.

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action Conflict Rolls: None

Setback Cost: 8 minus Intelligence (minimum of 2)

Range: The closest point in the Affected Area must be within 40 feet of the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Other Details: This spell distorts the space in the Affected Area by a factor of 4. Anyone traversing the area will make far less headway when they run. From the perspective of anyone caught in the area, their destination seems to recede from them. The spell does not change the size of creatures and objects in the Affected Area. Nor does it alter the Affected Areas of any spell already in effect in the area. However, it does alter the space between objects in the area, the ranges of weapons and spells, and the Affected Areas of spells cast after the spell goes in effect. So, an Invoke Great Blast of Grim Lightning spell cast in a Distortion Cube, which normally has a Range of 40 feet and explodes in a 20 foot diameter ball, now has a Range of 10 feet and a diameter of 5 feet.

Anyone running within the distorted space must run about 4 times the apparent distance for any headway gained. (Treat this as if any affected creatures have their Speed divided by 4, to a minimum of 5. Round normally.)

Manifest Distortion Cube of Great Size

Occult Lore Requirements: Aether 8, Motion 9, Rest 9

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: A cube which is 20 feet long on each side.

Manifest Distortion Cube of Epic Size

Occult Lore Requirements: Aether 12, Motion 12, Rest 12

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: A cube which is 40 feet long on each side.

Manifest Epic Gloom of Dire ...

Description: This description covers a spectrum of similar spells that produce various auras of magical energy around the caster. Each such spell has its own unique effects, which are detailed below.

Setback Cost: 9 minus Intelligence (minimum of 2)

Action Time: 1 Assault Action

Casting Req.: Gestural Range: 0

Affected Area: The spell affects all creatures within a 20 foot distance from the caster. Needless to say, the spell does not affect the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Wisdom Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustain Setback equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the creature sustains half this amount. The specific type of Setback depends on the specific spell, as described below.

Other Details: Note that the spell gives no protection to the caster's companions. Any familiar of the caster, however, is unfazed by the spell.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Manifest Epic Gloom of Dire Deathly Power

Occult Lore Requirements: Aether 13, Mind 13, Rest 13,
Spirit 13

Description: This spell produces a haze of blackish rays emanating from the caster's body that deliver Captivating setback to undead creatures.

If an undead creature is Overcome by the spell, its Fate Points are set to 1 (allowing it some ability to act), and the undead falls under absolute control of the caster for the duration of the spell. The caster may control the undead with purely mental commands, foregoing the need for speech. However, each such command requires the caster to expend an Action. (The caster may spend Guts point on its Conflict Rolls while the undead is under their control, if desired.)

Manifest Epic Gloom of Dire Fear

Occult Lore Requirements: Mind 12, Spirit 12

Description: This spell causes an aura of fear⁶⁸ to radiate from the caster that delivers Dreadful Setback.

The spell magically heightens the natural doubts and minor phobias possessed by all living creatures. If a creature fails on any Conflict Roll against this spell, it gains the Fearful of... condition toward the caster (see the Character Conditions section of The Rules Reference for details). If it is Overcome by the spell, it flees in terror for the remaining duration.

Manifest Fell Efriti Fire

Occult Lore Requirements: Motion 11, Plasma 11

Description: This spell generates a fiery field around the caster's body.

Casting Req.: Verbal Conflict Rolls: None

Action Time: 1 Action Range: 0'

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: This spell generates a field of flame around the caster that flares out and burns any creature striking them with a hand-held weapon.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Other Details: On any given Round, the spell effects the first creature striking the caster with a hand-held or natural weapon, or who is struck by a natural weapon of the caster. When this happens, the target sustains Scorching Damage equal to the spell rank.

If the caster grapples with an opponent, the fire damage will be felt upon first contact, but the field will expand to protect both grapplers as long as they are locked together.

Needless to say, the spell does no harm to the caster.

This spell is considered to be a Woe Effect. It automatically fails if the targeted weapon already has a Woe Effect on it.

Manifest Fell Static Haze

Occult Lore Requirements: Air 11, Water 11

Description: This spell sets up a field of crackling static electricity around the caster's body.

Casting Req.: Verbal Range: 0'

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Affected Area: The spell sets up a field of electricity around the caster's body. This field zaps the first creature coming in contact with the caster on any given Round.

Other Details: On any given Round, the spell effects the first creature striking the caster with a hand-held or natural weapon, or who is struck by a natural weapon of the caster. When this happens, the target sustains Electrical Damage equal to the spell rank.

If the caster grapples with an opponent, the electrical damage will be felt upon first contact, but the field will expand to protect both grapplers as long as they are locked together.

Needless to say, the spell does no harm to the caster.

This spell is considered to be a Woe Effect. It automatically fails if the targeted weapon already has a Woe Effect on it.

Manifest Gaze of Fell ...

Description: This description covers a spectrum of similar spells that imbue the caster's gaze with magical energy. Each such spell has its own own lore requirements and characteristics, which are detailed below.

Setback Cost: 6 minus Intelligence (minimum of 2)

Action Time: 1 Action to cast the spell; One Assault Action or Reaction (caster's choice) to impose a gaze effect on a single creature looking at them.

Casting Req.: Gestural

Range: The caster initially casts the spell on themselves. Thereafter, the gaze can only be directed at targets within 80 feet of the caster.

Affected Area: Caster. The spell allows the caster to target a single creature looking at them on any given Round.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: Any creature that meets the caster's gaze

⁶⁸ One of the items of the golden Treasure of the Nibelung that the Nordic hero Sigurd won by slaying the dragon Fafnir was the Helm of Awe, which radiated an aura of fear around its wearer. Additionally, the sword of the Spanish hero El Cid, named Tizona, was said to induce fear in its wielder's foes.

must make an Avoidance Roll against a Threshold of 10 plus the spell rank. The adjustments they apply to these rolls are specified in the individual spell, as described below.

Failure on the Avoidance Roll indicates the creature sustains Damage or Setback equal to 1 per spell rank plus the roll's Margin. A Pure Failure indicates they cannot look away from the caster's gaze until the end of the caster's next Turn. While fixated on the caster in this way, they suffer from a Drawback against every Attack Roll targeting them except those coming directly from the caster. Success on the Avoidance Roll indicates the creature sustains half the stated amount. The specific type of Damage or Setback depends on the specific spell, as described below.

The caster cannot impose their gaze effect on any creature averting their gaze. However, anyone doing so suffers from a Drawback on all attacks against the caster. If a creature averts their gaze in this way, they must continue doing so until the beginning of their next Turn. Further, the caster gains an Edge on all Attack Rolls against any creature currently averting their gaze.

Gaze of Fell Paralysis Table

Glory Status	Aftereffect
1	The character suffers no ill effects.
2	The character suffers from a Drawback on all physical actions for 8 hours.
3	The character suffers from Lingering Incapacitation for 1 day.
4	The character suffers from Lingering Incapacitation for a week.
5	One random limb is completely paralyzed (determined randomly). The limb will remain in this state until mobility is magically restored (e.g. with the Pagan spell <u>Restore Mobility</u>).
6	The character's heart stops and their breathing ceases. They die.

Other Details: Once the spell is cast, controlling the gaze requires no further concentration. Thus, the caster could participate in combat or cast other spells while this spell is in effect without it imposing detrimental effects on their actions.

If the caster uses a Reaction to impose their gaze, they must do so immediately after a foe targets them with an Assault Action (as it is a Reaction to that attack). Otherwise, they may use an Assault Action on their Turn to target any foe that is not averting their gaze.

Note that mirrors reflect gazes, and the spell provides the caster will no protection against their own gaze.⁶⁹

This spell is considered to be a Woe Effect. It automatically fails if the caster already has a Woe Effect on them.

⁶⁹ Because of how the mechanics of the spell works, for the caster to see their own gaze, they would have to be presented with their own reflection in a mirror as a Reaction to their own gaze attack.

Manifest Gaze of Fell Ineffable Awe

Occult Lore Requirements: Blood 11, Chaos 11

Description: This spell imposes Dreadful Setback on anyone meeting the caster's gaze.

More on Conflict Rolls: Any affected creature applies Wisdom Adjustments on their Avoidance Rolls against the spell's effects.

More Details: If a creature is Overcome by this spell, it is completely Incapacitated with fear until the end of the Scene.

Manifest Gaze of Fell Paralysis

Occult Lore Requirements: Mind 10, Vision 10

Description: This spell imposes Sedating Setback on anyone meeting the caster's gaze.

More on Conflict Rolls: Any affected creature applies Heart and Toughness Adjustments on their Avoidance Rolls against the spell's effects.

More Details: If a creature is Overcome by this spell, it is completely paralyzed until the end of the Scene. Thereafter, the Aftereffects depend on the creature's Glory Status as shown on the Gaze of Fell Paralysis Table.

Manifest Gaze of Fell Petrification

Occult Lore Requirements: Earth 10, Rest 10, Solid 10

Description: This spell imposes Petrifying Damage on anyone meeting the caster's gaze.

Gaze of Fell Petrification Table

Glory Status	Aftereffect
1	The creature's skin is covered with some light patches of stone.
2	The creature's skin is covered with some moderate patches of stone. They suffer from a Drawback on all physical actions for 8 hours.
3	The creature has significant patches of stone over their entire body. They suffer from Lingering Incapacitation for 1 day.
4	The creature has significant patches of stone over their entire body. They suffer from Lingering Incapacitation for 1 week.
5	One random limb is completely turned to stone (determined randomly). The limb will remain in this state until magically healed (e.g. with the Pagan spell <u>Restore Flesh</u>).
6	The character is completely and permanently turned to stone. They die.

More on Conflict Rolls: Any affected creature applies Heart and Toughness Adjustments on their Avoidance Rolls against the spell's effects.

More Details: If a creature is Overcome by this spell, it is

completely Incapacitated until the end of the Scene. Thereafter, the Aftereffects depend on the creature's Glory Status as shown on the Gaze of Fell Petrification Table.

Manifest Great Aura of Dire ...

Description: This description covers a spectrum of similar spells that produce various auras of magical energy around the caster. Each such spell has its own own unique effects, which are detailed below.

Setback Cost: 8 minus Intelligence (minimum of 2)

Action Time: 1 Assault Action

Casting Req.: Gestural Range: 0

Affected Area: The spell affects all creatures within a 10 foot distance from the caster. Needless to say, the spell does not affect the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Damage or Setback equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the creature sustains half this amount. The specific type of Damage or Setback depends on the specific spell, as described below.

Other Details: Note that the spell gives no protection to the caster's companions. Any familiar of the caster, however, is unfazed by the spell.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Manifest Great Aura of Dire Blight

Occult Lore Requirements: Autumn 9, Chaos 9, Moon 9

Description: This spell creates an aura of dark rays radiating from the caster's body that deliver Blighting Damage.

Manifest Great Aura of Dire Cold

Occult Lore Requirements: Cold 9

Description: This spell causes the temperature around the caster to plummet, delivering Freezing Damage to nearby creatures. Because of this, a thin layer of frost will quickly condense on the surfaces of all inanimate objects within the Affected Area. This poses no additional penalties, but may provide a visual indication of the extent of the area.

Manifest Great Aura of Dire Famine

Occult Lore Requirements: Body 9, Dry 9, Spirit 9

Description: This spell surrounds the caster with a gray aura that induces starvation in nearby creatures, delivering Starving Damage to nearby creatures.

Manifest Great Aura of Dire Heat

Occult Lore Requirements: Hot 9

Description: This spell causes the temperature around the caster to rise drastically, delivering Scorching Damage to nearby creatures. The air will seem to shimmer in the Affected Area, like heat rising from a hot surface. This poses no additional penalties, but may provide a visual indication of the extent of the area.

Manifest Great Aura of Dire Hellfire

Occult Lore Requirements: Chaos 9, Fire 9, Spirit 9

Description: This spell surrounds the caster with slowly wafting flames of black and red that deliver Infernal Damage to nearby creatures.

Manifest Great Aura of Dire Splendor

Occult Lore Requirements: Law 9, Spirit 9, Spring 9

Description: This spell surrounds the caster with dim shimmering rainbow colors, giving them an aura of unearthly beauty that delivers Righteous Damage to nearby creatures. The aura also illuminates the Affected Area with Dim Light.

Manifest Great Aura of Dire Sunshine

Occult Lore Requirements: Sun 9

Description: This spell creates a brilliant aura of pure sunlight radiating from the caster⁷⁰, delivering Sunshining Damage to nearby creatures.

In addition to the Sunshine damage effect, which extend to a distance of 10 feet from the caster, the spell illuminates with Bright Light to a distance of 20 feet, and illuminates another 20 feet with dim light.

70 The sword of the Celtic god Lugh, Claiomh Solais, radiates sunlight.

Manifest Great Gloom of Dire ...

Description: This description covers a spectrum of similar spells that produce various auras of magical energy around the caster. Each such spell has its own unique effects, which are detailed below.

Setback Cost: 8 minus Intelligence (minimum of 2)

Action Time: 1 Assault Action

Casting Req.: Gestural Range: 0

Affected Area: The spell affects all creatures within a 10 foot distance from the caster. Needless to say, the spell does not affect the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Wisdom Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustain Setback equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the creature sustains half this amount. The specific type of Setback depends on the specific spell, as described below.

Other Details: Note that the spell gives no protection to the caster's companions. Any familiar of the caster, however, is unfazed by the spell.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Manifest Great Gloom of Dire Bliss

Occult Lore Requirements: Spirit 9, Venus 9

Description: This spell causes an aura of peace and contentment to radiate from the caster that delivers Entrancing Setback.

Any creature Overcome by the spell enters into a contented trance-like state for the remaining spell duration.

Manifest Great Gloom of Dire Deathly Power

Occult Lore Requirements: Aether 11, Mind 11, Rest 11, Spirit 11

Description: This spell produces a haze of blackish rays emanating from the caster's body that deliver Captivating setback to undead creatures.

If an undead creature is Overcome by the spell, its Fate Points are set to 1 (allowing it some ability to act), and the undead falls under absolute control of the caster for the duration of the spell. The caster may control the undead with purely mental commands, foregoing the need for speech. However, each such command requires the caster to expend an Action. (The caster may spend Guts point on its Conflict Rolls while the undead is under their control, if desired.)

Manifest Great Gloom of Dire Delusion

Occult Lore Requirements: Hearing 9, Mind 9

Description: Any creature capable of understanding language within the area hears whispering voices recalling their own past guilts and deepest self-doubts. These voices impose Deluding Setback on the creature.

Any creature Overcome by the spell enters into a catatonic trance-like state for the remaining spell duration.

Manifest Great Gloom of Dire Fear

Occult Lore Requirements: Mind 10, Spirit 10

Description: This spell causes an aura of fear⁷¹ to radiate from the caster that delivers Dreadful Setback.

The spell magically heightens the natural doubts and minor phobias possessed by all living creatures. If a creature fails on any Conflict Roll against this spell, it gains the Fearful of ... condition toward the caster (see the Character Conditions section of The Rules Reference for details). If it is Overcome by the spell, it flees in terror for the remaining duration.

Manifest Great Gyre of Dire Rubble

Occult Lore Requirements: Earth 9, Land 9

Description: This spell picks up any gravel, pebbles, and other rocky debris near the caster and swirls it in a defensive rocky cyclone around their body. Other than the differences listed herein, this spell is identical to Manifest Large Gyre of Dire Rubble.

Action Time: 1 Assault Action Range: 0'

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell affects all creatures within a 10 foot distance from the caster. Needless to say, the spell does no harm to the caster.

⁷¹ One of the items of the golden Treasure of the Nibelung that the Nordic hero Sigurd won by slaying the dragon Fafnir was the Helm of Awe, which radiated an aura of fear around its wearer. Additionally, the sword of the Spanish hero El Cid, named Tizona, was said to induce fear in its wielder's foes.

Manifest Great Halo of Deft Nauseous Fumes

Occult Lore Requirements: Bile 8, Phlegm 8

Description: This spell causes a cloud of vapors to billow out from the caster's body. Those caught in the area wheeze, cough, and gag and suffer from a Drawback on some Actions.

Action Time: 1 Assault Action Range: 0 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell affects all breathing creatures within a 10 foot distance from the caster. Needless to say, the spell does not affect the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Casting Req.: Verbal, Gestural. To invoke this spell the caster must pinch their nose.

Conflict Rolls: At the end of the caster's Turn every Round, any breathing creature in the Affected Area must make an Avoidance Roll with Toughness Adjustments to fight off nausea. The Threshold they must overcome equals 10 plus the spell rank. Upon the first failure of any such roll, the creature suffers from a Drawback on all Conflict Rolls due to Nausea until the end of the Scene. Once a roll is failed, no further rolls of this type are needed, as multiple failures are not cumulative.

Other Details: This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Manifest Great Halo of Dire ...

Description: This description covers a spectrum of similar spells that produce various halos of magical energy around the caster. Each such spell has its own own unique effects, which are detailed below.

Action Time: 1 Assault Action

Casting Req.: Verbal Range: 0'

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell affects all creatures within a 5 foot distance from the caster. Needless to say, the spell does not affect the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit. Note that a strong wind will

disperse the fumes around the caster as long as they continue.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains an amount of Damage or Setback equal to 1 per 2 spell ranks plus the rolls' Margin. Success indicates the creature sustains half this amount. The type of Damage or Setback delivered depends on the specific spell, as described below.

Other Details: This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Manifest Great Halo of Dire Acid

Occult Lore Requirements: Bile 9

Description: This spell creates a greenish mist of caustic fumes surrounding caster's body that delivers Acidic Damage.

Manifest Great Halo of Dire Blight

Occult Lore Requirements: Autumn 9, Chaos 9, Moon 9

Description: This spell creates a halo of blackish billowing dust surrounding caster's body that delivers Blighting Damage.

Manifest Great Halo of Dire Hallucinogenic Fumes

Occult Lore Requirements: Chaos 9, Mind 9

Description: This spell causes a cloud of hallucinogenic vapors to surround the caster's body that produce euphoric sensations in those breathing it. This euphoria is delivered in the form of Delusion Setback.

Manifest Great Halo of Dire Toxic Fumes

Occult Lore Requirements: Air 9, Chaos 9

Description: This spell causes a cloud of toxic vapors to surround the caster's body that delivers Toxic Damage. Those caught in the area wheeze, cough, and gag and suffer from the effects of the poisonous fumes.

Manifest Large Aura of Dire ...

Description: This description covers a spectrum of similar spells that produce various auras of magical energy around the caster. Each such spell has its own own unique effects, which are detailed below.

Setback Cost: 7 minus Intelligence (minimum of 2)

Action Time: 1 Assault Action

Casting Req.: Gestural Range: 0

Affected Area: The spell affects all creatures within a 5 foot distance from the caster. Needless to say, the spell does not affect the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Damage or Setback equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the creature sustains half this damage. The specific type of Damage or Setback depends on the specific spell, as described below.

Other Details: Note that the spell gives no protection to the caster's companions. Any familiar of the caster, however, is unfazed by the spell.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Manifest Large Aura of Dire Cold

Occult Lore Requirements: Cold 6

Description: This spell causes the temperature around the caster to plummet, delivering Freezing Damage to nearby creatures. Because of this, a thin layer of frost will quickly condense on the surfaces of all inanimate objects within the Affected Area. This poses no additional penalties, but may provide a visual indication of the extent of the area.

Manifest Large Aura of Dire Famine

Occult Lore Requirements: Body 6, Dry 6, Spirit 6

Description: This spell surrounds the caster with a gray aura that delivers Starving Damage in nearby creatures.

Manifest Large Aura of Dire Heat

Occult Lore Requirements: Hot 6

Description: This spell causes the temperature around the caster to rise drastically, delivering Scorching Damage to nearby creatures. The air will seem to shimmer in the Affected Area, like heat rising from a hot surface. This poses no additional penalties, but may provide a visual indication of the extent of the area.

Manifest Large Aura of Dire Hellfire

Occult Lore Requirements: Chaos 6, Fire 6, Spirit 6

Description: This spell surrounds the caster with slowly wafting flames of black and red, which deliver Infernal Damage to nearby creatures.

Manifest Large Aura of Dire Splendor

Occult Lore Requirements: Law 6, Spirit 6, Spring 6

Description: This spell surrounds the caster with dim shimmering rainbow colors, gives them an aura of unearthly beauty that delivers Righteous Damage to nearby creatures.

The aura also illuminates the Affected Area with Dim Light.

Manifest Large Gloom of Dire ...

Description: This description covers a spectrum of similar spells that produce various auras of magical energy around the caster. Each such spell has its own unique effects, which are detailed below.

Setback Cost: 7 minus Intelligence (minimum of 2)

Action Time: 1 Assault Action

Casting Req.: Gestural Range: 0

Affected Area: The spell affects all creatures within a 5 foot distance from the caster. Needless to say, the spell does not affect the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Wisdom Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustain Setback equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the creature sustains half this amount. The specific type of Setback depends on the specific spell, as described below.

Other Details: Note that the spell gives no protection to the caster's companions. Any familiar of the caster, however, is unfazed by the spell.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Manifest Large Gloom of Dire Bliss

Occult Lore Requirements: Spirit 6, Venus 6

Description: This spell causes an aura of peace and contentment to radiate from the caster that delivers Entrancing Setback.

Any creature Overcome by the spell enters into a contented trance-like state for the remaining spell duration.

Manifest Large Gloom of Dire Fear

Occult Lore Requirements: Mind 7, Spirit 7

Description: This spell causes an aura of fear⁷² to radiate from the caster that delivers Dreadful Setback.

The spell magically heightens the natural doubts and minor phobias possessed by all living creatures. If a creature fails on any Conflict Roll against this spell, it gains the Fearful.

⁷² One of the items of the golden Treasure of the Nibelung that the Nordic hero Sigurd won by slaying the dragon Fafnir was the Helm of Awe, which radiated an aura of fear around its wearer. Additionally, the sword of the Spanish hero El Cid, named Tizona, was said to induce fear in its wielder's foes.

of.... condition toward the caster (see the Character Conditions section of The Rules Reference for details). If it is Overcome by the spell, it flees in terror for the remaining duration.

Manifest Large Gyre of Dire Rubble

Occult Lore Requirements: Earth 5, Land 5

Description: This spell picks up any gravel, pebbles, and other rocky debris near the caster and swirls it in a defensive rocky cyclone around their body.

Action Time: 1 Assault Action Range: 0'

Casting Req.: Verbal, Material. For the spell to work, there must be a supply of gravel, pebbles, or other rocky debris within 5 feet of the caster at the time of casting. The spell picks up and swirls this detritus, which thereafter moves with the caster.

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell affects all creatures within a 5 foot distance from the caster. Needless to say, the spell does no harm to the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Flaying Damage equal to 1 per 2 spell ranks plus the rolls' Margin. Success indicates the creature sustains half this damage.

The damage delivered by the spell may be reduced by a creature's Ward. In this case, treat each Round of damage as a single blow.

Other Details: At the end of the spell Duration, the rubble falls harmlessly to the ground.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Manifest Large Halo of Dire ...

Description: This description covers a spectrum of similar spells that produce various halos of magical energy around the caster. Each such spell has its own own unique effects, which are detailed below.

Action Time: 1 Assault Action

Casting Req.: Verbal Range: 0'

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell affects all creatures within a 5 foot distance from the caster. Needless to say, the spell does not affect the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Other Details: This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Manifest Large Halo of Dire Acid

Occult Lore Requirements: Bile 5

Description: This spell creates a greenish mist of caustic fumes surrounding caster's body. Note that a strong wind will disperse the mist around the caster as long as they continue.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Acidic Damage equal to 1 per 2 spell ranks plus the rolls' Margin. Success indicates the creature sustains half this damage.

Manifest Large Halo of Dire Blight

Occult Lore Requirements: Autumn 5, Chaos 5, Moon 5

Description: This spell creates a halo of blackish billowing dust surrounding caster's body. Note that a strong wind will disperse the dust around the caster as long as they continue.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Blighting Damage equal to 1 per 2 spell ranks plus the rolls' Margin. Success indicates the creature sustains half this damage.

Manifest Large Halo of Dire Euphoric Spores

Occult Lore Requirements: Autumn 5, Mind 5, Moon 5

Description: This spell creates a yellowish halo of billowing mushroom spores surrounding caster's body. Note that a strong wind will disperse the spores around the caster as long as they continue.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Sedating Setback equal to 1 per 2 spell ranks plus the rolls' Margin. Success indicates the creature sustains half this amount. Any creature Overcome by the spell will sink to the ground and fall asleep until the end of the Scene.

Manifest Large Halo of Dire Toxic Fumes

Occult Lore Requirements: Air 5, Chaos 5

Description: This spell causes a cloud of toxic vapors to surround the caster's body. Those caught in the area wheeze, cough, and gag and suffer from the effects of the poisonous fumes. Note that a strong wind will disperse the fumes around the caster as long as they continue.

Conflict Rolls: At the end of the caster's Turn every Round, every breathing creature within the Affected Area must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Toxic Damage equal to 1 per 2 spell ranks plus the rolls' Margin. Success indicates the creature sustains half this damage.

Manifest Large Halo of Dire Wasps

Occult Lore Requirements: Gaia 5, Spring 5, Summer 5

Description: This spell draws a swarm of stinging insects to surround the caster. Each insect in the swarm has a single Hit Point. So, if an area damage spell is cast over the swarm, it is wiped out. Attacks directly targeting the caster have no effect on the swarm, however.

Conflict Rolls: At the end of the caster's Turn every Round, every creature within the Affected Area must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Toxic Damage equal to 1 per 2 spell ranks plus the rolls' Margin. Success indicates the creature sustains half this damage.

Manifest Magic Reduction

Occult Lore Reqs: Chaos 9, Law 9, Pentacle 4, Star 4, Tetrangle 4, Triangle 4

Description: This spell provides protection against the effects of magic.⁷³

Casting Req.: Gestural

Conflict Rolls: None

Action Time: 1 Action Range: 0'

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: Caster and their familiar. The Fine Magic Reduction extends to protect the caster's familiar, if any, even if the familiar is not in direct contact with him.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Other Details: Any spell affecting the caster has its spell rank cut in half.

For example, a Thaumaturgist casts this spell on himself. Later, they are struck by a 10th rank Invoke Fury of Grim Lightning spell. Due to the protection afforded them by their Magic Reduction, the Invoke Fury of Grim Lightning affects them as if it were only a 5th rank spell.

The same applies to spells that affect entire areas. In this case only the caster enjoys the benefits of the Magic Reduction. All others in the area sustain the full effects.

Multiple castings are not cumulative.

Manifest Slowing Snow Drift

Occult Lore Requirements: Spring 3, Winter 3

Description: This spell creates a swirling deep snowdrift that envelops its victims. The snowdrift piles about the targeted creature, effectively halving their Speed. The drift does not hinder attacks and does not damage the target in any way.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: 1 creature. This spell only affects creatures in contact with the ground. The snow drive covers an area having has a Size Category identical to that of the affected creature. (So, 5x5 for a Medium-sized creature, 10x10 for a Large-sized creature, 20x20 for a Great-sized creature, etc.)

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the

⁷³ The sword of the Paladin Orlando, Balidarda, was said to defy magic. "Where Balidarda bites no spells avail".

caster may cancel the spell at any time. While the spell is in effect, the target must treat the spell as a Spellbinding when considering their Magic Limit.

Range: The snow drift may be created anywhere within 80 feet of the caster. Once formed, however, the snow will track its target without regard to any range.

Conflict Rolls: Allow the target an Avoidance Roll with Perception and Toughness Adjustments against a Threshold of 10 plus the spell rank plus the caster's Acumen to escape the drift. Once this happens, the drift remains in place, slowing any creature while passing through the area, but otherwise having no other effect.

Manifest Dire ... Touch

Description: This description covers a spectrum of spells that imbue the casters touch with various forms of magical energy. Each such spell has its own own unique requirements and effects, which are detailed below.

Casting Req.: Verbal Range: 0
 Affected Area: Caster. Action Time: 1 Action
 Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target in such an attack, the spell delivers a jolt of magical energy. The effects of this magical energy depends on its form, as described below. These effects are in addition to any Damage and/or Setback normal for the attack mode, if any. The same is true if the caster is touched directly with a natural weapon. These effects cannot be absorbed by armor.

Other Details: The Margin of touch-based attacks are usually either ignored, or are delivered to the target as Internal Damage. This spell transforms that Margin into a magical effect (Acid Damage, Quieting Setback, Scorching Damage, Tormenting Setback, etc.). In addition, the magic of the spell adds an additional amount of Damage equal to 1 per 2 spell ranks. For example, suppose a natural weapon normally delivers 6 Rending Damage plus Internal Damage equal to the Margin, and a spell of this type transforms it into a 10th spell rank Scorching Touch. For the spell duration, the attack would deliver 6 Rending Damage plus Scorching Damage equal to 5 plus the Margin.

One major implication of this effect is that creatures that would normally sustain no Internal Damage from a natural

weapon are still susceptible to the weapon's Margin, if they are affected by the magical effect type. For example, a skeleton is Immune to Internal Damage. But, they are not immune to Scorching Damage. So, a skeleton would sustain an Attack Roll's Margin as Scorching Damage from a natural attack from any creature charmed with a Manifest Dire Scorching Touch spell.

Needless to say, the spell does no harm to the spell recipient. This spell is considered to be a Woe Effect. It will fail if the spell recipient already has a Woe Effect on them.

Manifest Dire Blighting Touch

Occult Lore Requirements: Autumn 8, Chaos 8, Moon 8

Description: This spell makes the caster's touch noxious to any plant or vegetal creature. Every time the caster touches their target in such an attack, the spell delivers an amount of Blighting Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Manifest Dire Desiccating Touch

Occult Lore Requirements: Body 8, Dry 8

Description: This spell causes any flesh touched by the caster to shrivel from dehydration. This physical deterioration is felt in the form of Dehydrating Damage. Every time the caster touches their target in such an attack, the spell delivers an amount of Dehydrating Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Manifest Dire Dreadful Touch

Occult Lore Requirements: Chaos 8, Mind 8, Moon 8

Description: While this spell is in effect, the caster's hand induces a feeling of dread at the slightest touch. The tingling starts at the location contacted and ripples across the body in a wave. Every time the caster touches their target in such an attack, the spell delivers an amount of Dreadful Setback equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Any creature Overcome by the spell gains the Frightened Condition for the remainder of the scene. (See Frightened / Panicked in the Character Conditions section of The Rules Reference for details.)

Manifest Dire Ecstatic Touch

Occult Lore Requirements: Venus 8

Description: While this spell is in effect, the caster's hand induces a warm feeling of tingling pleasure at the slightest touch. The tingling starts at the location contacted and ripples across the body in a wave. Every time the caster touches their target in such an attack, the spell delivers an amount of Entrancing Setback equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Manifest Dire Faery Touch

Occult Lore Requirements: Autumn 9, Winter 9

Description: While this spell is in effect, the caster's touch imposes a painless twitch in the target's muscles. In extreme cases, this results in temporary paralysis. Every time the caster touches their target in such an attack, the spell delivers

an amount of Maladive Setback equal to 1 per 2 spell ranks plus the Attack Roll's Margin. If the attack is delivered by the caster's hand and is a Pure Success, the target suffers from a Drawback on all Conflict Rolls involving their Agility until the end of the caster's next Turn.

Manifest Dire Fatiguing Touch

Occult Lore Requirements: Body 8, Spirit 8

Description: While this spell is in effect, the caster's touch fatigues the target. No pain is felt but the target will sense a general weakening. Every time the caster touches their target in such an attack, the spell delivers an amount of Fatiguing Setback equal to 1 per 2 spell ranks plus the roll's Margin.

Manifest Dire Festering Touch

Occult Lore Requirements: Phlegm 8

Description: This spell causes any flesh touched by the caster to erupt in boils and fester. This physical deterioration is felt in the form of Rotting Damage. The damage inflicted by the spell will heal normally, as long as the target has nourishment. Every time the caster touches their target in such an attack, the spell delivers an amount of Rotting Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Manifest Dire Freezing Touch

Occult Lore Requirements: Winter 8

Description: While this spell is in effect, the caster's hand (or other natural attack mode) becomes cryogenic, freezing whatever it touches. Every time the caster touches their target in such an attack, the spell delivers an amount of Freezing Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Manifest Dire Intoxicating Touch

Occult Lore Requirements: Body 8, Mind 8

Description: While this spell is in effect, the caster's hand induces a warm feeling of warm euphoria at the slightest touch. The euphoria starts at the location contacted and ripples across the across the body to produce a feeling of slight intoxication. Every time the caster touches their target in such an attack, the spell delivers an amount of Intoxicating Setback equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Manifest Dire Petrifying Touch

Occult Lore Requirements: Earth 8, Rest 8

Description: While this spell is in effect, the caster's hand (or other natural attack mode) becomes petrifying, turning whatever it touches partially to stone. Every time the caster touches their target in such an attack, the spell delivers an amount of Petrifying Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Manifest Dire Scorching Touch

Occult Lore Requirements: Plasma 8

Description: While this spell is in effect, the caster's hand (or other natural attack mode) becomes super-heated, burning whatever it touches. (Note that no flame appears, but the appendage gives off a dull-red glow as if heated from within.) Every time the caster touches their target in such an attack, the spell delivers an amount of Scorching Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Manifest Dire Shocking Touch

Occult Lore Requirements: Air 8

Description: While this spell is in effect, the caster's hand (or other natural attack mode) becomes electrically charged, shocking whatever it touches. Every time the caster touches their target in such an attack, the spell delivers an amount of Electrical Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Manifest Dire Siphoning Touch

Occult Lore Requirements: Body 10, Spirit 10

Description: While this spell is in effect, the caster's touch drains the life essence of those targeted. At the slightest touch, wispy swirls of a blackish smoke are drawn from the point of contact into the caster's hand. No pain is felt but the target will sense a general weakening. Every time the caster touches their target in such an attack, the spell delivers an amount of Fatiguing Setback equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

The magic of a siphoning touch is different than that of other similar spells, in that the drained energy heals Damage sustained by the caster. This drained Setback restores any Hit Points the caster has lost, if any, on a point by point basis. However, it can never raise the caster's Hit Points above their normal maximum.

For example, suppose the caster has a maximum of 32 Hit Points, but has previously sustained 17 Damage so that they currently have 15 remaining. Then, the caster drains a creature of 5 Fatiguing Setback with this spell. Those 5 Setback points go into restoring the caster's Hit Point pool, so that they would now have 20 remaining. Needless to say, the spell cannot raise the caster's Hit Points above their normal maximum.

Manifest Dire Starving Touch

Occult Lore Requirements: Dry 8, Spirit 8

Description: While this spell is in effect, the caster's touch drains the target of its body's vitality. No pain is felt but the target will sense a general weakening. Every time the caster touches their target in such an attack, the spell delivers an amount of Starving Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Manifest Dire Tormenting Touch

Occult Lore Requirements: Touch 8

Description: While this spell is in effect, the caster's hand inflicts painful cramps at the slightest touch. The cramping occurs at the location contacted and is felt in the form of a sharp pang. Every time the caster touches their target in such an attack, the spell delivers an amount of Tormenting Setback equal to 1 per 2 spell ranks plus the roll's Margin.

