

RuneQuest

Spellbook





Spellbook

contents

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INTRODUCTION

In the *RuneQuest* gaming system there are many worlds and settings that we have created and several more that have been created under the umbrella of the Open Gaming License. Within many, if not most, of these settings there is a powerful tool that can be called upon by the fortunate, the cunning or the educated.

Magic.

The ability to shape and wield magical energies has been a fascination for fantasy and science fiction fans for as long as the stories have been told. Wizards hurl flaming streaks at each other, voodoo warlocks make evil dolls that inflict pain and cultish warlocks lead massive sacrifices that open doorways into the very depths of hell itself – for every story there is another facet of what magic can become.

The use of magic in stories and tales is easy: just a turn of phrase or a colourful description. In roleplaying games, however, magic is a key element that cannot be glazed over by players, Games Masters or even game designers. It is a very important factor in any game that uses it and the players and readers of many *RuneQuest* games understand this all too well.

Magic is so integral to fantasy gaming that it not only deserved its own chapter in *RuneQuest* but it also required several other chapters throughout the *RuneQuest* product line to be fully understood. In an effort to better serve our fans and readers, we have now created an entire *book* dedicated to the use and study of magic in *RuneQuest*.

This book, *RuneQuest Spellbook*, is a gateway to dozens upon dozens of new magical spells and abilities for magic-wielding characters and monsters throughout the *RuneQuest* game settings. New and old players alike will find the information within these covers useful to their magically inclined characters. New methods of magic previously unknown to our readers are unveiled, along with some never-before-seen magical practices.

As an added bonus for existing fans, this book is also a collated index to the published magical spells in other Mongoose Publishing *RuneQuest* core products. With this single tome a player or Games Master can index all of his spell descriptions quickly, knowing the exact page location in the proper sourcebook in just a few moments and so reducing the amount of guesswork and page flipping.

This book is a comprehensive guide to the ways that basic *RuneQuest* characters can utilise the idea of magic in their games. Players will want to use it as an index of the spells they want to cast, learn and teach. Games Masters will want to use the same information to challenge their Players in new and interesting ways. Anyone interested in the magical leanings of *RuneQuest* need look no further; this book will provide what they are looking for.

Spell Indexing

Due to the nature of the publishing process, its time delays and our vigorous release schedule here at Mongoose Publishing, there is the possibility that new spells could be published in other *RuneQuest* products before the *RuneQuest: Spellbook* is released. Also, new spells will eventually be published in future sourcebooks and supplements. For obvious reasons, these spells cannot be indexed in this book.

The following *RuneQuest* products (and the abbreviations to refer to them) were referenced for this book's spell indexing on Page 176:

- ☒ *RuneQuest* (RQ)
- ☒ *RuneQuest Companion* (Comp)
- ☒ *RuneQuest Legendary Heroes* (LgH)

How to Use This Book

With the *RuneQuest Spellbook* we are giving all of our non-licensed *RuneQuest* worlds a taste of the types of interesting methodologies magic users have at their disposal. It is a guide not only to new spells and abilities but also the various ways that characters can tap into and wield magical energies in *RuneQuest*.

The book begins with the basics behind playing a magical character. There are many ways to learn the branches of magical knowledge; some come very early on in life while others require long years of studious research. In this chapter we have included a few specific backgrounds and professions aimed at creating magical characters. With these new character creation tools, players will be able to create more magically inclined characters from the very beginning.

As the namesake for the gaming system itself, Rune Magic is a very important piece of the greater magical library. Although it requires the magic user to acquire sometimes rare artefacts, it is the most basic form of malleable spell casting in the *RuneQuest* gaming system. The chapter is dedicated to Rune Magic and touches upon the way rune integration works on a basic level, including a new look at what having multiple runes of the same type can do for a Rune Touched caster's spell repertoire. Also, this chapter contains a vast library of new Rune Magic spells, having characters looking far and wide for the right runes to obtain them.

The book then moves on into the realm of powerful magics that can only be handed down to the faithful – Divine Magic. The gifts from the gods are not to be taken lightly and are given only to pious individuals willing to invest time and resources into learning them. There is a lot to be said for being the instrument of a god's power on the mortal plane and those who regularly attain and wield divine spells illustrate just how much. This chapter offers a host of new Divine Magic spells for *RuneQuest* characters to beg their deities for, including some of the unabashedly most powerful magic yet to be published.

Not all magic stems from faith or trinkets; some hails specifically from the educated manipulation of arcane energies. This collective practice, called Sorcery, is the focus of knowledge into solvable equations that create magical effects. New spells to be tapped into by studious

magicians fill this chapter, several of which bend the laws of reality to the point of breaking. Sorcery is not for the undedicated and this chapter looks at the interesting ways and rewards waiting for characters that devote their lives to sorcerous learning.

The *RuneQuest* system offers powerful skills, called Legendary Abilities, that characters can learn, several of which have appeared in sourcebooks before. Many of these abilities seem or invariably are magical in nature but there is more to be aspired to by magic wielding characters. This chapter contains several new Legendary Abilities for *RuneQuest* characters to eventually acquire, all of which are based, at least partially, on the ability to wield some form of magical energy. As well as the special abilities legendary characters can acquire, there are several new Legendary Spells from the various branches of magical power to learn if the wielder is strong enough – which is quite a feat in and of itself.

What is Magic?

The question, 'What is Magic?' has been asked by individuals throughout the history of a thousand worlds and every answer is different depending on who they are and what they have seen. The truth of the matter is that there is no real answer. Magic is the ability to alter reality. Magic simply is what the user needs it to be.

The Magic of the Common Man

Depending on where the man exists – in the rolling hills of a sleepy village or at the foot of a tyrannical wizard's tower – a mundane commoner will look upon the use of magic in vastly different ways. Some might covet it, wanting to learn how to bend reality and wield elemental might. Most fear magic users, knowing that the power at their fingertips makes a common farmer or mason utterly insignificant. It is a terrifying notion what skilled magic users can accomplish if they set their mind to it and it is why most 'normal' folk distance themselves from powerful magics. Using instead the simple 'household incantations' and inherited tricks that could scarcely be called true magic, common folk leave the mighty magics to adventuring types with higher aspirations.

The warlock of Durrogh Woods once turned our entire village's water supply to brackish filth with a turn of his hand. Two duelling sorcerers travelling through blew our tavern to splinters! Is there any question why such magic scares us so?

— Richard Smithson, Blacksmith

The Magic of the Rune Touched

Those who have been lucky or skilled enough to locate the physical keys to magic that manifest in the world have command over a potent and stable ability. Rune Magic users do not look upon their ability as special or exceptionally rare, as anyone who can find the right runes can tap into the spells locked within them. Although some Rune Touched individuals dedicate their lives to finding more and new runes, even legendary ones, the majority of those who use Rune Magic view it as just another tool in their repertoire.

'When I found mine I was just a kid and I still have my little shiny friend hanging around my neck here. Sure, I came across a few more runes in my time but this one was my first and I have always liked it best.'

— Federo the Brazen, Adventurer for Hire

The Magic of the Pious Man

The magical gifts of the gods are a reminder that mortal men are not truly alone in their reality. Since it takes prayer, piety and dedication, only those with the proper ideology can hope to wield Divine Magic. Those who can call upon the occasional divine miracle that this magic creates do not question its source or its purity. Unlike Sorcery or shamanism, which some look upon as unnatural, tapping into Divine Magic is proof the gods are still watching – and most believe that it is the purest form of magic because of this.

'Given to we few who can hold them, the Divine Miracles are a blessing from the beings that breathed life in to us. Fear not the divine, lest you are one who stands in its way.'

— Crackeh Bentstave, Runepriest

The Magic of the Learned Scholar

Some who seek magic do not have the patience to seek runes in the wild or the belief to beg the gods for fleeting moments of power. There are some who turn

to the findings and research of those who came before them instead. They go by many names but the Sorcery that they find in the pages of dusty tomes and carved on ancient artefacts is some of the most powerful – and therefore most feared – of all magics. Forcing magical energies into spells of various shapes and effects, Sorcery is a terribly potent tool for anyone able to understand the complex calculations and equations that are required for effective execution of it.

'While they dig in the filth for runes until their fingers bloody I will sip my tea and study the mysteries of the universe itself. Let them call me witch, for I know it is out of jealousy.'

— Rellius Poster, the 'Witch' of Foggers College

Unique Magic in Glorantha, Lankhmar and Other Settings.

RuneQuest Spellbook looks at the types and styles of magic on a slightly generic level in order to benefit the assorted worlds and game settings of *RuneQuest*, which often alter the ideas and usage of magic altogether. Magic is omnipresent in the world of *Glorantha* but it is rarer and more prized in *Lankhmar*, just as it could be feared and avoided in other worlds.

The sourcebooks for these game settings cover their own views on magic much more thoroughly and oftentimes have unique magic styles and uses all of their own. In an effort to keep *RuneQuest Spellbook* setting-neutral for all of our fans, these unique magics (folk magic, Spirit Magic, Draconic Mysticism, Mechamagic, Black Magic and so on) have been omitted from this publication.

While these unique magic styles could be used in other *RuneQuest* settings, they are deeply rooted in the mythos that created them and it should be the Games Master's decision as to whether or not they are available for a given gaming group. If so, the setting-specific sourcebooks for those types of magic should be referenced normally.

LIVING A MAGICAL LIFE

Not all players will want or have the opportunity to learn how to become a type of magic user during the normal course of game play. If players want their characters to become Rune Touched or sorcerers, they will need to find the runes or research tomes they need first. This can be a difficult endeavour for characters who are embroiled in a tunnel-crawling adventure, even more so for someone raised a peasant who later turned to blacksmithing.

The *RuneQuest* rule system is designed to let players create their characters much closer to the type of person they want to portray. It uses a non-level based progression that forces players away from the idea of classes or career restrictions during character creation. For most character types this is a good way to make sure a battle-

ready soldier is good with a sword and shield, a ranger can track animals in the woods and diplomats do not fumble their words because of poor statistic scores.

Even so, most of the backgrounds currently available are quite mundane in design. In order to better create magically inclined characters without forcing Games Masters to put runes, tomes or mentors in the path of their adventures, we have added several new Backgrounds and Professions here that will help players to start their characters on the path they want early on. This will allow players to portray sorcerers and infernal cultists from character creation without having to rely solely on the five Rune Magic based Professions found in *RuneQuest*.

magical life



New Magical Backgrounds

The following are a collection of new optional Backgrounds for players who want their characters to have been raised in a heavily magical environment.

Magical Backgrounds

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Arcane Orphan	Athletics +10% Perception +10% Persistence +10% Resilience +10% Pick One +20% Boating, Dodge, Lore (Animal), Lore (Plant), Lore (World), Riding, Pick Two +10% 1H Axe, 1H Hammer, Dagger, Sling, Staff, Throwing Unarmed	Language (Native) +50% Lore (Regional) Pick One Craft (Alchemy) Dance Language Lore Streetwise Survival	3D6x10 silver
Devout	Evaluate +10% First Aid +15% Influence +15% Pick One +10% Boating, Driving, Lore (Animal), Lore (World), Persistence, Resilience, Riding Pick Two +10% 1H Axe, 1H Hammer, Bow, Crossbow, Dagger, Shield, Spear	Language (Native) +50% Lore (Theology) Lore (Regional) Pick One Craft Dance Healing Language Lore Play Instrument	4D6x20 silver
Fated Soul	Athletics +10% Influence +15% Resilience +15% Pick One +10% Dodge, Driving, Evaluate, Lore (Animal), Lore (Plant), Lore (World), Persistence Pick Two +10% 1H Axe, 1H Hammer, 1H Sword, 2H Axe, 2H Hammer, Bow, Crossbow, Dagger, Shield, Spear, Staff, Throwing, Unarmed	Language (Native) +50% Survival Pick Two Craft Dance Healing Language Lore Play Instrument Streetwise	3D6x50 silver

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Mythic Halfbreed	Influence +10% Perception +10% Resilience +15% Pick One +10% Athletics, Boating, Dodge, Driving, Lore (World), Persistence, Riding, Sing Pick One +15% 1H Axe, 1H Sword, Bow, Crossbow, Dagger, Shield, Sling, Staff, Unarmed	Language (Native) +50% Language (other) Lore (History) Lore (Theology) Pick One Craft Dance Healing Lore Survival Tracking	4D6x30 silver
Primal Tribesman	Athletics +10% Lore (Animal) +5% Lore (Plant) +5% Perception +10% Resilience +10% Pick One +15% Dodge, Driving, Lore (Animal), Lore (Plant), Riding, Stealth Pick One +15% 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Bow, Dagger, Sling, Spear, Throwing, Unarmed	Language (Native) +50% Lore (Regional) Survival Tracking	4D6x10 silver
Wizard's Apprentice	Evaluate +10% Lore (Plant) +20% Persistence +20% Pick One +10% Boating, Driving, First Aid, Lore (Animal), Perception, Resilience, Riding, Stealth Pick One +10% 1H Sword, Dagger, Rapier, Staff	Language (Native) +50% Language (other) Lore (Regional) Pick One Craft Engineering Healing Language Lore Mechanisms Survival	4D8x25 silver

Arcane Orphan: The character was born to magical parents that chose to give him up to a local orphanage, where he learned how to survive using his wits and skills. While growing up the character began to realise his potential as an inherent spellcaster. Using his

rudimentary abilities to focus his parents' gift to him, the character lives a young life destined for minor magic until he is old enough to further his skills by his own ways and means.

Devout: The character was raised amidst the truly devoted servants of their inherent religion. Whether worshipping gods or spirits, the character's parents saturated him with the teachings and ideologies of their faith, forcing him to follow in their footsteps. Destined for the clergy or as a wandering servant of the faith, the character grows up knowing only one answer to nearly every question set before him – to simply have faith.