Manifest Dire Unworldly Touch

Occult Lore Requirements: Earth 8, Spring 8

Description: This spell imbues the caster's touch with supernatural energy that is anathema to Eidolons and other Astral beings. Every time the caster touches their target, the spell delivers an amount of Metaphysical Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Manifest Dire Wyvern's Sting on Whip

Occult Lore Requirements: Air 12, Earth 12

Description: This spell manifests a poisonous stinger on the tip of the target whip. Whenever it strikes, the whip delivers additional harm to creatures affected by Toxic Damage.

Casting Req.: Verbal, Gestural Affected Area: 1 whip.

Action Time: 1 Action Range: Touch.

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Maelstrom. The spell lasts as long the targeted weapon is used in a conflict. It ends as soon as a few minutes pass since it was last used in a Conflict Roll, although the caster may cancel it at any time. While the spell is in effect, the weapon must be treated as a magic item when considering their Magic Limit.

Conflict Rolls: A normal Attack Roll is required for the weapon to strike its target. The spell does not provide the weapon's possessor with any skill to wield it, so they must rely on their own abilities in doing so.

The target creature is allowed an Avoidance Roll with Toughness Adjustments against a Threshold of 10 plus the spell rank. Success indicates the creature avoids the poisonous effects of the blow. Failure indicates the creature sustains Toxic Damage, and foregoes all future Avoidance Rolls against the poison for the remainder of the battle.

The poison of each blow delivers Toxic Damage equal to one per 2 spell ranks plus the Attack Rolls Margin. Of course, only creatures that are affected by Toxic Damage will be affected.

Other Details: The spell may provide some benefit to the wielder against opponents that are immune to Toxic damage since a weapon charmed with this spell counts as magical. Consequently, a whip charmed by this spell can strike any creature requiring a magical weapon to hit.

Needless to say, the spell does no harm to the weapon's wielder.

This spell is considered to be a Woe Effect. It automatically fails if the targeted weapon already has a Woe Effect on it.

Manifest Dragon Ward's Bane

Occult Lore Requirements: Air 8, Earth 8, Fire 8, Water 8

Description: This spell gives a weapon the ability to partially ignore the Ward of a dragon's scales.

Action Time: 1 Action

Affected Area: 1 weapon.

Range: Touch.

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Maelstrom. The spell lasts as long the targeted weapon is used in a conflict. It ends as soon as a few minutes pass since it was last used in a Conflict Roll, although the caster may cancel it at any time. While the spell is in effect, the item must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Verbal, Gestural, Material. The Quality Level of the weapon limits the spell rank.

Conflict Rolls: A normal Attack Roll is required for the weapon to strike its target. The spell does not provide the weapon's possessor with any skill to wield it, so they must rely on their own abilities in doing so.

Other Details: The Ward of any dragon struck by the weapon is reduced by an amount equal to the spell rank, to a minimum of 0. The same is true against any armor fashioned from dragon leather. The spell does not allow a Conflict Roll to avoid the spell's effects.

A weapon charmed by this spell can strike any creature requiring a magical weapon to hit.

Needless to say, the spell does no harm to the weapon's wielder.

This spell is considered to be a Woe Effect. It automatically fails if the targeted weapon already has a Woe Effect on it.

Manifest Typically Toxic Touch (of La Voisin)

Occult Lore Requirements: Blood 14, Chaos 14

Description: Other than the differences listed herein, this spell is identical to Manifest Weakly Toxic Touch (of Medea).

Conflict Rolls: Every time the caster touches their target with a natural attack, the spell delivers a Typical Toxin to their foe (see Poisons in The Wicked Workshop).

Manifest Weakly Toxic Touch (of Medea)

Occult Lore Requirements: Blood 7, Chaos 7

Description: This spell makes the caster's touch poisonous. Thus, if any such creature strikes the caster with one of its natural weapons, or the caster strikes the creature directly with one of their natural weapons, the creature is affected by a Weak Toxic Poison (see the Poisons section in The Wicked Workshop for details).

Casting Req.: Verbal

Action Time: 1 Action Range: 0

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell imbues the caster with a magical touch, which affects any creature touching or being touched by him. Needless to say, the spell does no harm to the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: The spell requires the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Any touched creature is affected by a Toxic Poison. They are allowed an Avoidance Roll with Toughness Adjustments every time they are touched until their first failure. The Threshold they must overcome equals 10 plus the spell rank. Success indicates the toxin has no effect. Upon their first failure in a given Scene, though, they take the full effect of the poison and forego all such future rolls until the end of the Scene.

The damage delivered by the toxic effects cannot be absorbed by armor.

Other Details: This spell is considered to be a Woe Effect. It automatically fails if the targeted weapon already has a Woe Effect on it.

Manifest Webbing Grapple

Occult Lore Requirements: Bile 2, Blood 2

Description: This spell creates a sticky mass of spider silk that is slowly drawn from the caster's hand. The webbing is first attached to a target, and the caster uses the webbing to wrap it up. This spell is generally cast while the caster is grappling with an opponent, giving them an alternate means of grappling when they otherwise may have none.

Requires Maleficium: Yes

Action Time: 1 Assault Action Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: Caster (as it is the caster that produces the webbing). The caster may attack only one creature with the webbing at a time, but may attack numerous creatures with it if the caster remains fixated on it.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit. The webbing itself will last indefinitely unless cut free.

Casting Req.: Gestural. To use the spell against a foe, the caster must enter into a grappling contest with him.

Conflict Rolls: The spell works very similar to the Grappling skill. The caster uses their skill in this spell in place of their Grappling rank, and the initial grabbing attack is performed using Acumen rather than Vigor. If successful, this attack attaches one end of the webbing to the target, while the other end is slowly drawn out from the caster's hand as they wrap it around the victim. The conflict will thereafter proceed as a normal Grappling contest in all ways (using the caster's rank in this spell as their Grappling rank), but the caster does not have the option of inflicting damage on their foe with the wrappings.

Other Details: If the opponent breaks free during the grappling contest, they escape the bonds of the webbing created by this spell, although they retain any Setback sustained by it. An area fire spell will also remove the webs immediately, although the targeted creature will suffer from the fire effects as well.

This spell is considered to be a Woe Effect. It automatically fails if the caster already has a Woe Effect on them.

Occult Spells~O

Obtain Decent Quickening

Occult Lore Requirements: Motion 2

Description: This spell increases the caster's land Speed by 5 per 2 spell ranks.⁷⁴ (So, it increases Running Speed by 5 at 1st spell rank, 10 at 3rd, 15 at 5th, etc.)

Affected Area: Caster Conflict Rolls: None.

Other Details: None. Range: 0'

Action Time: 1 Action Casting Req.: Gestural

Setback Cost: There is no initial Setback Cost to the caster. However, they sustain 2 Setback every Round the caster moves faster than their normal land Speed. Note that this Setback Cost is only paid once on any given Round, even if they take multiple Move Actions during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the caster wants it to last. As soon as the caster no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if they are unable or unwilling to pay the required Setback Cost. While the spell is in effect, the caster must treat it as a Spellbinding when considering their Magic Limit.

Obtain Dire Vampiric Bite

Occult Lore Requirements: Blood 12 Body: 12

Description: This spell imbues the caster's natural bite attack with the ability to draw healing energy from their target's blood.

Casting Req.: Verbal Range: 0

Affected Area: Caster. Action Time: 1 Action

Setback Cost: There is no initial Setback Cost to the caster. However, they sustain 2 Setback every Round the caster successfully strikes with a bite attack. Note that this Setback Cost is only paid once on any given Round, even if they land multiple such attacks during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the caster wants it to last. As soon as the caster no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if they are unable or unwilling to pay the required Setback Cost. While the spell is in effect, the caster must treat it as a Spellbinding when considering their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to strike the target with their a natural bite attack.

Other Details: This spell transforms the Margin of a successful Attack Roll into Bleeding Damage (rather than what would normally be Internal Damage). Further, the

magic of the spell adds an additional amount of Bleeding Damage equal to 1 per 2 spell ranks. The bleeding effects cannot be absorbed by armor. For example, suppose a bite normally delivers 7 Rending Damage plus Internal Damage equal to the Margin, and a spell of this type transforms it into a 10th spell rank Vampiric Bite. For the spell duration, the attack would deliver 7 Rending Damage plus Bleeding Damage equal to 5 plus the Margin.

Finally, the delivered Bleeding Damage heals any Damage sustained by the caster on a point-per-point basis. So, if a bite attack delivers 7 Rending Damage plus 12 Bleeding Damage, the caster heals 12 points of Damage. Needless to say, the spell cannot raise the caster's Hit Points above their normal maximum. Further, the spell can only heal the caster if the bitten target has blood, and can therefore sustain Bleeding Damage.

This spell is considered to be a Woe Effect. It will fail if the spell recipient already has a Woe Effect on them.

Obtain Fell ... Fists

Description: This description covers a spectrum of spells that imbue the casters fists with various forms of magical energy. Each such spell has its own own unique requirements and effects, which are detailed below.

Casting Req.: Verbal Range: 0

Affected Area: Caster. Action Time: 1 Action

Setback Cost: There is no initial Setback Cost to the caster. However, they sustain 2 Setback every Round the caster attacks with their fists. Note that this Setback Cost is only paid once on any given Round, even if they make multiple attacks during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the caster wants it to last. As soon as the caster no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if they are unable or unwilling to pay the required Setback Cost. While the spell is in effect, the caster must treat it as a Spellbinding when considering their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to strike the target with their fist.

Every time the caster strikes their target in such an attack, the spell delivers a jolt of magical energy. The effects of this magical energy depends on its form, as described below. These effects are in addition to any Damage and/or Setback normal for the natural attack mode. These effects cannot be absorbed by armor.

Other Details: This spell transforms the Margin of a successful Attack Roll into a magical effect (Acid Damage, Quieting Setback, Scorching Damage, Tormenting Setback, etc.). In addition, the magic of the spell adds an additional amount of Damage equal to 1 per spell rank. For example, suppose a fist normally delivers 2 Blunt Damage plus

⁷⁴ Fast-Pace Boots, which greatly enhances the wearer's running speed, are a common motif in Russian folk tales.

Internal Damage equal to the Margin, and a spell of this type transforms it into a 10th spell rank Acidic Fist. For the spell duration, the attack would deliver 2 Blunt Damage plus Acid Damage equal to 10 plus the Margin.

One major implication of this effect is that creatures that would normally sustain no Internal Damage from a fist attack are still susceptible to the attack's Margin, if they are affected by the magical effect type. For example, a skeleton is Immune to Internal Damage. But, they are not immune to Searing Damage. So, a skeleton would sustain an Attack Roll's Margin as Scorching Damage from a fist attack from any creature charmed with an Obtain Fell Scorching Fists spell.

Needless to say, the spell does no harm to the spell recipient. This spell is considered to be a Woe Effect. It will fail if the spell recipient already has a Woe Effect on them.

Obtain Fell Acidic Fists

Occult Lore Requirements: Bile 10

Description: The spell causes an acidic condensation to form on the caster's fists. A hissing sound and faint wisps of smoke accompany their touch as the acid does its work. Every time the caster strikes their target with their fists, the spell delivers an amount of Acidic Damage equal to one per spell rank plus the Attack Roll's Margin.

Obtain Fell Blighting Fists

Occult Lore Requirements: Autumn 10, Chaos 10, Moon 10

Description: This spell makes the caster's fists noxious to any plant or vegetal creature. Every time the caster strikes their target with their fists, the spell delivers an amount of Blighting Damage equal to one per spell rank plus the Attack Roll's Margin.

Obtain Fell Festering Fists

Occult Lore Requirements: Phlegm 10

Description: This spell causes any flesh struck by the caster's fists to erupt in boils and fester. This physical deterioration is felt in the form of Rotting Damage. The damage inflicted by the spell will heal normally, as long as the target has nourishment. Every time the caster strikes their target with their fists, the spell delivers an amount of Rotting Damage equal to one per spell rank plus the Attack Roll's Margin.

Obtain Fell Freezing Fists

Occult Lore Requirements: Cold 10, Winter 10

Description: While this spell is in effect, the caster's fists becomes cryogenic, freezing whatever they strike. Every time the caster strikes their target with their fists, the spell delivers an amount of Freezing Damage equal to one per spell rank plus the Attack Roll's Margin.

Obtain Fell Infernal Fists

Occult Lore Requirements: Chaos 10, Fire 10, Spirit 10

Description: This spell imbues the caster's fists with supernatural energy that is anathema to angels, celestials, and many other Astral creatures. Every time the caster strikes their target with their fists, the spell delivers an amount of Infernal Damage equal to one per spell rank plus the Attack Roll's Margin.

Obtain Fell Scorching Fists

Occult Lore Requirements: Fire 10, Hot 10, Plasma 10

Description: While this spell is in effect, the caster's fists becomes super-heated, burning whatever they strike. (Note that no flame appears, but the appendage gives off a dull-red glow as if heated from within.) Every time the caster strikes their target with their fists, the spell delivers an amount of Scorching Damage equal to one per spell rank the Attack Roll's Margin.

Obtain Fell Shocking Fists

Occult Lore Requirements: Air 10, Jupiter 10

Description: While this spell is in effect, the caster's fists becomes electrically charged, shocking whatever they strike. Every time the caster strikes their target with their fists, the spell delivers an amount of Electrical Damage equal to one per spell rank plus the Attack Roll's Margin.

Obtain Fell Sonic Fists

Occult Lore Requirements: Air 10, Gas 10, Motion 10

Description: While this spell is in effect, the caster's fists becomes charged with sonic vibrations, resonating with whatever they strike. Every time the caster strikes their target with their fists, the spell delivers an amount of Sonic Damage equal to one per spell rank plus the Attack Roll's Margin.

Obtain Fell Tormenting Fists

Occult Lore Requirements: Touch 10

Description: While this spell is in effect, the caster's fists inflicts painful cramps when they strike. The cramping occurs at the location contacted and is felt in the form of a sharp pang. Every time the caster strikes their target with their fists, the spell delivers an amount of Tormenting Setback equal to one per spell rank plus the Attack Roll's Margin.

Offer Apt Serendipity of ...

Description: This description covers a range of similar spells that provide the spell recipient with good fortune and favor involving factors influenced by a specific planet. They come in a variety of forms, as detailed below.

Affected Area: One creature Casting Req.: Gestural

Action Time: 1 Action Range: Touch

Setback Cost: There is no Setback Cost to the caster. Rather, the cost is paid by the spell's target, who sustains 2 Setback every Round the spell provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the spell assists in multiple Conflict Rolls during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the target wants it to last. As soon as the target no longer has positive emotions toward the spell, it terminates. Further, the spell will terminate if the target is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

Offer Apt Serendipity of Jupiter

Occult Lore Requirements: Jupiter 4

This spell gives the spell recipient good fortune and favor involving factors influenced by the planet Jupiter.

Conflict Rolls: The spell recipient gains an Edge on all Conflict Rolls involving their Brawn or electricity or spells requiring the Occult lore of Jupiter to cast.

Offer Apt Serendipity of Luna

Occult Lore Requirements: Moon 5

This spell gives the spell recipient good fortune and favor involving factors influenced by the Moon.

Conflict Rolls: The spell recipient gains an Edge on all Conflict Rolls involving their Wisdom or spells involving the moon, moonlight, or requiring the Occult lore of Moon to cast.

Offer Apt Serendipity of Mars

Occult Lore Requirements: Mars 11

This spell gives the spell recipient good fortune and favor involving factors influenced by the planet Mars.

Conflict Rolls: The spell recipient gains an Edge on all Conflict Rolls involving their Vigor and on spells involving blood or requiring the occult lore of Blood to cast.

Offer Apt Serendipity of Mercury

Occult Lore Requirements: Mercury 11

This spell gives the spell recipient good fortune and favor involving factors influenced by the planet Mercury.

Conflict Rolls: The spell recipient gains an Edge on all Conflict Rolls involving their Grace, Speed, or Trickery (or skills defaulting to Trickery), or spells involving the Occult lore of Mercury to cast.

Offer Apt Serendipity of Sol

Occult Lore Requirements: Sun 11

This spell gives the spell recipient good fortune and favor involving factors influenced by the Sun.

Conflict Rolls: The spell recipient gains an Edge on all Conflict Rolls involving their Acumen or sunlight, or spells involving the Occult lore of Sun to cast.

Offer Apt Serendipity of Venus

Occult Lore Requirements: Venus 10

This spell gives the spell recipient good fortune and favor involving factors influenced by the planet Venus.

Conflict Rolls: The spell recipient gains an Edge on all Conflict Rolls involving their Charisma or Seduction, or spells involving the Occult lore of Venus to cast.

Offer Decent Quickening

Occult Lore Requirements: Motion 5

Description: This spell increases the target's land Speed by 5 per 2 spell ranks.⁷⁵ (So, it increases Running Speed by 5 at 1st spell rank, 10 at 3rd, 15 at 5th, etc.)

Affected Area: One creature. Conflict Rolls: None

Other Details: None. Range: Touch

Action Time: 1 Action Casting Req.: Gestural

Setback Cost: There is no Setback Cost to the caster. Rather, the cost is paid by the spell's target, who sustains 2 Setback every Round they move faster than their normal land Speed. Note that this Setback Cost is only paid once on any given Round, even if they take multiple Move Actions during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the target wants it to last. As soon as they no longer have positive emotions toward the spell, it terminates. Further, the spell will terminate if the target is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the target must treat it as a Spellbinding when considering their Magic Limit.

⁷⁵ Fast-Pace Boots, which greatly enhances the wearer's running speed, are a common motif in Russian folk tales.

Offer Dire ... Brand

Description: This description covers a spectrum of spells that imbue a weapon with various forms of magical energy. Each such spell has its own unique requirements and effects, which are detailed below.

Casting Req.: Verbal, Gestural

Action Time: 1 Action

Range: Touch

Affected Area: One weapon held by a sentient creature.

Setback Cost: There is no initial Setback Cost to the caster. However, the weapon's holder sustains 2 Setback upon the initial casting, and at the end of every Round they strike with the weapon thereafter. Note that this Setback Cost is only paid once on any given Round, even if they strike multiple times during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the weapon is held by a sentient creature, and they pay the required Setback Cost. As soon as the weapon is sheathed or otherwise set aside, the spell terminates. (Although, the weapon may be passed from one sentient creature to another without the spell terminating.) The spell also terminates if the weapon's possessor is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the possessor must treat the weapon as a magic item when considering their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, a normal Attack Roll is required for the weapon to strike its target. The spell does not provide the weapon's possessor with any skill to wield it, so they must rely on their own abilities in doing so.

Every time the weapon strikes, the spell delivers a jolt of magical energy. The effects of this magical energy depends on its form, as described below. These effects are in addition to the weapon's basic Damage and/or Setback and cannot be absorbed by armor.

Other Details: The Margin of a weapon's Attack Roll is normally delivered to any creature it strikes as Internal Damage (or Footing or Fettering Setback for Entrapment Weapons). However, this spell transforms that Margin into some other magical effect (Acid Damage, Quieting Setback, Scorching Damage, Tormenting Setback, etc.). In addition, the magic of the spell adds an additional amount of Damage or Setback equal to 1 per 2 spell ranks. For example, suppose a weapon normally delivers 8 Blunt Damage plus Internal Damage equal to the Margin, and a spell of this type rank transforms it into a 12th spell rank Freezing Brand. For the spell duration, the weapon would deliver 8 Blunt Damage plus Freezing Damage equal to 6 plus the Margin.

One major implication of this effect is that creatures that would normally sustain no Internal Damage from a weapon attack are still susceptible to the attack's Margin, if they are affected by the magical effect type. For example, a skeleton is Immune to Internal Damage. But, they are not immune to Sonic Damage. So, a skeleton would sustain an Attack Roll's Margin as Sonic Damage from an attack from any weapon charmed with an Offer Dire Sonic Brand spell.

Further, the spell may provide some benefit to the wielder against opponents that are immune to the magical effect (fire, frost, etc.) since a weapon charmed with this spell counts as magical. Consequently, a dagger charmed with any such spell can strike any creature requiring a magical weapon to hit.

Needless to say, the spell does no harm to the weapon or its wielder. This spell is considered to be a Woe Effect. It will fail if the weapon already has a Woe Effect on it.

There are a number of variations of this spell, each of which replaces the ellipses (...) of the title with its own descriptor. Each of these has its Occult Lore Requirements and unique effects, as detailed below.

Offer Dire Acidic Brand

Occult Lore Requirements: Bile 5

Description: The spell causes an acidic condensation to form on the weapon. A hissing sound and faint wisps of smoke accompany a weapon strike as the acid does its work. Any blow struck by the weapon delivers its normal basic Damage plus additional Acidic damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Offer Dire Fiery Brand

Occult Lore Requirements: Fire 5

Description: This spell causes wispy flames to continually flash and flicker over a weapon. Any blow struck by the weapon delivers its normal basic Damage and/or Setback plus additional Scorching damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Further, the flames produced by the weapon act as a torch. It illuminates to a distance of 20 feet with Bright Light, and another 20 feet with Dim Light.

Offer Dire Freezing Brand

Occult Lore Requirements: Cold 5, Winter 5

Description: While this spell is in effect, the weapon becomes cryogenic, freezing whatever it strikes. Any blow struck by the weapon delivers its normal basic Damage and/or Setback plus additional Freezing damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Offer Dire Infernal Brand

Occult Lore Requirements: Chaos 5, Fire 5, Spirit 5

Description: This spell imbues the weapon with supernatural energy that is anathema to angels, celestials, and many other Astral creatures. Any blow struck by the weapon delivers its normal basic Damage and/or Setback plus additional Infernal damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Offer Dire Quieting Brand

Occult Lore Requirements: Aether 5, Rest 5, Spirit 5

There is no obvious difference when this spell is cast upon a weapon. However, this spell imbues a weapon with supernatural energy that is anathema to Undead.⁷⁶ Any blow struck by the weapon delivers its normal basic Damage and/or Setback plus additional Quieting Setback equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Offer Dire Righteous Brand

Occult Lore Requirements: Law 5 Spring 5 Spirit 5

This spell causes a weapon to emit colorful dim rays of splendor when it strikes. Any blow struck by the weapon delivers its normal basic Damage and/or Setback plus additional Righteous damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Offer Dire Scorching Brand

Occult Lore Requirements: Hot 5

Description: While this spell is in effect, the weapon becomes super-heated, burning whatever it strikes. (Note that no flame appears, but the weapon gives off a dull-red glow as if heated from within.) Any blow struck by the weapon delivers its normal basic Damage and/or Setback plus additional Scorching damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Further, the weapon produces a slight amount of light, which illuminates to a distance of 20 feet with Dim Light, and another 20 feet with Scant Light.

Offer Dire Shocking Brand

Occult Lore Requirements: Air 5, Jupiter 5

Description: While this spell is in effect, the weapon becomes electrically charged, shocking whatever it strikes. Any blow struck by the weapon delivers its normal basic Damage and/or Setback plus additional Electrical damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Offer Dire Sonic Brand

Occult Lore Requirements: Gas 5, Motion 5

Description: While this spell is in effect, the weapon becomes charged with sonic vibrations, resonating with whatever it strikes. Any blow struck by the weapon delivers its normal basic Damage and/or Setback plus additional Sonic damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Offer Dire Tormenting Brand

Occult Lore Requirements: Touch 5

Description: While this spell is in effect, the weapon inflicts far more pain than it otherwise would. Any blow struck by the weapon delivers its normal basic Damage and/or Setback plus additional Tormenting Setback equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Offer Dire Unworldly Brand

Occult Lore Requirements: Chaos 5, Law 5

There is no obvious difference when this spell is cast upon a weapon. However, this spell imbues it with supernatural energy that is anathema to Eidolons and other Astral beings.⁷⁷ Any blow struck by the weapon delivers its normal basic Damage and/or Setback plus additional Metaphysical damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin.

Offer Dire Bolts of ...

Description: This description covers multiple spells that enable a bow or crossbow to conjure projectiles of a specific elemental effect. These spells come in a variety of forms, detailed below.

Casting Req.: Verbal, Gestural

Action Time: 1 Action

Range: Touch.

Affected Area: 1 bow or crossbow held by a sentient creature.

Setback Cost: There is no initial Setback Cost to the caster. However, the weapon's holder sustains 2 Setback upon the initial casting, and at the end of every Round the bow conjures a magical projectile thereafter.

Duration: Opportune + Willing. The spell lasts only as long as the weapon is held by a sentient creature, and they pay the required Setback Cost. As soon as the weapon is slung over a shoulder or otherwise set aside, the spell terminates.

(Although, the weapon may be passed from one sentient creature to another without the spell terminating.) The spell also terminates if the weapon's possessor is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the possessor must treat the weapon as a magic item when considering their Magic Limit.

Conflict Rolls: The spell does not provide the Bowman with any skill in using the weapon, however. Rather, they use their own Attack Bonus in the weapon they shoot when attacking the target.

Other Details: The magicked weapon can be used normally, without invoking any magical power, by loading a normal projectile and shooting it. However, if the weapon is drawn and released without loading a projectile, one of the specified elements will instantly appear. The weapon's user

⁷⁶ The Dullahan is an Irish headless horseman who rides a demonic black horse. He carries his head in one hand high above his shoulders and wields a whip fashioned from a human spine in the other, which he uses to ensnare the souls of the dead.

⁷⁷ The Shamshir-e Zomorrodnegar was a scimitar wielded by the Persian Prince Milad, which was the only weapon capable of slaying the demon Fulad-zereh.

can then aim and fire using their own Attack Bonus with it. Multiple castings are not cumulative.

This spell is considered to be a Woe Effect. It automatically fails if the targeted weapon already has a Woe Effect on it.

Offer Dire Bolts of Blazing

Occult Lore Requirements: Air 5, Fire 5

This spell enchants a bow or crossbow with the ability to conjure fiery arrows. The fiery arrows produced by the spell will deliver damage equal to a normal arrow of its type (albeit due to Fire) plus additional Scorching Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin. (In this case, the Margin is due to Scorching Damage, rather than Internal Damage.)

Offer Dire Bolts of Crackling

Occult Lore Requirements: Air 5, Jupiter 5

This spell enchants a bow or crossbow with the ability to conjure crackling arrows of electricity. The crackling arrows produced by the spell will deliver damage equal to a normal arrow of its type (albeit due to Electrical Damage) plus additional Electrical Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin. (In this case, the Margin is due to Electrical Damage, rather than Internal Damage.)

Offer Dire Bolts of Sonance

Occult Lore Requirements: Gas 5, Motion 5

This spell enchants a bow or crossbow with the ability to conjure translucent arrows of shimmering air. The shimmering arrows produced by the spell will deliver damage equal to a normal arrow of its type (albeit due to Sonic Damage) plus additional Sonic Damage equal to 1 per 2 spell ranks plus the Attack Roll's Margin. (In this case, the Margin is due to Sonic Damage, rather than Internal Damage.)

Offer Dire Vampiric Blade

Occult Lore Requirements: Blood 13 Mars: 13

Description: This spell imbues a weapon with the ability to heal its wielder with dark energy taken from the blood it draws from its victims.

Casting Req.: Verbal, Material. The spell can only be cast on a weapon that delivers Cutting, Chopping, or Puncturing Damage, such as a dagger, axe, or rapier.

Range: 0

Affected Area: Caster.

Action Time: 1 Action

Setback Cost: There is no initial Setback Cost to the caster. However, the weapon's holder sustains 2 Setback upon the initial casting, and at the end of every Round they strike with the weapon thereafter. Note that this Setback Cost is only paid once on any given Round, even if they strike multiple times during that Round.

Duration: Opportune + Willing. The spell lasts only as long as the weapon is held by a sentient creature, and they pay the required Setback Cost. As soon as the weapon is sheathed or otherwise set aside, the spell terminates. (Although, the weapon may be passed from one sentient creature to another without the spell terminating.) The spell also terminates if the weapon's possessor is unable or unwilling to pay the required Setback Cost. While the spell is in effect, the possessor must treat the weapon as a magic item when considering their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, a normal Attack Roll is required for the weapon to strike its target. The spell does not provide the weapon's possessor with any skill to wield it, so they must rely on their own abilities in doing so.

Other Details: This spell transforms the Margin of a successful Attack Roll into Bleeding Damage (rather than what would normally be Internal Damage). Further, the magic of the spell adds an additional amount of Bleeding Damage equal to 1 per 2 spell ranks. The bleeding effects cannot be absorbed by armor. For example, suppose a sword normally delivers 7 Cutting Damage plus Internal Damage equal to the Margin, and a spell of this type transforms it into a 10th spell rank Vampiric Sword. For the spell duration, the attack would deliver 7 Cutting Damage plus Bleeding Damage equal to 5 plus the Margin.

Finally, the blood drawn by the weapon rapidly flows up the blade to the wielder's hand, at which point it heals them. The delivered Bleeding Damage heals any Damage sustained by the wielder on a point-per-point basis. So, if a sword attack delivers 7 Cutting Damage plus 12 Bleeding Damage, the wielder heals 12 points of Damage. Needless to say, the spell cannot raise the wielder's Hit Points above their normal maximum. Further, the spell can only heal the wielder if the struck target has blood, and can therefore sustain Bleeding Damage.

This spell is considered to be a Woe Effect. It will fail if the spell recipient already has a Woe Effect on them.

Order Bursts of Fell Rubble

Occult Lore Requirements: Earth 7, Land 7, Solid 7

Description: With this spell, the caster magically picks up and hurls a few pieces of nearby rubble toward the target, delivering Blunt Damage if it strikes.

Requires Maleficium: Yes

Affected Area: The spell affects the caster. Thereafter, once per Round, the caster may command small pieces of nearby gravel, pebbles, and/or other stony detritus to hurl themselves toward their designated target.

Setback Cost: The caster initially sustains 2 Setback upon the initial casting, Thereafter, they sustain another 2 Setback whenever they hurl rubble with the spell.

Action Time: 1 Action to cast the spell initially. Every time the spell is used to attack requires an Assault Action.

Duration: Opportune + Willing. The spell lasts as long as the caster pays the required Setback Cost,. However, they need not attack with the spell every Round. Further, they may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Range: The caster may command any loose rubble within 5 feet of their current location. The rubble may be hurled no farther than 40 feet from its resting place.

Casting Req.: Gestural, Material. When making an attack, the caster must point to the rubble being controlled, and gesture toward the target with their hand as if hurling it themselves. Each use of the spell requires an amount of stone equivalent to a Medium-sized sling's shot. The Quality Level of the rubble has no impact on the spell's effects.

Conflict Rolls: For every rubble attack taken, the caster must make an Attack Roll with an Attack Bonus equal to the spell rank plus the caster's Acumen plus a Tempo of 4 against the target's Defense. If it strikes, the rubble delivers Blunt Damage equal to 1 per spell rank plus the roll's Margin. This damage is doubled on a Natural Success. On any failure, the spell misses the target completely.

Further, the Attack Roll should be treated as having the same Edges and Drawbacks as any other normal Range Weapon attack. For example, the caster may gain an Edge on the Attack Roll if they have a significantly higher elevation than the target.

Other Details: Armor can absorb the damage from this spell. Treat the damage delivered by each use of the spell as a single blow.

The magic animating the rubble allows it to strike creatures that can be hit only by magical weapons. However, after it is used, the rubble falls inanimate to the ground and is no longer magical.

Occult Spells~P

Petition Damage Channel

Occult Lore Requirements: Law 9, Spirit 9, Venus 9

Description: This spell allows the caster to risk their own health to protect an ally. The spell recipient gains a veritable immunity to physical damage at the caster's expense.

Affected Area: One willing creature

Action Time: 1 minute Range: Touch

Casting Req.: Gestural Conflict Rolls: None

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster and recipient are Proximate to one another, although the caster may cancel the spell at any time. While the spell is in effect, the caster must treat it as a Spellbinding when considering their Magic Limit. However, the caster must accept the consequences of all blows as long as the spell remains in effect. If the caster's Hit Points drop to 0, the spell immediately terminates.

Other Details: Any physical blow striking the spell recipient is prevented from having any damaging effect. Any blow delivering less than one point of damage per spell rank is automatically blocked without harm to the caster. Blows delivering more than this amount are inflicted on the spell caster on a point by point basis. Thus, a blow of 32 damage on the spell recipient costs the caster 32 Hit Points.

Petition Magic Channel

Occult Lore Requirements: Law 8, Spirit: 8

Description: When invoked on another spell-caster, this spell allows the caster to temporarily route the targeted caster's spells as if the channeling caster invoked them himself. Note that the channeled spells may be eldritch, mystical, pagan, fantasia, or occult in nature.

Affected Area: One Creature Conflict Rolls: None

Casting Req.: Gestural. Action Time: 1 minute

Setback Cost: 8 minus Intelligence (minimum of 2)

Range: The caster must initially touch the caster they wish to channel. Thereafter, the two casters must remain Proximate to each other.

Duration: Proximate. The Petition Magic Channel spell lasts while the two spell-casters are Proximate to one another, although it may be canceled by either of them at any time. Similarly, if a channeled spell can be canceled by its spell-caster, either of them may cancel it. While the Petition Magic Channel spell is in effect, both casters must treat it as a Spellbinding when considering their Magic Limits.

Other Details: To work, the spell rank of this spell limits the spell ranks of all channeled spells.

While this spell is in effect, all of the spells cast by the channeled caster use the channeling caster as their origination point. So, the ranges of all channeled spells are based on the channeling caster's location, rather than the location of the channeled caster. However, if the channeled spell requires any form of control, it is the channeled caster that controls it.

This spell is used when an occultist needs to invoke a spell that they don't otherwise have the skills to cast. It allows them to get the benefit of spells having an Affected Area of Caster. Enchanters also use this spell to good effect. The Enchant Custom Item with Some Powers spell requires an Enchanter to cast any spells directly that they wish to imbue in an item as a power. Channel Magic allows them to do this without requiring that they have the spell in their personal repertoire.

Pitch Ample Wall of Grim ...

Description: This description covers a spectrum of spells that create vertical magical walls of various forms. Each such spell has its own unique requirements and effects, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: This spell creates a flat vertical wall that is 1 foot thick, 10 feet tall, and has a length of up to 5 feet per spell rank. The wall must be contiguous and must be placed on a solid surface.

Duration: Proximate. The wall lasts while the caster is Proximate. However, they may cancel the spell at any time.

Range: The nearest point on the wall must lie within 40 feet of the caster.

Conflict Rolls: If cast directly on top of a creature, it is entitled to an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target sustains Damage equal to 1 point per spell rank plus the roll's Margin.⁷⁸ Those succeeding sustain no Damage. (The type of Damage delivered depends on the specific spell.) In either case, they may move out of the area as a Reaction.

Any creature passing through the barrier automatically sustains 2 points of Damage per spell rank. In addition, they must make an Avoidance Roll as described above, but with a Drawback. Failure indicates the creature sustains additional Damage equal the roll's Margin. (Again, the type of Damage delivered depends on the specific spell.)

Any creature remaining within the barrier's area must make a similar roll with similar consequences every Round.