Fated Soul: The character cannot help what the stars and signs have laid out for him and he was born under a very auspicious set of omens. Whether or not these astrological portents mean anything in reality, his parents and their peers believed they would. They sheltered and protected him for his eventual destiny, spending a fortune on tutors and mentors to eventually teach him how to use minor magical abilities that they believe to be a sign of his greater destiny.

Mythic Halfbreed: The character has an ancestor that is from one of the mythic races of his world's history. Whether it is from dragons, angels, trolls or even the gods, the character has a miniscule fraction of that being's powers. There is no physical sign of this trace lineage but the character's enhanced ability to wield magics unknown to him at such an early age is proof enough for most.

Primal Tribesman: The character comes from one of the old tribes of people that worship ancient spiritual beings

that have long been forgotten by the so-called civilised folk. The character cannot help but look upon things in a simpler manner, seeing the nature of a thing before seeing its possible usage. He has been raised knowing the world of invisible magic surrounds him and his people, making him ready to learn how to tap into it long before he was an adult.

Wizard's Apprentice: The character was either born into or given to a wizard or sorcerer as little more than an infant, raised as his own child in order to eventually learn his magical abilities. Growing up as a wizardly apprentice is hard on most young men, requiring long hours of study and practice in dark rooms and high towers when other boys are hunting and fishing. The rewards are great, however and the character knows that his hard work and patience will one day turn him into a wizard and he will have an apprentice of his own in due course.

New Magical Professions

The following is a list of new optional Professions for players who want their characters to have learned how to use their magical talents in a profitable way during their early adult years.

New Magical Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Collector	Arcane Orphan	Evaluate +10%	Runecasting ¹
	Civilised	Lore (World) +10%	
	Noble	Perception +10%	Pick One
	Townsman		Sorcery Spell ⁴
	Wizard's Apprentice		Runecasting ^{2,3,5 or 6}
Dark Worshipper	Barbarian	Influence +10%	Lore (Theology)
	Civilised	Persistence +10%	
	Devout	Stealth +10%	Pick One
	Mythic Halfbreed		Disguise
	Nomad (any)		Runecasting ³
	Peasant		
	Townsman		

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Demonologist	Civilised Devout Fated Soul Noble Townsmen	Influence +10% Lore (World) +10% Persistence +5% Resilience +5%	Lore (Chaos) Pick One Lore Lore (Theology) Runecasting ³ Survival
Enchanter/ Enchantress	Arcane Orphan Mariner Noble Peasant Townsmen Wizards' Apprentice	Influence +20% Perception +10%	Sorcery Spell ⁴ Pick One Language Lore Manipulation (any one) Runecasting ⁵ Streetwise Survival
Spellsworn	Civilised Mythic Halfbreed Noble Nomad (any) Townsmen	Athletics +5% Influence +5% Lore (World) +5% Resilience +5% Pick One 1H Hammer +10% 1H Sword +10%	Survival Pick One Sorcery Spell ⁴ Runecasting ¹
Spirit Warrior	Barbarian Devout Fated Soul Mythic Halfbreed Nomad (any) Primal Tribesman Primitive	Athletics +10% Lore (World) +10% Persistence +10% Pick One 1H Axe +10% Bow +10% Spear +10% Throwing +10%	Pick One Lore (Theology) Lore Martial Arts Play Instrument Runecasting ^{1 or 6}
Templar	Civilised Devout Fated Soul Noble	Dodge +5% First Aid +5% Influence +10% Pick One 1H Sword +10% Polearm +10% Shield +10%	Lore (Theology) Pick One Healing Language Lore Runecasting ^{1, 2 or 6} Survival

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Trickster	Arcane Orphan Civilised Peasant	Influence +10% Sleight +10% Stealth +10%	Streetwise Pick One Sorcery Spell ⁴ Runecasting ⁵ Manipulation (any one) Runecasting ^{3 or 5}
Warlock	Arcane Orphan Civilised Fated Soul Noble Townsmen Wizard's Apprentice	Influence +10% Persistence +10% Resilience +10%	Sorcery Spell ⁴ Pick One Manipulation (any one) Lore Runecasting ^{1, 3 or 5}
Witch Doctor	Barbarian Mythic Halfbreed Primal Tribesman Primitive	First Aid +5% Influence +5% Lore (Animal) +5% Lore (Plant) +5%	Dance Healing Pick One Lore (Theology) Sorcery Spell Runecasting ³

¹ Choose one of the following: Air, Earth, Fire or Water. The character has integrated that rune and has that rune's Runecasting skill.

² Choose one of the following: Beast, Fertility, Man or Plant. The character has integrated that rune and has that rune's Runecasting skill.

³ Choose one of the following: Chaos, Darkness, Death or Shadow. The character has integrated that rune and has that rune's Runecasting skill.

⁴ This is a single Sorcery spell, chosen from any of the Sorcery spells in the Runequest Complete Core Spell Index on Page 172.

⁵ Choose one of the following: Communication, Harmony, Illusion or Man. The character has integrated that rune and has that rune's Runecasting skill.

⁶ Choose one of the following: Beast, Luck, Man, Motion or Spirit. The character has integrated that rune and has that rune's Runecasting skill.

Collector: The character has dedicated much of his adult life so far to the gathering a collection of magical antiquity, mystic runes and the occasional enigmatic tome. With his growing collection of magical artefacts and trinkets he has managed to call upon a powerful array of abilities, making finding *more* runes and magical texts that much easier in the wilds of his world. The character might be considered a magical pack rat of sorts or a treasure seeker in the purest sense of the term but the powers granted by his collection are considerable.

Dark Worshipper: Believing in the words of a dark god or host of vile demons, the character is a member of a

secret cult or following that gives strength to dark forces in exchange for their blessings. He dedicates much of his resources and assets into furthering the cult's dark goals and frequently is the bodily home to unearthly energies that he calls upon to damn those around him. His magic is strong because his faith in the forces of darkness is even stronger.

Demonologist: The character is a learned man who has focussed his attentions on the existence of a greater evil in all its forms, called Chaos by most beings. The study of evil spirits and demons can be taxing on the body and mind, the character must be careful not to let the flow of



power and knowledge taints him beyond a controllable level. Only through contact with Otherworldly evil can the character hope to gain the necessary understanding to control them.

Enchanter/Enchantress: The character has learned how to use his magical talent and skills to bend others to his will, enjoying the freedom such control gives him. Although his magic has many other uses, a weak mind in his presence is an invitation to become influenced by his arcane wit. Even when not actively using the magic spells at his disposal, the character is a charming creature as if constantly wrapped in the confidence his powers grant him.

Spellsworn: The character learned how to use his magical skills early in life as an augmentation for his already significant martial ones, taking to the road as a mercenary. A spellcaster for hire, he happily has wandered the lands exchanging his services as a magic wielding soldier for gold, shelter or even just a warm meal when times are hard. Most mercenaries have only a sword arm to lease but this character is much more.

Spirit Warrior: Raised to be part of a larger world-spirit, the character has trained himself to defend the natural order of things in his lands using the magic he has been gifted with along with a sharp spear or sure bow. The character combines his magical talent with the hard edge of a wild warrior, making him a powerful foe. Most civilised folk look upon him with anxiety or even fear but his own people know that he is a connection to their natural faith.

Templar: The character has been trained by the clergy of his faith to be a holy warrior, standing as a servant of the gods and of the congregation. Using powerful magic handed down from the gods themselves and a stout blade, he must be a protector of the faithful and a weapon against the heretical. Enemies of the faith will tremble before his abilities as he ventures out to do the work of his lords.

Trickster: The character has relied on his magical talents to get by in life through fleecing others. He is a mystic conman of sorts. He has used mundane misdirection

hand in hand with arcane influence or illusion to either avoid getting caught in the past or to deal with his captors if he does. The character enjoys the freedom his magic offers him, never having to work an honest job if he does not wish to but the thrill of fooling peasants and watchmen is fleeting. Soon he will need bigger things to challenge his skills.

Warlock: The character has trained to be a magic user as soon as he was able, focussing his talents on the ability to cause harm and inflict pain. He has immersed himself in the imagery of hurling fireballs and calling lightning to smash his foes and his magical skills reflect that ideal. He has practiced to become a force of battle, using his spells to crush any opposition he and his allies

face. Although he is capable of using his magic for other means, his training and dedication has been solely for the destruction of others.

Witch Doctor: Part spiritual healer and part instrument of vengeance, the character learned how to channel magical energy into his work from a local mentor, likely a parent. Using obscure plants and animal parts in conjunction with incantation and dance, he can focus his powers upon the good or evil inside of others to enact his spells upon them. The character is a blessing to his allies when he knits their wounds or cures their ills but the foes that feel his curses and afflictions would say otherwise.



Alternate Bonuses for Earlier Magical Professions

There are five Professions that can be found in the *RuneQuest* that are tied to magical skills in some way.

Considering that book dealt only with Rune Magic, these Professions had only the Runecasting magical skill to grant characters who chose those Professions.

The following table gives alternate bonuses for those five Professions, which Games Masters can allow their players to use in place of the limited ones found in *RuneQuest*.

Alternate Magical Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Alchemist	Arcane Orphan Civilised Townsmen Wizard's Apprentice	Evaluate +10% First Aid +10% Lore (Plant) +10%	Lore (Alchemy) Pick One Sorcery Spell ¹ Runecasting ²
Priest	Civilised Devout Mariner Mythic Halfbreed Peasant Townsmen	Influence +10% Lore (World) +10% Persistence +10%	Lore (Theology) Pick One Runecasting ³ or ⁶ ,
Shaman	Barbarian Devout Fated Soul Mythic Halfbreed Nomad (any) Primal Tribesman	First Aid +10% Lore (Animal) +10% Lore (Plant) +10% Persistence +10%	Pick One Healing Lore Runecasting ⁴ Survival
Witch	Arcane Orphan Barbarian Mariner Peasant	First Aid +10% Lore (Animal) +10% Lore (Plant) +10%	Pick One Sorcery Spell ¹ Runecasting ⁵ Pick One Healing Lore Manipulation (any one) Runecasting ⁵ Survival

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Wizard	Arcane Orphan Civilised Fated Soul Noble Townsmen Wizard's Apprentice	Evaluate +5% Lore (World) +5% Persistence +10%	Pick Two Sorcery Spell ¹ Manipulation (any one) Runecasting ⁶ Runecasting (other) ⁶ Pick One Language Lore Manipulation (any other) Runecasting ^{1, 2or 6}

¹ This is a single Sorcery spell, chosen from any of the Sorcery spells in the Runequest Complete Core Spell Index on Page 172.

² Choose one of the following: Metal, Motion, Plant or Stasis. The character has integrated that rune and has that rune's Runecasting skill.

³ Choose one of the following: Communication, Law, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill.

⁴ Choose one of the following: Beast, Earth, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill.

⁵ Choose one of the following: Fertility, Luck, Moon or Shadow. The character has integrated that rune and has that rune's Touched skill.

⁶ Choose one of the following: Air, Cold, Earth, Fire, Heat or Water. The character has integrated that rune and has that rune's Runecasting skill.



RUNE MAGIC

Considered to be the most common type of magic in *RuneQuest*, Rune Magic is also the easiest to understand for most people. All it takes is the discovery and integration of the proper runes, a little practice with an experienced caster and frequent use to become a truly Rune Touched individual.

The following chapter details a multitude of new Rune Magic spells that range in Magnitude from 0 to 10, requiring any combination of the runes found in *RuneQuest* (page 125). These spells should be available in any setting, so long as the Games Master allows them.

Magnitude 0 and Duplex Spells

In this chapter there will be several Rune Magic spells that will have a Magnitude listed at 0 or have two of the same integrated runes listed as necessary for casting. These are special spell types that are new to *RuneQuest Spellbook* and have some special rules regarding how they function.

Magnitude 0 Spells

Any Rune Magic spell listed with a Magnitude 0 is one of the lesser magic abilities that rune owners can learn to use to aid in their common lives. Magnitude 0 spells still cost a single Magic Point and a Combat Action to cast but are so simple to control that they require no Runecasting skill test to do so. Effectively, these minor spells are so rudimentary that anyone who has learned them can master them in a few castings, unlike more potent spells. It costs the same as a Magnitude 1 spell in time and resources spent to learn a Magnitude 0 spell.

Duplex Spells

Some spells in this chapter will list two identical runes required to cast. These are called Duplex Spells; they function exactly as a normal Rune Magic spell of the same type but require the spellcasting character to have at least two of the listed rune integrated, held in hand to learn and cast properly.

New Rune Magic Spells

Abacus

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Mastery*

Doing mystic calculations in the air in front of him, the caster can look upon any group of objects and know exactly how many there are.

This spell allows the caster (or enchanted target) to instantly know the quantity of individual pieces, parts or units that one collection of something has. The caster must specify what is being counted: sacks of grain on a barn floor, troll like infantry in an army, arrows in a stockpile and so on. This number will be *exact* and unerring but poorly defined terminology in the casting could lead to miscalculations.

Ablation of Harm

Casting Time 1, Duration 5,
Magnitude 1, Progressive, Touch
Runes: Disorder, *Mastery*

The target is wrapped in glowing strands of energy that fade in seconds, appearing again just long enough to slough off when they are attacked.

This spell creates a magical sheath around the target that will absorb damage taken by falling off like dead skin. While the spell is in effect the target is granted an additional number of HP per Hit Location equal to twice the Magnitude of the spell. These extra HP last until they are used to absorb damage or until the spell expires, whichever scenario occurs first.

Able Body

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Fertility*

The caster takes three deep breaths before suddenly standing straighter, bending further and altogether seeming more fit.

This spell eliminates the Winded level of Fatigue from the target but only if they are no more fatigued than Winded. If cast upon a target fatigued beyond that level the spell is wasted and the caster's Magic Point is then also lost.

Absorb Flesh

Casting Time 1, Duration Instant, Magnitude 4, Resist (Resilience), Touch
Runes: *Beast* or *Man*, Trade

The caster's hands caress the target's body, opening terrible wounds on it, healing his own torn flesh.

If successful, this spell causes the target to suffer an amount of damage equal to the current wounds of the caster. The caster's wounds disappear on his flesh and appear grotesquely on the target. If used on a target that has the same Hit Locations as the caster, these wounds will appear in the same places they occurred on his body. If it is cast on an animal or unlike being, the wounds will appear at the nearest corresponding Hit Location.

Abysmal Pallor

Casting Time 1, Duration 5, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Runes: *Death*, *Illusion*

The target shudders with a cold chill of the grave, its flesh paling and stretching like that of a corpse.

This spell makes a target look exactly like an animated corpse for its Duration. He will be considered to have a -10% penalty to all Influence and Disguise skill tests per Magnitude of the spell. Additionally, anyone who looks upon the target of the spell will believe it to be some form of undead thing. Depending on the situation, this could result in attacks upon the target.

Acid Stream

Casting Time 1, Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)
Runes: *Magic*, *Water*

The caster spews forth a powerful jet of bilious green acid at his target, corroding anything it touches with an intensely magical potency.

This spell creates a powerful ranged attack made of magical acid, streaming out in a thin stream at a single target. If it hits, the target suffers 1D4 damage to one Hit Location and 1 point to any adjoining Hit Locations. This damage will destroy any non-natural mundane armour it touches per location up to an AP equal to the Magnitude of the spell. Magical armour or protection is destroyed at a rate of one AP per 3 points of Magnitude as opposed to the normal amount.

Acidic Armour

Casting Time 3, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Magic*, *Metal*

The target's armour takes on an oily green hue and smells slightly of brackish water but weapons striking it quickly begin to smoke and dissolve.

This spell turns any form of worn armour into an offensive form of defence against enemy weaponry. Any non-natural mundane weapon that strikes the enchanted armour loses 1 AP (or one HP if the AP is at 0) per 2 full points of Magnitude of the spell. Natural weaponry striking the armour will inflict 1 HP of damage against the Hit Location making the contact. Magical weaponry is dissolved at a rate of 1 AP/HP per 4 points of Magnitude instead of the normal amount. Normal non-threatening contact with the armour will not cause any damage.

Acrid Haze

Area 5, Casting Time 1, Duration 5, Magnitude 3, Ranged, Resist (Resilience)
Runes: *Air*, *Fire*

The caster pulls upward with open hands, calling a smoky, bitter cloud from the ground to form an eye-stinging fog completely surrounding him.

If successful, this spell creates a five metre radius cloud of grey and sooty smoke around the caster. The taste and smell is and it stings the eyes and nose. Anyone other than the caster in the affected area that cannot resist the spell suffers 1 point of damage to whichever of its Hit Location(s) (the eyes, mouth and nose) are found and -25% to Perception skill tests due to their watery eyes and clogged sinuses.

Adamantine

Casting Time 10, Duration Permanent, Magnitude 8, Touch

Runes: *Metal, Metal*

The target turns a dull grey under the touch of the caster's fingertip, spreading outward to engulf the object completely. Once covered, the object is all but indestructible like the legendary metal.

This spell creates a thin layer of adamantine over any object touched by the caster. The object will be *completely* covered; a sword will no longer be blade and hilt but one solid piece, armour will be as stiff as a single piece of metal. Anything enchanted by this spell will have its AP value increased to 10, which cannot be reduced by any mundane damage source. Due to the thin layer of metal, however, the item's ENC is doubled.

Agility of the Mongoose

Casting Time 1, Duration 1, Magnitude 1, Progressive, Touch, Trigger

Runes: *Beast, Man*

After being scratched painfully by the caster, the target begins to move with darting, rapid actions that blur to the naked eye.

With this spell the caster infuses a moment of rodent-like speed in the target, granting them the ability to move faster than their foes. For every point of Magnitude in the spell the target can take one of its Combat Actions as normal attacks *before* any Strike Ranks are rolled for the following round (hence the Duration trait of the spell). Any unused points of Magnitude (only 2 Combat Actions but Magnitude 4 casting and so on) reduces the Dodge or Parry skill of anyone targeted by these enchanted attacks by - 5% per additional Magnitude.

To anyone watching without supernatural or enhanced vision, the target moved in a blinding blur, much like a mongoose striking at a serpent.

Airblade

Casting Time 1, Duration 5, Magnitude 2, Touch

Runes: *Air*

The caster closes his hands around seemingly nothing, clutching the rune like the hilt of a sword, creating an invisible blade made of nothing but air.

This spell creates a physical blade of air in the hands of the caster, which he can wield as if it were a magical weapon with all of the statistics of a 0 ENC bastard sword. The caster can wield this weapon in one or two hands once cast and suffer a - 5% penalty to hit with the weapon due to its invisibility and weightlessness. Trying to Dodge or Parry the weapon is exceptionally difficult, imposing a - 15% penalty to those rolls that are made against Airblade attacks.



Airshield

Casting Time 1, Duration 5, Magnitude 2, Touch
Runes: *Air*

The caster tightens his grip on the rune and bears the outside of his forearm to his foes, wrapping his arm in a shield of invisible, protective air.

This spell, the counterpart to Airblade, was created to work in tandem with its sister spell (requiring one Air rune each, therefore using one hand each). It creates a magical oval of air around the rune-holding arm which



acts like a 0 ENC target shield. The caster can defend or attack with this shield as if it were a normal shield but suffers an additional -5% penalty to try and use it as a weapon due to its invisibility. It is easier to block with because of its weightlessness and the attacker's inability to see it, granting a +10% bonus to all Parry attempts made with the Airshield.

Allergy

Casting Time 1, Duration Special, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Runes: *Disorder, Fertility*

The caster breathes deeply and exhales a puff of sparkling dust/motes onto the target, causing them to instantly break out into hives and sneeze repeatedly.

If successful, this spell causes a single target to be overcome with a powerful reaction to some arcane allergen. The target is overcome by itching and sneezing for a number of rounds equal to the Magnitude of the spell, losing 1D3 Combat Actions and Reactions each round (rolled each round).

Androgyny

Casting Time 1, Duration 5, Magnitude 2, Resist (Persistence), Touch
Runes: *Chaos, Man*

The enchanted target's image is blurred sexually, eliminating any semblance of male or female features to create a gender neutral being that is nearly unreadable via body language.

This spell removes the obvious gender from a target. Although this does nothing for the statistics of the target, it does eliminate the normal use of seduction or body language. Depending on what sort of situation the target is placed in, up to a -15% penalty to Influence skill tests both by and against the target can be imposed due to the genderless awkwardness.

Arachnid's Blessing

Casting Time 1, Duration 5, Magnitude 3, Touch
Runes: *Beast, Spirit*

The caster infuses the essence of the spider into their target, granting him remarkable strength, awareness and heightened mobility.

When used, this spell augments a target with the bodily abilities of a spider. The target's STR and DEX is increased by +3, while all Acrobatics, Athletics (Climbing) and Perception tests are made with a +20% bonus. During the time the spell is in effect, however, the target will seem bestial and generally inhuman, imposing a -10% penalty to Influence skill tests.

Archer's Siege

Casting Time 2, Duration 1, Magnitude 1, Progressive, Touch, Trigger

Runes: *Infinity*, *Metal*

The enchanted weapon feels surprisingly heavy to hold or carry, expanding to the size of a siege weapon's ammunition once thrown or fired.

If the caster succeeds in casting the spell, a missile weapon of some kind is charged with the spell. The Duration of the spell refers to the amount of time the missile may remain 'charged' before the spell simply expires. A missile under the effects of Archery Siege cannot benefit from *Firearrow*, *Speedart* or similar enchantments.

When the enchanted missile is fired or thrown, the damage for that weapon is increased by 1D2 for each point of Magnitude of the spell. For example, a short bow arrow (2D8 damage) enchanted with a Magnitude 3 Archer's Siege will launch an attack that will actually hit for 2D8 + 3D2 damage.

Arctic Talons

Casting Time 1, Duration 5, Magnitude 3, Touch

Runes: *Beast*, *Cold*

The enchanted target's fingertips begin to steam, which coalesces into long, savage claws of jagged ice.

If successful, this spell gives the target deadly claws made of magical ice that inflict terrible wounds. With a single swipe of these vicious talons the target can freeze and rend flesh and armour equally well. The talons make

manual dexterity all about impossible for the target but anything it strikes with a successful Unarmed Combat or Martial Arts attack will change all Damage Dice thrown (normally D3s) into D6s and add 1D6 of supernatural cold damage on top of the physical damage.

Armistice

Area 100, Casting Time 5, Duration Concentration, Magnitude 8

Runes: *Harmony*, *Harmony*

Becoming a brilliant pillar of golden light, the caster radiates a force of peace and disarmament all around him; hated enemies and warring foes alike must set their arms aside while in the powerful incandescence.

This spell allows the caster to transform into a beacon of peace for a short time. Any creatures with an INT of 3 or higher in the area of effect will not be able to make any attack rolls or other hostile actions toward anyone else. Everyone may still dodge or parry to protect against animals or those who are somehow immune to the spell's effects but they may not choose to make any normal or free attacks or even to riposte. Although the caster must concentrate on his spell in order for it to function, he may speak or shout normally.

Armoursmith's Boon

Casting Time 1, Duration Instant, Magnitude 0, Touch

Runes: *Metal*

The caster can suddenly feel every wrinkle, bubble or mould imperfection in a piece of metal.

This spell grants the caster a +10% bonus to his next Craft skill test involving any sort of forged metal and cannot stack with any other bonuses (including any other castings of Armoursmith's boon).

Attacker's Defiance

Casting Time 1, Duration Instant, Magnitude 3, Ranged, Trigger

Runes: *Chaos*

The caster hurls an obscene hand gesture toward the target, which is then seeded with violence that will wait to be provoked by the simplest of requests.



If successful, this spell plants a horrible knee-jerk reaction in the target that could result in bloody arguments or bar room brawls. The enchanted target will not be aware that he has been affected by a spell at all but the first time he is given *any* sort of order he will fly into a raging attack on the person making it. The target will immediately spend an entire combat round attacking the person with whatever happens to be in hand at the time but will automatically come to his senses at the end of the round. The request can be anything from 'Take that hill, soldier!' to 'Pass the peas please, dear.'

Babe's Feeble Grasp

Casting Time 1, Duration 5, Magnitude 1, Ranged, Resist (Persistence)

Runes: *Illusion*

The caster pushes his hand down slowly to symbolise a crushing weight on the weapons of the target, making them heavy enough to pop from the target's grip as if his hands were no stronger than an infant's.

This spell allows the caster to target a single individual and make anything he tries to hold in his hands feel incredibly heavy. Anything the target tries to hold, pick up, move or otherwise manipulate in his hands (or the equivalent) will seem to weigh 1 ENC heavier for every point of Magnitude used in casting the spell. The objects are not actually any heavier to anyone but the target of the spell, nor are they magically affected in any way. The target's perceptions are the only things that have been magically altered by this spell.

Backfire Magic

Casting Time 1, Duration 5, Magnitude 1, Progressive, Ranged, Resist (Persistence)

Runes: *Disorder, Magic*

The target's body shines like glass for a moment, protecting it from potentially dangerous spells in the future by reflecting it randomly away.

The target of this spell is protected by a layer of anti-magic, repelling spells of a lower Magnitude than used to cast this spell away violently. While the spell is in effect, any other magical spell targeting him of a lower Magnitude is automatically reflected at another (randomly determined) target still within the normal

range of the original spell. This can be very dangerous for those who spend time near the enchanted target but solo mage hunters find it quite useful to hopefully redirect a wizard's spells to aim back upon him.

Badger's Claws

Casting Time 1, Duration 10, Magnitude 1, Progressive, Touch

Runes: *Beast, Earth*

The target's hands stiffen and elongate, the fingers blackening into rock-hard talons with wide tips that are excellent for digging.

This spell enchants the target with powerful claws used primarily for digging. While under the effects of the spell, the target can dig through one metre of solid natural earth, rock or wood each minute per point of Magnitude. Although the warped hands cannot wield any form of weapon, they can be used to inflict 1D6 points of damage with Unarmed Attacks and can be used to parry normally with an AP of 4.

Balderdash

Casting Time 1, Duration Instant, Magnitude 0, Ranged, Resist (Resilience)

Runes: *Chaos*

The caster taps a finger erratically upon the surface of the rune, causing his target to stutter and stammer for a short amount of time.

When successful, this spell causes any target to jumble the next 15 words he speaks. This may not have any terrible effect on the situation but it can be rather annoying for public speakers or commanders about to go into battle.

Bandit's Cloak

Casting Time 1, Duration Instant, Magnitude 0, Touch

Runes: *Darkness or Shadow*

The caster's features are suddenly inked with a deepening darkness that helps conceal him.

This spell grants the caster a +10% bonus to his next Stealth skill test involving any sort of hiding or lurking in darkness and cannot stack with any other spell-effect bonuses (including other castings of Bandit's Cloak).

Bands of X

Casting Time 2, Duration Special, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Runes: Choose one of Air, Cold, Earth, Fire, Heat, Magic, Metal, Plant, Undead or Water with *Stasis*

Magical ropes and chains appear from the caster's outstretched fingertips, streaming forward to envelop his foes and hold them in place.

The caster calls upon a variety of runes as counterparts to his Stasis rune in order to wrap a target in bondage of different energies, elements or materials. If successful, the bondage lasts for a number of rounds equal to the Magnitude of the spell. Depending on the counterpart rune used, the bondage has different effective STR ratings to be broken free of and inflicts different effects upon the target, as shown on the table below.