⁷⁸ Magical walls make excellent barriers, but are somewhat limited for use as targeted weapons.

Other Details: The barrier does not physically hinder passage through it. Some spells of this type allow visibility through the barrier, while others do not.

Pitch Ample Wall of Grim Flame

Occult Lore Requirements: Fire 12

Description: This spell creates a flat vertical wall of crackling flame that delivers Scorching Damage.

Other Details: The intense flame of this spell prevents visibility through the it.

Anyone within 2 feet of this barrier sustains Scorching Damage equal to 1 point per 2 spell ranks every Round due to the scorching heat. (with no Conflict Roll).

Pitch Ample Wall of Grim Scimitars

Occult Lore Requirements: Mars 12, Motion 12

Description: This spell creates a vertical wall of dancing, twirling scimitars, which deliver Cutting Damage. The swords flash and strike any creature passing through the barrier.

Other Details: Although the wall puts on a dazzling display, the barrier does not block visibility through it.

Armor protects normally against the effects. For this purpose, treat the entire roll as a single blow.

The magic creating the barrier allows it to affect creatures requiring magical weapons to hit.

Pitch Ample Wall of Vile ...

Description: This description covers a spectrum of spells that create vertical magical walls of various forms. Each such spell has its own unique requirements and effects, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: This spell creates a flat vertical wall that is 1 foot thick, 10 feet tall, and has a length of up to 5 feet per spell rank. The wall must be contiguous and must be placed on a solid surface.

Duration: Proximate. The wall lasts while the caster is Proximate. However, they may cancel the spell at any time.

Range: The nearest point on the wall must lie within 40 feet of the caster.

Conflict Rolls: If cast directly on top of a creature, it is entitled to an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target sustains Damage equal to 2 points per spell rank plus the roll's Margin.⁷⁹ Those succeeding sustain no Damage. (The type of Damage delivered depends on the specific spell.) In either case, they may move out of the area as a Reaction.

⁷⁹ Magical walls make excellent barriers, but are more limited when used as targeted weapons.

Any creature passing through the barrier automatically sustains 4 points of Damage per spell rank. In addition, they must make an Avoidance Roll as described above, but with a Drawback. Failure indicates the creature sustains additional Damage equal the roll's Margin. (Again, the type of Damage delivered depends on the specific spell.)

Any creature remaining within the barrier's area must make a similar roll with similar consequences every Round.

Other Details: The barrier does not physically hinder passage through it. Some spells of this type allow visibility through the barrier, while others do not.

Pitch Ample Wall of Vile Flame

Occult Lore Requirements: Fire 14

Description: This spell creates a flat vertical wall of crackling flame that delivers Scorching Damage.

Other Details: The intense flame of this spell prevents visibility through the it.

Anyone within 2 feet of this barrier sustains Scorching Damage equal to 1 point per spell rank every Round due to the scorching heat. (with no Conflict Roll).

Pitch Ample Wall of Vile Scimitars

Occult Lore Requirements: Mars 14, Motion 14

Description: This spell creates a vertical wall of dancing, twirling scimitars, which deliver Cutting Damage. The swords flash and strike any creature passing through the barrier.

Other Details: Although the wall puts on a dazzling display, the barrier does not block visibility through it.

Armor protects normally against the effects. For this purpose, treat the entire roll as a single blow.

The magic creating the barrier allows it to affect creatures requiring magical weapons to hit.

Pitch Darkness of ... Size

Description: This description covers a spectrum of spells that create areas devoid of all light. Each such spell has its own unique lore requirements and effects, which are detailed below.

Action Time: 1 Assault Action Conflict Rolls: None

Casting Req.: Gestural Range: 40 feet

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time.

Other Details: All such spells impose the Darkened Area Condition to the entire Affected Area. (See its description in the Area Conditions section of The Rules Reference for details.)

Pitch Darkness of Epic Size

Occult Lore Requirements: Chaos 9, Moon 9

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The darkness fills a sphere having a 20 foot radius.

Pitch Darkness of Great Size

Occult Lore Requirements: Chaos 6, Moon 6

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The darkness fills a sphere having a 10 foot radius.

Pitch Dire Campfire

Occult Lore Requirements: Fire 3

Description: This spell creates a Medium-sized campfire.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Affected Area: 5 foot diameter.

Action Time: 1 Assault Action Range: 40 feet

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Conflict Rolls: For the spell's Duration, any creature entering the Affected Area or caught within it at the end of the caster's Turn every Round must make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Scorching Damage equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Other Details: The campfire radiates Bright Light to a radius of 20 feet, and Dim Light for another 20 feet.

Multiple castings are not cumulative on a given area.

Pitch Dire Caustic Mist of Great Size

Occult Lore Requirements: Bile 9

Description: This spell creates a roiling, toxic, acidic cloud that quickly billows forth, harming those in the affected area.

Requires Maleficium: Yes

Affected Area: 10 foot radius

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

However, a breeze will disperse the cloud in 3 Rounds. Strong winds will do so in a single Round.

Conflict Rolls: For the spell's Duration, any creature entering the Affected Area or caught within it at the end of the caster's Turn every Round must make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Acidic Damage equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the target sustains half this

amount and may move out of the area as a Reaction.

Other Details: Multiple castings are not cumulative on a given area.

Pitch Dire Dust Devil of ... Size

Description: This description covers a spectrum of spells that create swirling vortices of dirt, sand, and dust that abrade those caught in their winds. Each such spell has its own unique requirements and effects, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Duration: Proximate. The spell will last while the caster is Proximate, although they may cancel the spell at any time.

Range: 40 feet. The dust devil must remain within range for the entire spell duration. If the caster ever loses concentration in directing its movements, or casts another spell, the dust devil will remain parked in its current location, unable to move for the rest of the duration, but is otherwise unaffected.

Conflict Rolls: Any creature entering the Affected Area or remaining within it at the end of the caster's Turn every Round must make an Avoidance Roll with Agility and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates the creature sustains Flaying Damage equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the creature sustains only half this amount and may move out of the Affected Area as a Reaction.

Ward protects against this damage (after halving, if applicable. Treat each Round's damage as if it were a single blow.

Any arrows or bolts shot through the affected area suffer from a Drawback, as the winds will tend to push them off course.

Other Details: After casting, the caster must direct the dust devil in all actions. To move the Dust Devil, the caster must expend a Move Action. It moves at a maximum Speed of 40. Multiple castings are not cumulative in a given area.

Pitch Dire Dust Devil of Great Size

Occult Lore Requirements: Dry 3, Gas 3, Motion 3

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The miniature swirling tornado covers a circle having a 20 foot diameter.

Pitch Dire Dust Devil of Large Size

Occult Lore Requirements: Dry 3, Gas 3, Motion 3

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The miniature swirling tornado covers a circle having a 10 foot diameter.

Pitch Dire Dust Devil of Medium Size

Occult Lore Requirements: Dry 3, Gas 3, Motion 3

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The miniature swirling tornado covers a circle having a 5 foot diameter.

Pitch Dire Smoke of ... Size

Description: This description covers a spectrum of spells that create dense clouds of billowing smoke. Each such spell has its own own unique requirements and effects, which are detailed below.

The smoke produced by these spells is so thick it imposes the Clouded Area Condition within the entire area. (See its description under Area Conditions in The Rules Reference for details.) Further, the toxic fumes cause any breathing creatures in the area to choke and gag.

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Affected Area: 10 foot radius Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Proximate. The smoke will normally last while the caster is Proximate, although a strong wind disperses the cloud in 1 Round. A simple breeze will do so in 3. Further, the caster may cancel the spell at any time.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's obscuring effects.

Further, For the spell's Duration, any breathing creature entering the Affected Area or caught within it at the end of the caster's Turn every Round must make an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Suffocating Damage equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Other Details: Multiple castings are not cumulative in a given area.

Pitch Dire Smoke of Epic Size

Occult Lore Requirements: Air 12, Fire 12

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The smoke fills a 20 foot radius sphere.

Pitch Dire Smoke of Great Size

Occult Lore Requirements: Air 10, Fire 10

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The smoke fills a 10 foot radius sphere.

Pitch Dire Toxic Vapor of Great Size

Occult Lore Requirements: Air 9, Water 9

Description: This spell creates a billowing cloud of poisonous gas similar to the breath weapon of a poisonous dragon.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The billowing cloud covers a 10-foot radius.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time.

Conflict Rolls: For the spell's Duration, any creature entering the Affected Area or caught within it at the end of the caster's Turn every Round must make an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Toxic Damage equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

If this drops the creature's Hit Points to 0, it falls to the floor unconscious for the remainder of the Scene.

Other Details: Multiple castings are not cumulative in a given area.

Pitch Distortion Cube of ... Size

Description: This description covers a spectrum of similar spells that distort the space in the Affected Areas. Each such spell has its own own unique effects, which are detailed below.

Anything within the space distorted by these spells, or viewed through them, appears as if it is farther away than its actual distance would otherwise indicate. When the spell is initially cast, the intervening space will seem to quickly stretch, making it appear as if objects recede from the viewer.

If Any such spell is cast indoors, its effects don't extend past the walls, floor, or ceiling of the room on which the effect is centered. If cast outdoors, the effect does not extend below the surface of the ground.

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action Conflict Rolls: None

Range: The closest cube in the Affected Area must be within 40 feet of the caster.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time.

Other Details: This spell distorts the space in the Affected Area by a factor of 4. Anyone traversing the area will make far less headway when they run. From the perspective of

anyone caught in the area, their destination seems to recede from him. The spell does not change the size of creatures and objects in the Affected Area. Nor does it alter the Affected Areas of any spell already in effect in the area. However, it does alter the space between objects in the area, the ranges of weapons and spells, and the Affected Areas of spells cast after the spell goes in effect. So, an Invoke Great Blast of Grim Lightning spell cast in a Distortion Cube, which normally has a Range of 40 feet and explodes in a 20 foot diameter ball, now has a Range of 10 feet and a diameter of 5 feet.

Anyone running within the distorted space must run about 4 times the apparent distance for any headway gained. (Treat this as if any affected creatures have their Speed divided by 4, to a minimum of 5. Round normally.)

Pitch Distortion Cube of Epic Size

Occult Lore Requirements: Aether 13, Motion 13, Rest 13

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: A cube which is 40 feet long on each side.

Pitch Distortion Cube of Great Size

Occult Lore Requirements: Aether 10, Motion 10, Rest 10

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: A cube which is 20 feet long on each side.

Pitch Doubly Dire Nettles Patch of ... Size

Description: This description covers a spectrum of spells that cause the earth to erupt in flurries of dense prickly plants topped with lovely soft fuzzy violet flowers. Each such spell has its own own unique requirements and effects,

Requires Maleficium: Yes

Action Time: 1 Assault Action Range: 40 feet

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time.

Casting Req.: Verbal, Gestural. The spell must be cast on dirt ground.

Conflict Rolls: For the spell's Duration, any creature entering the Affected Area or caught within it at the end of the caster's Turn every Round must make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank.

A failed roll indicates the target sustains Flaying Damage equal to 1 per 2 spell ranks. Further, they sustain Fettering Setback equal to 1 per 2 spell ranks plus the roll's Margin.

A Pure Failure indicates the nettles have temporarily entangled them so that their Speed is reduced to 0 until the end of the caster's next Turn.

Success indicates the target sustains half the Damage and Setback and may move out of the area as a Reaction.

If a creature is Overcome by the spell, they are hopelessly entangled and cannot move out of the area for the duration.

Ward is effective against the damage as normal (after halving, if applicable). For this purpose, treat each Round of damage as a single blow.

Pitch Doubly Dire Nettles Patch of Great Size

Occult Lore Requirements: Gaia 12, Summer 12

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell covers a square 20 feet on each side.

Pitch Doubly Dire Nettles Patch of Large Size

Occult Lore Requirements: Gaia 9, Summer 9

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell covers a square 10 feet on each side.

Pitch Epic Bog of Deft Creeping

Occult Lore Requirements: Land 11, Sea 11

Description: This spell transforms an area of solid clay and/or dirt into a morass of knee-high mud (1 foot deep).

Casting Req.: Verbal, Gestural

Affected Area: 20-foot radius. Range: 40 feet

Action Time: 1 Assault Action Conflict Rolls: None

Setback Cost: 10 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time.

Other Details: Upon the initial casting, the area does not appear any different. However, the first step that any creature takes in the area will reveal its nature.

In effect, the spell induces the Quagmire Condition to the entire Affected Area. (See its description under Area Conditions in The Rules Reference for details.)

Pitch Epic Fumes of Deft Creeping Nausea

Occult Lore Requirements: Bile 13, Phlegm 13

Description: Other than the differences listed herein, this spell is identical to the spell Pitch Great Fumes of Deft Creeping Nausea.

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: All breathing creatures within a 20-foot radius.

Pitch Epic Slick Patch of Fell ...

Description: This description covers a spectrum of spells that cover the floor with various forms of slippery magical energy. Each such spell has its own own unique requirements and effects, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: This spell covers a square area 40 feet on a side.

Conflict Rolls: For the spell's Duration, any creature entering the Affected Area or caught within it at the end of the caster's Turn every Round must make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Damage equal 1 per spell rank plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction. (The type of Damage delivered depends on the specific spell, as described below.)

Other Details: The slippery oil imposes the [Slick Terrain Condition](#) on the area it covers. As such, movement within the area is impeded. (See its description under [Area Conditions](#) in [The Rules Reference](#) for details.)

If two of these spells are cast on an area, the greater of the two spell ranks will take effect.

Pitch Epic Slick Patch of Fell Flame

Occult Lore Requirements: Liquid 16, Plasma 16

Description: This spell covers the floor with a burning oil that delivers Scorching Damage.

More Details: If this spell is cast over water, the burning oil will float and deliver damage to anyone within 5 feet of the water's surface. However, it will do no damage to anyone beneath the surface, and it will not hinder movement in any way.

Pitch Epic Slick Patch of Fell Lightning

Occult Lore Requirements: Wet 16

Description: This spell covers the floor with a slippery liquid across which lightning continually dances, delivering Electrical Damage.

More Details: If this spell is cast over water, the electrified oil will float and deliver damage to anyone in or under the water that is within 5 feet of the surface. However, it will do no damage to anyone above the surface. Further, the floating grease does not hinder movement in any way.

Pitch Extinguishing Cube of Great Size

Occult Lore Requirements: Fire 4

Description: This spell puts out all non-magical fires within the Affected Area.

Action Time: 1 Assault Action

Affected Area: A Cube 20 feet on a side.

Conflict Rolls: None

Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Proximate. Non-magical fires within the Affected Area will be quenched as long as the caster is Proximate. Although, they may cancel the spell at any time.

Casting Req.: Verbal, Gestural. To invoke this spell the caster must pucker their lips and blow.

Other Details: The spell does not allow the targeted fire a Conflict Roll to avoid the spell's effects.

Pitch Flat Static Figment of ... Size

Description: This description covers a spectrum of spells that create illusions of relatively flat surfaces, such as walls, floors, ceilings, cliff faces, or tent flaps. The illusions are purely visual, unmoving, and insubstantial. Each such spell has its own own unique requirements and effects, which are detailed below.

Casting Req.: Verbal, Gestural

Action Time: 1 Action

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time.

Range: Some portion of the illusion must lie within 40 feet from the caster at the time of casting. The remainder of the wall may extend any distance allowed by the spell's Affected Area.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. As it is an illusory Figment, it cannot be Disbelieved. Not even the caster can see through it (unless it is an illusion of a translucent wall, such as glass, in which case everyone can). However, anyone touching its surface will pass through it without resistance. (Treat it as a sort of hologram, completely solid in appearance, and visible to everyone within sight of it.)

Other Details: Any illusory surface created by one of these spells must have the appearance, color, and texture of already existing surfaces from which it extends (although it can be made to extend out at any angle). Thus, an illusory wall could be used to close a gap in a thorny hedge or seal off an exit in a natural cavern. It could similarly be created horizontally over the top of a pit as an illusory floor having the same appearance as the surrounding floor.

Since the surface is a purely visual illusion, anyone trying to

touch it will immediately perceive their hand passing through the figment and automatically realize its illusory nature (no Conflict Roll is necessary, in this case). Further, the wall cannot actually prevent objects from passing through. Thus, a ball rolled into the wall simply disappears.

Pitch Flat Static Figment of Colossal Size

Occult Lore Requirements: Visual 9

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: The figment may be any size up to 1 foot thick and span an area up to 80 feet by 80 feet.

Pitch Flat Static Figment of Epic Size

Occult Lore Requirements: Visual 7

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The figment may be any size up to 1 foot thick and span an area up to 40 feet by 40 feet.

Pitch Flat Static Figment of Great Size

Occult Lore Requirements: Visual 5

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The figment may be any size up to 1 foot thick and span an area up to 20 feet by 20 feet.

Pitch Flat Static Figment of Large Size

Occult Lore Requirements: Visual 3

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The figment may be any size up to 1 foot thick and span an area up to 10 feet by 10 feet.

Pitch Fog of ... Size

Description: This description covers a spectrum of spells that create dense clouds of billowing mist. The fog is so thick it imposes the Clouded Area Condition within the entire area. (See its description under Area Conditions in The Rules Reference for details.) Each such spell has its own own unique lore requirements and effects, which are detailed below.

Casting Req.: Gestural Range: 40 feet

Action Time: 1 Action

Duration: Proximate. The mist will normally last while the caster is Proximate, although a strong wind disperses the cloud in 1 Round. A simple breeze will do so in 3. Further, the caster may cancel the spell at any time.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects.

Other Details: Multiple castings are not cumulative in a given area.

Pitch Fog of Epic Size

Occult Lore Requirements: Spring 6

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The fog fills a 20-foot radius sphere.

Pitch Fog of Great Size

Occult Lore Requirements: Spring 4

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The fog fills a 10-foot radius sphere.

Pitch Force Plane of ... Size

Description: This description covers a spectrum of spells that create glass-like planes of pure force. These planes may be placed in any orientation desired by the caster, but are perfectly flat and smooth. Each such spell has its own own unique requirements and effects, which are detailed below.

The barriers created by these spells are infinitesimally thin, completely flat, and contain no holes. They must be contiguous, but may lie in any orientation. Further, the edges of any such plane must all be confined in some way. So, an occultist create a force plane across a doorway, trapdoor, hallway, pit, or similarly confined space.

Action Time: 1 Action

Casting Req.: Gestural Range: 40 feet

Duration: Proximate. At most, the wall will last while the caster is Proximate. Although, they may cancel the spell at any time.

Conflict Rolls: If a plane of force is created within 10 feet of a creature, it may attempt to move to its other side while it forms as a Reaction. The creature is entitled to an Avoidance Roll with Perception adjustments against a Threshold of 10 plus the spell rank. Success indicates it may do so.

Other Details: The barrier cannot stop ghostly or astral creatures but stops solid objects and most spells (excluding light based spells). The plane is Highly Sensitive to Sonic effects, but is immune to all other forms of Damage except physical blows delivering Blunt, Chopping, Cutting, Puncturing, or Rending Damage. Since its Defense is effectively zero, no Attack Roll is necessary to strike the wall. (Of course, the wall itself is unaffected by Internal Damage as it possesses no vital organs.) As the wall does not move and has no form of counter-attack, treat the barriers as having a Level of 0 when calculating the number of Boss Attacks an assailant has against it.

The Force Plane has 10 Hit Points per spell rank with a Ward of 1 point per 2 spell ranks. Further, the Ward of the barrier may reduce the overall damage of any given blow to zero.

Spells cannot be targeted through the barrier. So, an occultist on one side could not cast a Pitch Dire Campfire spell targeting an area on the other. Further, the barrier blocks all effects except illumination and Sunshining effects. (So, the light of a torch or an aura of Sunshine would pass freely through the transparent plane.)

Pitch Force Plane of Colossal Size

Occult Lore Requirements: Aether 12, Law 12, Rest 12

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: The barrier may span any area up to 80 feet by 80 feet.

Pitch Force Plane of Epic Size

Occult Lore Requirements: Aether 10, Law 10, Rest 10

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The barrier may span any area up to 40 feet by 40 feet.

Pitch Force Plane of Great Size

Occult Lore Requirements: Aether 8, Law 8, Rest 8

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The barrier may span any area up to 20 feet by 20 feet.

Pitch Force Plane of Large Size

Occult Lore Requirements: Aether 6, Law 6, Rest 6

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The barrier may span any area up to 10 feet by 10 feet.

Pitch Great Fumes of Deft Slowing Nausea

Occult Lore Requirements: Bile 7, Phlegm 7

Description: This spell causes a cloud of vapors to billow forth from the ground in the area directed by the caster.

Those caught in the area wheeze, cough, and gag and are slowed in their movements.

Requires Maleficium: Yes

Action Time: 1 Assault Action Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: All breathing creatures within a 10-foot radius.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time. A breeze can also dissipate the cloud in 3 Rounds while a strong wind does so in 1.

Casting Req.: Verbal, Gestural. To invoke this spell the caster must pinch their nose.

Conflict Rolls: Any breathing creature in the Affected Area must make an Avoidance Roll with Toughness Adjustments every Round they remain in the area to fight off nausea. The Threshold they must overcome equals 10 plus the spell rank. Upon the first failure of any such roll, the creature suffers from a Drawback on all Conflict Rolls involving their Agility and have their Speed cut in half until the end of the Scene. Once a roll is failed, no further rolls of this type are needed, as multiple failures are not cumulative.

Pitch Great Fumes of Deft Creeping Nausea

Occult Lore Requirements: Bile 10, Phlegm 10

Description: This spell causes a cloud of vapors to billow forth from the ground in the area directed by the caster.

Those caught in the area violently wheeze, cough, and gag and are barely able to move.

Requires Maleficium: Yes

Action Time: 1 Assault Action Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: All breathing creatures within a 10-foot radius.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time. A breeze can also dissipate the cloud in 3 Rounds while a strong wind does so in 1.

Casting Req.: Verbal, Gestural. To invoke this spell the caster must pinch their nose.

Conflict Rolls: Any breathing creature in the Affected Area must make an Avoidance Roll with Toughness Adjustments every Round they remain in the area to fight off nausea. The Threshold they must overcome equals 10 plus the spell rank. Upon the first failure of any such roll, the creature suffers from a Drawback on all Conflict Rolls involving their Agility and have their Speed reduced to 5 while remaining in the area. Once a roll is failed, no further rolls of this type are needed, as multiple failures are not cumulative.

Pitch Great Plane of Darkness

Occult Lore Requirements: Chaos 5, Moon 5

Description: This spell creates a flat plane of absolute darkness through which no light may pass. The plane is unmoving and insubstantial

Casting Req.: Verbal, Gestural

Action Time: 1 Action

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Affected Area: The plane of darkness is 1 foot thick and up to 20 feet by 20 feet wide.

Range: Some portion of the plane must lie within 40 feet from the caster at the time of casting. The remainder of the plane may extend any distance allowed by the spell's Affected Area.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. Not even the caster can see through it. However, anyone touching its surface will pass through it without resistance. (Treat it as a sort of hologram, completely solid in appearance, and visible to everyone within sight of it.)

Other Details: The barrier is completely insubstantial.

Anyone attempting to pass through it may do so without difficulty. However, any attacks made through the plane must be made as if the attacker were blind.

Forms of vision that do not depend on light, such as Astral Vision and Echolocation, are unaffected by the barrier.

Pitch Great Plane of Fell ...

Description: This description covers a spectrum of spells that create planes of magical energy of various forms. These planes may be placed in any orientation. Each such spell has its own unique requirements and effects, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The barrier is 1 foot thick and up to 20 feet by 20 feet wide. It must be flat, contiguous, and contain no holes, but may lie in any orientation. Further, the edges of the plane must all be confined in some way. So, an occultist could cast this spell across a doorway, trapdoor, hallway, pit, or similarly confined space.

Duration: Proximate. The magical plane lasts while the caster is Proximate. However, they may cancel the spell at any time.

Range: The nearest point on the barrier must lie within 40 feet of the caster.

Conflict Rolls: If cast directly on top of a creature, it is entitled to an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target sustains Damage equal to 1 point per 2 spell ranks plus the roll's Margin.⁸⁰ Those succeeding sustain no Damage. (The type of Damage delivered depends on the specific spell.) In either case, they may move out of the area as a Reaction.

Any creature passing through the barrier automatically sustains 1 point of Damage per spell rank. In addition, they must make an Avoidance Roll as described above, but with a Drawback. Failure indicates the target sustains additional Damage equal the roll's Margin. (Again, the type of Damage delivered depends on the specific spell.)

Any creature remaining within the barrier's area must make a similar roll with similar consequences every Round.

Other Details: The barrier does not physically hinder passage through it. Some spells of this type allow visibility through the barrier, while others do not.

Pitch Great Plane of Fell Flame

Occult Lore Requirements: Fire 9

Description: This spell creates a flat plane of crackling flame that delivers Scorching Damage.

Other Details: The intense flame of this spell prevents

visibility through the it.

Anyone within 2 feet of this barrier sustains Scorching Damage equal to 1 point per 2 spell ranks every Round due to the scorching heat. (with no Conflict Roll).

Pitch Great Plane of Fell Scimitars

Occult Lore Requirements: Mars 9, Motion 9

Description: This spell creates a flat plane of dancing, twirling scimitars, which deliver Cutting Damage. The swords flash and strike any creature passing through the barrier.

Other Details: Although the blades put on a dazzling display, the barrier does not block visibility through it.

Armor protects normally against the effects. For this purpose, treat the entire roll as a single blow.

The magic creating the barrier allows it to affect creatures requiring magical weapons to hit.

Pitch Great Plane of Fell Sonance

Occult Lore Requirements: Gas 9

Description: This spell creates a shimmering translucent plane of compressed sound waves that deliver Sonic Damage. Any creature passing through the barrier experiences deafening reverberations of a sonic boom. Oddly enough, a person standing even a few inches from the barrier does not hear the thunderous clap experienced by those passing through the wall.

Other Details: The barrier does not block visibility through it. Any living creature passing through the barrier automatically gains the Temporary Trait of "Partially Deafened", although this deafness is not sufficient to have any mechanical effect.

Pitch Great Plane of Fog

Occult Lore Requirements: Spring 5

Description: This spell creates a flat plane of thick, roiling fog, that totally obscures vision through it. Although the fog is constantly swirling, the plane is otherwise unmoving and is insubstantial

Casting Req.: Verbal, Gestural

Action Time: 1 Action

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Affected Area: The barrier is 1 foot thick and up to 20 feet by 20 feet wide.

Range: Some portion of the plane must lie within 40 feet from the caster at the time of casting. The remainder of the plane may extend any distance allowed by the spell's Affected Area.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. Not even the caster can see through it. However, anyone touching its surface will pass through it without resistance. (Treat it as a sort of hologram,

⁸⁰ Magical walls make excellent barriers, but are somewhat limited for use as targeted weapons.

completely solid in appearance, and visible to everyone within sight of it.)

Other Details: The barrier is completely insubstantial. Anyone attempting to pass through it may do so without difficulty. However, any attacks made through the plane must be made as if the attacker were blind.

Forms of vision that do not depend on light, such as Astral Vision and Echolocation, are unaffected by the barrier.

Pitch Great Slick Patch of Dire ...

Description: This description covers a spectrum of spells that cover the floor with various forms of slippery magical energy. Each such spell has its own own unique requirements and effects, which are detailed below.

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: This spell covers a square area 40 feet on a side.

Conflict Rolls: For the spell's Duration, any creature entering the Affected Area or caught within it at the end of the caster's Turn every Round must make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Damage equal 1 per 2 per spell ranks plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction. (The type of Damage delivered depends on the specific spell, as described below.)

Other Details: The slippery oil imposes the Slick Terrain Condition on the are it covers. As such, movement within the area is impeded. (See its description under Area Conditions in The Rules Reference for details.)

If two of these spells are cast on an area, the greater of the two spell ranks will take effect.

Pitch Great Slick Patch of Dire Flame

Occult Lore Requirements: Liquid 10, Plasma 10

Description: This spell covers the floor with a burning oil that delivers Scorching Damage.

More Details: If this spell is cast over water, the burning oil will float and deliver damage to anyone within 5 feet of the water's surface. However, it will do no damage to anyone beneath the surface, and it will not hinder movement in any way.

Pitch Great Slick Patch of Dire Lightning

Occult Lore Requirements: Wet 10

Description: This spell covers the floor with a slippery liquid across which lightning continually dances, delivering Electrical Damage.

More Details: If this spell is cast over water, the electrified oil will float and deliver damage to anyone in or under the water that is within 5 feet of the surface. However, it will do no damage to anyone above the surface. Further, the floating grease does not hinder movement in any way.

Pitch Great Slick Patch of Fell ...

Description: This description covers a spectrum of spells that cover the floor with various forms of slippery magical energy. Each such spell has its own own unique requirements and effects, which are detailed below.

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: This spell covers a square area 40 feet on a side.

Conflict Rolls: For the spell's Duration, any creature entering the Affected Area or caught within it at the end of the caster's Turn every Round must make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Damage equal 1 per spell rank plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction. (The type of Damage delivered depends on the specific spell, as described below.)

Other Details: The magic of the spell imposes the Slick Terrain Condition on the area it covers. As such, movement within the area is impeded. (See its description under Area Conditions in The Rules Reference for details.)

If two of these spells are cast on an area, the greater of the two spell ranks will take effect.

Pitch Great Slick Patch of Fell Flame

Occult Lore Requirements: Liquid 13, Plasma 13

Description: This spell covers the floor with a burning oil that delivers Scorching Damage.

More Details: If this spell is cast over water, the burning oil will float and deliver damage to anyone within 5 feet of the water's surface. However, it will do no damage to anyone beneath the surface, and it will not hinder movement.

Pitch Great Slick Patch of Fell Lightning

Occult Lore Requirements: Wet 13

Description: This spell covers the floor with a slippery liquid across which lightning continually dances, delivering Electrical Damage.

More Details: If this spell is cast over water, the electrified oil will float and deliver damage to anyone in or under the water that is within 5 feet of the surface. However, it will do no damage to anyone above the surface. Further, the floating grease does not hinder movement in any way.

Pitch Great Slick Patch of Fell Hailstorm

Occult Lore Requirements: Spring 12, Winter 12

Description: This spell summons a violent torrent of icy hailstones that deliver Flaying Damage to those in the area.

More Details: If this spell is cast over water, the hail will bombard those above the water, but cause no damage beneath the surface. Further the floating hail does not hinder movement in any way.

Ward absorbs normally from the damage (after halving, if applicable). Treat each Round of damage as a single blow.

Pitch Great Wall of Grim ...

Description: This description covers a spectrum of spells that create vertical magical walls of various forms. Each such spell has its own unique requirements and effects, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The wall is 1 foot thick and up to 20 feet tall by 20 feet wide. The wall must be contiguous, vertical, and must rest on solid ground.

Duration: Proximate. The wall lasts while the caster is Proximate. However, they may cancel the spell at any time.

Range: The nearest point on the wall must lie within 40 feet of the caster.

Conflict Rolls: If cast directly on top of a creature, it is entitled to an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target sustains Damage equal to 1 point per spell rank plus the roll's Margin.⁸¹ Those succeeding sustain no Damage. (The type of Damage delivered depends on the specific spell.) In either case, they may move out of the area as a Reaction.

Any creature passing through the barrier automatically sustains 2 points of Damage per spell rank. In addition, they must make an Avoidance Roll as described above, but with a Drawback. Failure indicates the creature sustains additional Damage equal the roll's Margin. (Again, the type of Damage delivered depends on the specific spell.)

Any creature remaining within the barrier's area must make a similar roll with similar consequences every Round.

Other Details: The barrier does not physically hinder passage through it. Some spells of this type allow visibility through the barrier, while others do not.

Pitch Great Wall of Grim Flame

Occult Lore Requirements: Fire 10

Description: This spell creates a flat vertical wall of crackling flame that delivers Scorching Damage.

Other Details: The intense flame of this spell prevents visibility through the it.

Anyone within 2 feet of this barrier sustains Scorching Damage equal to 1 point per 2 spell ranks every Round due to the scorching heat. (with no Conflict Roll).

Pitch Great Wall of Grim Scimitars

Occult Lore Requirements: Mars 10, Motion 10

Description: This spell creates a vertical wall of dancing, twirling scimitars, which deliver Cutting Damage. The swords flash and strike any creature passing through the barrier.

Other Details: Although the wall puts on a dazzling display, the barrier does not block visibility through it.

Armor protects normally against the effects. For this purpose, treat the entire roll as a single blow.

The magic creating the barrier allows it to affect creatures requiring magical weapons to hit.

Pitch Great Plane of Fell Sonance

Occult Lore Requirements: Gas 10

Description: This spell creates a shimmering translucent wall of compressed sound waves that deliver Sonic Damage. Any creature passing through the barrier experiences deafening reverberations of a sonic boom. Oddly enough, a person standing even a few inches from the barrier does not hear the thunderous clap experienced by those passing through the wall.

Other Details: The barrier does not block visibility through it. Any living creature passing through the barrier automatically gains the Temporary Trait of "Partially Deafened", although this deafness is not sufficient to have any mechanical effect.

Pitch Large Creeping Wall of Grim Flame

Occult Lore Requirements: Motion 10, Plasma 10

Description: This spell creates a barrier of brilliant fire that moves as the caster initially programs it to.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Setback Cost: 7 minus Intelligence (minimum of 2)

Range: Some portion of the wall must initially be within 40 feet of the caster. After that, no range limitations apply.

Affected Area: The spell creates a fiery vertical wall that extends in a straight line. It is 1 foot thick and up to 10 feet by 10 feet wide. The intense heat produced by the wall will affect any creature with 5 feet.

Duration: Proximate. The wall lasts while the caster is Proximate, although they may cancel it at any time.

Conflict Rolls: If cast directly on top of a creature, it is entitled to an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target sustains Scorching Damage equal to 1 point per spell rank plus the roll's Margin.⁸² Those

81 Magical walls make excellent barriers, but are somewhat limited for use as targeted weapons.

82 Magical walls make excellent barriers, but are somewhat limited for use as targeted weapons.

succeeding sustain no Damage. In either case, they may move out of the area as a Reaction.

Any creature passing through the barrier automatically sustains 2 points of Scorching Damage per spell rank. In addition, they must make an Avoidance Roll as described above, but with a Drawback. Failure indicates the target sustains additional Damage equal the roll's Margin.

Any creature remaining within the barrier's area must make a similar roll with similar consequences every Round.

Other Details: The flaming wall does not bar passage through it. Any creature passing through the wall sustains Scorching Damage and gains the temporary trait of "Smoldering".

Anyone within 2 feet of this barrier sustains Scorching Damage equal to 1 point per 2 spell ranks every Round due to the scorching heat. (with no Conflict Roll).

If the caster wishes, the wall may be made to creep along the ground at a maximum Speed of 5. To have the wall advance in this manner, though, the caster must state at the time of casting how the wall will move. The wall may start, stop, and turn in any pattern desired as long as it is fully described at the time of casting. After the spell is cast, the program cannot be changed.

The flames obscure vision so that nothing may be seen through the wall.

Pitch Large Plane of Fell ...