Bands of X Table

Rune Used	Visual Effect	Bondage STR	Game Effect(s)
Air	Swirling dust ropes	15	Target can be moved by will of caster up to three metres in any direction per round.
Cold	Icy chains	15	Target suffers 1D2 point of Cold damage each round to Arm and Leg locations.
Earth	Stone bands	30	Target is thrown to the ground and cannot be moved until the spell ceases.
Fire	Flaming chains	15	Target suffers 1D2 point of Fire damage each round to arm and leg locations.
Heat	Bands of heat distorted air	15	Target suffers one point of unpreventable Heat damage each round to arm and leg locations.
Magic	Glowing ropes	18	Target cannot cast spells, benefit from magical effects or be targeted by further spells while bound.
Metal	Iron bands and chains	30	Target has 20 ENC added from chains and bands but suffers double normal damage from Electricity-based attacks while bound.
Plant	Thorny vines	18	Target suffers 1D2 points of damage to 1D3 random locations from growing vines each round.
Undead	Chains of vertebrae and teeth	18	Target loses one Hit Point from arm and leg locations each round and half damage inflicted is given back to caster of spell.
Water	Ropes of churning water	20	Target can be drowning at the will of the caster but is then no longer bound (the ropes move to the head).

Bane

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch

Runes: *Death*, *Mastery*

The caster blows hot, fetid breath upon a weapon, tarnishing it immediately with magical decay. While it is enchanted, no living flesh or stalk can withstand the spell's rot ending touch.

This spell can be cast on anything that can be used as a weapon. For every point of Magnitude, it increases the chance to hit with the weapon by + 5% and ignores 1

point of natural or organic AP (scales, leather, wood and so on). This ability is magical (although the weapon's damage is not) and leaves greenish-grey streaks of rot and decay where it cuts through organic defences. Any sort of lesser organic material (grasses, leaves, tiny insects and so on) will wither and decay if touched automatically. A weapon or item under the effects of Bane cannot benefit from *Bladesharp*, *Bludgeon* or similar spells.

Banshee's Keen

Area (Special), Casting Time 2, Duration Instant, Magnitude 1, Progressive, Resist (Resilience)

Runes: *Communication*, *Undead*

The caster taps into the dark language of the damned to cry out in a crescendo of pain and anguish that causes all who hear it to wither and deperately shrink away from the undying sound.

When this spell is cast the resulting keening carries for a distance equal to the caster's POW times ten metres. Any living beings that are caught in the area must resist the spell or suffer 1 Hit Point of unpreventable damage per Magnitude to whatever Hit Location their auditory organs are located within. Undead creatures in the area are not harmed; instead they are healed for 1 Hit Point per Magnitude instead. Deaf beings are not immune to the energy summoned by the spell, as they can *feel* the sound as much as others can hear it.

Beams of Brilliance

Casting Time 1, Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)
Runes: *Light*, *Mastery*

The caster holds his hand above his head and projects a powerful array of beams of concentrated white light directly at his foes.

This spell allows the caster to create beams of bright white light, hopefully dazzling his enemies' eyes and blinding them for a few rounds. The caster can choose one target for every point of Magnitude of the spell; each target will need to resist the spell's effects individually. Anyone failing to resist the spell will be partially blinded for 1D3 rounds, suffering -20% on all skill tests during that time. Creatures particularly sensitive to light (Trolls, shades and so on) double both the Duration of the spell and the penalty of failing to resist it.

Bearing Witness

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Truth*

The target's ears and eyes grow warm when the spell is cast, becoming instantly frigidly cold upon hearing or seeing the signs of deception.

This spell grants the caster a +10% bonus to his next skill test made to discover lies, secrets or hidden objects and cannot stack with any other spell-effect bonuses (including other castings of Bearing Witness).

Beast Call

Casting Time 5, Duration Instant, Magnitude 2, Ranged (special)
Runes: *Beast*

The wilds around the caster stir as animals move through the undergrowth, interested in the forces drawing their attention to him.

The *beast call* serves to attract nearby mundane animals. When the spell is cast, it calls out to any creatures with an INT of 2 or less within a range equal to the caster's POW in miles. These animals will be naturally drawn to the place where the spell is cast, assuming nothing interferes with their movement. Any barrier or directed distraction ends the effects of the spell on that animal. For example, the Beast Call spell might cause a horse to turn and walk towards the spell but a single yank on its reins by the rider would end the spell's effect on the horse. The Beast Call is rather unreliable but can be a potent aid to hunters.

Becalm

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Harmony*

The caster places a finger on the target's lips as if hushing a child to sleep and the target can then slumber peacefully through the night.

This spell gives the target the ability to sleep exactly ten hours uninterrupted by bad dreams, pains, aches or even midnight snacking. Unless stirred by a loud noise or physical contact, the target will have a full night's rest. It should be noted that the spell does not *put* the target to sleep; it merely calms his mind in order to better enjoy his next slumber.

Bedlam

Area 10, Casting Time 3, Duration Concentration, Magnitude 10, Resist (Persistence)
Runes: *Chaos*, *Chaos*

The caster closes his eyes and whispers his own name backwards and forwards, clutching the runes in his hands to anchor him to the spot while reality is completely torn apart all around him.

This spell unleashes the pure essence of Chaos around the caster for as long as he can stand it, while anyone around him is battered by energy winds, balls of incoherent light, maddening sounds and painful scents. For every round the caster can keep the spell active anyone in the area of the spell must resist the spell's effects or roll 2D6 and compare the lower die result to the Bedlam Effects Table shown below.

Every round the caster can keep the spell active he suffers 1 point of unpreventable damage to a random Hit Location from the stress of being at the centre of the Chaos storm.

Bedlam Effects Table

2d6	Spell Effects
1	Suffers 1D4 magical damage to 1D4 Hit Locations
2	Adjust SIZ of target by +/- 1 (equal chance)
3	Random physical attribute (hair, eyes, skin and so on) mutates to a new colour or appearance
4	One random possession of target is transformed into random item of Games Master's choice
5	Heals 1D3 HP to all wounded Hit Locations
Doubles	Ends spell immediately but creates new Chaos Rune and integrates it to target

Every round the caster can keep the spell active he suffers 1 point of unpreventable damage to a random Hit Location from the stress of being at the centre of the Chaos storm.

Bedrock

Casting Time 1, Duration Special, Magnitude 2, Touch
Runes: *Earth*, *Harmony*

The caster digs his fingers into the ground and pulls back a layer of rock and soil like he was adjusting the quilt on a favern bed, in which he can settle inside and be warm, safe and protected.

This strange spell allows the caster to open any form of natural soil or stone like a bed sheet, allowing a single person to sleep inside of the opening like it was a comfortable piece of furniture. The *bedrock* spell lasts

until the person inside the earthen folds stands up, scattering the cover of earth like sand or gravel. While inside the envelope of the *bedrock* spell, the person will be completely comfortable. They will be protected from the elements, the outside temperature will not bother them and they will have an effective AP of 5 over their Hit Locations except for the head.

Beggar's Plea

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Trade*

The target somehow becomes more pathetic and deserving to those who look upon him and haggling with such a wretch becomes almost too much of a chore to be worth what little he can offer.

This spell grants the caster a +10% bonus to his next Influence or Streetwise skill test made to haggle, negotiate or trade and cannot stack with any other spell-effect bonuses (including other castings of Beggar's Plea).

Belch Flame

Area 2, Casting Time 1, Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)
Runes: *Beast* or *Dragon*, *Fire*

The caster's stomach rumbles loudly and suddenly he throws open his mouth and erupts in a horrifically loud belch accompanied by goutts of sickly yellow fire.

This spell allows the caster to bathe a small area with foul-smelling sulphurous fire by belching it up from within him. The damage for the spell is always 1D3 damage to every Hit Location of the target(s). The Range over which the spell can be directed can only be up to one metre per Magnitude of the spell. This means that the Magnitude 1 version of this spell will also put the caster in the Area of Effect; this is intentional due to the possibility of an inexperienced caster drooling liquid fire down upon himself.

Bewilder

Casting Time 1, Duration Instant, Magnitude 0, Ranged, Resist (Persistence)
Runes: *Disorder*

The caster glares disturbingly at the target, biting down on his thumb and forefinger from one hand and the

target cannot get such a strange image out of his mind until it is too late.

When successful, this spell allows the caster to impose a –5% penalty to the next skill test made by the target and cannot stack with any other spell-effect penalties; this is inclusive of all other castings of Bewilder.

Biting Winds

Area 10, Casting Time 2, Duration Instant, Magnitude 3, Ranged, Resist (Resilience)

Runes: Air, Cold

The caster inhales deeply and holds his breath, his skin taking on bluish hue. When he forcefully expels the air it has become a gale of bitter cold that freezes anything that stands in its path.

This spell allows the caster to create a howling wind of sub-zero temperatures to flash-freeze his foes. Anyone caught in the area of effect that fails to resist the spell will suffer 2D6 damage that ignores armour but is divided equally (round up) amongst all Hit Locations. Any liquids in the area of effect capable of being frozen (water, milk, some alcohols and so on) will do so, possibly breaking their containers in the process. Anyone with the Cold rune integrated to them will only take 1 point of preventable damage to unarmoured Hit Locations from lacerating ice crystals in the wind.

Blast

Area 5, Casting Time 1, Duration Instant, Magnitude 1, Progressive, Resist (Resilience)

Runes: Heat, Heat



The caster swings his runes around in an arc, bringing them crashing together in front of him with all his might. When his hands collide the world goes bright for a split second, scouring the landscape with blistering heat.

This spell summons a tremendous amount of energy into a blasting wave of heat that burns everyone in the area of effect, except the caster, that cannot withstand the might of the spell. Anything in the area of the spell that fails its resistance roll suffers 1 point of unpreventable damage to every Hit Location per Magnitude of the spell.

Boon of Lasting Night

Area 10, Casting Time 1, Duration Special, Magnitude 1, Progressive

Runes: Darkness, Stasis

The caster raises his hands into the air and all ambient light is drawn into them, vanishing and leaving behind a gloomy dusk in which no source of light brighter than a candle can shine.

If successful, the spell turns the area of effect into a sphere of darkness equal to a moonless night. As the description above states, no non-magical light source brighter than a tiny flame will be able to shine in the area or into the area from outside – including sunlight. This area travels around the caster's hands and lasts a number of minutes equal to the spell's Magnitude.

Breakblade

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch

Runes: Disorder, Metal

The enchanted weapon shines supernaturally under the fingertips of the caster, fading back to its normal surface in seconds. Any weapon that stands in its way after reduces to sundered metal and shattered wood.

This spell turns any weapon into a powerful tool able to blast through most weapons and shields that attempt to parry it. For the Duration of the spell, the enchanted weapon reduces the AP of any mundane object parrying its attacks by twice the Magnitude of the spell. Any item that has its AP reduced to 0 will then begin to lose HP, becoming destroyed when its HP reaches 0. For example, a Magnitude 6 Breakblade spell will reduce a shortsword to bits when it attempts to parry the enchanted weapon.

A weapon or item under the effects of Breakblade cannot benefit from *Bladessharp*, *Bludgeon* or similar spells.

Breath of Life

Casting Time 3, Duration Concentration, Magnitude 3, Touch

Runes: *Air*, Fertility or Man

With a kiss, the caster's life energy flows from his body into that of another. Between his lips and the target there can be seen a wisp of white smoke.

This spell allows the caster to transfer part of his life energy into another character. When the spell is cast, the caster must kiss the other character on the lips or directly upon the wound requiring healing. For each round this kiss is maintained, the caster loses 1 Hit Point from his chest and 1 from his abdomen and the other character regains 1 Hit Point to one of its wounded locations.

Breeze

Casting Time 1, Duration Instant, Magnitude 0, Ranged

Runes: *Air*

The caster exhales a shallow breath, turning it into a calm and gentle breeze.

This spell summons a light breeze that can disturb loose papers, blow out candles, sweep away dust and so on. It is a pleasant temperature and has no diverse effects on anything that would not be moved or blown by a springtime air current.

Cadaver Eternal

Casting Time 1, Duration Permanent, Magnitude 2, Touch

Runes: *Death*, Infinity

The caster places a finger over the eye of a corpse, which glows a deep violet for a moment. The deceased target will remain timeless in its current state, a symbol of the caster's power over the ravages of time.

This spell gives the caster the ability to protect a corpse from natural decay and rot, keeping it in its current physical state. The spell protects the corpse from *natural*

forms of decay (weather, temperature and maggots) but does nothing to stop the body from being molested by outside forces. Should the spell actually be dispelled, the body will begin decaying as normal. If ever used on an animate corpse, such as a zombie or vampire, it will not rot any further as well.

Cage the Beast

Casting Time 1, Duration Permanent, Magnitude 3, Ranged, Resist (Persistence)

Runes: *Beast*, *Stasis*

Glowing streaks of colour wrap around the hands of the caster before jetting outward to ensnare an animal like a cage of magical lights and colours.

If successful, this spell places any animal of INT 2 or less in a cage of mystic force that they can only escape from with a successful Resist roll, which they will do repeatedly with every Combat Action until they succeed. The cage is visible and is immune to physical damage but can be affected by magic in the normal way. For those purposes it is considered to have an AP of 5 and 10 HP.

Call the Dragon

Casting Time 20, Duration Permanent, Magnitude 1, Progressive, Ranged (Special)

Runes: *Dragon*, *Dragon* or *Dragonewt*, *Dragonewt*

The caster kneels down and holds his runes tightly on his lap, which give off wisps of smoke that rise into the air and seek out the most powerful of reptiles that the spell can call to him.

This spell allows the caster to influence a draconic being to come to his area from within a range equal to the caster's POW in miles. The draconic creatures will be naturally drawn to the place where the spell is cast, assuming nothing interferes with their movement. Any barrier or directed distraction ends the effects of the spell on that creature. Call the Dragon does nothing to dissuade the wants or needs of the creature summoned, which could be a great worry for some casters. Games Masters must compare the Magnitude of the spell cast on the table below to choose what sort of draconic creature answers the summons.