Description: This description covers a spectrum of spells that create planes of magical energy of various forms. These planes may be placed in any orientation. Each such spell has its own unique requirements and effects, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The barrier is 1 foot thick and up to 10 feet by 10 feet wide. It must be flat, contiguous, and contain no holes, but may lie in any orientation. Further, the edges of the plane must all be confined in some way. So, an occultist could cast this spell across a doorway, trapdoor, hallway, pit, or similarly confined space.

Duration: Proximate. The magical plane lasts while the caster is Proximate. However, they may cancel the spell at any time.

Range: The nearest point on the barrier must lie within 40 feet of the caster.

Conflict Rolls: If cast directly on top of a creature, it is entitled to an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target sustains Damage equal to 1 point per 2 spell ranks plus the roll's Margin.⁸³ Those succeeding

sustain no Damage. (The type of Damage delivered depends on the specific spell.) In either case, they may move out of the area as a Reaction.

Any creature passing through the barrier automatically sustains 1 point of Damage per spell rank. In addition, they must make an Avoidance Roll as described above, but with a Drawback. Failure indicates the target sustains additional Damage equal the roll's Margin. (Again, the type of Damage delivered depends on the specific spell.)

Any creature remaining within the barrier's area must make a similar roll with similar consequences every Round.

Other Details: The barrier does not physically hinder passage through it. Some spells of this type allow visibility through the barrier, while others do not.

Pitch Large Plane of Fell Flame

Occult Lore Requirements: Fire 7

Description: This spell creates a flat plane of crackling flame that delivers Scorching Damage.

Other Details: The intense flame of this spell prevents visibility through the it.

Anyone within 2 feet of this barrier sustains Scorching Damage equal to 1 point per 2 spell ranks every Round due to the scorching heat. (with no Conflict Roll).

Pitch Large Plane of Fell Scimitars

Occult Lore Requirements: Mars 7, Motion 7

Description: This spell creates a flat plane of dancing, twirling scimitars, which deliver Cutting Damage. The swords flash and strike any creature passing through the barrier.

Other Details: Although the blades put on a dazzling display, the barrier does not block visibility through it.

Armor protects normally against the effects. For this purpose, treat the entire roll as a single blow.

The magic creating the barrier allows it to affect creatures requiring magical weapons to hit.

Pitch Large Plane of Fell Sonance

Occult Lore Requirements: Gas 7

Description: This spell creates a shimmering translucent plane of compressed sound waves that deliver Sonic Damage. Any creature passing through the barrier experiences deafening reverberations of a sonic boom. Oddly enough, a person standing even a few inches from the barrier does not hear the thunderous clap experienced by those passing through the wall.

Other Details: The barrier does not block visibility through it. Any living creature passing through the barrier automatically gains the Temporary Trait of "Partially Deafened", although this deafness is not sufficient to have any mechanical effect.

⁸³ Magical planes make excellent barriers, but are somewhat limited for use as targeted weapons.

Pitch Large Spot of Dire Sunlight

Occult Lore Requirements: Sun 6

Description: This spell creates a spotlight of pure sunshine.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: 5 foot radius cylinder having a height of 10 feet.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Conflict Rolls: For the spell's Duration, any creature entering the Affected Area or caught within it at the end of the caster's Turn every Round must make an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Sunshining Damage equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Other Details: The light shines from above without an apparent source. As such, the spell may be used indoors.

Multiple castings are not cumulative on a given area.

Pitch Large Wall of Grim ...

Description: This description covers a spectrum of spells that create vertical walls of magical energy of various forms. Each such spell has its own unique requirements and effects, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The wall is 1 foot thick and up to 10 feet tall by 10 feet wide. The wall must be contiguous, vertical, and must rest on solid ground.

Duration: Proximate. The magical wall lasts while the caster is Proximate. However, they may cancel the spell at any time.

Range: The nearest point on the wall must lie within 40 feet of the caster.

Conflict Rolls: If cast directly on top of a creature, it is entitled to an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the target sustains Damage equal to 1 point per spell rank plus the roll's Margin.⁸⁴ Those succeeding sustain no Damage. (The type of Damage delivered depends on the specific spell.) In either case, they may move out of the area as a Reaction.

Any creature passing through the barrier automatically sustains 2 points of Damage per spell rank. In addition, they must make an Avoidance Roll as described above, but with a Drawback. Failure indicates the target sustains additional Damage equal the roll's Margin. (Again, the type of Damage delivered depends on the specific spell.)

Any creature remaining within the barrier's area must make a similar roll with similar consequences every Round.

Other Details: The barrier does not physically hinder passage through it. Some spells of this type allow visibility through the barrier, while others do not.

Pitch Large Wall of Grim Flame

Occult Lore Requirements: Fire 8

Description: This spell creates an opaque wall of crackling flame that delivers Scorching Damage.

Other Details: The intense flame of this spell prevents visibility through the it.

Anyone within 2 feet of this barrier sustains Scorching Damage equal to 1 point per 2 spell ranks every Round due to the scorching heat. (with no Conflict Roll).

Pitch Large Wall of Grim Scimitars

Occult Lore Requirements: Mars 8, Motion 8

Description: This spell creates a vertical flat wall of dancing, twirling scimitars that deliver Cutting Damage. The swords flash and strike any creature passing through the barrier.

Other Details: Although the blades put on a dazzling display, the barrier does not block visibility through it.

Armor protects normally against the effects. For this purpose, treat the entire roll as a single blow.

The magic creating the barrier allows it to affect creatures requiring magical weapons to hit.

Pitch Large Wall of Grim Sonance

Occult Lore Requirements: Gas 8

Description: This spell creates a shimmering translucent vertical wall of compressed sound waves that deliver Sonic Damage. Any creature passing through the barrier experiences deafening reverberations of a sonic boom.

Oddly enough, a person standing even a few inches from the barrier does not hear the thunderous clap experienced by those passing through the wall.

Other Details: The barrier does not block visibility through it. Any living creature passing through the barrier automatically gains the Temporary Trait of "Partially Deafened", although this deafness is not sufficient to have any mechanical effect.

⁸⁴ Magical walls make excellent barriers, but are somewhat limited for use as targeted weapons.

Pitch Figment of ... Size

Description: This description covers a spectrum of spell that quickly create illusory Figments of virtually anything. Any such illusion has a bark that's worse than its bite, though, as no such Figment can deliver Damage or Setback in any way. Each such spell has its own own unique requirements and effects, which are detailed below.

Casting Req.: Verbal, Gestural

Action Time: 1 Action Range: 40 feet.

Affected Area: The illusion itself must remain within a 5 foot cube.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. Not even the caster can see through it (unless it is a translucent illusion, such as glass, in which case everyone can). However, it is insubstantial, and any direct contact with it will reveal its illusory nature. A hand would pass right through it without resistance. (Treat it as a sort of hologram, completely solid in appearance, and visible to everyone within sight of it.)

Other Details: All creatures within visual range observe the illusion.

These spells have tremendous diversity, but little potency. While all these spells can create the illusion of a goldfish bowl filled with piranha, none cannot convince a creature bitten by the toothy fish that its flesh is torn. They cannot even give the sense of pain. Though these spells may produce the illusion of light, they can never blind those looking at it. In short, while these spells can create frightening threats, they can never carry them out.

Pitch Figment of Great Size

Occult Lore Requirements: Hearing 14, Smell 14, Vision 14

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The illusion must fit within a cube 20 feet on each side.

Pitch Figment of Large Size

Occult Lore Requirements: Hearing 12, Smell 12, Vision 12

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The illusion must fit within a cube 10 feet on each side.

Pitch Figment of Medium Size

Occult Lore Requirements: Hearing 10, Smell 10, Vision 10

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The illusion must fit within a cube 5 feet on each side.

Pitch Magic Reduction Vortex of ... Size

Description: This description covers a spectrum of spells, each of which creates an invisible vacuums of magic that draws any nearby magical energy to its center in a spectacular whirlpool of light.⁸⁵ Each such spell has its own own unique requirements and effects, which are detailed below.

The insistent pull of these vortexes drain the power of any trespassing spells to such an extent that their spell ranks are cut in half.

Action Time: 1 Assault Action Range: 40'

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Casting Req.: Verbal, Gestural. The caster must twirl their index finger in a circular fashion as they slowly suck air into their mouth.

Conflict Rolls: These spells do not allow Conflict Rolls to avoid their effects.

Other Details: The effects of any spells whose duration exceeds that of the magical vortex will return to their normal spell ranks at the end of the disruption period.

Multiple castings are not cumulative within a given area.

Pitch Magic Reduction Vortex of Epic Size

Occult Lore Reqs: Pentacle 10, Star 10, Tetrangle 10, Triangle 10

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The spell creates a cylindrical vortex that is 40 feet tall and has a 20-foot radius.

Pitch Magic Reduction Vortex of Great Size

Occult Lore Reqs: Pentacle 8, Star 8, Tetrangle 8, Triangle 8

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell creates a cylindrical vortex that is 20 feet tall and has a 10-foot radius.

⁸⁵ Sir Lancelot of Arthurian Legend possessed a magic ring given him by the Lady of the Lake which was capable of dispelling any magic.

Pitch Silence Globe of ... Size

Description: This description covers a spectrum of spells that muffle all sound in the Affected Area. Each such spell has its own own unique requirements and effects, which are detailed below.

Spell-casting requiring verbal components within silenced areas automatically fails. Similarly, spells producing effects through sound, such as any spells delivering Sonic Damage, automatically fail within such an area.

Action Time: 1 Action Range: 40 feet.
Casting Req.: Gestural Conflict Rolls: None

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time.

Other Details: Total silence automatically dominates the area specified by the caster. Of course, those caught within the Silence may easily vacate the area.

Pitch Silence Globe of Epic Size

Occult Lore Requirements: Air 11, Gas 11

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The spell silences all sound with a 20-foot radius sphere.

Pitch Silence Globe of Great Size

Occult Lore Requirements: Air 8, Gas 8

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell silences all sound with a 10-foot radius sphere.

Pitch Slick Oil Patch of ... Size

Description: This description covers a spectrum of spell that produce jets of highly slippery oil which spray forth from the caster's hand. Each such spell has its own own unique requirements and effects, which are detailed below.

Those caught in the Affected Area slip and slide on the slick surface. The area covered may lie on a vertical or inclined surface but this spell cannot be cast on a moving object.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Duration: Proximate. If ignited, the oil completely burns away in 3 Rounds. If the oil is not ignited, it lasts while the caster is Proximate. Although, they may cancel the spell at any time.

Conflict Rolls: The slippery oil this spell creates imposes both the Highly Combustible Area and Slick Terrain Conditions on the area it covers. (See their descriptions under Area Conditions in The Rules Reference for details.)

Pitch Slick Oil Patch of Great Size

Occult Lore Requirements: Fire 9, Water 9

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The oil covers a square 20 feet on each side.

Pitch Slick Oil Patch of Large Size

Occult Lore Requirements: Fire 7, Water 7

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The oil covers a square 10 feet on each side.

Pitch Slick Oil Patch of Medium Size

Occult Lore Requirements: Fire 4, Water 4

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The oil covers a square 5 feet on each side.

Pitch Static Figment of ... Size

Description: This description covers a spectrum of spells, each of which creates an illusion to alter an area's appearance. Each such spell has its own own unique requirements and effects, which are detailed below.

All such spells create illusory Figments over areas to present whatever appearances the caster desires. Thus, a group of shrubs and trees can be made to resemble a small cottage or garden. However, the illusion is insubstantial. If it is touched directly, its illusory nature will be immediately revealed.

Casting Req.: Verbal, Gestural

Action Time: 1 Action

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time.

Range: The closest point of the illusion must be no more than 40 feet from the caster.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. Not even the caster can see through it (although nothing in the spell prevents the caster from making it translucent or including peepholes, if they so desire).

Other Details: Any direct contact will reveal the figment's illusory nature. A hand would pass right through such an illusion without resistance. (Treat it as a sort of hologram, completely solid in appearance, and visible to everyone within sight of it.)

The illusion is purely visual and is fixed to the area in which it was originally conjured. It cannot move. Thus, the power of this spell is not great enough to create a fireplace with a crackling fire. However, it can create an illusion of smoldering embers, although they would give off no heat.

Pitch Static Figment of Epic Size

Occult Lore Requirements: Vision 11

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: This spell creates an illusion that fits within a cube that spans 40 feet on each side.

Pitch Static Figment of Great Size

Occult Lore Requirements: Vision 9

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: This spell creates an illusion that fits within a cube that spans 20 feet on each side.

Pitch Static Figment of Large Size

Occult Lore Requirements: Vision 7

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: This spell creates an illusion that fits within a cube that spans 10 feet on each side.

Place Aerial Path

Occult Lore Requirements: Gas 4, Motion 4

Description: This spell creates an invisible path that may be used to cross a chasm, gorge, or moat. Both ends must rest on solid ground or some other sturdy structure to support the walkway, or the spell fails.

Casting Req.: Gestural

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell creates a number of contiguous 5 foot by 5 foot sections equal to the spell rank. Each section must be either a level floor or a staircase going up or down 5 feet, at the caster's discretion. The path may zigzag or branch as necessary. At any given time, the bridge can support the weight of a single Large creature, four Medium-sized creatures, or sixteen Small creatures. Any weight exceeding this capacity causes the spell to fail.

Duration: Proximate. The walkway lasts while the caster is Proximate, although the caster may cancel the spell at any time.

Range: The caster must be at one end of the walkway when it is created. The distance to the other end is only restricted by the fact that the walkway must be contiguous.

Other Details: As the walkway is made of air, those walking on it feel as if they are walking on firm mattresses, and their footsteps produce no sound.

The walkway itself is completely invisible. Its aura may be detected by abilities capable of sensing magic, though.

Place Nightshade of Ample Size

Occult Lore Requirements: Chaos 12, Moon 12

Description: This spell brings to even the brightest sunlit area the dark inhospitable shadows of night. During daylight, an area so affected has the appearance of an evening under a hazy full moon (the moon in this case being the patch where sun casts a dim light). At night, nightshade envelops the area in darkness so complete that illumination devices shine at only half their normal strength.

Action Time: 1 Action Range: 0'

Casting Req.: Gestural Conflict Rolls: None

Setback Cost: 10 minus Intelligence (minimum of 2)

Duration: Proximate. The spell persists as long as the caster is Proximate.

Affected Area: The spell's effects extend over an area having a radius of 5 feet per spell rank. The entire area appears shadowed and gloomy.

Other Details: This spell imposes the Gloomy Area Condition to the entire Affected Area. (See its description in the Area Conditions section of The Rules Reference for details.)

Place Fog Figment of Ample Size

Occult Lore Requirements: Vision 8

Description: This illusion covers the area surrounding the caster with a billowing cloud of fog or smoke.

Casting Req.: Verbal, Gestural

Action Time: 1 Action Range: 0'

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The fog extends to a radius of 5-feet per spell rank. It is visible to all creatures within sight, though.

Duration: Proximate. The spell lasts while the caster is Proximate. However, they may cancel the spell at any time.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects.

Other Details: The spell is centered on the caster at the time of casting and remains fixed to that location regardless of the caster's movement. While the spell is in effect, it has the Clouded Area Condition. (See its description in the Area Conditions section of The Rules Reference for details.) Note that, since Figment's cannot be Disbelieved, the caster is affected by the spell as well.

Place Great Globe of Projectile Shielding

Occult Lore Requirements: Sky 10

Description: This spell creates a shimmering hemispherical barrier that prevents non-magical airborne missiles from entering. Any non-magical arrows, bolts or rocks thrown or hurled into the area shielded by the globe fall harmlessly to the ground.

Casting Req.: Gestural

Range: 0'

Action Time: 1 Action

Conflict Rolls: None

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: This spell creates a stationary 10-foot radius globe. Although the spell initially takes effect immediately surrounding the caster's body, they may enter or leave the area freely.

Duration: Proximate. At most, the spell lasts while the caster is Proximate. However, they may cancel the spell at any time.

Other Details: Any projectiles hurled by those from within the protected area are likewise blocked by the missile barrier.

Place Great Globe of Weather Reduction

Occult Lore Reqs: Earth 5, Gaia 5, Spring 5

Description: This spell creates a protective sphere in which effects associated with weather are reduced, whether magical or otherwise. This includes spells with effects of freezing, lightning, rain, thunder, and wind. If it's something that weather obviously produces, in a form witnessed in nature, this spell reduces its effect. So, a booming thundercrack fits the bill; the blaring of a horn does not.

Affected Area: This spell creates a stationary 10-foot radius globe. Although the spell initially takes effect immediately surrounding the caster's body, they may enter or leave the area freely.

Action Time: 1 Action

Conflict Rolls: None

Range: 0'

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Casting Req.: Verbal, Gestural. The caster must twirl their index finger in a circular fashion as they slowly suck air into their mouth.

Other Details: Any spell containing the aforementioned weather effects has its spell rank reduced by an amount equal to the spell rank of this spell. The spell does not allow a Conflict Roll to avoid this reduction in power.

The effects of any spells whose duration exceeds that of this spell will return at the end of the reduction period. Enduring magic items, though temporarily affected, will eventually

return to normal function.

Multiple castings are not cumulative within a given area.

Place Great Plume of Fresh Air

Occult Lore Requirements: Air 4, Gas 4

Description: This spell continually conjures a column of fresh, breathable air.

Casting Req.: Verbal, Gestural

Range: 0'

Action Time: 1 Action

Conflict Rolls: None

Affected Area: The spell creates an immobile roiling column of fresh air having a radius of 10 feet and a height of 20 feet.

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time.

Other Details: This spell continually conjures fresh, breathable air into an area. As such, toxic gases, smoke, and other harmful aerial pollutants are automatically excluded from the area.

The spell guarantees breathable air only in atmospheric environments, though. If cast underwater, for example, the air it summons will produce myriad tiny bubbles that float upward until they exit the Affected Area, at which point they vanish. In this case, the bubbles are noticeable, but do not hinder visibility.

In most environments, the spell is invisible. But, in an area where pollutants are visible, such as in a smoke-filled room, a plume of fresh air can be seen roiling in the Affected Area.

Place Sand Castle with a Few Large Rooms

Occult Lore Requirements: Dry 10, Motion 10

Description: This spell enables the caster to create a temporary fortress in a desert or other sandy area. After casting the spell, concentrated blasts of wind form the surrounding sand at the spell-caster's direction. After 1 Round, the winds die down leaving the caster in the completed fortress.

Action Time: 1 Action

Range: 0'

Casting Req.: Verbal, Gestural

Conflict Rolls: None

Setback Cost: 11 minus Intelligence (minimum of 2)

Affected Area: The fortress can be fashioned into a variety of forms and sizes depending on the spell rank of the caster. Essentially, the castle is made up of a number of 10 foot cubes. Each cube contains four walls, a ceiling, and a floor. The caster creates a number of these cubes equal to 1 per 3 spell ranks. (So, 1 room at 1st spell rank, 2 at 4th, 3 at 7th, etc.)

If more than one cube is formed, each must share at least one wall or be stacked one on top of another.

Duration: Proximate. The castle remains standing as long as the caster is Proximate, unless physically destroyed. To destroy any given wall, 5 points of damage per spell rank

must be delivered to it. (The castle has a Ward of 0.) Any given block section will remain standing as long as it has three of its four walls.

If the caster attempts to create a castle with more than two levels, the entire fortress will immediately collapse of its own weight.

The caster may cancel the spell at any time, at which point the sand will immediately cascade to the ground in a heap. If the castle is still occupied when it collapses, everyone inside sustains 8 points of Damage.

Sand Castle Feature Table

Spell Rank	Features
<15	Open an entryway in any 5 foot section of a wall. The entryway includes no door.
15	Open a window in any 5 foot section of a wall. The window contains no glass or shutters.
16	Open 2 arrow slits in any 5 foot section of a wall
17	Open a ceiling portal in any 5 foot x 5 foot section of a ceiling (i.e. a trapdoor without the door)
18	Transform a 5 foot section of a wall into a 1 foot diameter column
19	Transform a 10 foot wall into a staircase.
20	Transform a wall into a parapet fortification

Other Details: The caster can form the castle's in various ways depending on the spell rank. At the proper rank, allow any number of the alterations as shown on the Sand Castle Feature Table. No walls can form in locations occupied by any creature at any time while the castle is forming.

Place Spatial Portal of ... Size

Description: This description covers a spectrum of spells that create dimensional links between two physical portals (passageways, doorways, alcoves, etc.) as described in the [Spatial Portals](#) section of [The Rules Reference](#). Each such spell has its own unique lore requirements and effects, which are detailed below.

Action Time: 1 Action

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. Anything passing through the Spatial Portal is automatically transported.

Duration: Proximate. The spell lasts while the caster is Proximate to either end of the portal, although they may cancel it at any time.

Range: The caster must touch the near passageway. The far passageway must be Proximate to the near one.

Casting Req.: Gestural, Material. The Material component is

nothing more than the two physical passages that are being linked. The spell caster must touch the near passage, and must have previously seen the far passage before the spatial link can be made.

Place Spatial Portal of Large Size

Occult Lore Requirements: Aether 11, Law 11, Motion 11

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell must be cast on a pair of portals, each of which can be no wider than 10 feet and no taller than 10 feet.

Place Spatial Portal of Medium Size

Occult Lore Requirements: Aether 8, Law 8, Motion 8

Setback Cost: 5 minus Intelligence (minimum of 2)

Affected Area: The spell must be cast on a pair of portals, each of which can be no wider than 5 feet and no taller than 10 feet.

Play Prank of the Hedley Kow (of Isobel Gowdie)

Occult Lore Requirements: Autumn 1, Moon 1

Description: This spell causes a single targeted item to jump and dance in a vigorous manner.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Affected Area: One Item

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While the spell is in effect, the targeted item must be treated as a magic item when considering its possessor's Magic Limit.

Conflict Rolls: If the targeted item is worn or held at the time of casting, its possessor is entitled to an Avoidance Roll with Strength and Craftiness Adjustments to retain control of it. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Acumen. A successful roll indicates the faery spirit will give up and relinquish control of the item back to its possessor. Failure indicates the target suffers from a Drawback for the duration when using the item.

If the targeted item is not worn or held, or is dropped, it will bounce and dance about on the floor with glee. If ignored, the dancing item will calm down within two Rounds in an attempt to lure someone into grabbing it. If anyone tries, the item will spring to life with cackling laughter. To grasp the item, the grabber must make an Attack Roll against the item's Defense of 20 plus the spell rank. Anyone thereafter grabbing the item and attempting to use it suffers from the previously mentioned Drawback.

Polymorph into ...

Description: This description covers a range of similar spells that transform the caster into another shape. The spells for each specific shape are detailed below under their own headings.

Affected Area: Caster

Casting Req.: Gestural

Range: 0

Action Time: 1 Action

Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. A spell caster may remain in the altered form indefinitely, although they may cancel the spell at any time. While transformed, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The caster's mental faculties are unaffected by the spell. So, their Intelligence attribute is not impacted. However, all their other characteristics may potentially be altered. To determine the stats in the transformed shape, look at the description of the specific creature type in the referenced monster supplement. Use the creature example having the highest Level less than or equal to the spell rank to obtain the caster's stats in that form. If no such example exists, the spell fails. If the description provides multiple sizes of examples, use the one having the closest Size Category to that of the caster.

Any equipment carried or worn by the caster is incorporated into the new form, but is limited to what they can normally lift.

Changing from one form to another cannot heal damage incurred in the alternate form. Upon transforming, the caster's Hit Points in either their original form or the animal form are converted on a fractional basis. That is, if the caster's has only half his maximum Hit Points in one form, then the caster will have half of the maximum Hit Points allowed in the other form (and visa-versa).

Spell-casting and other skills may be used in the transformed state only if the form allows for it. For example, if a character wishes to cast a magic spell with verbal requirements, they may do so only if the shape-shifted form has the physical ability to speak.

The caster gains proficiency in the natural weapons of the target form, but does not gain proficiency with any fashioned weapons that may be listed in the description. (Of course, they retain any weapon proficiencies they already possess, if the target form can utilize them.)

The caster does not gain any of the magical abilities of the alternate form, but does gain any other non-magical abilities not already mentioned. (Magical abilities require a Setback Cost. Such is the case if an ability is explicitly called out using a spell name.)

Further details on transformations such as these are provided under [Polymorphism](#) in [The Rules Reference](#).

Polymorph into Arachnida

Occult Lore Requirements: Bile 7, Blood 7

This spell transforms the caster into the shape of an Arachnida, whose description is found in the [Monsters of the Mediterranean](#). Their face, arms, and upper torso are untouched by the spell. But, the caster's legs and lower torso transform into the legs and abdomen of a great, bloated, spider.

When transformed, the caster gains the ability to walk on walls, but lacks the Arachnida's other magical abilities. The caster has some flexibility in selecting the example, in that they may choose the general profession of the creature (Marksman, Fighter, Sage, etc.)

Polymorph into Bengal Tiger

Occult Lore Requirements: Chaos 4, Vision 4

This spell transforms the caster into a Bengal Tiger, which is described in [Monsters of the Mediterranean](#).

Polymorph into Cobra

Occult Lore Requirements: Motion 8, Solid 8

This spell transforms the caster into a full Cobra of the closest size category to their own that is written up in the monster supplements. So, if the caster is of Medium size, they can only transform into a Medium-sized cobra, which is described in [Monsters of the Mediterranean](#).

Polymorph into Common Rat

Occult Lore Requirements: Bile 2, Phlegm 2

This spell transforms the caster into a Tiny-size Common Rat, which is described in [The Tome of Terrors](#).

Polymorph into Equine

Occult Lore Requirements: Land 1, Motion 1

This spell transforms the caster into the form of a Large Common Horse, which is described in [The Tome of Terrors](#).

Polymorph into Faery Humanoid

Occult Lore Requirements: Autumn 12, Spring 12, Summer 12, Winter 12

This spell transforms the caster into one of the following of their choice: Medium Bolotnik, Medium Glaistig, Medium Dwarf, Medium Elf, Medium Glaistig, Small Gnome, Small Goblin, Medium Grindylow, Small Hob, Small Hobgoblin, Medium Nixie, Medium Orc, Medium Pan, Tiny Sprite, or Medium Troll. (See [Celtic Creatures and Nordic Nightmares](#) for the Bolotnik, Dwarf, Elf, Gnome, Goblin, Grindylow, Hob, Hobgoblin, Nixie, Orc, Sprite, and Troll descriptions. See [Monsters of the Mediterranean](#) for the Pan description.) Use the corresponding descriptions to obtain the stats in the alternate form.

For those faeries with pure lineages, the caster may opt to transform into either a mixed lineage faery of that type, or one of its specific lineages.

Note that the spell retains as many of the target's own

features as possible, making the minimal changes necessary to acquire the alternate form. As such, it always transforms them into the *same* faery humanoid form of the specified type every time. So, if an elf used it to change to a different elfin lineage, their face would still be recognizable.

Polymorph into Forest Animal

Occult Lore Requirements: Gaia 12, Spring 12

This spell transforms the caster into one of the creatures on the Forest Animal list, provided in the Glossary section of The Rules Reference. If there are multiple sizes listed for a given creature type, the caster will transform into size stated in the list that most closely matches their own. A few of the forms are explicitly listed in the monster supplements. In those cases, use the corresponding descriptions to obtain the stats in the alternate form. Otherwise, use one of the various Critter descriptions found in The Tome of Terrors.

Polymorph into Gargoyle

Occult Lore Requirements: Chaos 9, Earth 9, Flesh 9

This spell transforms the caster into a gargoyle, as described in Celtic Creatures and Nordic Nightmares. Their face contorts into a hideous visage, their body becomes bent and gnarled, and their skin becomes as hard as rock. Further, reptilian wings sprout from their back, enabling them to fly. And, the magic twists their hands into deadly claws and their teeth into vicious fangs.

A person flying in Gargoyle Form can carry only as much as they could normally lift.

Polymorph into Human

Occult Lore Requirements: Body 2

This spell⁸⁶ transforms the caster into a Medium-sized Human, as described in The Tome of Terrors. Note that the spell retains as many of the target's own features as possible, making the minimal changes necessary to give them human form. As such, it always transforms them into the *same* human form every time. So, a human cannot use this spell merely as a disguise to look like a *different* human.

Polymorph into Jungle Animal

Occult Lore Requirements: Chaos 12, Sky 12, Vision 12

This spell transforms the caster into one of the creatures on the Jungle Animal list, provided in the Glossary section of The Rules Reference. If there are multiple sizes listed for a given creature type, the caster will transform into size stated in the list that most closely matches their own. A few of the forms are explicitly listed in the monster supplements. In those cases, use the corresponding descriptions to obtain the stats in the alternate form. Otherwise, use one of the various Critter descriptions found in The Tome of Terrors.

Polymorph into Merfolk

Occult Lore Requirements: Sea 5, Spring 5

This spell transforms the caster into the form of a Medium-size Merfolk.⁸⁷, which is described in Celtic Creatures and Nordic Nightmares.

Polymorph into Otter

Occult Lore Requirements: Earth 2, Gaia 2, Spring 2

This spell transforms the caster into the form of an Otter having the same Size Category as their own.⁸⁸ The Otter description can be found in The Tome of Terrors (under the Ichneumon description).

Polymorph into Seal

Occult Lore Requirements: Spring 2, Winter 2

This spell transforms the caster into the form of a Medium-size Seal⁸⁹, which is described in The Tome of Terrors.

Polymorph into Swan (of Caer Iborneith)

Occult Lore Requirements: Spirit 9, Venus 9

This spell transforms the caster into the form of a swan.⁹⁰ (Use the description of Flying Critter in The Tome of Terrors to determine the caster's stats while transformed.)

Polymorph into Ghastly Bat

Occult Lore Requirements: Bile 9, Blood 9

This spell transforms the caster into the shape of a Ghastly Bat of the same size as the caster, whose description is found in The Tome of Terrors.

86 Useful for monstrous villains, not so much for the Avatars.

87 Li Ban was a heroine of Celtic folklore who was caught in a flood and deposited in a great underwater bubble, where she and her dog were trapped for a year. She prayed to become a fish in order to escape, and her request was granted. Li Ban transformed into a mermaid, and her dog changed into an otter.

88 When the Celtic heroine Li Ban was trapped in a great underwater bubble for a year, she prayed for escape, and her request was granted. Li Ban transformed into a mermaid, and her dog changed into an otter.

89 The Selkies of Celtic myth wore seal skin cloaks with which they assumed the forms of seals.

90 The Swan Maidens of Celtic myth wore feathered cloaks with which they assumed the forms of swans.

Present Fleшы Visage

Occult Lore Requirements: Flesh 4

Description: This spell creates an almost perfect disguise by covering the caster's body with a layer of living flesh. This fleshy exterior takes on any humanoid appearance desired by the caster. There are limits, though, as the caster may adjust their body weight up or down only by 5 pounds per spell rank. Their height may, likewise, be adjusted up or down by only one inch per spell rank.

Affected Area: Caster Range: 0'
Action Time: 5 minutes Conflict Rolls: None
Setback Cost: 12 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may drop their disguise at any time with the restriction that it may take a few minutes to completely rid themselves of the clinging ichor. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Casting Req.: Gestural. To properly imitate a specific person, the caster must have previously seen the person they mimic in clear light and must have heard them speak for no less than 10 minutes.

Other Details: Once the disguise is finished, the caster looks and speaks exactly like the person / creature they imitate.

Prime Able Rope Trick of Great Sanctuary

Occult Lore Requirements: Aether 10, Earth 10, Law 10

Description: This spell temporarily bestows upon a non-magical rope the magical powers of a Rope of Sanctuary (see The Wicked Workshop for details.)

Action Time: 5 minutes
Conflict Rolls: None Range: Touch
Affected Area: See the spell description.
Setback Cost: 14 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time. While the spell is in effect, the caster must treat spell spell as a Spellbinding when considering their Magic Limit.

Casting Req.: Gestural, Material. To invoke this spell, the caster must have a rope of sufficient length. The Quality Level of the rope limits the spell rank.

Prime Agate Stone

Occult Lore Requirements: Earth 2, Land 2

Description: This spell brings forth the latent powers of an agate⁹¹ so that it temporarily acts as an Enchanted Agate (see The Wicked Workshop for details.)

Action Time: 1 Action
Conflict Rolls: See below. Range: Touch
Setback Cost: 6 minus Intelligence (minimum of 2)
Affected Area: The spell charms a single agate, whose bearer gains the benefit of its magic.

Duration: Proximate. The spell lasts while the stone is Proximate to the caster, although they may cancel it at any time. While the spell is in effect, the stone must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell invocation requires the caster to possess a Medium-sized polished agate having a Quality Level at least equal to the spell rank.
Other Details: Multiple castings have no effect.

Prime Amethyst Stone

Occult Lore Requirements: Earth 4, Land 4

Description: This spell brings forth the latent powers of an amethyst stone so that it temporarily acts as an Enchanted Amethyst (see The Wicked Workshop for details.)

Action Time: 1 Action
Conflict Rolls: See below Range: Touch
Setback Cost: 6 minus Intelligence (minimum of 2)
Affected Area: The spell charms a single amethyst stone, whose bearer gains the benefit of its magic.

Duration: Proximate. The spell lasts while the stone is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the stone must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell invocation requires the caster to possess a Medium-sized amethyst stone. It's Quality Level limits the spell rank.
Other Details: Multiple castings have no effect.

91 Agates are semi-precious stones often found in stream beds. When polished, agates take on a milky glass-like appearance usually containing dark regions within. If sliced into plates, these internal regions produce round patches of brown concentric rings or form threadlike tendrils throughout the stone. Folklore describes Agates as a protection against viper and scorpion bites as well as noxious gasses.

Prime Animated Rope

Occult Lore Requirements: Mercury 5, Motion 5

Description: This spell animates a rope to move much like a constrictor serpent.

Requires Maleficium: Yes Action Time: 5 minutes

Affected Area: One rope Conflict Rolls: None

Setback Cost: 12 minus Intelligence (minimum of 2)

Duration: Proximate. The spell persists while the caster is Proximate, although they may cancel it at any time. While it is in effect, the caster must treat it as a Spellbinding when considering its possessor's Magic Limit.

Range: Touch. The rope starts at the caster's feet and slithers its way to its target, which can be any distance away within sight. Of course, the rope only moves so fast, so the range is not actually unlimited (see below for details).

Casting Req.: Gestural, Material. In invoking this spell, the caster must possess a rope with a Size Category of Small, Medium, or Large. Its Quality Level limits the spell rank.

Other Details: The rope has the characteristics of an Animated Rope, as described in The Tome of Terrors. Pick the example of the appropriate Size Category having the highest Quality Level less than or equal to the spell rank.

Once invoked, the rope acts on its own. The caster does not need to concentrate on the spell to control its movements.

Prime Bandolier of Inexhaustibility

Occult Lore Requirements: Blood 8, Mars 8

Description: This spell charms a bandolier to temporarily act as a Bandolier of Inexhaustibility (see The Wicked Workshop for details).

Affected Area: One bandolier Range: Touch

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the bandolier is Proximate to the caster, although the caster may cancel it at any time. While the spell is in effect, the bandolier must be treated as a magic item when considering its possessor's Magic Limit. The projectiles conjured by the spell fade away one Round after there are drawn from the bandolier.

Casting Req.: Gestural, Material. To invoke this spell, the caster must touch the bandolier they wish to charm. The Quality Level of the bandolier limits the spell rank.

Other Details: Upon casting, the bandolier must only contain a single Thrown Weapon to act as a template, whose basic form (Size Category, and type) is duplicated by the spell. The bandolier will also do its best to match the Quality Level of the template, but the Quality Levels of the conjured weapons are limited to the spell rank. The spell cannot duplicate any magical qualities of the template dagger, however.

While the spell is in effect, the template cannot be drawn

from the bandolier. Any others that are drawn will be replaced at a rate of 1 per Round until the bandolier is full.

The conjured projectiles are magical. So, they can strike creatures that can only be struck by magic weapons.

Prime Barb with Deft Slumber

Occult Lore Requirements: Mind 4, Moon 4

Description: This spell charms a single projectile delivering Puncturing Damage to make it impose a Drawback on sleep inducing effects.⁹²

Action Time: 5 minutes Range: Touch

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: The spell may be cast on any projectile that delivers Puncturing Damage.

Duration: Proximate. The projectile retains its charm as long as it remains Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, it must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell must be cast on a projectile that delivers Puncturing Damage. Its Quality Level limits the spell rank.

Conflict Rolls: The spell does not provide its possessor with any skills in firing or throwing the projectile. As such, they must use their own abilities in attacking a foe.

After striking a creature, the barb delivers an additional amount of Rending Damage when it is pulled out of the wound. This damage equals the total amount of Puncturing and Internal Damage it delivered when it struck. Doing so requires an Action.

Further, as long as the Barb remains embedded within the struck creature, it suffers from a Drawback against all effects that deliver Sedating Setback.

Other Details: This spell is considered to be a Woe Effect. It automatically fails if the targeted weapon already has a Woe Effect on it.

⁹² Nordic myth describes a Svefnthorn, or "Sleep Thorn", which is a magic thorn used to induce sleep.

Prime Bloodstone

Occult Lore Requirements: Earth 6, Land 6, Solid 6

Description: This spell brings forth the latent powers of a bloodstone⁹³ so that it temporarily acts as an Enchanted Bloodstone (see The Wicked Workshop for details.)

Action Time: 1 Action

Conflict Rolls: See below Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell affects a single bloodstone, whose bearer gains the benefit of its magic.

Duration: Proximate. The spell lasts while the stone is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the stone must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell invocation requires the caster to possess a bauble made of bloodstone. Its Quality Level limits the spell rank.

Other Details: Multiple castings have no effect.

Prime Bold Ophidian Flute

Occult Lore Requirements: Mercury 2, Motion 2, Gas 2

Description: This spell allows the caster to communicate with any serpent by playing music on a magical flute.

Requires Maleficium: No

Affected Area: One flute. Conflict Rolls: None

Setback Cost: 12 minus Intelligence (minimum of 2)

Action Time: 5 minutes to charm the flute initially. 1 Action to use it thereafter.

Range: Touch. Once charmed, the message of the flute's music is understood by all ophidians, including snakes, within 10 feet per spell rank.

Duration: Proximate. Once charmed, the spell lasts while the caster is Proximate, and must be treated as such when considering its possessor's Magic Limit. The flute will translate its player's desires into a form understandable by all snakes and other ophidians.

Casting Req.: Gestural, Material. To invoke this spell, the caster must have a reed flute. The Quality Level of the flute limits the spell rank.

Other Details: The music of the flute provides a language any snake comprehends. The flute does not, itself, provide the caster with influence over any ophidian. So, if they wish to use the flute to command a snake, they must use some other means to obtain mastery over it (such as the spell Apply Dire Entrancement to Snake).

Prime Carpet of Portage

Occult Lore Requirements: Gas 7, Motion 7, Solid 7

Description: This spell causes the targeted carpet to rise from the ground and levitate at a height of approximately that of the caster's waist. It automatically follows the caster thereafter, although anyone can easily push it aside.

Action Time: 1 Action

Range: Touch.

Conflict Rolls: None

Affected Area: One carpet, which is capable of maintaining its levitation when burdened with up to 50 pounds per spell rank. Any weight exceeding this limit causes the spell to terminate.

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate to the carpet, although the caster may cancel the spell at any time. If the spell terminates, the carpet takes one Round to sink to the ground. While the spell is in effect, it acts as a Spellbinding on the caster when considering their Magic Limit.

Casting Req.: Gestural, Material. The caster must possess a carpet having dimensions of 3 feet wide by 5 feet long. Its Quality Level limits the spell rank. The magic of the spell leaves the carpet unharmed.

Other Details: Once animated, the carpet automatically follows the caster at a Speed of 30. It remains within 10 feet of the caster when possible, and can levitate at any height above the ground.

Prime Emerald

Occult Lore Requirements: Earth 13, Land 13

Description: This spell brings forth the latent powers of an emerald so that it temporarily acts as an Enchanted Emerald (see The Wicked Workshop for details.)

Action Time: 1 Action

Conflict Rolls: See below.

Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell charms a single emerald, whose bearer gains the benefit of its magic.

Duration: Proximate. The spell lasts while the stone is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the stone must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell invocation requires the caster to possess a Medium-sized polished or cut emerald having a Quality Level at least equal to the spell rank.

Other Details: Multiple castings have no effect.

93 A bloodstone is a semiprecious gem made of dark green jasper with reddish specks of iron oxide.

Prime Opal

Occult Lore Requirements: Earth 9, Land 9

Description: This spell brings forth the latent powers of an opal so that it temporarily acts as an [Enchanted Opal](#) (see [The Wicked Workshop](#) for details.)

Action Time: 1 Action

Conflict Rolls: See below. Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell charms a single opal, whose bearer gains the benefit of its magic.

Duration: Proximate. The spell lasts while the stone is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the stone must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell invocation requires the caster to possess a Medium-sized polished or cut opal having a Quality Level at least equal to the spell rank.

Other Details: Multiple castings have no effect.

Prime Peridot Stone

Occult Lore Requirements: Earth 13, Land 13

Description: Description: This spell brings forth the latent powers of a peridot stone so that it temporarily acts as an [Enchanted Peridot](#) (see [The Wicked Workshop](#) for details.)

Action Time: 1 Action

Conflict Rolls: See below

Setback Cost: 6 minus Intelligence (minimum of 2)

Range: The caster must touch the stone to charm it. The ranges of its various powers are described below

Affected Area: One peridot stone.

Duration: Proximate. The spell lasts while the stone is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the stone must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. This spell requires a Medium-sized or larger peridot, and the Quality Level of the gem limits the spell rank.

Other Details: Multiple castings have no effect.

Prime Pouch of Inexhaustibility

Occult Lore Requirements: Earth 8, Solid 8

Description: This spell charms a pouch to temporarily act as a [Pouch of Inexhaustibility](#) (see [The Wicked Workshop](#) for details). In short, the pouch continually conjures sling bullets in order to maintain a fresh supply for its possessor.

Affected Area: One pouch Conflict Rolls: None

Action Time: 1 Action Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the pouch is Proximate to the caster, although the caster may cancel the spell at any time. While the spell is in effect, the pouch must be treated as a magic item when considering its possessor's Magic Limit. The projectiles conjured by the spell fade away one Round after being drawn from the pouch.

Casting Req.: Gestural, Material. To invoke this spell, the caster must touch the pouch they wish to charm. The Quality Level of the pouch limits the spell rank.

Other Details: Pellets that are drawn from the pouch will be replaced at a rate of 1 per Round until the pouch is full. They have a Quality Level equal to the spell rank and are magical. So, they can strike creatures requiring magic weapons to hit.

Prime Quiver of Inexhaustibility

Occult Lore Requirements: Earth 8, Gaia 8

Description: This spell charms a quiver to temporarily act as a [Quiver of Inexhaustibility](#) (see [The Wicked Workshop](#) for details). In short, the quiver continually conjures arrows or bolts in order to maintain a fresh supply for its possessor.

Affected Area: One quiver Conflict Rolls: None

Action Time: 1 Action Range: Touch

Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the quiver is Proximate to the caster, although the caster may cancel the spell at any time. While the spell is in effect, the quiver must be treated as a magic item when considering its possessor's Magic Limit. The projectiles conjured by the spell fade away one Round after being drawn from the quiver.

Casting Req.: Gestural, Material. To invoke this spell, the caster must touch the quiver to charm. The Quality Level of the quiver limits the spell rank.

Other Details: Upon casting, the quiver must only contain a single arrow or bolt to act as a template, whose basic form (Size Category and type) is duplicated by the spell. The quiver will do its best to match the Quality Level of the template arrow, but the conjured projectiles' Quality Levels are limited to the spell rank. The spell cannot duplicate any magical qualities of the template arrow, however.

While the spell is in effect, the template arrow cannot be drawn from the quiver. Any others that are drawn will be replaced at a rate of 1 per Round until the quiver is full.

The conjured projectiles are magical. So, they can strike creatures that can only be struck by magic weapons.

Prime Ruby

Occult Lore Requirements: Earth 9, Land 9, Rest 9

Description: This spell brings forth the latent powers of a ruby so that it temporarily acts as an Enchanted Ruby (see The Wicked Workshop for details.)

Action Time: 1 Action

Conflict Rolls: See below. Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell charms a single ruby, whose bearer gains the benefit of its magic.

Duration: Proximate. The spell lasts while the stone is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the stone must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell invocation requires the caster to possess a Medium-sized polished or cut ruby having a Quality Level at least equal to the spell rank.

Other Details: Multiple castings have no effect.

Prime Sapphire

Occult Lore Requirements: Earth 10, Land 10

Description: This spell brings forth the latent powers of an sapphire so that it temporarily acts as an Enchanted Sapphire (see The Wicked Workshop for details.)

Action Time: 1 Action

Conflict Rolls: See below. Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell charms a single sapphire, whose bearer gains the benefit of its magic.

Duration: Proximate. The spell lasts while the stone is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the stone must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. The spell invocation requires the caster to possess a Medium-sized polished or cut sapphire having a Quality Level at least equal to the spell rank.

Other Details: Multiple castings have no effect.

Prime Gloves of Servitude (of Baba Yaga)

Occult Lore Requirements: Spring 3, Summer 3

Description: Named after the famed witch of Slavic lore, this spell charms a pair of leather gloves to serve the caster's every bidding. The servant is invisible save for a pair of gloved hands. These gloves, worn by the caster at the time of invocation, are seemingly imbued with a life of their own as they dance from the caster's fingertips.

Action Time: 1 Action to charm the gloves initially. Thereafter, it takes 1 Action to command the gloves into service.

Affected Area: One pair of gloves, which may be verbally commanded by anyone wearing them having the Occult Beckoning gift.

Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate to the gloves, although the caster may cancel the spell at any time. Further, the spell immediately terminates if the servant is killed. While the spell is in effect, the gloves must be treated as a magic item, and anyone commanding them is affected by a Spellbinding when considering its possessor's Magic Limit.

Range: Touch. Once animated, the gloves need not remain in the immediate area of the user (although they must remain Proximate to the caster). They will faithfully perform any commands given them by the user without their concentration.

Casting Req.: Gestural, Material. This spell requires the caster to possess a pair of gloves. The Quality Level of the gloves limits the spell rank. The gloves tumble to the ground unharmed after the spell expires.

Other Details: You may look up the gloves stats under the Animated Gauntlet(s) / Glove(s) description in The Tome of Terrors. Select the example having the highest Level that is equal to or less than the spell rank.

The gloves may be ordered into combat, but must be treated as a Mook. That is, it has one Hit Point and one Fate Point. While it is under a user's command, the user may spend Guts Points on its Conflict Rolls, when applicable.

Prime Shroud of Apt Invisibility

Occult Lore Requirements: Sky 6, Gas 6

Description: When this spell is cast on an article of clothing, the shrouded article renders its wearer invisible over all areas it covers.

Range: Touch

Setback Cost: 12 minus Intelligence (minimum of 2)

Action Time: 5 minutes to charm the shroud initially. Thereafter, it requires 1 Action to put on.

Duration: Proximate. The spell lasts as long as the shroud remains in Proximity to the caster, although they may cancel it at any time. While the spell is in effect, the shroud must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. To invoke this spell, the caster must have an appropriate garment on which to focus the spell's magic. The Quality Level of the garment limits the spell rank.

Conflict Rolls: Shroud gives the wearer an Edge on all Stealth and Sneaking Rolls, but for the wearer to be truly invisible, they must remain stationary.

Other Details: This spell only turns the outside of the clothing invisible. Thus, a character wearing a hooded robe with a shroud spell on it would appear totally invisible from behind. They could not totally vanish in the front unless they pull the hood down over their face. Doing this, of course, prevents them from seeing anything but the interior of the hood as Shroud cannot affect the interior of clothing.

Prime Tiger Eye with Night Vision

Occult Lore Requirements: Chaos 8, Sky 8, Vision 8

Description: This spell brings forth the latent powers of a tiger eye gemstone so that it temporarily acts as an [Enchanted Tiger Eye](#) (see [The Wicked Workshop](#) for details.)

Action Time: 1 Action

Conflict Rolls: None Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts as long as the gem remains Proximate to the caster, although they may cancel the spell at any time. Anyone may use the gem as often as desired, for as long as desired. However, its possessor must treat it as a Magic Item when considering its possessor's Magic Limit.

Affected Area: One Large-sized Tiger Eye gemstone.

Casting Req.: Gestural, Material. This spell requires a Large-sized Tiger Eye gemstone, whose Quality Level limits the spell rank.

Other Details: Multiple castings have no effect.

Prime Torch of Ample Light

Occult Lore Requirements: Fire 8

Description: This spell enchants a torch to be a long-lasting source of burning light.

Action Time: 5 minutes

Conflict Rolls: None Range: Touch

Setback Cost: 12 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts as long as the torch is Proximate to the caster, although they may cancel it at any time. While the spell is in effect, the torch must be treated as a magic item when considering its possessor's Magic Limit.

Affected Area: One torch. The light shed by the flame illuminates to a radius of 5 feet per 2 spell ranks with Bright Light, and to double that radius with Dim Light.

Casting Req.: Gestural, Material. This spell requires the caster to possess a torch to Enduringly charm. The Quality Level of the torch limits the spell rank.

Other Details: When the caster completes the spell by inscribing runes on the flaming brand, the torch becomes capable of supporting a flame indefinitely without the need for additional oil or other fuel to keep it burning. The torch may be extinguished by normal means (such as dunking it in water) and later re-lit any number of times. While burning, its flame is hot, and may be used to ignite combustible materials.

Prime Turquoise Stone

Occult Lore Requirements: Land 10

Description: This spell brings forth the latent powers of a turquoise gemstone so that it temporarily acts as an [Enchanted Turquoise Stone](#) (see [The Wicked Workshop](#) for details.)

Action Time: 1 Action

Conflict Rolls: See below

Affected Area: A single stone Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the stone is Proximate to the caster, although they may cancel the spell at any time. While the spell is in effect, the stone must be treated as a magic item when considering its possessor's Magic Limit.

Casting Req.: Gestural, Material. Invoking this spell requires the caster to possess a turquoise gemstone. The stone must be Medium-sized or greater and its Quality Level limits the spell rank.

Other Details: Multiple castings have no effect.

Procure Animal Tongues (of Thoth)

Occult Lore Requirements: Gaia 7

Description: This spell⁹⁴ allows the caster to speak and understand the language of some animals. The creatures to which the caster may speak are limited to those falling into the categories of Barnyard, Draft, and Woodland Animals (as defined in the Glossary of The Rules Reference).

Action Time: 1 Action Range: 0 feet
Casting Req.: Verbal, Gestural Conflict Rolls: None
Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell affects the caster who then may speak and understand the language of a single animal species.

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. As such, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: Of course, animals think in only the most fundamental manner. Complex questions or requests will not be understood. The animals spoken to are in no way forced to obey the caster's bidding.

Procure Apt Earthly Insight

Occult Lore Requirements: Earth 1

Description: This spell gives the caster a deep understanding of the earth, and various subtle signs creatures leave when they pass over an area of ground.

Casting Req.: Gestural Range: 0'
Action Time: 1 Action Affected Area: Caster
Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. As such, the caster must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: The caster gains an Edge on all Covering Tracks, Prospecting, and Tracking rolls. An Edge is also granted when using Finding Secret Stuff to locate secret things in stone.

Procure Aptitude against ...

Description: This description covers a range of spells that grant the caster an Edge against a single specific effect type. These spells come in several varieties, as detailed below.

Affected Area: Caster Action Time: 1 Action
Casting Req.: Gestural Range: 0'
Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. As such, the caster must treat the spell as a Spellbinding against their Magic Limit.

Procure Aptitude against Acid

Occult Lore Requirements: Bile 2

The spell gives an Edge on any Conflict Rolls in which the caster may sustain Acidic Damage.

Procure Aptitude against Electricity

Occult Lore Requirements: Sky 2

The spell gives an Edge on any Conflict Rolls in which the caster may sustain Electrical Damage.

Procure Aptitude against Emotions

Occult Lore Requirements: Spirit 2

The spell gives an Edge on any Conflict Rolls in which the caster may sustain Dreadful or Entrancing Setback.

Procure Aptitude against Fettering

Occult Lore Requirements: Motion 2

The spell gives an Edge on any Conflict Rolls in which the caster may sustain Fettering Setback.

Procure Aptitude against Freezing

Occult Lore Requirements: Winter 2

The spell gives an Edge on any Conflict Rolls in which the caster may sustain Freezing Damage.

Procure Aptitude against Petrifying

Occult Lore Requirements: Earth 2, Land 2

The spell gives an Edge on any Conflict Rolls in which the caster may sustain Petrifying Damage.

Procure Aptitude against Scorching

Occult Lore Requirements: Plasma 2

The spell gives an Edge on any Conflict Rolls in which the caster may sustain Scorching Damage.

Procure Apt Surety of Foot

Occult Lore Requirements: Earth 2

Description: This spell causes the character's feet to grip the ground, enabling them to maintain their footing more easily. It has a similar effect to how cleats help an athlete to maintain footing on a grassy field, but works on any solid ground, including polished marble.

Affected Area: Caster Action Time: 1 Action
Casting Req.: Gestural Range: 0'
Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. As such, the caster must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: The spell gives an Edge on any Conflict Rolls in which the caster may sustain Footing Setback.

Other Details: When the rules indicate a creature must Creep across a slick surface (such as that described under the Slick Terrain Area Condition in The Rules Reference), this spell

94 The Book of Thoth of ancient Egyptian mythology supposedly contained two spells: one to see the gods, and the other to speak with animals.

allows them to Creep 10 feet per Move instead of just 5. However, the spell only provides more stable footing on slippery surfaces.

Procure Astral Vision

Occult Lore Requirements: Aether 9

Description: This spell enhances the caster's vision with an alternative form of sight used by the undead: Astral Vision. Thus, any creature possessing a spirit will shine like a beacon, illuminating the area immediately around the creature. This illumination is irrespective of any other light sources, and can be seen clearly through smoke, fog, and magical darkness.

Affected Area: Caster Casting Req.: Gestural
 Other Details: Not applicable Range: Sight
 Action Time: 1 Action Conflict Rolls: None
 Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. The caster must treat the spell as a Spellbinding against their Magic Limit.

Procure Cruel ... Touch

Description: This description covers a spectrum of spells that imbue the casters touch with various forms of magical energy. Each such spell has its own own unique requirements and effects, which are detailed below.

Affected Area: Caster. Action Time: 1 Action
 Casting Req.: Verbal Range: 0
 Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target in such an attack, the spell delivers a jolt of magical energy. The effects of this magical energy depends on its form, as described below. These effects are in addition to any Damage and/or Setback normal for the attack mode, if any. The same is true if the caster is touched directly with a natural weapon. These effects cannot be absorbed by armor.

Other Details: The Margin of touch-based attacks are usually either ignored, or are delivered to the target as Internal Damage. This spell transforms that Margin into a magical effect (Acid Damage, Quieting Setback, Scorching Damage, Tormenting Setback, etc.). For example, suppose a natural weapon normally delivers 6 Rending Damage plus Internal

Damage equal to the Margin, and a spell of this type transforms it into a Scorching Touch. For the spell duration, the attack would deliver 6 Rending Damage plus Scorching Damage equal to the Margin. Needless to say, the spell does no harm to the spell recipient.

One major implication of this effect is that creatures that would normally sustain no Internal Damage from a natural weapon are still susceptible to the weapon's Margin, if they are affected by the magical effect type. For example, a skeleton is Immune to Internal Damage. But, they are not immune to Scorching Damage. So, a skeleton would sustain an Attack Roll's Margin as Scorching Damage from a natural attack from any creature charmed with a Procure Cruel Scorching Touch spell.

Needless to say, the spell does no harm to the spell recipient. This spell is considered to be a Woe Effect. It will fail if the spell recipient already has a Woe Effect on them.

Procure Cruel Blighting Touch

Occult Lore Requirements: Autumn 3, Chaos 3, Moon 3

Description: This spell makes the caster's touch noxious to any plant or vegetal creature. Every time the caster touches their target in such an attack, the spell delivers an amount of Blighting Damage equal to one per 2 spell ranks.

Procure Cruel Desiccating Touch

Occult Lore Requirements: Body 3, Dry 3

Description: This spell causes any flesh touched by the caster to shrivel from dehydration. This physical deterioration is felt in the form of Dehydrating Damage. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Dehydrating Damage.

Procure Cruel Ecstatic Touch

Occult Lore Requirements: Venus 3

Description: While this spell is in effect, the caster's touch induces a feeling of tingling pleasure. The tingling starts at the location contacted and ripples across the body. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Entrancing Setback.

Procure Cruel Faery Touch

Occult Lore Requirements: Autumn 4, Winter 4

Description: While this spell is in effect, the caster's touch imposes a painless twitch in the target's muscles. In extreme cases, this results in temporary paralysis. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Maladive Setback. If the attack is delivered by the caster's hand and is a Pure Success, the target suffers from a Drawback on all Conflict Rolls involving their Agility until the end of the caster's next Turn. If the target is Overcome as a result of this spell, they are paralyzed for the remainder of the Scene.

Procure Cruel Fatiguing Touch

Occult Lore Requirements: Body 3, Spirit 3

Description: While this spell is in effect, the caster's touch fatigues the target. No pain is felt but the target will sense a general weakening. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Fatiguing Setback.

Procure Cruel Festering Touch

Occult Lore Requirements: Phlegm 3

Description: This spell causes any flesh touched by the caster to erupt in boils and fester. This physical deterioration is felt in the form of Rotting Damage. The damage inflicted by the spell will heal normally, as long as the target has nourishment. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Rotting Damage.

Procure Cruel Freezing Touch

Occult Lore Requirements: Winter 3

Description: While this spell is in effect, the caster's touch becomes cryogenic, freezing whatever it touches. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Freezing Damage.

Procure Cruel Intoxicating Touch

Occult Lore Requirements: Body 3, Mind 3

Description: While this spell is in effect, the caster's touch induces a warm feeling of light euphoria. The euphoria starts at the location contacted and travels across the body to produce a feeling of slight intoxication. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Intoxicating Setback.

Procure Cruel Petrifying Touch

Occult Lore Requirements: Earth 3, Rest 3

Description: While this spell is in effect, the caster's touch becomes petrifying, turning whatever it contacts partially to stone. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Petrifying Damage.

Procure Cruel Scorching Touch

Occult Lore Requirements: Plasma 3

Description: While this spell is in effect, the caster's touch becomes super-heated, burning whatever it contacts. (Note that no flame appears, but the appendage gives off a dull-red glow as if heated from within.) Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Scorching Damage.

Procure Cruel Shocking Touch

Occult Lore Requirements: Air 3

Description: While this spell is in effect, the caster's touch becomes electrically charged, shocking whatever it contacts. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Electrical Damage.

Procure Cruel Siphoning Touch

Occult Lore Requirements: Body 7, Spirit 7

Description: While this spell is in effect, the caster's touch drains the life essence of those targeted. At the slightest brush, wispy swirls of a blackish smoke are drawn from the point of contact into the caster's hand. No pain is felt but the target will sense a general weakening. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Fatiguing Setback.

The magic of a siphoning touch is different than that of other similar spells, in that the drained energy restores the caster's health. This drained Setback heals Damage the caster has sustained, if any, on a point by point basis. However, it can never raise the caster's Hit Points above their normal maximum.

For example, suppose the caster has a maximum of 32 Hit Points, but has sustained 17 Damage so that they currently have 15 remaining. Then, the caster drains a creature of 5 Fatiguing Setback with this spell. Those 5 Setback points go into restoring the caster's Hit Point pool, so that they would now have 20 remaining. Needless to say, the spell cannot raise the caster's Hit Points above their normal maximum.

Procure Cruel Starving Touch

Occult Lore Requirements: Dry 3, Spirit 3

Description: While this spell is in effect, the caster's touch drains the target of its body's vitality. No pain is felt but the target will sense a general weakening. Every time the caster contacts their target in such an attack, its Attack Roll's Margin is delivered as Starving Damage.

Procure Cruel Tormenting Touch

Occult Lore Requirements: Touch 3

Description: While this spell is in effect, the caster's touch inflicts painful cramps at the slightest contact. The cramping occurs at the location contacted and is felt in the form of a sharp pang. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Tormenting Setback.

Procure Cruel Unworldly Touch

Occult Lore Requirements: Earth 3, Spring 3

Description: This spell imbues the caster's touch with supernatural energy that is anathema to Eidolons and other Astral beings. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Metaphysical Damage.

Procure Dark Vision

Occult Lore Requirements: Moon 9

Description: With this spell, the caster is temporarily granted Dark Vision. See [The Character Compendium](#) for details.

Affected Area: Caster

Casting Req.: Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: The eyes turn a pale white for the entire spell duration.

Procure Decent Ward against ...

Description: This description covers a spectrum of spells that gives the target a Ward value that protects against a specific influence. Each such spell has its own unique requirements and effects, which are detailed below. In all cases, multiple castings have no effect.

Affected Area: Caster

Casting Req.: Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell lasts indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Procure Decent Ward against Delusion

Occult Lore Requirements: Mind 3, Moon 3

This spell protects the caster from deception and lunacy. While the spell is in effect, any attacks that inflict Deluding Setback have that setback reduced by one point for every two spell ranks.

Procure Decent Ward against Dread

Occult Lore Requirements: Chaos 3, Mind 3

This spell protects the caster from fear and dark thoughts. While the spell is in effect, any attacks that inflict Dreadful Setback have that setback reduced by one point for every two spell ranks.

Procure Decent Ward against Earth

Occult Lore Requirements: Earth 3

This spell protects the caster from the effects of the element of earth. While the spell is in effect, any physical blow on the caster made from a weapon fashioned from pure earth has a reduced effect. This includes all weapons fashioned from glass, metal, or stone. The spell reduces any such blow by one point of damage for every two spell ranks. (The

protection does not extend to weapons whose business end is fashioned purely from wood, as wood also contains latent fire.)

Unfortunately, the Ward benefits of this spell do not stack with normal armor. If physical armor is worn, the higher Ward rating will dominate. Although the this spell protects like normal armor, it has none of the encumbrance penalties associated with it.

Procure Decent Ward against Entrancement

Occult Lore Requirements: Mind 3, Vision 3

This spell protects the caster from being charmed or enthralled. While the spell is in effect, any attacks that inflict Entrancing Setback have that setback reduced by one point for every two spell ranks.

Procure Decent Ward against Fettering

Occult Lore Requirements: Motion 3

This spell protects the caster from effects that restrain movement. While the spell is in effect, any attacks that inflict Fettering Setback have that setback reduced by one point for every two spell ranks.

Procure Decent Ward against Malady

Occult Lore Requirements: Body 3, Spirit 3

This spell protects the caster from sickness and physical transformation. While the spell is in effect, any attacks that inflict Malady Setback have that setback reduced by one point for every two spell ranks.

Procure Decent Ward against Sedation

Occult Lore Requirements: Body 3, Mind 3

This spell protects the caster from induced sleep. While the spell is in effect, any attacks that inflict Sedation Setback have that setback reduced by one point for every two spell ranks.

Procure Decent Ward against Torment

Occult Lore Requirements: Mind 3, Touch 3

This spell protects the caster from pain. While the spell is in effect, any attacks that inflict Tormenting Setback have that setback reduced by one point for every two spell ranks.

Procure Dragon Sight

Occult Lore Requirements: Air 10, Earth 10

Description: This spell gives the vision and unique perspective of the dragon species. Dragon Sight allows the caster to discern magically invisible objects and gives them an Edge on all Conflict Rolls involving their Perception. These benefits are often of only secondary importance to the masters of this spell.

Dragon Sight's most treasured ability centers around the dragon's unequaled instincts when dealing with gold. The spell gives the caster the unusual ability to clearly see any golden item, regardless of the surrounding lighting conditions.

His enhanced vision does not bestow the ability to see secret doors, find hidden panels, discover sneaking assassins, or gaze through illusions.

Affected Area: Caster Action Time: 1 Action

Casting Req.: Gestural Range: 0'

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Conflict Rolls: While possessing Dragon Sight, the caster gains the Trait "Gold Fever", and must be cautious when encountering golden treasures. Viewing any item consisting of pure gold and having a value greater than 25,000 silver pieces may leave the caster in a stupor. When viewing any such magnificent golden treasure, the spell recipient must make a Wisdom Check every Round. The Threshold equals 10 plus 1 for every 5,000 silver pieces of value. Failure indicates they pause to stand in awe of the dazzling display until the next Round.

Other Details: While a creature is under the influence of this spell, trinkets made of gold within the field of view seem to give off a dim reddish light of their own. Such items appear to illuminate the areas immediately around them to a radius of 10 feet. This 'illumination' is actually an artifact of the dragon's keen awareness of golden relics and their surroundings. As such, it is entirely unaffected by spells such as Pitch Darkness of Great Size and Pitch Fog of Epic Size.

Procure Echolocation

Occult Lore Requirements: Spring 10, Summer 10

Description: With this spell, the caster senses the size, motion, and range of objects in a manner similar to the sonar system used by bats.

Affected Area: Caster Conflict Rolls: None

Action Time: 1 Action Range: 40 feet

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although, the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding

against their Magic Limit.

Casting Req.: Gestural. While this spell is in effect, the caster must periodically emit a high-pitched screech.

Other Details: The caster can crudely 'see' forms through darkness or a highly dense fog as if it were twilight. Echo cannot discern fine detail, only crude outlines.

Procure Gecko Climbing

Occult Lore Requirements: Gaia 5, Summer 5

Description: This spell allows the caster to climb any surface like the tiny lizard from which it takes its name.

Affected Area: Caster

Casting Req.: Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: The caster gains a Cling Speed equal to 5 less than their normal (Running) Speed. They may climb in any direction at their normal Speed, as long as they cling to a surface. Clinging does not preclude spell casting or using weapons, but the caster's feet must be firmly planted to the climbing surface while doing so. As such, they cannot Move on any Round in which they engage in such activities.

While climbing, the caster may carry themselves and what they can normally carry. Any more than that, and the caster will lose their grip on the wall. Doing so will not cancel the spell, though. If they lighten their load sufficiently, they may resume climbing.

Procure Great Aura of Blight Reduction

Occult Lore Requirements: Gaia 5, Spring 5, Summer 5

Description: This spell reduces the effects of blight. Any magical blight within the Affected Area has its spell rank reduced by an amount equal to the spell rank of this spell. If this reduces the blight to a rank of 0, it is permanently negated within the area.

Casting Req.: Verbal, Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Affected Area: The spell radiates to a distance of 10 feet from the caster.

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect

on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Procure Great Aura of Nixie's Breath

Occult Lore Requirements: Spring 8

Description: This spell allows the creatures within its Affected Area to breath underwater.

Action Time: 1 Action Conflict Rolls: None

Casting Req.: Gestural Range: 0'

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Affected Area: This spell radiates to a distance of 5 feet from the caster.. Any air-breathing creature within the spell's globe may breathe the surrounding water as if it were air.

Other Details: Although the spell does not bestow any magical power to swim in water, it gives characters lacking the Swimming talent enough confidence to avoid Panic while under water.

The effect of this spell does not hamper normal breathing. Therefore, the caster may leave the water and return as often as desired as long as the spell remains in effect.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the highest rank is effective in the overlapping area.

Procure Large Plume of Fresh Air

Occult Lore Requirements: Air 1, Gas 1

Description: This spell continually conjures a column of fresh, breathable air around the caster.

Casting Req.: Verbal, Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Affected Area: The spell creates a roiling column of air having a radius of 5 feet and a height of 10 feet which moves with the caster.

Setback Cost: 7 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: This spell ensures that the caster is continually surrounded by fresh air. As such, toxic gases, smoke, and other harmful aerial pollutants are automatically excluded from the area.

The spell guarantees breathable air only in atmospheric environments, though. If cast underwater, for example, the

air it summons will produce myriad tiny bubbles around the caster that float upward until they exit the Affected Area, at which point they vanish. In this case, the bubbles are noticeable, but do not hinder visibility.

In most environments, the spell is invisible. But, in areas where pollutants are visible, such as in a smoke-filled room, a plume of fresh air can be seen roiling around the caster.

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them.

Procure Night Vision

Occult Lore Requirements: Star 2

Description: With this spell, the caster is temporarily granted Night Vision. See The Character Compendium for details.

Affected Area: Caster

Casting Req.: Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Procure Nixie's Breath

Occult Lore Requirements: Spring 1

Description: With this spell, the caster may breathe water as easily as air.

Affected Area: Caster

Casting Req.: Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: The spell does not provide means to swim, or to speak underwater.

Procure Resistance to ...

Description: This description covers a spectrum of spells that guard the caster against various influences. Each such spell has its own unique requirements and effects, which are detailed below. In all cases, multiple castings have no effect.

Affected Area: Caster

Casting Req.: Gestural

Range: Touch

Action Time: 1 Action

Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Procure Resistance to Acid

Occult Lore Requirements: Bile 8

Description: Any Acidic Damage delivered to the caster is cut in half for the spell duration.

Procure Resistance to Electricity

Occult Lore Requirements: Jupiter 8

Description: Any Electrical Damage delivered to the caster is cut in half for the spell duration.

Procure Resistance to Emotions

Occult Lore Requirements: Mind 8

Description: Any Dreadful or Entrancing Setback delivered to the caster is cut in half for the spell duration.

Procure Resistance to Fettering

Occult Lore Requirements: Motion 8

Description: Any Fettering Setback delivered to the caster is cut in half for the spell duration.

Procure Resistance to Freezing

Occult Lore Requirements: Cold 8

Description: Any Freezing Damage delivered to the caster is cut in half for the spell duration.

Procure Resistance to Petrifying

Occult Lore Requirements: Earth 8, Land 8

Description: Any Petrifying Damage delivered to the caster is cut in half for the spell duration.

Procure Resistance to Scorching

Occult Lore Requirements: Hot 8

Description: Any Scorching Damage delivered to the caster is cut in half for the spell duration.

Procure Shape Change

Occult Lore Requirements: Bone 13, Chaos 13, Flesh 13

Description: This spell alters the caster's shape, allowing them to retain the new form indefinitely.