Magnitude	Possible Type of Draconic Creature Summoned ¹
1	Giant Lizard, Crocodile
2	Crested Dragonewt, Bolo or Rock Lizard
3	Slarge
4	Giant Slarge
5	Beaked Dragonewt, Wyvern
6	Stoorworm
7	Noble Dragonewt, Wyrn
8	Young Dragon
9	Adult Dragon, Ruler Dragonewt
10	Great Dragon

¹ These are just suggestions taken from the *RuneQuest Monsters* sourcebook



Caterwaul

Casting Time 2, Duration Instant, Magnitude 3, Ranged (Special), Resist (Persistence)
Runes: Beast, *Communication*

The caster's mouth opens larger than it should and lets out a horrible wailing pitch that frightens animals and unseffles all who hear it.

When this spell is cast the resulting wail carries for a distance equal to the caster's POW times ten metres. Any being with an INT of 2 or less in the area must resist the spell or flee in terror from the caster for 2D6 minutes. Beings with a higher INT score that do not resist will instead suffer a -10% on all skill tests for 2D6 rounds instead. Only beings that are possibly able to hear this sound will be affected.

Caustic Steam

Area 3, Casting Time 2, Duration Instant, Magnitude 3, Ranged, Resist (Dodge)

Runes: *Heat*, Water

Superheated steam erupts from a source of water toward the caster's targets, scalding skin and stripping flesh in the white geyser.

This spell gives the caster the ability to cause any small amount of water exposed to the air to magically turn into a column of superheated steam. Anyone caught in the area targeted by the steam geyser that does not resist the spell suffers 1D3 points of damage to unarmoured Hit Locations and 1 point to armoured ones. Only magical protection can prevent this damage. Both the



water source (which must be at least a flask full) and the target(s) must be within the range of the spell.

Cauterise

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Heat*

The caster's hand glows like an ember, sealing wounded flesh like an iron from a chiurgeon's coals.

This spell grants the caster a +10% bonus to his next First Aid or Healing skill test made to mend open wounds and cannot stack with any other spell-effect bonuses (including other castings of Cauterise).

Cavalry's End

Area 5, Casting Time 2, Duration 5, Magnitude 1, Progressive, Ranged
Runes: *Metal, Plant*

With a stomp of the caster's foot the ground erupts in thick kudzu riddled with iron thorns that can drive through the hooves of the strongest stallions on a full blown baffle charge.

The area affected by this spell becomes covered in dense foliage dotted with metallic thorns as sharp and hard as nails. Travellers on foot can move through it at half speed without suffering too many painful scratches but anything of SIZ 20 or higher will suffer 1 point of damage per Magnitude of the spell to a random leg (or equivalent) Hit Location if they move more than one metre per Combat Action. Running or charging in this area *doubles* the damage inflicted. Unless specifically armoured under the feet, protected naturally or magically, this damage also ignores the AP of the victim.

Ceaseless Remembrance

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Infinity*

With a moment's closing of his eyes the target finds an eternity of time between the sands of an hourglass, having what feels like forever to think to himself.

This spell gives the target an unfathomable amount of time between the seconds of the clock to think about a subject he knows. It grants the target a +10% bonus to his next Lore skill test made on any subject and cannot

stack with any other spell-effect bonuses (including other castings of Ceaseless Remembrance).

Central Aim

Casting Time 2, Duration 1, Magnitude 2, Trigger, Touch
Runes: *Mastery, Motion*

The enchanted weapon bends and twists in the air erratically but always finds the centre of the target.

If the caster succeeds in casting the spell, a missile weapon of some kind is charged with the spell. The Duration of the spell refers to the amount of time the missile may remain 'charged' before the spell simply expires. A missile that is under the effects of Central Aim cannot benefit from *Firearrow*, *Speedart* or similar enchantments.

When the Central Aim-enchanted missile is fired or thrown, the attack will automatically strike the largest and most central Hit Location unless parried. For humanoids this is the Chest location but may be different for other species.

Centre of Focus

Casting Time 5, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Man, Man*

The caster lays both runes against the sides of the target's head and joins them in a kneeling meditation. Whilst this process occurs, a muted grey light can be seen from underneath their eyelids.

This spell, when successful, refreshes and heals any humanoid target with the essence of itself. Deeply mystical and metaphysical, this process shuts the outside world out and heals many types of losses the target may be suffering from. For each point of Magnitude of the spell the target may gain one of the following effects, chosen by the target: remove a level of Fatigue, heal 1D2 Hit Points of damage, replenish 1 Magic Point, act as though having slept peacefully for 1D2 hours or return 1 point of any of the target's temporarily adjusted Characteristic.

Cetacean Lung

Casting Time 1, Duration 60, Magnitude 1, Touch
Runes: *Beast, Water*

The caster places a hand on the back of the target, telling them to breathe deeply. After they have done so, they find no need to release their breath.

When successful, this spell grants a target the ability to hold a single breath for up to an hour like a whale or dolphin. Unlike Water Breath or similar magic, the target cannot speak or otherwise let go of his breath or he will need to breathe normally again. Essentially this spell grants the target one single, albeit extremely long, lungful of air.

Charnel Vault

Casting Time Special, Duration Permanent, Magnitude 1, Progressive, Touch
Runes: *Death*, *Harmony*

The caster takes the time to build a structure and places a fallen corpse within, his own body emitting wisps of the spell's enchantments to fill the room like incense and he knows the remains will be safe.

This spell allows the caster to create a safe place to lay fallen comrades or family without fear of grave robbers, scavengers or necromancers. The structure built can be as simple as a fence with a gate or as elaborate as a mausoleum but it must have four walls and a lockable entrance. The spell creates a place that will protect one corpse laid within the structure per Magnitude of the spell. Anyone or anything trying to enter the structure by any means in order to interact disrespectfully with the protected corpse(s) will need to pass a Persistence skill test at a -25% penalty in order to do so.

Chill

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Cold*

The caster's touch brings with it the steam of ice in summer heat, dropping the temperature of anything he touches significantly in moments.

This spell allows the caster to drastically lower the temperature of any mundane object. With this ability he can speed up the cooling of metal in a forge, make pub drinks cold for his companions and several other interesting tricks. It is up to the Games Master to decide the extent of this spell's power and exact effects this would have in a given situation.

Chitinskin

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Beast*

The caster smears a small insect on the skin of the target and from that point a thick iridescent shell of durable carapace spreads across the target's skin until they are covered in a suit of thick, natural plates like those found on a beetle!

When successful, this spell armours every Hit Location of a target with an AP equal to the Magnitude of the spell plus 1. This protection is considered to be natural armour for all relative purposes but also penalises the target's mobility slightly by reducing his DEX by 1D2 points. When the spell expires, the chitin turns to dust and falls away from the target's body harmlessly.



Cleavestroke

Casting Time 2, Magnitude 2, Progressive, Touch, Trigger
Runes: *Infinity*, *Motion*

The enchanted weapon touched by the caster seems to vibrate in the holder's hands, as if agitated and excited to get to its bloody work.

This spell can be cast on any item that can be used as a weapon. For every two points of Magnitude, it allows the wielder of the weapon to make an additional attack following every successful attack. This effect is triggered upon making an initial successful attack. This ability is magical (although the weapon's damage is not) and does not require any of the wielder's Combat Actions (other than for the original successful attack).

For example, Fyrris the duellist is under the effects of Cleavestroke 4 when he is ambushed by a group of trollkin. He attacks one of them successfully, activating the spell, granting him up to three additional attacks immediately. The first bonus attack hits, granting him the second. The second bonus attack misses wildly, so the third is lost.

A item under the effects of Cleavestroke cannot benefit from *Bladesharp*, *Bludgeon* or similar spells.

Cloud of Dust

Area 5, Casting Time 1, Duration 5, Magnitude 2, Ranged
Runes: *Air*, *Earth*

Stomping his foot upon the ground, the caster kicks up a small plume of dust that quickly swells and swirls into an obscuring cloud that rolls across the ground.

If successful, this spell creates a five metre radius cloud of thick dust and sand. Anyone other than the caster in the area of effect suffers a -25% to Perception skill tests due to the thickness of the obscuring cloud. It should be noted where the cloud physically is, as anyone trying to look *through* the area will also be subject to the Perception penalty as well. The cloud will rush out to where the caster directs it when the spell is cast but will not move from there unless moved by a strong wind.

Cloud of Flies

Area 5, Casting Time 1, Concentration, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Runes: *Air*, *Death*

With a grimace and a paling of the caster's cheeks he exhales a stream of black, biting carrion flies that hunger for the flesh of the living.

If successful, this spell creates a five metre radius cloud of magical carrion flies. Anyone other than the caster in the area of effect that cannot resist the spell suffers 1 point of damage to any exposed Hit Locations and a -25% to Perception skill tests due to the buzzing and thickness of the cloud. The cloud of flies is controlled by the caster's directions, moves up to five metres per round and will disperse and vanish in 1D2 rounds after he stops concentrating upon them.

Cloud of Pollen

Area 5, Casting Time 1, Duration 5, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Runes: *Air*, *Plant*

The caster purses his lips and blows mightily over his hands, sending a glittering cloud of miniscule yellow particles into the air and toward his foes.

If successful, this spell creates a five metre radius cloud of nearly invisible pollen. Anyone other than the caster caught in the area of effect that cannot resist the spell is overcome by horrible itching and sneezing for a number of rounds equal to the Magnitude of the spell, losing 1D2 Combat Actions and Reactions each round (rolled each round). The cloud will rush out to where the caster initially directs it but will remain there unless moved by a strong wind.

Cloud of Shards

Area 5, Casting Time 2, Duration Instant, Magnitude 5, Ranged, Resist (Dodge)
Runes: *Air*, *Metal*

The caster produces a glowing chunk of metal and hurls it toward his foes, causing it to explode into fragments that slice flesh like a thousand arrows.

If successful, this spell creates a five metre radius explosion of metallic shrapnel that slice and puncture armour and flesh. Anyone caught in the area of effect that cannot resist the spell suffers 2D4 hits to randomised Hit Locations. Each hit is equal to a Shortbow arrow (1D8

damage)but all forms of protection reduce this amount as they would normally.

Coat of Arms

Casting Time 3, Duration 5, Magnitude 1, Progressive, Touch

Runes: *Metal, Stasis*

Passing a blue glowing hand over a garment, the caster imbues any piece of clothing with remarkable strength and superior durability.

This spell enchants a single piece of clothing, most notably a coat or cloak, to be as strong as armour for a short time. The article of clothing gains a temporary AP value equal to the Magnitude of the spell, covering the Hit Locations that such an article typically would. It does not change the weight or flexibility of the clothing but will result in a single Hit Point of unpreventable damage inflicted to the item when the spell expires.

Confession of Duress

Casting Time 5, Duration 10, Magnitude 4, Resist (Persistence)

Runes: *Law, Truth*

The caster's eyes become two piercing lances of silvery light, jutting into the eyes of the target to force him to speak only the truth under threat of agony.

If successful, this spell allows the caster to spend ten minutes questioning a target. The caster makes eye contact with the target, who can try to resist the spell. If he fails, the target can only respond to questions asked by the caster and only with what the target believes to be the truth. Every time the target tries to stall by not answering, being deceptive or speaking to anyone but the caster he suffers a single level of Fatigue. This means that a particularly uncooperative target will eventually render himself unconscious.

Corpse Body

Casting Time 5, Duration 60, Magnitude 6, Touch, Resist (Resilience)

Runes: *Undead, Undead*

With a wracking spasm the target throws up his last meal and howls in agony as his muscles tighten and his skin grows thin like parchment. Hair falls from his greying

scalp and his teeth and fingernails blacken. His eyes cloud and darken and his voice becomes the whistle of wind through willow trees. When the process is done, a disgusting creature stands where the target once was.

This spell turns the target into an undead creature for one hour. The target only partially resembles its former self and nearly all who would look upon it would think it a monster. The statistics for a character, who is under the effects of Corpse Body are as follows:

STR	As caster + 1D6
CON	As caster
DEX	As caster - 1D6
SIZ	As caster
INT	As caster
POW	As caster + 1D6
CHA	As caster - 1D8
HP:	+5 to each Hit Location (temporary)



Damage Modifier: As caster (adjusted)

Combat Actions: As caster

Movement: 3m

Armour: 5 points on all Hit Locations with no Skill Penalty

Special Traits - The Boons and Curses of Undeath

A character in Corpse Body possesses the following special traits:

Claws and Fangs: The target can inflict 1D6 damage with Unarmed attacks.

Disease Immunity: The target is immune to all types of disease.

Night Sight: The target has the ability to see in the darkness as well as most do in sunlight. The target can see clearly up to a distance of 50 metres so long as no other light sources brighter than starlight are present.

Poison Immunity: The target is immune to all types of poison.

Vampiric Touch: The target can drain Magic Points from a target with a successful Unarmed attack (not to be used with claws and fangs).

Coup de Grace

Casting Time 2, Duration 10, Magnitude 10, Touch

Runes: *Death*

The caster rests his hand upon the chest of the target, leaving an inky handprint behind that soaks into the skin and vanishes, only to reappear as an inky glove on the target's sword hand.

This spell enchants a target with the ability to use one deadly stroke against any held, prone or unknowing victim. If the target attacks something that falls into this category he automatically hits, ignores all forms of AP and inflicts double normal damage to the Hit

Location of the attacker's choice. Although the spell has a Duration of ten minutes, it only bestows a single attack before expiring during this time.

Coward's Flight

Casting Time 1, Duration 5, Magnitude 1, Touch

Runes: *Disorder, Motion*

The target's eyes grow wide and his skin pales at the caster's touch but his speed of retreat makes a mockery of the fastest doe in the forest.