Action Time: 1 Action

Conflict Rolls: None

Range: 0'

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The caster plus an amount of equipment they can normally carry given their Strength.

Duration: Persistent. The caster may stay in their altered form for as long as they choose to retain it. They may cancel the spell at any time. Of course, any spell successfully disrupting the magic of the Shape Change will force the altered form to be lost prematurely. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Casting Req.: Gestural. To be able to change into any given shape, the caster must have meticulously studied the anatomy of the form desired. This requires them to dissect and carefully examine a body of any species for at least one full day before they can change their own form to match.

Other Details: Of course, the form taken does have its limitations. The spell can only transform the caster into another living creature of flesh and bone. Thus, the caster could assume the shape of a bear but they could not transform themselves into a mummy or statue. Further, they can only change into a form written up in one of the game's monster supplements.

The caster may increase or reduce their size by up to one size category, but cannot transform into anything larger than Large or smaller than Ultratiny.

Once in the altered form, all normal physical attributes of that creature may be used by the caster although this spell confers no magical abilities or immunities normally attributed to the form. Therefore, a Creationist polymorphing into a dragon would not obtain the dragon's breath weapon, nor gain its immunity to flame. To determine their stats in the altered form, look up the creature's description, and use the example having the highest Level that is less than or equal to the spell rank. If no such example exists, that form cannot be taken.

If the caster is killed in altered form, they are dead. Damage inflicted upon the caster when changing into and out of the altered form remains on a fractional basis. Thus, if the caster sustained enough damage to drop their Hit Points to 1/4 of their altered form's maximum, they will transform back with only 1/4 of their total remaining.

No spell casting is possible when in altered form unless that form has the requisite digits and vocal chords needed to do so.

Procure Shield of Many Wisps

Occult Lore Requirements: Aether 6

Description: This spell summons a swarm of tiny ethereal spirits resembling candle flames. Known as Ignus Fatuus, Will-o-the-Wykes, Jack-o-Lanterns, Will-o-Wisps, and other names, these spirits flit and dart around the caster's body.

Action Time: 1 minute

Casting Req.: Verbal, Gestural

Affected Area: Caster Range: 0'

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Persistent. The shield endures until entirely expended or the caster dismisses the protecting spirits. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Conflict Rolls: The effects of this spell are automatic. It does not allow the siphoned spells any Conflict Rolls.

Other Details: The number of spirits summoned into service depends on the spell rank of the caster in this spell. They conjure 1 wisp per spell rank.

The magic of this spell forces these spirits into the service of protecting the caster's life. Their task is to siphon off any magic directly targeting the caster. Each wisp is able to drain a single spell rank from any such directed spell. Once a wisp has performed this task, it disappears.

For example, suppose an occultist casts a 6th spell rank Procure Shield of Many Wisps. This conjures 6 wisps that flit about their body. Later, they encounter a wizard that casts a 10th spell rank Invoke Fury of Grim Lightning at them. At that point, 6 of the wisps interpose themselves, draining the Lightning Bolt down to 4th spell rank.

Unfortunately, this spell is incapable of protecting against spells that affect areas.

Multiple castings are cumulative. But, each counts as a separate Spellbinding on the caster.

Procure Silencing Aura of ... Size

Description: This description covers a spectrum of spells that surround the casters with an area of complete silence. Each such spell has its own unique requirements and effects, which are detailed below.

Requires Maleficium: No Casting Req.: Gestural

Action Time: 1 Action Range: 0'

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: This spell imposes the Silenced Area Condition to the Affected Area. (See its description under Area Conditions in The Rules Reference for details.)

This spell produces a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them. Further, if two similar Nimbus Effects overlap, only the one with the

highest rank is effective in the overlapping area.

Procure Silencing Aura of Great Size

Occult Lore Requirements: Air 8, Gas 8

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell radiates to a distance of 10 feet from the caster.

Procure Silencing Aura of Large Size

Occult Lore Requirements: Air 5, Gas 5

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell radiates to a distance of 5 feet from the caster.

Procure Twinkle of Colossal Light

Occult Lore Requirements: Air 6

Description: Other than the differences listed here, this spell is identical to Procure Twinkle of Epic Light.

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: The spell creates a 1-foot diameter glowing sphere of light that illuminates up to a distance of 20 feet with Bright Light, and another 20 feet with Dim Light.

Procure Twinkle of Epic Light

Occult Lore Requirements: Air 1

Description: This spell creates a Wee floating ball of bluish sparkling light to illuminate the caster's path.

Action Time: 1 Action

Casting Req.: Gestural Conflict Rolls: None

Setback Cost: 10 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Affected Area: The spell creates a 1-foot diameter glowing sphere of light that illuminates up to a distance of 20 feet with Dim Light, and another 20 feet with Scant Light.

Range: The radiant globe must remain within 40 feet of the caster.

Other Details: The glowing ball conjured by the spell automatically follows the caster, maintaining its relative position to him. It must remain within Range of the caster, but is otherwise under their control. They may reposition the twinkle anywhere within Range by expending an Action. The caster may brighten or dim the light source at will so that it illuminates the widest allowable area or vanishes completely.

The spell produces a hazy blue field with a slight smell of ozone. It gives off no heat, so it does not interfere with Heat Vision.

Procure Viper Sight

Occult Lore Requirements: Mercury 10, Motion 10

Description: This spell locates hidden creatures through radiated body heat as the gift Heat Vision (see [The Character Compendium](#) for details).

Affected Area: Caster

Casting Req.: Gestural

Range: 0 feet

Action Time: 1 Action

Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: Detectable quarry may be sighted through fog or darkness, but never through or around solid mass. The presence of an open flame provides such a brilliant heat source that the heat vision provided by the spell becomes useless, although that fact does not interfere in any other types of vision the caster may possess.

Procure Water Walking

Occult Lore Requirements: Water 1

Description: With this spell, the caster moves at their normal Speed across all types of liquid as if they were standing on solid ground.⁹⁵

Affected Area: Caster

Casting Req.: Gestural

Range: 0 feet

Action Time: 1 Action

Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: Of course, should the caster decide to traverse hazardous liquids such as acid or molten iron, they still suffer the consequences to their feet.

The spell will prevent the caster from sinking even if they lie down or are knocked prone.

If cast while the caster is submerged, the spell will cause the caster to rise vertically at a rate equal to their normal land Speed every Round until they are fully supported by the surface.

Produce Decent Glue

Occult Lore Requirements: Cold 1, Dry 1, Wet 1

Description: This spell can be used to glue one object to another. It may reattach a broken handle onto a cup, stick a sword to a scabbard, or weld a shoe to the floor. Initially, the glue is applied to a surface. It remain tacky until another object contacts it. At that point, it hardens within 1 Round and sticks fast.

Action Time: 1 Action

Conflict Rolls: None

Casting Req.: Gestural

Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: Two items (glued together). The spell cannot target creatures.

Duration: Proximate. After being applied to a surface, the glue will retain its gummy properties ready to stick fast to whatever contacts it while the caster is Proximate, although they may cancel the spell at any time. Once the second object is applied, the glue hardens permanently and its magical aura fades.

Other Details: The glue is strong enough to withstand any force less than that given by a Strength of 1 per 2 spell ranks. Although the glue is strong, it cannot fit together separate pieces so well that the crack between them vanishes.

Produce Deft Yellow Fairy Club

Occult Lore Requirements: Autumn 4, Gaia 4

Description: "Yellow fairy club" is the name of a common yellow mushroom having a knob on the end of a thick stalk. Due to its club-like appearance, faery lore asserts that diminutive faeries use these fungi as faery weapons. This spell provides the benefits of this dangerous mushroom to more human-sized combatants.

Action Time: 5 minutes

Setback Cost: 2

Casting Req.: Verbal, Gestural

Affected Area: The spell affects any breathing creature struck by the club.

Duration: Proximate. The spell will last while the club is Proximate to the caster, although they may cancel it at any time. While the spell is in effect, the club must be treated as a magic item when considering its possessor's Magic Limit.

Range: When the spell is cast, a giant yellow fairy club mushroom sprouts from the ground at the caster's feet. This club is easily plucked from the ground and wielded as a weapon.

Conflict Rolls: The mushroom may be wielded like a club, and delivers damage like one when it strikes. Further, it releases a small billowing cloud of yellow hallucinogenic spores. Upon every blow, any breathing target must make an Avoidance Roll with Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Upon the first failure, the target suffers from the Condition of Fogged.

⁹⁵ The mythical king of Ulster, Fergus mac Léti, supposedly had magical shoes that allowed him to walk across the surface of water. They used these to battle the water monster Muirdris.

Perception until the end of the current Scene, but future blows have no additional effect.

Other Details: The caster has some control of the size of the mushroom grown. They can produce a weapon of Tiny, Small, Medium, or Large size, which is in all respects similar to a club of that size. Note that the spell does not confer the skill to actually wield the club. Anyone with the ability to wield a mace or club, however, will be able to properly swing an appropriately sized mushroom.

Note that creatures may willingly forgo breathing while combating an opponent with a Deft Yellow Fairy Club, but they will begin sustaining the effects of suffocation (see the Character Conditions section of The Rules Reference for details on the Conditions of Fogged Perception and Choking / Drowning / Suffocating.)

Produce Epic Winds of Apt Sailing

Occult Lore Requirements: Spring 10, Summer 10

Description: This spell creates winds just weak enough to safely push a sea vessel without damaging the rigging.⁹⁶

Requires Maleficium: No

Action Time: 5 minutes

Casting Req.: Gestural

Range: Touch

Action Time: 1 Action

Conflict Rolls: None

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: A Cube 40 feet on a side, which moves with the targeted vessel.

Duration: Proximate. This spell lasts while the vessel is Proximate to the caster, although they may cancel it at any time.

Other Details: This spell may only be used outdoors. The winds it produces effectively doubles the normal Speed of a single ship (current weather conditions not withstanding). It provides an Edge on any Wilderness Challenges while sailing. While the winds are not strong enough to break the ship's rigging, the vessel will falter if it is not under control of a full crew of competent sailors.

The caster has some control over the breeze they have created. The caster may redirect the winds to blow in whatever direction they desire.

The ship will travel at twice its normal maximum rate for the duration of the spell. (For most wind-powered vessels this equates to about 20 miles per hour.)

Produce Slender Elf Cap

Occult Lore Requirements: Autumn 4, Gaia 4

Description: "Slender Elf Cap" is the name of a common mushroom having a brilliant red top with white spots. Faery lore describes diminutive faeries using these mushrooms as hats or helmets. This spell gives the benefits of this mushroom to more human-sized spell casters. When this spell is invoked, a large red-topped mushroom similar to the miniature fungus grows at the caster's feet. The top of this mushroom may be easily plucked from its stalk and worn as a hat.

Affected Area: The cap's wearer. Action Time: 5 minutes

Casting Req.: Verbal, Gestural Setback Cost: 2

Duration: Proximate. The spell lasts while the cap is Proximate to the caster, although they may cancel it at any time. A Slender Elf Cap must be treated as a magic item when considering its possessor's Magic Limit.

Range: Touch. The caster must touch the ground at the point they want the mushroom to grow.

Conflict Rolls: Anyone wearing a Slender Elf Cap gains an Edge on all Conflict Rolls against the effects of Hallucinogenic Poisons, mental spells, and any spell requiring the Occult lore of Mind. In addition, they gain an Edge when attempting to disbelieve illusions.

Project Pentangular Magic

Occult Lore Requirements: Pentacle 3

Description: Project Pentangular Magic gives the caster the option to remotely deliver any spell they cast through their familiar. The projected spells must have at least one Occult Lore requirement falling within the realm of Pentacle (Blood, Bile, Bone, Flesh, Hearing, Phlegm, Smell, Taste, Touch, and Vision).

Affected Area: The caster's familiar.

Conflict Rolls: None

Action Time: 1 Action

Range: 320 feet

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the familiar is Proximate to the caster, although they may cancel it at any time. If the familiar is killed, the spell immediately terminates.

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a familiar. The Level of the familiar limits the spell rank.

Other Details: The projected spells originate immediately in front of the familiar's eyes and follow its line of sight.

The spell rank of Project Pentangular Magic limits the spell rank of any spells delivered through it.

Spells cast by magic items are unaffected by this spell.

⁹⁶ The Greek hero Odysseus possessed a Bag of Winds. When opened slightly, the bag would produce winds strong enough to push his ship through the water at a rapid speed.

Project Stellar Magic

Occult Lore Requirements: Star 3

Description: Project Stellar Magic gives the caster the option to remotely deliver any spell they cast through their familiar. The projected spells must have at least one Occult Lore requirement falling within the realm of Star (Gaia, Jupiter, Land, Mars, Mercury, Moon, Motion, Rest, Sea, Sky, Sun, and Venus).

Conflict Rolls: None

Affected Area: The caster's familiar.

Action Time: 1 Action Range: 320 feet

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the familiar is Proximate to the caster, although they may cancel it at any time. If the familiar is killed, the spell immediately terminates.

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a familiar. The Level of the familiar limits the spell rank.

Other Details: The projected spells originate immediately in front of the familiar's eyes and follow its line of sight.

The spell rank of Project Stellar Magic limits the spell rank of any spells delivered through it.

Spells cast by magic items are unaffected by this spell.

Project Tetrangular Magic

Occult Lore Requirements: Tetrangle 2

Description: Project Tetrangular Magic gives the caster the option to remotely deliver any spell they cast through their familiar. The projected spells must have at least one Occult Lore requirement falling within the realm of Tetrangle (Air, Autumn, Cold, Dry, Earth, Fire, Gas, Hot, Mercury, Salt, Spring, Plasma, Summer, Water, Wet, Winter).

Conflict Rolls: None

Affected Area: The caster's familiar.

Action Time: 1 Action Range: 320 feet

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the familiar is Proximate to the caster, although they may cancel it at any time. If the familiar is killed, the spell immediately terminates.

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a familiar. The Level of the familiar limits the spell rank.

Other Details: The projected spells originate immediately in front of the familiar's eyes and follow its line of sight.

The spell rank of this spell limits the spell rank of any spells delivered through it.

Spells cast by magic items are unaffected by this spell.

Project Triangular Magic

Occult Lore Requirements: Triangle 4

Description: Project Triangular Magic gives the caster the option to remotely deliver any spell they cast through their familiar. The projected spells must have at least one Occult Lore requirement falling within the realm of Triangle (Aether, Body, Chaos, Law, Mind, and Spirit).

Conflict Rolls: None

Affected Area: The caster's familiar.

Action Time: 1 Action Range: 320 feet

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the familiar is Proximate to the caster, although they may cancel it at any time. If the familiar is killed, the spell immediately terminates.

Casting Req.: Gestural, Material. To invoke this spell, the caster must possess a familiar. The Level of the familiar limits the spell rank.

Other Details: The projected spells originate immediately in front of the familiar's eyes and follow its line of sight.

The spell rank of Project Triangular Magic limits the spell rank of any spells delivered through it.

Spells cast by magic items are unaffected by this spell.

Provide a Few Allies with Resistance to ...

Description: This description covers a spectrum of spells that guard against various influences. Each such spell has its own own unique requirements and effects, which are detailed below. In all cases, multiple castings have no effect.

Affected Area: Up to one creature per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.)

Action Time: 1 Action Casting Req.: Gestural

Conflict Rolls: None Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the target creature is Proximate to the caster, although the caster may canceled it at any time. As long as the spell is in effect, each target must treat the spell as a Spellbinding against their Magic Limit.

Provide a Few Allies with Resistance to Acid

Occult Lore Requirements: Bile 13

Description: Any Acidic Damage delivered to the targets is cut in half for the spell duration.

Provide a Few Allies with Resistance to Electricity

Occult Lore Requirements: Jupiter 13

Description: Any Electrical Damage delivered to the targets is cut in half for the spell duration.

Provide a Few Allies with Resistance to Emotions

Occult Lore Requirements: Mind 13

Description: Any Dreadful and Entrancing Setback delivered to the targets is cut in half for the spell duration.

Provide a Few Allies with Resistance to Fettering

Occult Lore Requirements: Motion 13

Description: Any Fettering Setback delivered to the targets is cut in half for the spell duration.

Provide a Few Allies with Resistance to Freezing

Occult Lore Requirements: Cold 13

Description: Any Freezing Damage delivered to the targets is cut in half for the spell duration.

Provide a Few Allies with Resistance to Petrifying

Occult Lore Requirements: Earth 13, Land 13

Description: Any Petrifying Damage delivered to the targets is cut in half for the spell duration.

Provide a Few Allies with Resistance to Scorching

Occult Lore Requirements: Hot 13

Description: Any Scorching Damage delivered to the targets is cut in half for the spell duration.

Provide Apt ...

Description: This description covers a spectrum of spells that provide the spell recipient with an Edge in specific circumstances. Each such spell has its own unique lore requirements and effects, which are detailed below. In all cases, multiple castings have no effect.

Affected Area: One creature

Casting Req.: Gestural

Range: Touch

Action Time: 1 Action

Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although it may be canceled at any time. As long as the spell is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Provide Apt Chameleon's Gamble

Occult Lore Requirements: Gaia 4, Summer 4

Description: This spell blends the recipient with their surroundings, giving them an Edge on all Stealth and Sneaking rolls.

The spell is effective only when the recipient remains relatively still. Thus they can stand their ground and cast spells or move at a maximum Speed of 15. If the recipient moves quickly, they can easily be seen as the spell cannot keep up with their changing surroundings. Nevertheless, if they pause for a single second, the spell quickly adjusts to the new environment.

Provide Apt Cool of Night

Occult Lore Requirements: Winter 4

Description: This spell protects the spell recipient from high temperatures, giving them an Edge on all Conflict Rolls involving heat and fire (magically induced or otherwise).

Further, the spell alleviates the sweltering effects of weather-induced high temperatures. Thus, a character equipped with this spell could comfortably trek across sand dunes under a blazing sun without breaking a sweat.

Provide Apt Disentanglement

Occult Lore Requirements: Earth 8, Motion 8

Description: This spell helps free the target from any binds restricting him. While this spell works, the target gains an Edge on all Conflict Rolls against the effects of any rope, cord, whip, web, net, or other binding attempting to entangle him.

If the target is bound at the time of the spell casting, all knots or fasteners holding the target must make Conflict Rolls with Quality Level adjustments against a Threshold of 10 plus spell rank. Failure indicates the binds loose themselves and fall away.

Provide Apt Luck of the Leprechaun

Occult Lore Requirements: Spring 4, Summer 4

Description: This spell enhances the luck of the recipient against Faery magic. As such, all of the recipients Conflict Rolls against Faery-Based magic gain an Edge until the duration ends. (Faery-Based magic includes any Eldritch ability of a faery creature, or anything which summons or otherwise specifically interacts with a faery creature. Also, any spell requiring one or more of the following Occult Lore to cast: Autumn, Spring, Summer, or Winter.)

Provide Apt Muffled Footsteps

Occult Lore Requirements: Hearing 4

Description: This spell is an illusion that muffles the sounds made by the footsteps of the spell recipient, giving them an Edge on Stealth and Sneaking rolls.

Disbelief: Negates. Disbelieving this illusion will negate the effects for a given individual. However, the nature of the illusion itself almost makes this a moot point. After all, how often do *you* disbelieve you're hearing nothing?!Provide Apt Warmth of Day

Occult Lore Requirements: Summer 4

Description: This spell protects the spell recipient from cold temperatures, giving the recipient an Edge on all Conflict Rolls against Freezing effects (magically induced or otherwise).

Further, the spell alleviates the frigid effects of weather-induced low temperatures. Thus, a character equipped with this spell could comfortably trek through the howling gusts of a winter blizzard without feeling the need to don a sweater.

Provide Aquatic Adaptation

Occult Lore Requirements: Sea 10, Spring 10, Water 10

Description: This spell adapts the targeted creature to being able to live and act unhindered while underwater.

Affected Area: 1 living creature.

Casting Req.: Gestural Range: Touch
Action Time: 1 Action Conflict Rolls: None
Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell provides the targeted creature with the ability to live in the watery realm as if it were their natural environment. Specifically, the magic provides the target with:

- 1) The ability to breathe water, as if it were air.
- 2) The ability to swim through water at their normal Running Speed.
- 3) The ability to perform Actions in water without the Drawbacks normally imposed by being submerged.
- 4) The ability to converse normally while underwater. So, the recipient may talk and cast spells requiring Verbal components.

Further, the effect of this spell does not hamper normal air breathing. Therefore, the spell recipient may leave the water and return as often as desired as long as the spell remains in effect.

Provide Decent Ward against ...

Description: This description covers a spectrum of spells that give the recipient a Ward value that protects against a specific influence. Each such spell has its own unique requirements and effects, which are detailed below. In all cases, multiple castings have no effect.

Affected Area: One creature
Casting Req.: Gestural Range: Touch
Action Time: 1 Action Conflict Rolls: None
Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although it may be canceled at any time. As long as the spell is in effect, the target must treat the spell as a Spellbinding when against their Magic Limit.

Provide Decent Ward against Acid

Occult Lore Requirements: Bile 6

Description: This spell reduces the effects of Acid influencing the target, by completely negating a fixed amount of any such Damage every Round. The amount it negates equals 1 point per 2 spell ranks every Round. Thus, if the acid affecting the target falls below this level, it may

be completely negated. Anything over this amount is unaffected.

Provide Decent Ward against Cold

Occult Lore Requirements: Cold 6

Description: This spell reduces the effects of Freezing influencing the target, by completely negating a fixed amount of any such Damage every Round. The amount it negates equals 1 point per 2 spell ranks every Round. Thus, if the Freezing Damage affecting the target falls below this level, it may be completely negated. Anything over this amount is unaffected.

Provide Decent Ward against Electricity

Occult Lore Requirements: Jupiter 6

Description: This spell reduces the effects of electricity influencing the target, by completely negating a fixed amount of any such Electrical Damage every Round. The amount it negates equals 1 point per 2 spell ranks every Round. Thus, if the Electrical Damage affecting the target falls below this level, it may be completely negated. Anything over this amount is unaffected.

Provide Decent Ward against Scorching

Occult Lore Requirements: Hot 6

Description: This spell reduces the effects of Scorching Effects influencing the target, by completely negating a fixed amount of any such Damage every Round. The amount it negates equals 1 point per 2 spell ranks every Round. Thus, if the heat and/or fire affecting the target falls below this level, it may be completely negated. Anything over this amount is unaffected.

Provide Enlarged Size

Occult Lore Requirements: Aether 5, Chaos 5, Law 5

Description: This spell increases the size of a creature or object by one Size Category.

Requires Maleficium: Yes Range: Touch.
Action Time: 1 Action Casting Req.: Gestural
Setback Cost: 6 minus Intelligence (minimum of 2)

Conflict Rolls: A Touch Attack is necessary for uncooperative adversaries.

Affected Area: One item or creature.

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The size of the target and all that they are carrying increases by one size category. Multiple castings are cumulative. But, the target cannot be made to exceed a size of Large. See Sizing in The Foundation of Magic section of The Rules Reference for details on how this affects the stats of creatures.

Provide Fine Daily Revamping

Occult Lore Requirements: Bone 4, Spirit 4

Description: This spell imbues an undead creature with the ability to restore lost Hit Points.

Casting Req.: Gestural Range: Touch
Action Time: 1 Action Conflict Rolls: None
Affected Area: One undead creature.

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The target “heals” lost Hit Points at a rate of 1 point per spell rank every day. Needless to say, this cannot take the target’s Hit Points above their normal maximum.

Provide Natural Cold Immunity

Occult Lore Requirements: Cold 4

Description: This spell protects the targeted creature from all effects of natural non-magical cold.

Affected Area: One willing creature
Action Time: 1 Action Conflict Rolls: None
Casting Req.: Gestural Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell completely negates Freezing Damage delivered by natural weather and other non-magical means.

Provide Natural Cold Immunity to Some Allies

Occult Lore Requirements: Cold 10

Description: This spell protects the targeted creatures from all effects of natural non-magical cold.

Affected Area: One willing creature per 2 spell ranks.
Action Time: 1 Action Conflict Rolls: None
Casting Req.: Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts on each target as long as they remain Proximate to the caster, although the caster may cancel it at any time. As long as the spell is in effect, each target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell completely negates Freezing Damage delivered by natural weather and other non-magical means.

Provide Nourishment

Occult Lore Requirements: Flesh 4

Description: This spell allows the target to forgo the need for Air, Food, Sleep, or Water while it is in effect.

Action Time: 1 Action Range: Touch
Casting Req.: Gestural Conflict Rolls: None
Affected Area: One living creature

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell provides nourishment for one of the following requirements: Air, Food, Sleep, or Water. The type of nourishment provided must be stated at the time of casting. Multiple castings may allow the target to forego multiple forms of nourishment, but each spell must be treated as a separate Spellbinding. Further, the target gains the immunity listed on the following table based on the type of nourishment provided:

Nourishment Type	Immunity
Air	Suffocating Damage
Food	Starving Damage
Sleep	Sedating Setback
Water	Dehydrating Damage

Provide Pain Numbing

Occult Lore Requirements: Touch 3

Description: This spell totally blocks the spell recipient’s sense of pain.

Action Time: 1 Action Conflict Rolls: None
Casting Req.: Gestural Range: Touch

Affected Area: One willing living creature

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell automatically gives the target Immunity to Tormenting Setback, and negates the Drawback effects of any spells based entirely on inflicting pain or Nausea.

Next, the spell negates any Drawbacks imposed by injuries, including sprains, maims, and cracked or broken bones. Unfortunately, every Round that the target participates in vigorous activity (such as combat), the target sustains 1 point of Internal Damage for every Drawback that would normally be imposed by their painful injuries. So, if the target has a

broken bone that would normally impose two Drawbacks, they will instead sustain two points of Internal Damage every Round they participate in combat.

Finally, this spell is especially handy to practitioners of the medical arts. It allows for much easier splinting and setting of broken bones, and is a godsend when actual surgery is required.

Provide Quickening

Occult Lore Requirements: Mercury 2, Sky 2

Description: This spell increases the targeted creature's land Speed by 10.⁹⁷ (So, it increases a humanoid's Running Speed by 10.)

Affected Area: One creature. Conflict Rolls: None
Other Details: None. Range: Touch
Action Time: 1 Action Casting Req.: Gestural
Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While the spell is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Provide Quickening to ... Allies

Description: This description covers a spectrum of spells increase the targeted creatures' land Speed by 10. (So, all of these spells increase a humanoid's Running Speed by 10.) Each such spell has its own unique lore requirements and Affected Areas, which are detailed below.

Conflict Rolls: None Range: Touch
Action Time: 1 Action Casting Req.: Gestural
Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While the spell is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Provide Quickening to a Few Allies

Occult Lore Requirements: Mercury 8, Sky 8
Setback Cost: 7 minus Intelligence (minimum of 2)
Affected Area: Up to one willing creature per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.)

Provide Quickening to Some Allies

Occult Lore Requirements: Mercury 11, Sky 11
Setback Cost: 10 minus Intelligence (minimum of 2)
Affected Area: Up to one willing creature per 2 spell ranks.

Provide Reduced Size

Occult Lore Requirements: Aether 5, Chaos 5, Law 5
Description: This spell decreases the size of a targeted object or creature by one Size Category.

Requires Maleficium: Yes Range: Touch.
Action Time: 1 Action Casting Req.: Gestural
Setback Cost: 6 minus Intelligence (minimum of 2)
Conflict Rolls: A Touch Attack is necessary for uncooperative adversaries.

Affected Area: One item or creature. The targeted object can be no larger than a cube 10 feet on a side (a Large-sized creature).

Duration: Proximate. The effect lasts while the caster is Proximate, although they may cancel the spell at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The size of the target and all that they are carrying reduces by one size category. Multiple castings are cumulative. However, the spell can reduce the size to no smaller than Ultratiny. See Sizing under the The Foundation of Magic section in The Rules Reference for details on how this affects the stats of creatures.

Provide Resistance to ...

Description: This description covers a spectrum of spells that guard against various influences. Each such spell has its own own unique requirements and effects, which are detailed below. In all cases, multiple castings have no effect.

Affected Area: One creature
Casting Req.: Gestural Range: Touch
Action Time: 1 Action Conflict Rolls: None
Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although it may be canceled at any time. As long as the spell is in effect, the target must treat the spell as a Spellbinding when against their Magic Limit.

Provide Resistance to Acid

Occult Lore Requirements: Bile 11
Description: Any Acidic Damage delivered to the target is cut in half for the spell duration.

Provide Resistance to Electricity

Occult Lore Requirements: Jupiter 11
Description: Any Electrical Damage delivered to the target is cut in half for the spell duration.

Provide Resistance to Emotions

Occult Lore Requirements: Mind 11
Description: Any Dreadful and Entrancing Setback delivered to the target is cut in half for the spell duration.

⁹⁷ Fast-Pace Boots, which greatly enhances the wearer's running speed, are a common motif in Russian folk tales.

Provide Resistance to Fettering

Occult Lore Requirements: Motion 11

Description: Any Fettering Setback delivered to the target is cut in half for the spell duration.

Provide Resistance to Freezing

Occult Lore Requirements: Cold 11

Description: Any Freezing Damage delivered to the target is cut in half for the spell duration.

Provide Resistance to Petrifying

Occult Lore Requirements: Earth 11, Land 11

Description: Any Petrifying Damage delivered to the target is cut in half for the spell duration.

Provide Resistance to Scorching

Occult Lore Requirements: Hot 11

Description: Any Scorching Damage delivered to the target is cut in half for the spell duration.

Provide Swimming at Land Speed

Occult Lore Requirements: Spring 4, Winter 4

Description: This spell gives its recipient the ability to swim in water at a velocity equal to their Speed while running.

Affected Area: One creature

Casting Req.: Gestural

Range: Touch

Action Time: 1 Action

Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: The target may swim for the entire duration without tiring. However, the spell does not provide any means to breathe underwater.

Provide Tiny Size

Occult Lore Requirements: Bone 5, Flesh 5

Description: This spell causes the targeted willing creature to shrink to Tiny size. The size of the creature ends up to be about 6 inches tall (give or take an inch due to original size.)

Casting Req.: Gestural

Conflict Rolls: None

Action Time: 1 Action

Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Affected Area: This spell can affect a single living willing creature of Large size or less.

Other Details: See Sizing under the The Foundation ofMagic section in The Rules Reference for the mechanical effects of being shrunk.

Provide Water Breathing

Occult Lore Requirements: Water 4

Description: This spell allows the targeted creature to breathe underwater.

Casting Req.: Gestural

Action Time: 1 Action

Conflict Rolls: None

Range: Touch

Affected Area: 1 air breathing creature.

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell in no way endows an ability to swim or even move underwater with ease. Even so, it will give characters lacking the Swimming talent enough confidence so that they will not Panic while under water. As such, if the spell recipient does enter into combat underwater, the character gains an Edge (which will likely partially negate the Extreme Drawback normally incurred for such activities).

Further, the spell allows a person to speak normally while underwater. So, the recipient may cast spells requiring Verbal components.

The effect of this spell does not hamper normal air breathing. Therefore, the spell recipient may leave the water and return as often as desired as long as the spell remains in effect.

Provoke Able Levitation

Occult Lore Requirements: Earth 9, Motion 9

Description: This spell lifts objects and moves them through the air at the caster's direction.

Requires Maleficium: Yes Action Time: 1 Action

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One object or creature having a Size Category no larger than that specified on the Provoke Able Levitation Table below.

Provoke Able Levitation Table

Spell Rank	Size Category
1	Ultratiny
4	Tiny
7	Small
10	Medium
13	Large
16+	Great

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Range: 80 feet. The target must be within range whenever they wish to reposition the target. If the caster moves out of this range, the object will remain fixed in space wherever it is until the spell expires. If the caster ever leaves its Proximity or cancels the spell, the target will slowly sink to the ground. The spell remains centered on the caster for the entire duration.

Casting Req.: Verbal, Gestural. The spell-caster must retain concentration whenever they wish to move or otherwise control the levitated object.

Conflict Rolls: If the spell targets an unwilling creature, allow it an Avoidance Roll with Heart Adjustments on the caster's Turn every Round to permanently escape the spell's grip. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart.

Other Details: The objects move at a maximum Speed of 5, although it may be levitated at a slower rate, even to the point of motionless hovering, if desired. It may be levitated to a maximum altitude above the ground equal to 5 feet per spell rank.

The spell cannot move items quickly enough to use as a direct attack mode. So, the caster cannot use this spell to levitate a sword and then use it to swing at an opponent from a distance. However, the caster may levitate an item above a foe and then cancel the spell, thereby dropping it from above. If this is done, the caster must make a normal Attack using their Ballistics skill.

Occult Spells~R

Radiate Deft Dire Creeping Winds of ... Size

Description: This description covers a spectrum of spells that create gale force winds radiating outward from the caster. Each such spell has its own own unique characteristics, which are detailed below.

Requires Maleficium: Yes Casting Req.: Verbal

Action Time: 1 Assault Action Range: 0 feet

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Although, they may cancel it at any time.

Conflict Rolls: On the initial casting and on every Round thereafter, any creature in the Affected Area must make an Avoidance Roll with Perception and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates it sustains Footing Setback equal to 1 point per 2 spell ranks plus the roll's Margin. Success indicates they sustain half this amount. If this drops the creature's Fate Points to 0, it is knocked to the ground.

Further, any aerial weapons (e.g. arrows and bolts) whose trajectory intersects the Affected Area are with a Drawback.

Other Details: Whether a creature makes its Conflict Roll or not, the winds reduce all movement toward the caster to a Creeping Speed (5). Any other movement is unaffected.

Radiate Deft Dire Creeping Winds of Epic Size

Occult Lore Requirements: Spring 14, Summer 14

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: 20 foot radius, excluding the caster.

Radiate Deft Dire Creeping Winds of Great Size

Occult Lore Requirements: Spring 12, Summer 12

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: 10 foot radius, excluding the caster.

Raise Great Patch of Grasping ...

Description: This description covers a spectrum of spells that grab hold and restrain any creature within their areas. Each such spell has its own own unique characteristics, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural.

Action Time: 1 Assault Action Range: 40 feet

Affected Area: The spell covers a square that is 20-feet on each side. The entities summoned within this area each have

a Reach that extends 5 feet outside this boundary.

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Although, they may cancel it at any time.

Conflict Rolls: Every Round, all creatures in the Affected Area are attacked by a Restraining Attack as described in the Special Attack Modes section of The Rules Reference. Every successful Restraining Attack delivers 2 Damage + 6 Fettering Setback. Further, the Margin is added as additional Fettering Setback. Consider the myriad attacks to collectively have a Vigor of 6 when making Conflict Rolls.

Other Details: If the spell grabs hold of a creature, their Speed is reduced to 0 until they break free. If they escape the spell's grasp, they are free to leave the area as a Reaction, if desired. Although, the area is considered to have the Impeding Terrain condition. As such, any movement through the area must be done at half Speed. (see Area Conditions section of The Rules Reference for details.)

The clutching hands are comprised of a pure magical force. As such, they are impervious to damage of all forms.

Multiple castings are not cumulative on a given area.