This spell enables a target to escape combat in short order but it also forces him to do so. The target's base Movement is *doubled* for the Duration of the spell but he may only move *away* from all enemies. He cannot move any closer to any enemy under his own choice and can only defend himself if in melee combat.

Crypt Call

Casting Time 20, Duration Permanent, Magnitude 1, Progressive, Ranged (Special)

Runes: *Mastery, Undeath*

The caster lifts his voice to the wind and whispers to the risen dead for them to come to his aid, wherever and whatever they might be.

This spell allows the caster to influence an undead being to come to his area from within a range equal to the caster's POW in miles. The undead creatures will be naturally drawn to the place where the spell is cast, assuming nothing interferes with their movement. If the undead being can circumvent the barrier without bringing harm to itself, it will do so. Crypt Call does nothing to dissuade the wants or needs of the creature summoned if it is an intelligent undead but will place any mindless undead in the thrall of the caster when they arrive. Games Masters must compare the Magnitude of the spell cast on the table below to choose what sort of undead creature answers the summons. As a note, this spell does not *create* undead; it merely calls existing undead to the caster.

Magnitude	Possible Type of Undead Summoned ¹
1	Lesser Zombie or Skeleton (Ducks, Trollkin, animals and so on)
2	Common Zombie or Skeleton (Humans, Dwarfs and so on)
3	Ghoul
4	Greater Zombie or Skeleton (Troll, Bear and so on)
5	Common Spirit (Disease, Healing and so on)
6	Ghost
7	Wraith, Corpse Body Rune Priest
8	Vampire
9	Mummy
10	Corpse Body Runelord

¹ These are just suggestions taken from the *RuneQuest Monsters* sourcebook

Daemonblade

Casting Time 1, Duration 5, Magnitude 4
Runes: *Chaos, Metal*

The caster holds his runes parallel to one another, as if he were holding a staff or spear and arcs of black fire coalesce between them, rising up to solidify into a vicious weapon of infernal energy.

This spell creates a physical weapon of black fire in his hands, which he can wield as if it were a magical weapon with all of the statistics of any two-handed weapon of his choice (with 0 ENC). The caster can use this weapon as he would any other but suffers a -5% penalty to hit with the weapon due to its coalescent form and weightlessness. Trying to Dodge or Parry the weapon is exceptionally difficult for these same reasons, imposing a -10% penalty to those rolls made against Demonblade attacks. The weapon inflicts double normal damage against living targets because of its enchantment and inflicts *triple* normal damage against dedicated servants of Law or Goodness. When the spell expires, the caster suffers 1 Hit Point of unpreventable damage to each arm Hit Locations.

Dais

Area 3, Casting Time 3, Duration Permanent, Magnitude 1, Progressive, Touch
Runes: *Earth*

The caster draws a circle on the ground with his hand, a growing crack opening where his finger cuts the earth. Once complete, the circle breaks free and rises up beneath into the air as a stable pillar a metre or more in height.

When this spell is cast it creates a flat pillar that will carry those within the area to a height in metres up to the Magnitude of the spell. This stone dais rises slowly in order not to topple those upon it, achieving its height at a rate of one metre per round. Once created the dais is a permanent feature of the landscape and is made of the most common and solid earthen material from the area of it's residence.

Dalmatian Curse

Casting Time 2, Duration 30, Magnitude 2, Ranged, Resist (Resilience)
Runes: *Beast, Disorder*

The caster points a finger at the target and lets out a high-pitched howl, focussing a spiteful curse that afflicts the target with pure milk white skin covered with several black or brown splotches.

If successful, this spell turns the target's flesh, hair and other bodily appendages to the distinct colouration of a Dalmatian – bright white with black and brown spots. Not only is this appearance comical for most, penalising all of their Influence skill tests by -20% but it is decidedly difficult to be sneaky when you are getting so much attention. This results in a -30% penalty to all Stealth and Sleight skill tests during the spell's Duration.

Darkblade

Casting Time 4, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Darkness, Metal*

The enchanted weapon becomes as black as jet, devouring the light from the immediate area around it as the caster touches it. Anything the weapon strikes is infused with the cold of eternal night and the blindness it creates.

This spell turns any weapon into a freezing extension of eternal darkness. For the Duration of the spell, the enchanted weapon inflicts the half the Magnitude of the spell (round up) in damage directly to the HP of any item touched; protective armour and parrying weapons included. Any item that has its HP reduced to 0 will shatter like ice the next time anything strikes it

with any force unless given several hours to warm and thaw. Additionally, any target suffering damage from a Darkblade must take an immediate Persistence skill test or be blinded by the oozing darkness accompanying the impact for a number of rounds equal to half the Magnitude of the spell (round up). A weapon or item under the effects of Darkblade cannot benefit from *Bladesharp*, *Bludgeon* or similar spells.

Darkstrike

Casting Time 1, Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Runes: Cold, Darkness

The caster hurls a bolt of pulsing black force at the target, freezing and blinding it when it splatters against the target like tar.

If successful, this spell strikes a target with a powerful bolt of freezing cold and consuming darkness. The target will suffer a number of points of cold-damage equal to the Magnitude of the spell to one randomly determined Hit Location and 1 point to any Hit Locations 'attached' to the first. Also, the target must take an immediate Persistence skill test or be blinded by the oozing darkness accompanying the impact for a number of rounds equal to the Magnitude of the spell.

Daybreak

Area 10, Casting Time 2, Duration 5, Magnitude 1, Progressive, Resist (Resilience)

Runes: Light, Light

Raising his hands above his head and clasping them together, the caster bathes the surrounding area in a blinding flash of sunlight.

Calling a huge area of sunlight into being around himself, this spell not only dispels any form of darkness or shadow in the area of effect automatically but it also imposes a blinding penalty to skill tests equal to 5% times the Magnitude of the spell. Creatures attuned to darkness or sensitive to sunlight will double this percentage. The blindness lasts for 1D3 rounds *after* the spell's Duration has run its course.

Deadlock

Casting Time 2, Duration 5, Magnitude 1, Progressive, Ranged, Resist (Persistence)

Runes: Stasis, Undead

Holding his rune like a symbol of warding toward the risen dead, the caster unleashes a pulse of violet light that tethers the hideous undead creatures to the ground with glowing violet ropes.

This spell allows the caster to knock down a number of undead creatures equal to the Magnitude of the spell prone and hold them there for the Duration of the spell. This causes no damage to the undead but can leave them particularly susceptible to attack. Although tethered, the target(s) of this spell can still parry if able and can only attack with Unarmed attacks with a -20% penalty if a target gets too close to them. Even insubstantial undead can be tethered by this spell, as it is designed to hold any risen creature in place.

Deadwood

Casting Time 3, Duration Special, Magnitude 1, Progressive, Touch

Runes: Plant, Undead

The enchanted wood blanches and gnarls under the touch of the caster, becoming a dark and twisted version of itself imbued with the vile essence of the damned.

Enchanting any wooden object to become a manifestation of rot and decay, this spell turns a simple piece of wood into a deadly weapon capable of leeching the life from whatever it touches. Once enchanted, the object will drain 1 HP from any living thing it comes into contact with that is not currently integrated with an Undead Rune. This drained life is transferred to the wielder of the enchanted object either directly as a regained Hit Point or as two regained Magic Points. The enchanted object can do this once per contact, up to a number of times equal to the Magnitude of the spell, at which point the item crumbles to nothing more than dust.

Decimate

Area 10, Casting Time 3, Duration Concentration, Magnitude 10, Ranged

Runes: Chaos, Mastery

Nothing can withstand the barrage called upon by the caster as he assaults the area with repeated bolts and spheres of eldritch and elemental forces, levelling foes and buildings alike into a smoking crater.

This spell can be one of the most destructive powers a Rune Touched caster can call upon. The caster chooses

an area which he wants to destroy and begins casting the spell; upon finishing he will begin to funnel through him a stream of powerful destructive energies at the target area. Anything caught in the area suffers an amount of damage to their Hit Locations equal to one-tenth (round up) of that Hit Location's normal maximum Hit Points. Mundane armour offers no protection but magical AP protects normally. Buildings simply suffer one-tenth of their structural Hit Points. In addition, the caster suffers 1 point of unpreventable damage to each of his Hit Locations from serving as a Chaos funnel. Each round the caster can keep this spell going, everything still in the area of the spell (which the caster cannot move) suffers another one-tenth as above. Anything killed or destroyed by this spell leaves no remains at all, disintegrated by the power of Decimate.



Demagogue

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch

Runes: Man, Mastery

Casting a subtle golden glow to the target's skin, a silvery sheen to his hair and a harmonic chime to his voice, this spell turns even the wildest man into the utter personification of charm.

When successful, this spell enchants a single target to become mystically persuasive. For every point of Magnitude of the spell the target's Influence skill is raised by +10% for the Duration of the spell. Any sort of hostile action or direct threat will allow those attacked or threatened to ignore the spell's effects completely but only for the actually offended individuals. Beings or creatures that cannot be swayed through emotional means are automatically immune to the effects of this spell, as it grants the target supernatural charm and not the ability to fully enchant others.

Despoil

Casting Time 2, Duration Instant, Magnitude 3, Ranged, Resist (Persistence)

Runes: Disorder, Trade

Hurling a single tarnished coin at the feet of the target, the caster calls all of the target's wealth to leap out of his purses and pockets to join the enchanted coin.

This spell causes all of a target's cash wealth (coin and gems) to fall out of any mundane containers onto the ground. This does not affect their wealth of other forms like magical items or jewellery, only any mundane cash that they are carrying.

Destiny Sight

Casting Time 5, Duration Special, Magnitude 1, Progressive

Runes: Fate, Fate

The caster's eyes glow with an internal blue light, seeing the outcomes of some of his actions or those of others, before they actually occur.

If successful, this spell allows the caster to actually see what the dice are going to result in before an action takes place. For a number of dice rolls (skill tests, characteristic rolls, damage and so on) equal to the Magnitude of the spell, the caster gets to roll the dice in secret and show the Games Master the dice. In combat situations this moves too quickly for the caster to do anything about his knowledge of the outcome but for normal skill use

(Craft, Tracking, Investigation and so on) the caster can roll the dice *after* the skill test has been announced but *before* the character actually begins to do so. Depending on the outcome, the caster could warn the character using the skill to cease – or could congratulate him on a job well done before it has even started.

For example, Tor has cast Destiny Sight and is watching over his close friend who is about to cross a thin plank over a pit of spikes to get away from some goblins. The Games Master says that it will require an Acrobatics skill test and the caster claims that he will use one of his Destiny Sight questions to see the outcome. He rolls the test and sees it will be an easy success, smiles and tells his friend to run as fast as he can. However, Tor looks over his shoulder and sees that a goblin is shooting a crossbow at him – rolling the dice and seeing a critical hit in his future! He can only brace himself for the impact and hope that it will not be lethal.

Detonate

Area Special, Casting Time 2, Duration Instant, Magnitude 4, Ranged
Runes: Chaos, Heat

Clenching his fists around his runes, the caster sends an Otherworldly roar that causes an object to smoulder and then to erupt.

This spell allows the caster to target a single mundane object like a stone or piece of furniture in order to cause it to explode. The object cannot be larger than ENC 3 and cannot be made of any form of metal. The item explodes at the end of the turn the spell is cast, creating an area of effect equal to the ENC of the item. Anyone caught in the area of effect suffers 1D4 hits to randomised Hit Locations. Each hit is equal to a Dart (1D4 damage) and all forms of protection reduce this amount as normal.

Deviation Shield

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: Air, Motion

Enveloping himself in a dull blue nimbus of light, the caster controls the wind to snatch arrows and spears from the air and fling them at his enemies.

While this spell is in effect the caster has a level of protection against mundane missile weapons equal to

10% per Magnitude of the spell. In addition to this protective shield, the caster may choose to expend a Combat Reaction whenever his shield protects him from harm to try and redirect the missile at a target within ten metres with the help of a successful Throwing skill test.

Devil's Lash

Casting Time 2, Duration Special, Magnitude 1, Progressive, Ranged, Resistance (Persistence)
Runes: Heat, Truth

A crimson tendril of shimmering light falls from the hand of the caster like a whip, snapping out to sear the flesh of the dishonest and the unruly.

This spell allows the caster to ask a number of questions of a single target equal to the Magnitude of the spell. Each question that is asked forces the target to resist the spell and if they cannot they must answer truthfully or the lash will leap out and strike a randomly rolled Hit Location to inflict 1D8 heat damage that ignores mundane armour. This damage will always leave a painful, permanent burn scar on the Hit Location that it strikes.

Disquiet

Area 5, Casting Time 2, Duration 5, Magnitude 1, Ranged, Resist (Persistence)
Runes: Disorder

A ripple of uncomfortable eeriness passes through the area, making even the strongest willed adventurer uneasy for several moments.

This spell causes everyone in the area of effect, who does not resist, to suffer a -5% penalty to all skill tests for the Duration of the spell. This is due to a general uneasiness and will not affect anyone who is without emotion but is doubled against animals with an INT 2 or less.

Dissipate

Area 10, Casting Time 1, Duration Instant, Magnitude 1, Progressive, Ranged
Runes: Air

The caster waves his hand rapidly back and forth, causing the air to clear of fog and haze.

If successful, the spell allows the caster to remove any cloud, fog, haze or similar effect from the air in the area

of the spell. Any casting of this spell will automatically remove naturally occurring fog or clouds from the area but it will only be able to disperse a magical cloud or fog created by a spell of an equal or lesser Magnitude. Certain breath weapons and related attacks can also be dispersed but are considered to have a Magnitude equal to half (round up) the creating creature's POW score for the purposes of ranking this spell against them.

Distortion

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch, Resist (Persistence)

Runes: Disorder, Illusion

With a single tap of his glowing finger against the target, the caster warps and twists its perceptions like the crystals in a kaleidoscope.