Raise Great Patch of Grasping Damned Souls

Occult Lore Requirements: Aether 12, Chaos 12, Spirit 12

Description: This spell calls on the desperate souls of the damned, caught for all eternity in the Infernal regions of the Astral Realm, promising them nothing more than a brief respite from their eternal torture for their service. The spell enables the souls to interact with the physical world, filling the area with grasping arms reaching up from the ground, along with human faces distorted in anguish appearing on the ground's surface. Screams and haunting moans permeate the surrounding area. The frantic hands grasp and cling to anyone caught in the area.

More Details: The clutching hands are comprised of a pure magical force. As such, they are impervious to damage of all forms.

Raise Great Patch of Grasping Tentacles

Occult Lore Requirements: Chaos 12, Flesh 12

Description: This spell⁹⁸ causes the earth to erupt in a flurry of tentacles, which grasp and crush anyone caught in the area. A Medium-sized tentacle materializes in every 5-foot square within this area.

More Details: The writhing tentacles are comprised of a pure magical force. As such, they are impervious to damage of all forms.

⁹⁸ Circe was a sorceress of Greek mythology, renowned for her ability to transform her enemies into different forms. It was she that transformed the beautiful nymph Scylla into a many-tentacled monster.

Raise Hermetic Globe of ... Size

Description: This description covers a spectrum of spells that set up stationary globes impervious to many magics. Each such spell has its own own unique characteristics, which are detailed below.

Each of these spells prevents any spell's passage that has a spell rank less than or equal to that of the Hermetic Globe. Any spell invoked at a higher rank than this enters freely.

Action Time: 1 Action

Casting Req.: Gestural Conflict Rolls: None

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Although, they may cancel it at any time.

Range: The globe is initially created centered on the caster. Thereafter, the caster may venture out of the globe.

Other Details: Spells cast from inside the globe are unaffected.

Spells such as Invoke Great Cube of Dispelling and Invoke Disenchantment can be blocked from entering the globe, as can any other spell. However, the globe itself is still vulnerable to anti-magic spells such as these, and can be taken down by them normally. (If the globe is taken down by any such spell, then that spell is effective against the area within as well.)

Raise Hermetic Globe of Great Size

Occult Lore Reqs: Chaos 12, Law 12

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: 10-foot radius

Raise Hermetic Globe of Large Size

Occult Lore Reqs: Chaos 9, Law 9

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: 5-foot radius

Raise Large Patch of Grasping ...

Description: This description covers a spectrum of spells that grab hold and restrain any creature within their areas. Each such spell has its own own unique characteristics, which are detailed below.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural.

Action Time: 1 Assault Action Range: 40 feet

Affected Area: The spell covers a square that is 10-feet on each side. The entities summoned within this area each have a Reach that extends 5 feet outside this boundary.

Setback Cost: 7 minus Intelligence (minimum of 2)

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Although, they may cancel it at any time.

Conflict Rolls: Every Round, all creatures in the Affected Area are attacked by a Restraining Attack as described in the Special Attack Modes section of The Rules Reference. Every successful Restraining Attack delivers 2 Damage + 6 Fettering Setback. Further, the Margin is added as additional Fettering Setback. Consider the myriad attacks to collectively have a Vigor of 6 when making Conflict Rolls.

Other Details: If the spell grabs hold of a creature, their Speed is reduced to 0 until they break free. If they escape the spell's grasp, they are free to leave the area as a Reaction, if desired. Although, the area is considered to have the Impeding Terrain condition. As such, any movement through the area must be done at half Speed. (see Area Conditions section of The Rules Reference for details.)

The clutching hands are comprised of a pure magical force. As such, they are impervious to damage of all forms.

Multiple castings are not cumulative on a given area.

Raise Large Patch of Grasping Damned Souls (of Agrippa)

Occult Lore Requirements: Aether 9, Chaos 9, Spirit 9

Description: This spell calls on the desperate souls of the damned, caught for all eternity in the Infernal regions of the Astral Realm, promising them nothing more than a brief respite from their eternal torture for their service. The spell enables the souls to interact with the physical world, filling the area with grasping arms reaching up from the ground, along with human faces distorted in anguish appearing on the ground's surface. Screams and haunting moans permeate the surrounding area. The frantic hands grasp and cling to anyone caught in the area.

More Details: The clutching hands are comprised of a pure magical force. As such, they are impervious to damage of all forms.

Raise Large Patch of Grasping Tentacles (of Circe)

Occult Lore Requirements: Chaos 9, Flesh 9

Description: This spell⁹⁹ causes the earth to erupt in a flurry of tentacles, which grasp and crush anyone caught in the area. A Medium-sized tentacle materializes in every 5-foot square within this area.

More Details: The writhing tentacles are comprised of a pure magical force. As such, they are impervious to damage of all forms.

⁹⁹ Circe was a sorceress of Greek mythology, renowned for her ability to transform her enemies into different forms. It was she that transformed the beautiful nymph Scylla into a many-tentacled monster.

Realize Dryad's Disguise

Occult Lore Requirements: Gaia 2, Summer 2

Description: This spell gives the caster the appearance and form of a tree. The transformation is complete within one second after the spell is complete.

Casting Req.: Gestural Range: Touch
 Affected Area: Caster. Conflict Rolls: None
 Setback Cost: 6 minus Intelligence (minimum of 2)

Action Time: 1 Action

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Although, they may cancel it at any time.

Other Details: If a character with this disguise is cut, they will bleed as normal. Unfortunately, the caster is somewhat vulnerable to attack in this form as they cannot move without revealing their true nature. Their Defense is effectively zero unless they willingly drop the ruse and leap aside.

While the caster may move their head and arms while disguised, and may even cast spells. However, any such movement will be accompanied by the slight sound of groaning wood as their "tree" limbs move about.

Release Epic Deft Cyclone

Occult Lore Requirements: Gas 8, Motion 8

Description: This spell induces a vortex of strong winds to swirl around the caster¹⁰⁰.

Action Time: 1 Assault Action

Requires Maleficium: Yes Range: 0'

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: This spell creates strong winds in a 40 foot tall cylinder around the caster having a radius of 20 feet. Being at its center, though, the caster is unaffected.

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Although, they may cancel it at any time.

Casting Req.: Verbal, Gestural. The caster must have at least 5 feet of open space around them on all sides, or the spell will terminate. (Creatures or other items may occupy that space without it affecting the spell as long as the air can circulate. However, the caster cannot have their back up against a wall.)

Conflict Rolls: The strong winds buffet everyone in the Affected Area except the caster. Anyone being pummeled by the winds suffers a Drawback on all physical actions. Further, any arrows or bolts shot through the affected area suffer from a similar Drawback in hitting their targets.

Other Details: This spell disperses noxious fumes, poisonous

gas, or any such gaseous clouds in its area within 1 Round. Multiple castings are not cumulative in a given area.

Release Great Deft Dire Winter Cyclone

Occult Lore Requirements: Spring 11, Winter 11

Description: This spell induces a blizzard-like vortex of frigid winds to swirl around the caster.

Requires Maleficium: Yes

Action Time: 1 Assault Action Range: 0'

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: This spell creates strong winds in a 20 foot tall cylinder around the caster having a radius of 10 feet. Being at its center, though, the caster is unaffected.

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Although, they may cancel it at any time.

Casting Req.: Verbal, Gestural. The caster must have at least 5 feet of open space around them on all sides, or the spell will terminate. (Creatures or other items may occupy that space without it affecting the spell as long as the air can circulate. However, the caster cannot have their back up against a wall.)

Conflict Rolls: On every Round, all creatures in the Affected Area must make an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Those failing sustain Freezing Damage equal to 1 point per 2 spell ranks plus the roll's Margin. Success indicates they sustain half this amount.

The strong winds buffet everyone in the Affected Area except the caster. Anyone being pummeled by the winds suffers a Drawback on all physical actions. Further, any arrows or bolts shot through the affected area suffer from a similar Drawback in hitting their targets.

Other Details: This spell disperses noxious fumes, poisonous gas, or any such gaseous clouds in its area within 1 Round. Multiple castings are not cumulative in a given area.

Release Great Dire Beatific Rain

Occult Lore Requirements: Spirit 9, Spring 9

Description: Other than the differences listed herein, this spell is identical to Release Great Rain.

Conflict Rolls: For the spell's Duration, any creature entering the Affected Area or caught within it at the end of the caster's Turn every Round must make an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Righteous Damage equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

¹⁰⁰ The sword of the Celtic god Lugh, Fragarach, gave its wielder power over the wind.

Release Great Dire Hellfire

Occult Lore Requirements: Chaos 9, Fire 9, Spirit 9

Description: This spell summons a region slowly wafting black flames radiating rays of reddish energy.

Affected Area: 10 foot radius.

Action Time: 1 Assault Action

Casting Req. : Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Although, they may cancel it at any time.

Conflict Rolls: For the spell's Duration, any creature entering the Affected Area or caught within it at the end of the caster's Turn every Round must make an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Infernal Damage equal to 1 per 2 spell ranks plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Release Great Rain

Occult Lore Requirements: Spring 5

Description: This spell calls forth a sudden downpour of rain, which Drenches the ground and any creatures within the area.

Affected Area: 10 foot radius.

Action Time: 1 Assault Action

Casting Req. : Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Although, they may cancel it at any time.

Conflict Rolls: None. Any creature remaining in the Affected Area for at least one full 1 Round is considered to be Drenched in water until the end of the current Scene. The ground becomes a Waterlogged Area. (See the Area Conditions section of The Rules Reference for details.)

Further, the spell automatically puts out all non-magical fires within its area. Any areas previously on fire will, instead, be filled with a combination of smoke and fog. This smog will limit normal vision to 5 feet. It forces any attacks further than 5 feet to be with a Drawback, and attacks further than 10 feet to be with an Extreme Drawback, which is essentially equivalent to fighting blind (see Fighting Blind in the Conflict Rules section of The Rules Reference). The smog also gives similar Edges to all those Sneaking within the area.

The spell has no effect on magical fires.

Release Great Vapors of Grand Hourly Healing

Occult Lore Requirements: Gas 3, Mercury 3

Description: This spell produces healing fumes. Provided the surroundings have no strong drafts, those within the fumes will feel its healing powers.

Action Time: 5 minutes

Affected Area: 10 foot radius Range: Touch

Casting Req.: Gestural Conflict Rolls: None

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Although, they may cancel it at any time.

Other Details: Those remaining in the fumes have a number of damage points healed equal to 2 per spell rank every hour.

Render Bones Brittle

Occult Lore Requirements: Bone 12

Description: This spell weakens the bones of the targeted creature.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Affected Area: One Creature

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. The caster may cancel the spell at any time. Further, any bones cracked by this spell will remain so after the spell ends only if the target is in a Glory Status allowing for cracked bones.

Conflict Rolls: The target is entitled to an Avoidance Roll with Toughness Adjustments to completely avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. If the spell succeeds, any blow delivered to the target's body may produce the effects of a cracked bone. Only blows delivered by hand held or polearm weapons can deliver the force necessary to fracture a skeletal member, though.

On any physical blow of 10 points of damage or more (after Ward), the victim of this spell must make an Avoidance Roll with Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the struck bone cracks. (Use the Body Zone Diagram in The Rules Reference to randomly determine the hit locations, when it matters. The effects of cracked bones are detailed in the Character Conditions section of that book.)

Other Details: Multiple castings are not cumulative.

Render Cumulative ...

Description: This description covers a spectrum of spells that impose increasingly harsh punishments on the target. Each such spell has its own unique requirements and effects, which are detailed below. In all cases, multiple castings have no effect.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action

Affected Area: 1 creature

Setback Cost: 7 minus Intelligence (minimum of 2)

Duration: Rooted. The spell lasts as long as the caster remains rooted to their present location. It ends on the first step taken or if the caster loses sight of the target for one Round.

Range: The spell may be cast upon any creature within 80 feet. Once the caster has completed the spell, no range restrictions apply as long as the target remains within sight of the caster.

Conflict Rolls: The target is allowed an Avoidance Roll with Heart and Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Wisdom. Success indicates it avoids the spell's effects entirely. On a failure, it feels the full effects.

Other Details: The spell delivers increasingly severe Damage or Setback to the target, whose type depends on the specific spell, as described below. (So, one spell may deliver Choking Damage while another delivers Tormenting Setback.)

On the caster's Turn of the first Round after the spell is completed, the spell delivers 2 points of Damage or Setback; on the second Round it delivers 4 points; on the third Round, it delivers 6 points; etc.

Multiple castings are not cumulative on a given target.

Render Cumulative Choking

Occult Lore Requirements: Dry 3, Gas 3

Description: This spell causes its victim's throat to constrict so that they are unable to breathe freely. Any breathing creature affected by the spell sustains increasingly severe Suffocating Damage as described above.

Further, the target suffers from a Drawback when trying to cast any spells requiring a Verbal component.

Render Cumulative Heat

Occult Lore Requirements: Hot 1

Description: This spell creates unbearable heat surrounding the target, delivering increasingly severe Scorching Damage as described above.

Render Cumulative Heat Phantasm

Occult Lore Requirements: Hearing 3, Smell 3, Touch 3

Description: This spell creates the illusion of unbearable heat surrounding the target, which delivers increasingly severe Tormenting Setback as described above.

On the first Round after the spell is completed, the unfortunate victim feels uncomfortably hot. On the second Round they begin to hear a slight sizzling sound (like bacon cooking on a hot grill). On every subsequent Round, they also smell the scent of burning flesh.

Of course, the illusion is ineffective against creatures that believe themselves invulnerable or resistant to heat or flame.

Disbelief: Negates

Render Deft ... Nausea

Description: This description covers a spectrum of spells that induce the sensation of nausea in the targeted creature. Each such spell has its own unique requirements and effects, which are detailed below. In all cases, multiple castings have no effect.

Requires Maleficium: Yes

Affected Area: 1 living creature.

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Duration: Instantaneous; Rooted. The Setback effect is Instantaneous. The Drawback effect lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. Finally, the caster may cancel the spell at any time.

Conflict Rolls: The targeted creature is entitled to an Avoidance Roll with Heart Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Those failing the Avoidance Roll sustain an amount of Maladive Setback that depends on the specific spell, as described below. Further, they suffer headaches, the urge to vomit, and a non-cumulative Drawback on all Conflict Rolls involving their Agility. Success indicates they sustain only half the stated Setback, and avoid the other effects entirely.

Render Deft Dire Nausea

Occult Lore Requirements: Smell 4, Taste 4

Other Details: A target failing their Avoidance Roll sustains Maladive Setback equal to 1 point per 2 spell ranks plus the roll's Margin.

Render Deft Fell Nausea

Occult Lore Requirements: Smell 7, Taste 7

Other Details: A target failing their Avoidance Roll sustains Maladive Setback equal to 1 point per spell rank plus the roll's Margin.

Render Deft Grim Nausea

Occult Lore Requirements: Smell 10, Taste 10

Other Details: A target failing their Avoidance Roll sustains Maladive Setback equal to 2 points per spell rank plus the roll's Margin.

Render Doubly Deft Blindness

Occult Lore Requirements: Mind 10, Vision 10

Description: This spell temporarily blinds the target creature. In combat, the blinded victim must use the rules detailed under Fighting Blind in the Conflict Rules section of The Rules Reference. Of course, this spell may be counteracted by spells such as the Pagan spell Restore Sight or similar magics.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: 1 creature with Day, Night, or Dark Vision.

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. The caster may cancel the spell at any time.

Conflict Rolls: The target is entitled to an Avoidance Roll with Heart and Toughness Adjustments to completely avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Wisdom.

Other Details: Multiple castings are not cumulative.

Render Great Cube of Smothering

Occult Lore Requirements: Gas 9

Description: This spell extinguishes fire, magical or otherwise.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The caster smothers a 20-foot by 20-foot area.

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. The caster may cancel the spell at any time.

Conflict Rolls: The spell extinguishes normal fires automatically within 1 Round. Allow any magical flame a Spell Roll against this spell's effects.

The spell does nothing to prevent anyone from leaving the area. However, any breathing creature caught in the area suffers from the Suffocating condition as long as they remain (see Choking / Drowning / Suffocating in the Character Conditions section of The Rules Reference for

complete details). As per that condition, they immediately take 2 Suffocating Damage upon spell completion. At the next Round, and every Round thereafter, they sustain a cumulative 2 Suffocating Damage. So, at the end of the second Round, they take 4 Suffocating Damage. The next Round, they take 6; the next they take 8; etc. However, if the target is Overcome as a consequence of this spell, they fall to the ground unconscious.

Render Dire ...

Description: This description covers a spectrum of spells that impose periodic damage on a single target. Each such spell has its own unique requirements and effects, which are detailed below. In all cases, multiple castings have no effect.

Requires Maleficium: Yes Range: 80 feet.

Casting Req.: Verbal, Gestural Action Time: 1 Action

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: One creature.

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. The caster may cancel the spell at any time. While it is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: When first cast, and at the end of the caster's Turn every Round thereafter, the target must make an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. On any failure, the magic of the spell seizes hold of them, delivering Damage equal to 1 point per 2 spell ranks plus the roll's Margin. (The type of Damage depends on the specific spell, as described below.)

Other Details: Once the spell is cast, no further concentration from the caster is required.

Multiple castings are not cumulative on a given target.

Render Dire Azure Serpent

Occult Lore Requirements: Air 6, Jupiter 6

Description: This spell creates a writhing serpentine bolt of electrical energy¹⁰¹ to appear at the target's feet. On every Avoidance Roll failure, the crackling serpent writhes and dances over the target's skin, delivering Electrical Damage as described above.

Render Dire Bleeding

Occult Lore Requirements: Blood 6

Description: This spell causes the target to bleed from their mouth, ears, nose, and pores. They spit and even sweat blood. On every Avoidance Roll failure, the spell imposes Bleeding Damage on them as described above.

¹⁰¹ Aboriginal folklore of Australia includes the Lightning Serpent, which lives in the clouds and is the source of lightning during storms.

Render Dire Pox

Occult Lore Requirements: Autumn 6, Moon 6

Description: This spell raises inflamed boils on the unfortunate target's skin. On every Avoidance Roll failure, the spell imposes Rotting Damage to them as described above.

Render Sight of a Few Foes Deftly Blurry

Occult Lore Requirements: Vision 4

Description: This spell blurs the vision of the target creatures.

Casting Req.: Verbal, Gestural

Action Time: 1 Assault Action Range: 40 feet

Setback Cost: 9 minus Intelligence (minimum of 2)

Affected Area: Up to one creature per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.)

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. The caster may cancel the spell in its entirety at any time.

Conflict Rolls: Allow each target an Avoidance Roll with Toughness Adjustments to avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. A failed roll indicates the creature's vision is temporarily blurred, giving them a Drawback on all physical actions and all actions involving Perception. Success indicates the creature avoids the spell effects completely.

Other Details: Multiple castings on a given creature are not cumulative.

Render Wounds Bleeding

Occult Lore Requirements: Blood 8

Description: This spell causes open wounds on the target's body to bleed for the spell's duration. The blood loss causes one point of Bleeding Damage every Round for every wound on the target's body that bleeds. Obviously, cutting, biting, chopping, rending, or similar effects must have inflicted the wound for bleeding to occur. While the character is bleeding, they gain the temporary trait of "Bleeding Profusely".

Requires Maleficium: Yes

Action Time: 1 Assault Action

Affected Area: One blood-bearing creature.

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Duration: Rooted. The spell lasts while the caster remains rooted to the location at which they cast the spell. One step in any direction terminates it. The caster may cancel the spell at any time.

Conflict Rolls: The target is entitled to an Avoidance Roll with Heart Adjustments to completely avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart.

Other Details: Note that healing elixirs and spells automatically mend the most severe wounds first. These are normally the greatest concern. A priest performing a Healing Touch or similar magic may state explicitly that they wish to heal all of the minor cuts first (due to the fact that these bleed just as badly on as the more severe wounds). However, imbibers of potions and owners of healing magic items have no such luxury.

Multiple castings are not cumulative.

Rouse Fell Fiery Tendrils

Occult Lore Requirements: Motion 7, Plasma 7

Description: This spell summons thick twisting snake-like tendrils of fire from any fire source near the caster. The fiery tendrils move and strike under the direction of the caster.

Requires Maleficium: Yes

Range: Both the fire source and the target(s) must be within 40 feet of the caster.

Setback Cost: 7 minus Intelligence (minimum of 2) for the initial casting. Attacking with a tendril costs nothing.

Affected Area: On every Round, the caster may direct a tendril to strike any single target within range. The target may be different every Round.

Action Time: 1 Action to initiate the spell. Once per Round thereafter, the caster may expend an Assault Action to strike a target in Range.

Duration: Rooted. The spell lasts while the caster is Rooted to the location they originally cast the spell, although they may cancel it at any time.

Casting Req.: Verbal, Gestural, Material. This spell does not produce its own flame. Rather, it draws from any nearby fire source, whether magical or natural. The Quality Level of the flame has no impact on the spell's effect, but the spell does not alter the fire source in any way not specified in this description. Traditionally, mages employing this spell carry brass braziers to act as handy fire sources. But, any fire source will do, be it a fiery spell, campfire, torch, or candle. The caster may even switch from one fire source to another within Range whenever desired.

Conflict Rolls: The target must make an Avoidance Roll with Heart and Toughness adjustments against a Threshold of 10 plus the spell rank. On a failure, the target sustains Scorching Damage equal to 1 per spell rank plus the roll's Margin. Success indicates they sustain half this amount.

Other Details: The caster may pause in their attacks if they so choose to perform other tasks. Assuming they do not move in the interim, they may continue rousing fiery tendrils if they later resume concentration on the spell.

Occult Spells~S

Scry Horoscope (of Nostradamus)

Occult Lore Requirements: Jupiter 1, Mars 1, Mercury 1, Venus 1

Description: Based on the current configuration of the stars in the heavens, this spell divines some aspects of the near-term fate of the target creature. In game terms, the target creature gains a Temporary Trait to use like any other for Guts refreshes. To determine which Temporary Trait is gained, roll a d20. On a roll of 1 to 12, consult the Horoscope Table to look it up. On any other roll, the caster picks whichever one they think would be most entertaining.

Horoscope Table

Roll	Zodiac Sign	Trait
1	Aries	You will be angry.
2	Taurus	You will be stubborn.
3	Gemini	You will be sociable.
4	Cancer	You will be irritable.
5	Leo	You will be charismatic.
6	Virgo	You will be calm.
7	Libra	You will be diplomatic.
8	Scorpio	You will be courageous.
9	Sagittarius	You will be playful.
10	Capricorn	You will be prudent.
11	Aquarius	You will be rebellious.
12	Pisces	You will be imaginative.

Affected Area: One creature. Action Time: 5 minutes
 Duration: Scheduled. 1 day. Setback Cost: 2
 Conflict Rolls: None. Range: Touch
 Casting Req.: Verbal, Gestural. For the spell to work, the caster must know the birth date of the target creature.
 Other Details: Multiple castings are not cumulative.

Sculpt Medium Stone Block (of Cagliostro)

Occult Lore Requirements: Earth 10, Land 10

Description: This spell allows the caster to easily fashion stone as if wet clay. The sculpted shapes are crude, having a rough, unfinished look. No features smaller than 6 inches across may be fashioned with the spell. Using this spell, an occultist could create a passage through a wall or seal off a door.

Action Time: 1 minute. Conflict Rolls: None

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: A cube of stone up to 5 feet on a side.

Duration: Scheduled / Genesis. 1 Round. The stone is permanently altered.

Range: The caster must touch the stone they wish to sculpt.

Casting Req.: Gestural, Material. The caster must touch the stone they sculpt.

Other Details: Using this spell creates a great deal of grinding noise. Unless a silencing spell is used on the area, attention will likely be brought to the sculptor if anything is nearby to notice. Unfortunately, this spell completely ruins any gemstones embedded in the sculpted rock, so the spell cannot be used to mine the colorful crystals. Further, this spell is incapable of sculpting stone containing metal, such as copper ore and iron ore. Even thin veins and trace amounts of metal will thwart the spell. The outer walls of castles and military keeps are often fashioned from low-grade metal ores to fortify them against these kinds of attacks. Finally, this spell also has no effect on dirt and clay.

Shift Briefly into Wereform

Occult Lore Requirements: Mind 5, Moon 5

Description: The magic of this spell distorts the caster's body. It twists their bones and deforms their muscles. Within seconds after completing the spell, the caster undergoes the gruesome transformation from man to Werewolf.

Affected Area: Caster

Casting Req.: Verbal Range: 0'

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Scheduled. The spell lasts up to 5 Rounds plus one Round per spell rank, although the caster may cancel it at any time.

Other Details: Once the spell is invoked, the caster has no control over their own actions; they are driven by a simple mad lust for humanoid flesh, preferably human. In addition, the caster remembers nothing of the events transpiring during the spell's duration. Thus, the caster gains no experience points or useful knowledge through the use of

this spell. Nevertheless, This spell provides a useful last ditch 'escape' from many situations. (If you can't beat 'em, eat 'em!)

Within one second after the spell is finished, all wounds previously incurred by the caster are instantly regenerated. Similar to a mythical Werewolf, the caster can be harmed only by magical or silver weapons when in this form.

The Werewolf has a Level approximately equal to the spell rank. To determine the creature's stats, look up the werewolf description in [Celtic Creatures and Nordic Nightmares](#) and use the example having the highest Level less than or equal to the spell rank.

Since the caster is not really inflicted with lycanthropy, no one they attack is in danger of contracting the disease.

Shift Momentarily into Skeletal Form

Occult Lore Requirements: Bone 6

Description: This spell transforms a living caster into the form of a skeleton. Their skin, flesh, and organs turn to liquid goo and quickly fall away. Thereafter, the sludge dissipates in a plume of rancid smoke.

Affected Area: Caster

Casting Req.: Gestural Range: 0'

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Scheduled. The spell lasts up to 1 minute per spell rank, although the caster may cancel it at any time.

Other Details: The stats of the caster do not actually change. Although, the caster is bestowed with the ability of Astral Vision (to compensate for their eyeballs having melted away). Further, since they no longer have neither internal organs nor flesh, they are Immune to Poisons of all forms, and are Immune to Bleeding, Blighting, Dehydrating, Freezing, Internal, Puncturing, Rotting, Starving, Suffocating, Sunshining, and Toxic Damage. Further, blade weapons striking the skeleton deliver only half the blade damage. On the other hand, they become Sensitive to Acidic Effects. Their Immunities and Sensitivities to various forms of Setback do not change, however.

While in Skeletal Form, the caster cannot talk as they have no tongue. In addition, they cannot eat or drink. Finally, the caster cannot regain lost Hit Points through most healing magic, as those normally affect flesh. (The Pagan Healing Spell [Heal Bone](#) still works, though.)

The spell does not actually make the caster undead, though. They only have the appearance and some of the benefits of undead. As such, attacks which are normally effective against the undead but not the living, such the Necromantic spell [Manifest Great Aura of Dire Deathly Power](#), have no effect on the caster. On the other hand, spells that affect the living will still affect anyone transformed by this spell, assuming they don't depend on the target having flesh and/or blood.

Further details on transformations such as this are provided under [Polymorphism](#) in [The Rules Reference](#).

Sling Great Shrinking Ring of Grim Flame (of Brynhild)

Occult Lore Requirements: Fire 13, Plasma 13, Sun 13

Description: A spell-caster invoking this spell calls forth a burning circle of flame. The caster can make the radius of the ring any size (never exceeding the maximum affected area), as long as it forms a complete circle. After the initial casting, the caster does not need to concentrate further.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: This spell creates a circular fiery vertical wall that is 1 foot thick, 10 feet high, and has a radius of up to 10 feet. (The radius may be any size less than that without affecting the spell's potency, but it must form a complete circle.) Once invoked, the ring's radius shrinks by 5 feet every Round until gone.

Duration: Scheduled. The spell lasts until the fiery circle's radius dwindles to nothing. However, the caster may cancel the spell at any time.

Conflict Rolls: Once established, the flames deliver Scorching Damage equal to 2 per spell rank. Note that if a creature is somehow stuck within the wall, it sustains this damage every Round.

However, the wall takes a short time to be established. If the wall is cast directly on top of a creature, it is entitled to an Avoidance Roll with Perception Adjustments. Any creature within 5 feet of the wall is entitled to a similar roll to escape the ring. The Threshold they must overcome equals 10 plus the spell rank. Success indicates it leaps to the side of its choice before sustaining any damage. Failure indicates it sustains Scorching Damage equal to the spell rank plus the roll's Margin. Those standing within the fiery ring when it first arises are entitled to no such Avoidance Roll but sustain no damage until they pass through or approach the wall. Creatures leaping through the wall automatically sustain the spell's full effects with no Conflict Roll.

Sling Large Dire Ball of Slick Mud

Occult Lore Requirements: Earth 7, Water 7

Description: This spell launches a viscous glob of gooey mud about 1 foot in diameter from the caster which splatters on impact and sticks to those in its Affected Area.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural

Affected Area: 5 foot radius. Range: 40 feet.

Setback Cost: 7 minus Intelligence (minimum of 2)

Duration: Scheduled. The spell lasts 5 Rounds plus 1 Round per spell rank, although the caster may cancel it at any time.

Conflict Rolls: On the initial casting, any creature having any portion of its body in the Affected Area must make an Avoidance Roll with Perception and Toughness Adjustments against a Threshold equal to 10 plus the spell rank. Failure indicates they are hindered by the clinging mud and gain the Temporary Trait of “Caked with Mud” for the remainder of the spell duration. Further, they sustain Fettering Setback equal to 1 point per 2 spell ranks plus the roll’s Margin. If the Conflict Roll is successful, the creature sustains only half this amount, may move out of the Affected Area as a Reaction, and avoid the spell’s other effects.

The slick mud has a secondary effect of covering the area of the initial splattering as well. After one Round, the mud will spread out in a uniform coating of slippery ooze, imposing the Slick Terrain Condition to the area. (See its description under Area Conditions in The Rules Reference for details.)

Other Details: The Fettering Setback from multiple castings on a given creature is cumulative. But, once an area is covered in mud, additional castings will not make it any more slippery.

Sling Large Dire Ball of Sticky Lava

Occult Lore Requirements: Earth 8, Fire 8

Description: This spell launches a viscous glob of magma about 1 foot in diameter from the caster which explodes in a brilliant splash of magma on impact. This molten lava sticks to everything in the Affected Area and continues burning thereafter.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet.

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The initial explosion covers a 5-foot radius. The molten lava will continue to burn anything it sticks to.

Duration: Scheduled. The fiery effects last up to 5 Rounds plus 1 Round per spell rank, although the caster may cancel the spell at any time.

Conflict Rolls: On the initial casting, any creature in the

Affected Area make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. Failure indicates the creature sustains Scorching Damage equal to 1 per 2 spell ranks plus the roll’s Margin. Further, they have molten lava stuck to them, and gain the temporary Trait “Splattered with lava” for the remainder of the spell duration. Further, the sticky lava will continue to burn every Round with no Conflict Roll, delivering additional Scorching Damage equal to 1 point per 2 spell ranks. If the Conflict Roll is successful, the creature sustains only half this amount, may move out of the Affected Area as a Reaction, and avoid the spell’s other effects.

Other Details: Magma splatter will cover the area of the initial explosion as well. On every Round after the first for the duration of the spell, anyone caught in the Affected Area automatically sustains Scorching Damage equal to 1 point per 2 spell ranks.

Multiple castings on a given area are cumulative.

Solicit Generous Lasting Rain

Occult Lore Requirements: Spring 9

Description: This spell pushes the prevailing weather conditions toward heavier precipitation. Obviously, this spell only works outdoors.

Action Time: 5 minutes

Casting Req.: Verbal Range: 0'

Action Time: 1 Assault Action

Affected Area: 100 yards per spell rank.

Setback Cost: 18 minus Intelligence (minimum of 2)

Duration: Scheduled. Up to 5 minutes per spell rank, although the caster may cancel the spell at any time.

Conflict Rolls: During stormy conditions, all natural fires in the area are automatically extinguished. Magical fires caught within the Affected Area are required to make a Spell Roll at every Round of the spell duration or be extinguished.

Other Details: If the prevailing weather conditions are not known, roll a d20 and consult the following table:

Rain Conditions Table

Roll (Desert)	Roll (Temperate)	Conditions
1-12	1-8	Clear
13-17	9-15	Cloudy
18-19	16-19	Rainy (½ inch of rain per hour)
20	20	Stormy (2 inches of rain per hour)

When cast, this spell will slowly increase the precipitation conditions in the area. Starting with the prevailing conditions as indicated by the d20 roll, the spell increases the rainy conditions by a single point every 5 minutes, up to a maximum increase equal to the spell rank. At that moment,

the spell slowly fades by one point every 5 minutes until it returns to its original baseline. For example, suppose the Overlord rolls a d20 and obtains an 8 on the die in a Temperate climate zone to determine the prevailing weather conditions. This indicates that the sky is clear. Then, an occultist casts a 10th rank Solicit Generous Lasting Rain spell. The spell will increase that roll of 8 by one point every 5 minutes until it reaches a peak of 17 (8+10=18), which indicates rainy conditions. The conditions will then slowly revert to the original state indicated by the roll of 8. The rain will start when the weather conditions value hits 16, and will continue until it drops to 15, which takes place 25 minutes later.

Weather conditions may be raised to values greater than stormy, but this has no effect on the severity of the storm. Its only affect is to increase the storm's duration.

Any character out in Rainy conditions will be Drenched within 10 minutes. Those out in Stormy conditions will be Drenched within 1 minute. The ground will become a Waterlogged Area after similar amounts of time pass. (See the Area Conditions section of The Rules Reference for details.)

Multiple castings are not cumulative.

Summon Eidolon by Name

Occult Lore Requirements: Chaos 9, Law 9, Spirit 9

Description: This spell allows the caster to summon a named eidolon to any spot desired within Range of the spell.

Action Time: 5 minutes Range: 40 feet

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: One spirit whose true name is known to the caster.

Duration: Scheduled. 5 minutes per spell rank. The caster may terminate the spell prematurely by commanding the spirit to return to its own plane.

Casting Req.: Verbal, Gestural. To invoke this spell the caster must speak aloud the true name of the spirit wished summoned.

Conflict Rolls: If the spirit does not wish to be conjured, allow it an Avoidance Roll

with Heart Adjustments. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart. Success negates the effects of this spell (most demons do not wish to be conjured). Failure indicates the eidolon is forcibly called forth.

Other Details: To conjure any spirit the summoner must know and pronounce the spirit's true name. Summon Eidolon by Name can only conjure Astral spirits. Include in this category are such creatures as angels, devils, daemons, demons, agathodaemons, devas, divs, and other eidolons. The spell cannot summon elementals, ghosts, or faeries.

Although the summoner can call upon Exalted Eidolons with this spell, Exiled Eidolons are most commonly conjured. There are two reasons for this. First, it is considered a great

insult to a deity for a mortal to call upon their servants (the Exalted) and use them for their own ends. Next, the Exiled are vulnerable to control by mortals since they lack protection from deities. They are 'independent agents', so to speak. However, the Exiled, by their very nature, are untrustworthy.