If successful, this spell curses a single target with a broken and twisted view of everything, visually hindering combat and sensory interaction. The target suffers a -5% penalty to all attack, Dodge, Parry and Perception skill tests for each Magnitude of the spell. These penalties will cease when the spell expires, if the target closes his eyes or is otherwise blind(ed).

Divining Pool

Casting Time 10, Duration Special, Magnitude 1, Progressive

Runes: Truth, Water

The caster waves his hands over a still body of water, causing it to shimmer and become glitery. When asked, the pool will show its answer...

If successful, the spell turns a small amount of still water into a divining pool. The caster can ask a number of questions of the pool equal to the Magnitude of the spell before the magic will fade (or if the pool is disturbed), which will be answered in a shimmering image. These answers are always truthful in some way and tend to be rather enigmatic. If a question about the *future* is asked, the pool will answer as best it can but casters should be wary that the future is never certain, no matter what it is that this spell suggests.

Doom

Casting Time 3, Duration 5, Magnitude 1, Progressive, Ranged, Resist (Persistence)

Runes: Death, Fate

The caster focuses a darkened stare upon the target, weaving a web of curses and profanities under his breath. The target is marked as a pariah by the tapestries of fate and is far more likely to suffer great agony from the slightest scratch.

If successful, this spell augments all damage the target suffers by a number equal to the spell's Magnitude; this damage is added *after* any deductions for AP have been made. The spell has convinced fate itself to try and bring about the death of the target and it does a good job of making even the most ineffectual attacks feels as though it were a mortal wound.

Door Lock

Casting Time 1, Duration Special, Magnitude 1, Touch

Runes: Stasis

The caster twists his hand as if turning a key, locking a door with a spark of magical energy.

This spell allows the caster to lock a single physical door or shutter with a magical bond that has a STR equal to the caster's POW. This bond works just like a mundane lock on a door but lasts until a caster casts the spell again to cancel the effects or when someone defeats the 'lock' with a STR test.

Douse

Casting Time 1, Duration Instant, Magnitude 2, Ranged, Resist (Dodge)

Runes: Water

Tiny blue and white spheres of water swirl around the caster like bees, converging on a single point to bathe it with a saturating wetness.

When successful, this spell thoroughly drenches a single target with mundane water. It will not cause any sort of damage but it will soak clothing and possessions or put out held lanterns or torches. Otherwise, unless the target is easily damaged by normal room temperature water, the spell will not cause any adverse effects.

Downdraft

Area 30, Casting Time 2, Duration 5, Magnitude 1, Progressive, Ranged

Runes: Air, Stasis

The caster sucks in an impossibly large amount of air, his mouth becoming a funnel of visible current, drawing all flying creatures toward the ground no matter how hard they struggle and resist.

This spell grants the caster the ability to rob some creatures of their benefits of flight for a short period of time. Any flying creatures of a SIZ equal to or less than four times the Magnitude of the spell cannot use flight Movement while in the area of effect. If flying directly into the area of effect, flying creatures are allowed an Athletics skill test at -15% to land without consequence. Those who cannot land safely suffer falling damage accordingly (see RQ page 89 – 90).

Dragonbane

Casting Time 3, Duration 10, Magnitude 4, Touch
Runes: Death, *Dragon* (or *Dragonewt*)

A bloody sigil rises under the caster's fingertip on the blade of the enchanted weapon in the shape of a wicked claw or falon.

This potent spell enchants a weapon to be especially deadly to dragons and other reptiles. The weapon inflicts an extra 3 points of damage, reduces natural armour by 5 and gives a +15% bonus to attacks made against reptiles with the enchanted weapon.

Dragonclaw

Casting Time 2, Duration 5, Magnitude 3, Touch
Runes: *Dragon* (or *Dragonewt*), Man

The target's hand flattens and gnarls, wicked talons sprout from the second knuckle of every digit, the fingertips curl under uselessly as the hand becomes a reptilian paw made for nothing else but rending flesh.

If successful, this spell gives the target vicious claws made of magically hardened bone. Each rake of these jagged talons can rip even armoured targets to pieces. The Dragonclaw makes manual dexterity impossible for the effected hand but anything the target strikes with a successful Unarmed Combat or Martial Arts attack will calculate the attack's Damage Modifier using STR+SIZ+POW instead of the normal STR+SIZ. Additionally, the claws ignore the first AP of any mundane armour or parrying weapon.

Dragonscales

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Dragon* (or *Dragonewt*)

The target's skin ripples and splits like paper, revealing a shining covering of dense scales beneath that protect him from harm.

This spell grants the target magical scales that count as both magical and natural armour. The layer of scales offer a level of AP protection equal to the Magnitude of the spell and do not impose any Armour Test Penalty to the target. However, the target is considered a draconic being while the spell is in effect and can therefore be affected by spells such as *Dragonbane* and *Call the Dragon*.

Dragontail

Casting Time 2, Duration 5, Magnitude 3, Touch
Runes: Beast, *Dragon* (or *Dragonewt*)

The target's back bulges at the waist, tearing through clothing and ripping through skin to reveal a massive tail covered in shining scales tipped with vicious bone barbs capable of inflicting excessive damage.

If successful, this spell gives the target a powerful tail to be used as a weapon. Dragontail attacks use the Unarmed Combat skill and have a two metre reach, inflicting 2D6 damage with a Damage Modifier calculated as if the target had a SIZ 2D6 points larger. The tail itself has a natural AP of 5 and 10 Hit Points, forcing the target to suffer damage to its tail 50% of the time when struck in the abdomen Hit Location.

Earthshaker

Area 10, Casting Time 2, Duration Instant, Magnitude 3, Resist (Resilience)
Runes: Chaos, *Earth*

The caster leaps into the air and comes down with great force, sending shockwaves of force out in all directions to topple his foes to the ground.

This spell creates a controlled earthquake around the feet of the caster, emanating out in a circular area. Anything caught touching the ground (or something rooted to the ground) must resist the spell or be knocked immediately

prone for 1D3 Combat Actions. The caster is immune to this effect but his allies are not. Similarly, if small objects within the area are not tethered in some way they will also fall and possibly break (pottery, glass and so on).

Eavesdrop

Casting Time 2, Duration 5, Magnitude 1, Touch

Runes: *Communication*

The caster cups the target's ear and a flash of blue light imbues the target with the ability to hear the smallest and lightest sounds from very far away.

This spell adds +20% to the target's Perception skill tests for listening but also allows the target to hear specific far away conversations he can hear clearly as if he were standing right next to them. The target is more susceptible to any sort of sound attack or effects while the spell is enchanting him and loses the ability to resist any variation of sound spells.

Echolocation

Casting Time 2, Duration 10, Magnitude 2, Touch

Runes: *Beast, Communication*

The target feels a strange tightness in his throat and a hum in his ears upon being scratched by the caster but can sense through darkness or invisibility like a bat.

When successful, this spell allows the target to ignore penalties for darkness or blindness as well as locate otherwise invisible objects with the power of his enchanted voice and hearing. Although the target must speak at least one word per round to make this spell function, as long as the target is enchanted he may ignore any penalties that are involved with blindness, darkness or invisibility on the following round.

Edgeblunt

Casting Time 1, Duration 10, Magnitude 1, Touch

Runes: *Metal*

The caster rubs his rune down the blade or point of the chosen weapon, causing brilliant red and gold sparks to trail behind. After just one pass the weapon loses its cutting edge in favour of a crushing weightiness.

The bladed or spiked weapon enchanted by this spell no longer counts as a piercing or cutting weapon for the Duration of the spell. Instead, it inflicts damage

as though it were a blunt object. This does not change the damage potential of the weapon due to the magical enchantment but it smashes rather than cuts its targets. This is particularly useful against foes that are immune or resistant to impaling damage, such as skeletons.

Eldritch Blade

Casting Time 1, Duration 5, Magnitude 2, Touch

Runes: *Magic, Metal*

A shining green sword of magical energy appears in the hand of the target, giving him a weapon capable of cutting spirits as well as flesh.

This spell creates a physical blade of magic in the hand of the target, which he can wield as if it were a magical weapon with all of the statistics of a 0 ENC war sword. The target can attack with the weapon normally but suffers a -5% penalty to Hit Locations due to its weightlessness. The Eldritch Blade ignores all forms of mundane protection and can strike enemies that are normally immune to physical damage. However, any target wounded by an Eldritch Blade regains 1 lost Magic Point per wounding hit.

Eldritch Bolt

Casting Time 2, Duration Instant, Magnitude 3,

Ranged, Resist (Dodge)

Runes: *Magic*

The caster gathers a potent sphere of pure magic in his hand and projects it at a target, blasting them with the raw might of the arcane.

The caster can turn his own magical potency into a missile weapon, damaging a target with a powerful impact. Eldritch Bolt inflicts 2D6 points of damage to a single random location, ignoring mundane protection. This spell can also harm enemies that are normally immune to physical damage. However, any target that is wounded by an Eldritch Bolt regains 1 lost Magic Point.

Eldritch Form

Casting Time 5, Duration 10, Magnitude 7

Runes: *Magic, Magic*

The caster is wrapped in coruscating bands and ropes of pure magical energy that form a humanoid shape around

him, protecting his body and arming him through sheer mystic might.

This spell effectively turns the caster into a kind of Magic elemental for the Duration of the spell, granting strange abilities to him. The caster need not breathe in this form. The statistics for a character in Eldritch Form is as follows:

STR As caster + his current POW
CON As caster
DEX As caster
SIZ As caster + 1D6
INT As caster
POW As caster
CHA As caster - 1D4
HP: + half caster's POW (round up) to every Hit Location (temporary)

Damage Modifier: As caster (adjusted)

Combat Actions: As caster

Movement: 4m (levitate)

Armour: Special (see below)

Special Attack - Magical Arsenal

Instead of simply smashing a foe with his magical appendages, the caster can choose to use the magical essence of his new body to cast spells while he attacks. While in Eldritch Form the caster can muster up any spell he is capable of casting up to a Magnitude 3 as part of a single Unarmed Combat Action, so long as the spell has a Range of 'Touch'. There are no additional Runecasting rolls necessary.

Also, Eldritch Form protects the caster from harm by granting a magical AP equal to half the caster's current Magic Points (round up).

Any sort of effect or spell that dispels magical enchantments will not dispel the Eldritch Form but will cause significant harm to the caster instead. If the Eldritch Form was forcibly dispelled for any reason, the caster would immediately lose half his current Magic Points and suffer 1D3 levels of Fatigue but the spell remains in effect for it's Duration.

Eldritch Spark

Casting Time 1, Duration Instant, Magnitude 0, Touch, Resist (Resilience)

Runes: *Magic*

The caster brushes his hand over the target's bare skin, allowing a small arc of pure magical energy to leap onto the target with a stinging shock.

This spell creates a tiny spark of magical energy that will inflict a single point of damage to any unarmoured or unprotected target but will allow the target to regain a single Magic Point in the process. Although theoretically harmful, this is a viable way to pass Magic Points into a target as long as the target does not suffer too much damage in the process.

Electriblade

Casting Time 3, Duration 5, Magnitude 1, Progressive, Touch

Runes: Chaos, *Metal*

The enchanted weapon courses with the blue-white arcs of electricity, sparking when it is moved and flashing like lightning when it strikes a foe.

This spell turns any weapon into a conduit of arcane electricity used to blast foes. For the Duration of the spell, the enchanted weapon inflicts the Magnitude of the spell in electrical damage in addition to the damage caused by the attack. The electrical damage is divided evenly amongst the Hit Locations of the target and ignores any metallic forms of protection. Additionally, any electrical damage caused is *tripled* against a target that is currently wet or standing in water. A weapon or item under the effects of Electriblade cannot benefit from *Bladesharp*, *Bludgeon* or similar spells.

Electric Eel

Casting Time 2, Duration Concentration, Magnitude 3, Ranged

Runes: Beast, *Chaos*

The caster hurls a bolt of lightning from his hands to the ground, where it becomes a writhing serpent of deadly energy that seeks out the caster's foes and mercilessly destroys them.

This spell creates a two metre long serpentine form of electricity that is under the mental control of the caster but vanishes as soon as his concentration is broken. The electric eel is roughly SIZ 8 and has no physical weight or body to speak of. It moves six metres per Combat Action, of which it gets three per round. It may not cross any form of water or get wet, as it will instantly short out

and vanish. It only makes Combat Reactions to make free attacks and has no need to dodge or parry (it cannot be harmed traditionally). Its attacks cannot be parried, only dodged and inflict 2D6 electrical damage to a random Hit Location. This damage ignores metallic forms of protection and is considered magical. The eel lasts until the caster loses concentration, the eel shorts out in water or the spell is dismissed in the normal way.

Electrical Storm

Area 50, Casting Time 3, Duration Concentration, Magnitude 6, Ranged, Resist (Dodge)

Runes: Air, *Chaos*

The skies darken to a deep and sinister blue as the caster points one hand at the heavens and another at the first of his targets. Suddenly a bolt of white lightning leaps from the sky to bury itself into the target...and then the caster moves his aiming finger to someone new.

This spell is actually the more impressive version of *Skybolt*, as it allows the caster to concentrate upon a magical storm of chaotic energy he has created in order to hurl multiple *Skybolt* spells at targets within the area of effect. Each round the caster can only call one *Skybolt* down upon a target, who must try to resist the spell, no matter how many Combat Actions the caster might have. Each *Skybolt* inflicts 3D6 points of damage to a single random Hit Location, ignoring any mundane armour points.

Elk's Rack

Casting Time 2, Duration 5, Magnitude 2, Touch

Runes: *Beast*

The caster knocks his rune against the skull of the target twice in succession and two enormous antlers sprout upward to protect the target's head and offer an impressive weapon.