This spell provides no protection from whatever spirit the caster summons. They are best advised to summon the eidolon into a pentagram, trigram, or other appropriate protective circle. Either that, or stand in one themselves while summoning the spirit outside its boundaries.

Once summoned, the caster is free to speak with the spirit, including engaging in Bandyng Words contests or even making a Faustian Bargain.

Stride through Earth

Occult Lore Requirements: Dry 11, Earth 11, Land 11

Description: With this spell, the caster travels through non-magical earthen barriers, including (but not limited to) clay, dirt, stone, and brick.

Action Time: 1 Action

Casting Req.: Gestural

Duration: Scheduled. 1 Round Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: Caster plus any equipment they carry, which is limited to what their Strength allows.

Range: The caster may pass through a wall having a thickness of up to 1 foot per spell rank. The caster may decide to 'turn around' and return to their point of origin if the barrier has not yet been breached midway through the spell.

Other Details: The spell is particularly sensitive to natural and wrought iron. The caster cannot pass through any material having a high concentration of natural iron (such as iron ore) or through stone that was worked with wrought iron tools. (While most stone is worked with steel implements, castles and other military buildings are often crafted from stone worked with wrought iron to protect them from these kinds of intrusions.)

If they choose, the caster may re-position themselves while passing. Thus, a Geomancer could pass through a secret door and crouch down upon finding the ceiling too low on the other side. To see, the caster may need to provide a light source themselves.

The caster reforms when the spell duration expires or when they have passed through a barrier as far as they are able. If the spell duration ends before the caster finds a place to emerge from the earth, the spell will deposit them at their point of entry.

Multiple castings are not cumulative, so the caster must be able to find an exit point within the limited time span.

Stride in Spectral Form

Occult Lore Requirements: Aether 11, Body 11, Rest 11, Spirit 11

Description: This spell places the caster in a specter-like state, allowing them to exist halfway between the Astral Plane and the Material Plane. This allows movement through normal objects as if they did not exist.

Casting Req.: Gestural

Conflict Rolls: None

Action Time: 1 Action

Range: 0'

Duration: Scheduled. 1 Round

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: Caster plus all that they carry, which is limited as normal by their Strength.

Other Details: While in Spectral Form, the caster may move in any direction at a rate equal to their normal Speed. If they move through a living creature while in this state, it only feels a chill where the caster contacted their body.

Because of their ethereal state, the caster can be hit only by weapons that are magical.

The caster's speech sounds garbled to any creature not on the Astral Plane. In addition, any spell requiring a material component or with a range of 'touch' automatically fails while in this state. All other spells work normally.

If the caster materializes in a solid object, their body is ejected at the nearest point and their Hit Points immediately fall to zero. Whether the ejection is full or partial depends on what their Glory Status allows on the Guts and Glory Table.

Occult Spells~T

Teleport Many Leagues with ... Allies

Description: This description covers a spectrum of spells that instantly transport the caster and their entourage to a specified location. Each such spell has its own unique lore requirements and characteristics, which are detailed below. In all cases, multiple castings have no effect.

Only creatures of Large size or smaller may be teleported by these spells. Each is limited by what they can bring with them by what they can individually carry based on their Strength.

Casting Req.: Gestural

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Travel / Instantaneous. See below for additional details on recovery time.

Range: The caster must Touch all those being teleported. The spell transports the caster and his entourage up to a maximum distance of 1 league (3 miles) per spell rank. At the time of casting, all of the transported individuals must make direct physical contact with one another. As the travelers actually move through the Astral Plane to the target destination, any intervening physical barriers have no impact on their ability to teleport.

Other Details: The spell only works in the Mortal Realm. It cannot cross dimensions and does not work on any other plane of existence.

The caster must teleport to a solid surface as the entire group must recover from the spell's disorienting effects for at least 1 Round, during which time all travelers suffer from a Drawback on all Conflict Rolls due to vertigo.

The destination must be a place to which the caster has previously attuned themselves with 5 minutes of meditation at that location. They may attune themselves to a maximum of 3 such sites. Teleporting to any attuned site is automatic, provided it is within range. The caster may choose to lose attunement with any of their destinations at will.

Teleport Many Leagues with a Few Allies

Occult Lore Requirements: Aether 12, Chaos 12, Motion 12

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: The spell transports up to 1 willing creature per 3 spell ranks, including the caster, plus all equipment they carry. (So, 1 creature at 1st spell rank, 2 at 4th, 3 at 7th, etc.)

Teleport Many Leagues with Some Allies

Occult Lore Requirements: Aether 14, Chaos 14, Motion 14

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: The spell transports up to 1 willing creature per 2 spell ranks, including the caster, plus all equipment they carry.

Teleport Close Range

Occult Lore Requirements: Aether 4, Chaos 4, Motion 4

Description: This spell instantly transports the caster to another location they can see.

Conflict Rolls: None Casting Req.: Gestural

Duration: Travel / Instantaneous

Action Time: 1 Action or Reaction

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: Caster (plus all they personally carry)

Range: Touch. The caster may transport themselves anywhere they can see within 20 feet (Close Range). As the caster actually moves through the Astral Plane to the target destination, any intervening physical barriers (windows, doors, walls, planes of force, etc.) have no impact on their ability to teleport.

Other Details: Because of the disorienting effect of this spell, the caster (and any passengers) must recuperate for 1 Round after teleporting to recover their senses. During this time, the caster suffers from a Drawback on all Conflict Rolls due to vertigo.

Teleport Many Leagues

Occult Lore Requirements: Aether 10, Chaos 10, Motion 10

Description: This spell instantly transports the caster to a specified location to which they have previously attuned themselves.¹⁰²

Casting Req.: Gestural

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell transports the caster plus all equipment they personally carry (as limited by their Strength).

Duration: Travel / Instantaneous. See the spell description for additional details on recovery time.

Range: The spell transports the caster up to a maximum distance of 1 league (3 miles) per spell rank. As the caster actually moves through the Astral Plane to the target destination, any intervening physical barriers have no impact on their ability to teleport.

¹⁰² Seven Leagues Boots are a common motif in European folk tales, which can transport their wearer a vast distance in the time needed to take a single step.

Other Details: The spell only works in the Mortal Realm. It cannot cross dimensions and does not work on any other plane of existence.

The caster must teleport to a solid surface as they must recover from the spell's disorienting effects for at least 1 Round. During this time, the caster suffers from a Drawback on all Conflict Rolls due to vertigo.

The destination must be a place to which the caster has previously attuned themselves with 5 minutes of meditation at that location. They may attune themselves to a maximum of 3 such sites. Teleporting to an attuned site is automatic, provided it is within range. The caster may choose to lose attunement with any of their destinations at will.

Teleport Short Range

Occult Lore Requirements: Aether 8, Chaos 8, Motion 8

Description: This spell instantly transports the caster to another location within range that they can see.

Conflict Rolls: None Casting Req.: Gestural

Duration: Travel / Instantaneous

Action Time: 1 Action or Reacton

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: Caster (plus all they personally carry)

Range: Touch. The caster may transport themselves anywhere they can see within 80 feet (Short Range). As the caster actually moves through the Astral Plane to the target destination, any intervening barriers (windows, doors, walls, planes of force, etc.) have no impact on their ability to teleport.

Other Details: Because of the disorienting effect of this spell, the caster (and any passengers) must recuperate for 1 Round after teleporting to recover their senses. During this time, the caster suffers from a Drawback on all Conflict Rolls due to vertigo.

Transcend with Able Levitation (of Simon Magus)

Occult Lore Requirements: Gas 9, Motion 9

Description: Transcend with Able Levitation (of Simon Magus¹⁰³) lifts the caster into the air to a maximum height of 5 feet per spell rank above the ground.

Action Time: 1 Action or Reaction Conflict Rolls: None

Casting Req.: Gestural Range: 0'

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The caster may levitate themselves and all the equipment they can normally carry, limited by their Strength.

Duration: Travel. The spell endures indefinitely until the caster touches the ground or comes in contact with an object

directly or indirectly touching the ground. The caster may also cancel the spell at any time.

Other Details: The caster may raise, lower, or hover as many times as desired. The caster can raise or lower themselves vertically or horizontally at a maximum Speed of 25. The caster must maintain concentration when moving.

While levitated, the caster has an Extreme Drawback on Conflict Rolls involving their Agility.

Transfer to Distant Tree (of Black Annis)

Occult Lore Requirements: Gaia 4, Summer 4

Description: This spell allows the caster to escape harm by magically stepping "into" one tree and "out" of another.

¹⁰⁴The candidate trees must be no smaller in girth than the caster. They may exit from any tree within spell range that they desire.

Casting Req.: Gestural

Conflict Rolls: None

Action Time: 1 Action

Duration: Travel / Instantaneous.

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The spell transports the caster, their familiar, and all the equipment they carry, which are limited by their Strength as normal.

Range: Obviously, the caster must touch the tree as they enter. They may choose any tree within 20 feet per spell rank as their exit point as long as its girth is larger than the caster's.

Other Details: The caster may choose any portion of a tree as their exit point as long as that portion is wider in girth than their own body. That means the tree must have a Size Category at least 2 larger than the caster.

So, an occultist can cast this spell, step into a tree on the ground and step out onto a wide limb on another tree a distance away. In fact, they may even choose the exit tree to be the same tree as their entrance, if they simply want to 'climb' a tree quickly.

103 Simon Magus, an early Gnostic figure, was described in the apocryphal Acts of Peter as being able to float through the air.

104 A Black Hag of the British Isles, known as Black Annis, supposedly waylaid passing travelers by jumping out of a great oak tree near her cave.

Transition to a Few Tiny Mounts

Occult Lore Requirements: Autumn 9, Gaia 9

Description: This spell summons a number of Tiny rabbits, squirrels, frogs, or hens that the caster and their companions may use as steeds. Once the caster invokes the spell, any number of steeds of the types desired are summoned (up to the maximum allowed). As each rider mounts their tiny steed, they shrink to Ultratiny size and fit comfortably on the creature's back. (See Sizing under the The Foundation of Magic section in The Rules Reference for the effects of shrinking to Ultratiny size.)

Casting Req.: Verbal, Gestural

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 8 minus Intelligence (minimum of 2)

Range: Touch (The caster must touch the riders, not the summoned steeds.)

Affected Area: The spell summons up to one steed per three spell ranks.

Action Time: 5 minutes. Each steed will arrive individually within a period of a few Rounds.

Duration: Travel. Each rider may remain in a diminished state as long as they remain mounted on their steed. When any rider dismounts, they resume their normal size and their steed runs off into the surrounding woods.

Other Details: When a rider dismounts and resumes their normal size. Damage taken when regaining the original size is proportional to the damage sustained when diminished. So, if a character has half their Hit Points while shrunk, they will have half their maximum allowable Hit Points at normal size.

Tiny Mounts Table

Type	Speed	Special Ability
Rabbit	45	None
Squirrel	35	Climbs and jumps up to 20 feet between trees
Hen	25	Flies up to 160 feet at a time at a Speed of 50
Frog	10	Swims at a Speed of 25 and can leap up to 10 feet

For the stats of the various steeds, see their descriptions in The Tome of Terrors (if they exist). For those without descriptions, use the Scampering Critter write-up in that same volume. The abilities of each steed depend on the type summoned, as shown on the Tiny Mounts Table.

Travel in a Few Aerial Bubbles

Occult Lore Requirements: Spring 12, Venus 12

Description: This spell¹⁰⁵ allows the caster to form bubbles around themselves and their companions that lift them into the air or through water.

Action Time: 1 Action or Reaction

Casting Req.: Gestural Conflict Rolls: None

Setback Cost: 4 minus Intelligence (minimum of 2)

Range: All affected creatures must be within 40 feet of the caster at the time of invocation, and must remain within this distance for the entire duration.

Affected Area: The spell will form a bubble around a number of creatures equal to one per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.) Each such bubble may lift the character plus whatever they carry, which is limited by their normal carrying capacity based on their Strength.

Duration: Travel / Proximate. As long as it remains Proximate to the caster, each bubble persists until it touches ground, at which point it will harmlessly pop. (It will not pop if it touches water, though. In fact, it will happily submerge itself while remaining intact if the caster directs it to do so.) A bubble will also pop if it sustains a single blow delivering more than 1 point of damage per spell rank.

If the bubble is floating in the air when it pops, its contents immediately precipitate to the ground. If floating through water when it pops, the air of the bubble will explode into a quickly rising mass of teensy bubbles, leaving its contents suspended in the surrounding water. The caster may cancel the spell at any time. But, if a bubble is airborne when the spell is canceled or the bubble floats out of Proximity to the caster, it will rapidly perform a controlled descent and terminate once it touches down.

Other Details: Each bubble is a wobbly sphere centered on the creature it contains. Each is of a size big enough to hold its occupant with comfort, along with any items it personally carries. Although, each bubble is limited to encompassing a single creature of Medium size or smaller.

The caster controls the movement of their own bubble, and all the others will follow, although they will otherwise float aimlessly within range. The bubbles move at the caster's direction at a maximum Speed of 30. They may hover motionless, if desired.

In general, spell-casting through the bubble will fail, as most spells do not allow casting through barriers. However, illumination and Sunshining effects propagate through the translucent bubble with ease.

¹⁰⁵ The Alven Sprites of the Netherlands supposedly flew through the air carried along inside bubbles. This spell is tied to the lore of Venus because the goddess of love was supposedly born from bubbles floating on the sea.

Travel in a Mortar and Pestle (of Baba Yaga)

Occult Lore Requirements: Body 9, Gas 9, Solid 9

Description: This spell enlarges a mortar and pestle, and allows the caster to fly through the air riding in it.

Action Time: 1 Action or Reaction. To cast the spell as a Reaction, though, the required mortar and pestle must already be At Hand.

Conflict Rolls: None Range: 0'

Setback Cost: 6 minus Intelligence (minimum of 2)

Casting Req.: Gestural, Material. The caster must possess a standard mortar and pestle, whose Quality Level limits the spell rank.

Affected Area: The spell enlarges the mortar and pestle to size just barely large enough to hold the caster. They may bring whatever equipment they personally carry, which is limited as normal by their Strength.

Duration: Travel / Fixated. The spell lasts until the caster touches the ground or performs an Assault Action. (Although, they are free to perform other Actions.) The caster may cancel the spell at any time. While it is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Other Details: In flight, the caster travels at a maximum Speed equal to 5 per spell rank. As a rule of thumb, the caster may travel a distance in miles equal to 1/10 of their Speed. So, at 12th spell rank, the caster travels at a speed of 60, which corresponds to 6 miles in one hour using this spell. The caster must retain a minimum Speed of 20 to remain airborne. Further, the mortar and pestle is not very maneuverable. Each Move action can have no more than a single 45 degree turn in it.

Travel in Flight

Occult Lore Requirements: Air 9

Description: This spell imbues the caster with the power of flight, allowing them to soar through the air at a rate of up to their normal Speed +20. They may rise to any altitude of no more than 10 feet per spell rank above the ground.

Action Time: 1 Action or Reaction Conflict Rolls: None

Casting Req.: Gestural Range: 0'

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Travel / Fixated. The spell lasts until the caster touches the ground or performs an Assault Action.

(Although, they are free to perform other Actions.) The caster may cancel the spell at any time. While it is in effect, the spell must be treated as a Spellbinding when considering their Magic Limit.

Affected Area: The spell lifts the caster plus all that they personally carry, which is limited to what their Strength normally allows.

Other Details: While airborne, the caster must quickly obtain

and sustain a velocity of no less than their normal Speed. Failure to maintain proper velocity immediately terminates the spell. Further, they are not very maneuverable while flying. Each Move they make can have no more than a single 45 degree turn in it.

Travel on a Flying Broom (of Befana)

Occult Lore Requirements: Gaia 11, Moon 11

Description: This spell allows the caster, and possibly one passenger, to fly through the air riding on a broom.

Action Time: 1 Action or Reaction. To cast the spell as a Reaction, though, the required broom must already be At Hand.

Setback Cost: 2 Range: 0'

Conflict Rolls: None

Casting Req.: Gestural, Material. The caster must possess a broom having a size category equal to the caster's, whose Quality Level limits the spell rank.

Affected Area: The caster, plus up to one passenger of their own size or smaller. They may each bring along the equipment they personally carry, which is limited as normal by their Strengths.

Duration: Travel / Fixated. The spell lasts until the caster touches the ground or performs an Assault Action. (Although, they are free to perform other Actions.) The caster may cancel the spell at any time. While it is in effect, the caster must treat the spell must as a Spellbinding when considering their Magic Limit.

Other Details: In flight, the caster travels at a maximum Speed equal to 5 per spell rank. As a rule of thumb, the caster may travel a distance in miles equal to 1/10 of their Speed. So, at 12th spell rank, the caster travels at a speed of 60, which corresponds to 6 miles in one hour using this spell. The caster must retain a minimum Speed of 20 to remain airborne. Further, the broom is not very maneuverable. Each Move action can have no more than a single 45 degree turn in it.

Travel on a Flying Carpet

Occult Lore Requirements: Gas 12, Motion 12, Sky 12

Description: As the name implies, this spell allows the caster to take their bathmat airborne. As the caster gains ranks in the spell, it allows them to expand their carpet to accommodate more passengers.

Action Time: 1 Action or Reaction. To cast the spell as a Reaction, though, the required carpet must already be At Hand.

Conflict Rolls: None Range: Touch

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: One carpet. The carpet may expand to accommodate more passengers as described below.

Duration: Travel. The spell persists as long as the caster remains upon it, although they may cancel it at any time. The spell ends when the carpet touches ground. If the carpet is airborne when the spell is canceled, it will rapidly perform a controlled descent and terminate once it touches the ground.

Casting Req.: Gestural, Material. The caster must possess a carpet having dimensions of 2 ½ feet wide by 5 feet long. Its Quality Level limits the spell rank. The magic of the spell leaves the carpet unharmed.

Other Details: The carpet moves at a Speed of up to 5 per spell rank. As an easy rule of thumb, the caster may travel a distance in miles equal to 1/10 of their Speed. So, at 12th spell rank, the caster travels at a speed of 60, which corresponds to 6 miles in one hour using this spell. As always, if the caster expends both Actions in a Round on Moves, they can double their rate of movement. The carpet must retain a minimum Speed of 20 per Round to remain airborne (which implies the carpet cannot lift itself off the ground below a spell rank of 2, even when using double Moves).

The carpet is under the caster's personal control and will change direction based on simple hand gestures. Even so, it is rather sluggish in responding to commands. On any single Move, the carpet may perform at most one 45 degree turn. So, it requires 4 Moves to do a full u-turn.

The carpet can rise above the ground no more than 10 feet per spell rank. Within this limit, the carpet's altitude is at the caster's discretion. If the carpet flies over the edge of a high cliff or other precipice where the ground suddenly drops away, the carpet will quickly descend in a controlled fashion to its maximum allowable altitude. While descending in such a fashion, assume the carpet drops by 40 feet per Round without affecting its forward movement.

As stated previously, the magic of the spell causes the carpet to expand. It grows at the caster's discretion to cover an area

as specified in the [Flying Carpet Table](#).

Flying Carpet Table

Spell Rank	Dimensions
1-3	5 feet x 5 feet
4-6	5 feet x 10 feet
7-9	10 feet x 10 feet
10-12	10 feet x 15 feet
13-15	10 feet x 20 feet
16-18	15 feet x 15 feet
19+	15 feet x 20 feet

The caster may grow the carpet to any configuration listed on the table that is less than or equal to their spell rank.

The carpet can accommodate any number of characters that can actually fit on it. (This limit is based on their standard footprint sizes as described under their Size Categories in [The Rules Reference](#).) Each character may bring along any equipment they can personally carry as limited by their individual Strengths.

To produce its minor aerial miracle, this spell creates a magical vortex of wind around the carpet that lifts it (and its cargo) from the ground. The swirling winds form a vortex centered on the carpet. While those seated on the carpet feel only a pleasant breeze, anyone standing is buffeted by strong, though tolerable, gales. In fact, the closer one comes to the edge of the carpet the stronger the breeze. Any passenger sticking their hand out past the edge will feel the turbulent gusts of a violent, though eerily silent, hurricane.

Because of the violent winds, projectiles and spells fired through the winds (either from the carpet or from the ground) suffer from an Extreme Drawback.

Unfortunately, the magical vortex is tenuous. Anything suddenly passing through the sphere's perimeter, whether physical or magical, threatens to break the aerial link. Whenever a projectile or magical spell pierces the invisible boundary, the vortex must make a Spell Roll or be permanently disrupted. The Threshold equals a flat 10 for any physical object. Magic spells, however, are far more disruptive and force the vortex to beat a Threshold of 10 plus the spell rank of the offending spell. Of course, the Flying Carpet gains a bonus on the Spell Roll equal to its own spell rank.

Occult Spells~U

Undergird Sigil

Occult Lore Requirements: Tetrangle 3

Description: This spell creates a magical Sigil, which is a symbol embedded in wax. The Sigil is used to prevent the opening of a scroll or envelope by anyone other than its intended recipient. The symbol itself identifies the creator of the Sigil. When placed on an item, the magic of the Sigil prevents the item from being opened unless a specific command word is spoken, which must be stated at the time of casting.

Action Time: 5 minutes Range: Touch

Setback Cost: 12 minus Intelligence (minimum of 2)

Affected Area: One openable object (such as a chest, scroll-case, or door).

Duration: Unstable. The seal will hold fast until a triggering command word or phrase is spoken. At this point, the seal crumbles enabling entry into the sealed item.

In addition, a Sigil cannot be dispelled by any form of magical disruption incapable of disrupting Enduring magic.

Casting Req.: Gestural, Material. To invoke this spell, the caster must have a lit candle, a sigil ring or other item engraved with an identifying seal, and sealing wax. The Quality Level of the ring or engraved seal limits the spell rank, but is unharmed by the casting.

Conflict Rolls: If anyone is holding the message at the time it combusts, they must make an Avoidance Roll with Toughness Adjustments. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates they sustain Scorching Damage equal to 1 per 2 spell ranks plus the roll's Margin.

Other Details: Of course, the Sigil cannot prevent the item from being destroyed. Once the command word is spoken, the wax seal crumbles and the magic of the Sigil fades.

The magic of the spell will burn the message it seals to ash, if any of the following occur:

- Someone tries to open the message prior to speaking the command word
- A magic disruption spell is unsuccessfully used on it
- Any divination spell directly targeting the Sigil or the message it protects, such as a [Fathom Magic Item](#) spell.

Unleash Aptly Deft Bloodlust

Occult Lore Requirements: Blood 4

Description: This spell temporarily instills in the recipient an insatiable desire for killing. A character "under the influence" is truly a sight as they foam at the mouth and cackles in glee. Beware, though, of doddling around to watch this sight. As soon as foes run out they turn on friends to quench their driving lust.

Casting Req.: Gestural Range: Touch

Affected Area: 1 willing creature Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: At most, this spell lasts until the end of the current scene. Unfortunately, the caster is unable to cancel the spell themselves. However, a bloodlusted character may try to regain control, as described below.

Conflict Rolls: A bloodlusted character can attempt to regain their senses, if they choose to do so. To do so, they must make a Wisdom Check against a Threshold of 20. One such attempt may be made every Round until successful. On the first success, the murderous fury ends.

Other Details: Their crazed mental state forces their metabolism to provide tremendous surges of energy. Their Strength rises by one point per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.) Further, they are so focused on their immediate surroundings, a character with this spell gains an Edge on all in-your-face melee-oriented Conflict Rolls, but suffers from a Drawback on all other rolls. Of course, while the spell is in effect, their mind is too demented for spell casting, or any other mentally challenging task.

As the recipient has figuratively lost their mind, they are completely impervious to persuasion due to oral arguments, fear, illusions, and any form of mental control. Further, any activities requiring their mental attention are impossible, such as spell-casting, speaking, or calculating the length of the hypotenuse of a right triangle.

Any pleas by their companions of surrender or retreat will automatically be dismissed. Offers of surrender by foes will be similarly ignored. So, a Blood-Thirsted character is immune to the effects of Bandyng Words or other skills involving pure Discourse.

A Bloodlusted character must always drop range weapons in favor of Close-Combat weapons since they provide an oh, so, satisfying crunch when they strike. The visceral splatters and up-close screams of agony don't hurt either.

Multiple castings are not cumulative.

Unleash Constricting Guivre Tail

Occult Lore Requirements: Earth 6 Water 6

Description: This spell summons the serpentine coils of a ghostly dragon, which the caster swings toward foes like a whip. When it strikes, the tail solidifies and grapples with the victim to bind and constrict him. (The "tail" has no head. Rather, it tapers to a point on either end.)

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Affected Area: One serpentine coil

Action Time: 1 Assault Action Range: 10 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Action Time: 1 Action to initially summon the dragon coils. Thereafter, the caster flails the writhing tail toward the target as if wielding a whip. Each attempt to strike the target in this fashion requires an Assault Action to perform.

Duration: Unstable / Proximate. The spell persists until its target escapes its grasp or the caster leaves its Proximity. The caster may also cancel the spell at any time.

Conflict Rolls: The caster initially whips the tail about like a whip to grab hold of their opponent. This Attack goes against the target's Stability, and may target different foes on different Rounds until it strikes. The caster's Attack Bonus on the roll equals the caster's spell rank plus Vigor plus a Tempo of +4. If successful, the tail finds some purchase, by wrapping around a limb or other protrusion, and delivers Footing Setback equal to the roll's Margin plus 1 per 2 spell ranks.

At that point, the caster releases the tail, which will continue the battle without their assistance. The conflict between the target and writhing coils will thereafter proceed as described under Constriction Attack as described in the Special Attack Modes section of The Rules Reference. Every Round, the tail delivers 2 damage + 6 Setback, and has a Brawn of 6.

Other Details: If the opponent breaks free during the constriction contest, they escape the squirming coil, which immediately fades away, terminating the spell.

The writhing coil is comprised of a pure magical force. As such, it is impervious to damage of all forms.

Multiple castings are not cumulative.

Unveil Deft Faery Path

Occult Lore Requirements: Autumn 10, Moon 10

Description: When cast on an outdoor path, this spell does not immediately appear to have any effect. In reality, the path now winds aimlessly, and essentially leads nowhere in particular. Once on the "path" travelers are soon consumed by dense foliage, out of sight of anyone who falls behind. If cast on a path the travelers are already familiar with, it will remain somewhat familiar for a while, but will slowly become less and less so. So, the travelers won't feel compelled to stray off its well-trodden soil for at least a

minute or two at least (unless their destination was far closer than that).

Action Time: 1 Action

Range: Touch

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Unstable / Fixated. Initially, the spell remains on the trail to trick new targets as long as the caster remains Fixated on it. Once any creature steps on the path, though, the magic of the spell remains effective on that creature until they step off the path.

Affected Area: One section of an outdoor path, whose only requirement is that one end of the section cannot be seen directly from the other end. (A fog spell can be helpful here for paths that do not wind through dense woods.) The section can have any length up to 10 feet per spell rank. Any creature stepping on the path from either direction is affected.

Casting Req.: Gestural, Material. This spell must be cast on an already existing outdoor path (a moderate amount of ground cover is required for this spell), which qualifies as the material component. See the Affected Area for details on the path's requirements.

Conflict Rolls: As soon as a traveler steps on the path, the magic of the spell imposes a Drawback on any Chasing, Tracking, and/or Wilderness Survival rolls. Further, any such roll that fails indicates the target makes no progress at all on their trek. On the creature's first success, though, the traveler grasps the path's deceptive nature. Failure indicates they suspect nothing.

Until they succeed, the travelers believe they are making normal progress. However, they are no longer in the physical realm. Instead, they are traveling in the Land of Fey.

Reversing travel on the path does not help their situation.

Anytime a character turns around on the path, a new path is created that takes them further into Faery Land.

Other Details: When the character comes to their good senses and steps off the path, they will be returned at exactly the same total distance they traveled on the faery path in an unpredictable direction from where they started (at the Overlord's discretion).

Anyone within normal line of sight of another can be followed on and off the path. But once two Faery Path travelers venture out of each other's sight, both characters are forever lost to each other because, essentially, they are now on to different paths. If the same two characters then step off their paths, they are independently returned at random locations.

Note that merely luring a creature onto a Faery Path doesn't qualify as a complete defeat of that creature. However, it can certainly delay the creature for a good long while.

Utter Ample Death Wail

Occult Lore Requirements: Chaos 13, Mind 13

Description: This spell produces an ominous cry from the caster's mouth. At least one of those hearing the sad shriek is marked for death. The wail is a gloomy omen that must be fulfilled by the death of one its witnesses.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal Range: 0 feet

Setback Cost: 10 minus Intelligence (minimum of 2)

Affected Area: Radius of 5 feet per spell rank. The wail has no effect on the caster or on non-humanoid creatures. All other living creatures in the area are affected.

Duration: Unstable. The spell lasts until someone that heard the wail dies, although the caster may cancel the spell at any time. While the spell is in effect, each affected creature must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: If one of the unfortunate living human or humanoid hearers of the wail dies within a day, the omen is fulfilled and no further effects are felt by the spell.

However, if none of the potential victims has died with 24 hours, all of the wail's living witnesses must make an Avoidance Roll with Heart Adjustments against Threshold equal to 10 plus the spell rank. Anyone failing the roll gains the Temporary Traits of "Dreads Impending Death" and "Obsessively Compelled to Fulfill Omen". Further, they suffer from an Extreme Drawback on all actions other than attacks on others hearing the wail. This means, of course, that murder is in the air. The good news is that only one must die.

Other Details: Obviously, if only one living person hears the wail in the first place, then it does no good for them to kill anyone else, as those deaths won't fulfill the omen. (That may not keep them from trying, though.)

Multiple castings of this spell are not cumulative for individuals. Thus, a character who hears two Wails of the Banshee produced by a single spell caster in one day is unaffected by the second. Nevertheless, any witness to the second wail who did not hear the first is affected by that later wail normally.

Magical disruption spells, such as the Occult spell Invoke Great Cube of Dispelling or the Pagan Miracle spell Lift Curse can eliminate the effect of this spell on any such cursed creatures.

Occult Spells~V

Vex Voice

Occult Lore Requirements: Phlegm 5

Description: This spell temporarily disrupts the target's ability to speak. Spell-casters affected by this spell are forced to rely on spells requiring no verbal components (or switching to the Maleficium style of Legerdemain).

Requires Maleficium: Yes

Action Time: 1 Assault Action

Affected Area: One creature

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 36 minus Intelligence (minimum of 2)

Duration: Vanquish. The spell lasts until either the target or the caster is Overcome. While the spell is in effect, the target must treat it as a Spellbinding.

Conflict Rolls: Allow the target an Avoidance Roll with Toughness Adjustments to avoid the spell's effects. The Threshold they must overcome equals 10 plus the spell rank plus the caster's Heart.

Vex with Blight over Many ...

Occult Lore Requirements: Autumn 5, Chaos 5, Moon 5

Description: This description covers a spectrum of spells that sicken the foliage and any plant-like creature in an area. Each such spell has its own own unique lore requirements and characteristics, which are detailed below.

These spells strangle the foliage in the area as if suffering an extended drought and covers it with a dusting of toxic black mold.

Requires Maleficium: Yes Range: 0'

Action Time: However long it takes to circumnavigate the Affected Area. (20 minutes is a good rule of thumb.)

Duration: Vanquish. The spell lasts until the caster is Overcome, although they may dismiss the spell at any time.

Casting Req.: Verbal, Gestural. During the spell's invocation, the caster must circumnavigate the area to be blighted. In other words, they must personally travel around the area's perimeter.

Conflict Rolls: The spell allows no Conflict Roll for ordinary plants. Magical foliage and plant-like creatures within the area are unaffected.

Other Details: The Quality Level of all normal plants and crops in the Affected Area are reduced by 1 per spell rank. If this reduces the Quality Level of a plant to 0, it dies.

However, any plants removed from the area will be freed of the spell's effects until they return.

Since the spell can be canceled at will, it is often used to

extort money from hapless farmers.

Vex with Blight over Many Acres

Occult Lore Requirements: Autumn 5, Chaos 5, Moon 5

Setback Cost: 16 minus Intelligence (minimum of 2)

Affected Area: 1 acre per spell rank.

Vex with Blight over Many Miles

Occult Lore Requirements: Autumn 13, Chaos 13, Moon 13

Setback Cost: 36 minus Intelligence (minimum of 2)

Affected Area: One mile radius per spell rank.

Vex with Deft ...

Description: This description covers a spectrum of spells that impose Drawbacks on the target's Conflict Rolls. Each such spell has its own own unique lore requirements and effects, which are detailed below. In all cases, multiple castings have no effect.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Affected Area: One living creature.

Casting Req.: Verbal, Gestural Range: 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2)

Duration: Vanquish. The spell lasts until either the target or the caster is Overcome. While the spell is in effect, the target must treat it as a Spellbinding.

Conflict Rolls: Once cast, the target of this spell is allowed an Avoidance Roll with Heart and Toughness Adjustments to avoid the spell effects. The Threshold they must overcome equals 10 plus the spell rank. Failure indicates that the target suffers from a Drawback on their future Conflict Rolls. The specific circumstances in which the Drawbacks apply varies from spell to spell, as described below.

Other Details: Multiple castings are not cumulative.

Vex with Deft Evil Eye

Occult Lore Requirements: Chaos 8, Mind 8, Moon 8

Description: This spell curses the target with a twitching eye that imposes Drawbacks on all Conflict Rolls involving their Perception.

Vex with Deft Heat Stroke

Occult Lore Requirements: Body 8, Hot 8

Description: This spell induces fatigue in the target due to overheating, imposing a Drawback on all Conflict Rolls involving Toughness. The spell only influences living creatures affected by Scorching Effects.

Vex with Deft Hex

Occult Lore Requirements: Autumn 8, Moon 8

Description: This spell curses the target with clumsiness, imposing a Drawback on all Conflict Rolls involving their Heart.

Vex with Deft Vertigo (of Erichtho)

Occult Lore Requirements: Blood 8, Mind 8

Description: Named after the famed Greek black witch that conceived it, this spell induces dizziness in the target. The lack of balance imposes a Drawback on all Conflict Rolls involving their Agility.

Vex with Deft Weakness

Occult Lore Requirements: Blood 8, Flesh 8

Description: This spell magically weakens the target, imposing a Drawback on all Conflict Rolls involving their Strength.

Vex with Deft Weakness on a Few Foes

Occult Lore Requirements: Blood 11, Flesh 11

Description: This spell magically weakens the targeted creatures.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 8 minus Intelligence (minimum of 2)

Affected Area: Up to one living creature per 3 spell ranks. (So, 1 at 1st spell rank, 2 at 4th, 3 at 7th, etc.)

Duration: Vanquish. The spell lasts on each individual target until either the target or the caster is Overcome. While the spell is in effect, the target must treat it as a Spellbinding.

Conflict Rolls: Each individual target must make an Avoidance Roll with Heart and Toughness Adjustments against a Threshold of 10 plus the spell rank. Those failing suffer from a Drawback on all Conflict Rolls involving their Strength for the remainder of the spell duration.

Other Details: Multiple castings of this spell are not cumulative.