When cast successfully, the target grows a pair of large brown antlers like those found on a large elk. This grants the target a natural AP of 4 to his head Hit Location but makes wearing headgear of any kind impossible. Additionally the target can use the antler rack as a weapon, using the Unarmed or Martial Arts skill. Antler attacks inflict 1D6 plus Damage Modifier points of damage, which is upgraded to 2D6 if the target has moved in a straight line for his full movement immediately before the attack was made.

Embertouch

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Fire*

One of the target's fingertips begins to glow a dull red like the coals of a campfire, allowing him to light something on fire without flint or tinder.

This spell grants the target a single finger that will act like a hot ember when touched to a single non-magical item or substance. Anything touched that would catch on fire by coming in contact with a hot ember (oil, paper, straw and so on) will react accordingly in seconds; other objects (wet wood, leather and so on) will likely just smoulder and leave a scorch mark. If touching bare flesh, this spell will inflict 1 point of damage and an angry burn.

Enchanted Strike

Casting Time 1, Duration Special, Magnitude 1, Progressive, Touch, Trigger

Runes: Magic, *Metal*

The enchanted weapon has a faint shine that it did not have before being touched by the caster, which flashes away violently the first time the weapon strikes true.

This spell turns any weapon or item into a one-use delivery for a potent magical attack. The spell lasts from the moment it is cast to when the first successful attack is made, at which point the enchanted weapon inflicts the Magnitude of the spell in magical damage in addition to the damage caused by the attack to the Hit Location struck. A weapon or item under the effects of Enchanted Strike cannot benefit from *Bladessharp*, *Bludgeon* or similar spells.

Endless Arcana

Casting Time 10, Duration Instant, Magnitude 10, Ranged

Runes: *Infinity*, *Infinity*

With a serene calm that stops the strongest wind around the caster, his glowing hands bind an existing spell to permanency onto a target.

This spell allows the caster to change the Duration of any spell previously cast in his presence to 'Permanent', with a single restriction. In the same way that a Divine spell

takes up 1 of its caster's POW until the spell is cast, every time Endless Arcana is cast a single point of the caster's POW is dedicated to keeping the spell Permanent. At any time the caster may release the permanent spell and regain the dedicated POW but if the spell is actually dispelled, undone or some other similar magic-breaking effect takes place, the POW is lost permanently.

Endless Wound

Casting Time 2, Duration Instant, Magnitude 8, Touch, Resist (Resilience)

Runes: Death, *Infinity*

The caster digs his finger into the bloody folds of an unhealed wound, which blackens at his touch instantly. From that point forward the wound will never heal fully and cannot be knifed without great magic.

This evil spell allows a caster to turn any single wound he can touch into a *permanent* Hit Point loss. In casting Endless Wound, the caster must assign a permanent point of POW. The wound must be fresh and untreated by mundane or magical aid. Any damage associated with that particular wound can never be healed short of a spell with a higher Magnitude than this one. The wound will blacken and seal like a necrotic scab, meaning that the target will not get further infection but the Hit Points will not be returned.

Enforcer's Lure

Casting Time 2, Duration Special, Magnitude 1, Progressive, Touch

Runes: Law, Stasis

The enchanted item or bauble shines like polished gold and attracts the attention of all who look upon it but slows the retreat of anyone who would dare steal it.

This spell is a crafty way to ensure that an important item is not stolen from the caster or at least the thief does not get away. The item's enchantment lasts until it is taken from the owner without permission (stolen, looted and so on), at which point the spell goes off. Whoever takes possession of the enchanted item without permission has his Movement reduced by a number of metres equal to the Magnitude of the spell for an equal number of hours. This can easily force the thief or looter to a 0 Movement, thereby causing him to collapse and lay prone until the item is retrieved or the spell's Duration expires.

Entertainer's Smile

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Man*

The target's grin grows wide and shines pearly white while his voice sharpens and his hands flex faster over the strings or holes of his instruments.

This spell grants the caster a +10% bonus to the target's next Dance, Sing or Play Instrument skill test involving the observations and appreciation of others and cannot stack with any other bonuses (including other castings of Entertainer's Smile).

Eternal and Ageless

Casting Time 10, Duration Special, Magnitude 1, Progressive, Touch, Resist (Dodge)

Runes: Stasis, Stasis

The caster picks up a handful of sand and dusts the target with it; a mystic sparkle is added to the stream of particles, protecting it from the ravages of time.

When successful, this spell makes a target utterly immune to the passing of time for a number of years equal to the Magnitude of the spell. During this time the target will not feel the regular passing of time. Items will not decay or tarnish normally; beings will not age physically at all. This spell will not protect against magical aging, weathering or other magical effects. Also, due to the lack of physical bodily progression, living targets under the effects of the spell do not heal damage normally – they must be healed by magical means. The caster will temporarily lose 1 point of POW until the spell has run its course or been dispelled by a spell of higher Magnitude.

Eye for Decay

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: Death

One of the target's eyes becomes white with sickly cataracts but the energy of death becomes as brilliant as spring blooms to the horrid orb.

This spell grants the caster a +10% bonus to his next Perception or Tracking skill test involving the dead, undead or their passing and cannot stack up with any other spell-effect bonuses (including any other castings of Eye of Decay).

Faebblade

Casting Time 3, Duration 5, Magnitude 4, Touch
Runes: Disorder, *Magic*

The caster picks up a mundane item and blows a glittering breath of mystic forces over it, changing it into a shining blade of translucent crystal that ignores the flesh in order to strike the inner energy of the wielder's foes.

This spell turns any item into a blade capable of severing the connection between magic and the body. For the Duration of the spell, the enchanted weapon does not inflict any physical damage to the target. Instead, the damage inflicted is applied to Magic Points. If a target is caught without Magic Points, they lose temporary POW instead. Should a target be reduced to POW 0 in this fashion, they are instantly killed and turned into a Ghost (see page 65 of *RuneQuest Monsters*). An item under the effects of Faebblade cannot benefit from *Bladesharp*, *Bludgeon* or similar spells.

Fatal Weakness

Casting Time 3, Duration 3, Magnitude 5, Ranged, Resist (Persistence), Trigger
Runes: Death, *Luck*

Watching the target with a piercing stare, the caster's eyes become rimmed with blood that drips down his cheeks in slowly running tears. These tears, when rubbed upon a weapon, will find whatever weakness the caster saw in the target and exploit it.

If the spellcaster succeeds in the casting, a weapon of some kind is charged with the spell. The Duration refers to the amount of time the weapon may remain 'charged' before the spell simply expires. A weapon under the effects of Fatal Weakness cannot benefit from *Firearrow*, *Fireblade* or similar enchantments.

When the Fatal Weakness-enchanted weapon is used to attack the target watched during the spell's casting, the weapon cannot be dodged or parried and will ignore mundane or natural armour. This spell will not allow the attacker to inflict critical hits, as no dice should be rolled to attack, the attack simply hits a weak point somewhere on the target.

Alternately, the Games Master can have the spell perform a special function against certain enemies. For instance, a

villain the Games Master has designed to be impervious to physical damage except for his bulging eye might automatically be hit in the eye, where a beast vulnerable only to water might be missed entirely in order for the weapon to break a previously unnoticed water skin onto the target instead. This version of the spell is ultimately up to the Games Master to decide upon but can be an interesting interpretation of a powerful enchantment.

Faultstrike

Casting Time 1, Duration Instant, Magnitude 2, Ranged, Resist (Resilience)
Runes: Chaos, *Earth*

The caster stomps one foot upon the ground, sending a jagged crack along the ground toward a foe in order to knock them to the ground.

This spell creates a directed tremor toward the feet of a single target. If the target is touching the ground (or something rooted to the ground) it must resist the spell or be knocked immediately prone for 1D4 Combat Actions. There must be an uninterrupted stretch of earthen material (stone, sand and so on) between the caster and the target for this to function. Similarly, this spell can target objects on the ground in order to cause them to topple over, possibly breaking them (pottery, glass and so on).

Firebolt

Casting Time 2, Duration Instant, Magnitude 3, Ranged, Resist (Dodge)
Runes: *Fire*

The caster extends his fingers to expel a twirling gob of mystic fire that explodes upon impact.

The caster can gather magical flame into a projectile weapon, burning a target rather badly. Firebolt inflicts 2D6 points of fire damage to a single random location and 1D6 points of damage to adjoining Hit Locations. This spell will also ignite readily flammable objects or substances. However, targets that are wet or somehow flame resistant only suffer half damage (round down).

Flash Freeze

Area 2/4/8/10, Casting Time 3, Duration Instant, Magnitude 1, Progressive, Resist (Dodge)
Runes: *Cold, Cold*

The caster's breath becomes plumes of winter steam as blue-white energy gathers around him, suddenly crawling outward to cover the world in ice.

This spell creates a rapidly expanding ring of icy energy that blankets everything it touches. The spell inflicts 1 point of cold damage per Magnitude of the spell to all of a target's Hit Locations (ignoring mundane protection). The area of the spell begins at a two metre radius the first round after it is successfully cast, expanding to four metres the round after, eight metres the round after that and then finally ten metres. When the spell is done, the whole area is blanketed in perfect clear ice, making movement slippery and awkward and reducing their movement by two metres.

Flicker

Casting Time 1, Duration Instant, Magnitude 0

Runes: *Light*

The rune flashes momentarily with a candle's light, illuminating the area for just a second or two.

This spell creates a single round's worth of candlelight with no flame or heat. It does not last long enough to perform extended actions but it does last long enough to remove a darkness penalty from a single normal skill test (which could be a Perception test to see traps, enemies and so on).

Font

Casting Time 2, Duration 10, Magnitude 2, Touch

Runes: *Earth, Water*

The caster places his hand upon the ground, a gentle blue light creeping out from between his fingers is immediately replaced by a gush of clear water.

This spell allows the caster to create a drinkable source of water from any natural stone, earth or sand. The resulting water spout will project only a few inches off the ground, barely enough to fill water skins or canteens. The water is fresh, pollutant free and flows long enough to produce water to fill a two-gallon bucket. When the spell expires the water remains.

Forge Flaw

Casting Time 3, Duration Permanent, Magnitude 1, Progressive, Ranged

Runes: *Fate, Metal*

The caster creates a single flaw in the structure of a forged piece of metal, guaranteeing that it will shatter like glass at the worst possible opportunity.

This spell alters the fate of any given metallic object that was once created in a forge of some kind, finding and twisting the temper of a blade or the give of armour so it will eventually break. Once cast, the targeted non-magical object has been mystically flawed in some way, meaning that the next time it *ever* suffers even a single HP of damage it immediately suffers an additional 1D2 per Magnitude of this spell.

Formidable Terrain

Area 30, Casting Time 2, Duration 10, Magnitude 2, Ranged

Runes: *Disorder, Earth*

At the gesturing of the caster the ground begins to swell and break apart into a field of jagged rocks and ankle-turning pitfalls that are certain to slow down the even most agile of runners.

When successful, this spell allows the caster to turn any natural ground surface into a hindering mess of unpleasant terrain for his enemies to walk over. Sand becomes sharp and jugged shale, soil unearths uneven pits and stones and so forth. Anyone trying to cross this area on the ground during the Duration of the spell will have their Movement rates cut by half (round up). Creatures that are able to somehow ignore difficult terrain will also ignore this spell's effects.

Frost Shield

Casting Time 3, Duration 10, Magnitude 2, Touch

Runes: *Cold, Stasis*

A shimmering blue stain spreads over the target of the spell, glistening like morning frost.

The Frost Shield spell reduces any Fire or Heat based damage suffered by the target by 4 points. For example, if the character protected by Frost Shield was struck by a *Fireblade*, he would only suffer 1D10-4 damage. This protection stacks normally with armour but offers no Armour Skill penalty.

Frostblade

Casting Time 3, Duration 5, Magnitude 1, Progressive, Touch

Runes: Cold, Metal

The enchanted weapon has a steaming chill of white hoarfrost envelop it, adding the cold of the frozen north to its attacks. Anyone struck with the numbing chill of the weapon will soon find their limbs too heavy and their blood too thick to go on.

This spell turns any weapon into a frozen instrument of numbing pain. For the Duration of the spell, the enchanted weapon inflicts an additional point of cold damage per point of Magnitude of the spell. Additionally, any target suffering damage from a Frostblade must take an immediate Resilience skill test or be numbed from the cold, reducing his attack and defence rolls by the damage the blow actually inflicted for a number of rounds equal to half the Magnitude of the spell (round up). A weapon or item under the effects of Frostblade cannot benefit from *Bladesharp*, *Bludgeon* or similar spells.



Frozen Tenacity

Casting Time 3, Duration 10, Magnitude 4, Touch
Runes: Cold, Man

The target's skin takes on a blue tint and his breath plumes into a dusting of snow but like the cold and ice of a glacier, he feels no pain and never fires.

This spell turns the target into a slightly slowed machine of unfeeling. The target's skin grows very cold and his weapon and Dodge skills are reduced by -1D10% but can now ignore many types of physical annoyances. All levels of Fatigue, any form of pain-inducing spell or effect and emotional stimuli are completely ignored. Also, any cold or ice-based damage is halved, whereas fire or heat damage is calculated half-again (round up). When the spell's Duration expires, however, all effects return to normal and the target must then deal with that which he had been ignoring.

Frugal Cursing

Casting Time 2, Duration Special, Magnitude 1, Progressive, Ranged, Resist (Persistence)
Runes: Stasis, Trade

The caster's eyes turn a shade of copper seeming almost metallic as he stares upon his target, who will feel only the need to hold their coin much closer.

This spell is a malicious way to ensure someone does not acquire new wealth. If successful, the target of this spell will automatically refuse a number of different sales or barter offers equal to the Magnitude of the spell. No matter how good of a deal it might be, they will refuse to make the deal. Each deal is treated separately unless re-negotiated, so asking multiple times about the same offer will not further the expiration of the spell. Asking a new set of circumstances for the same deal, however, is considered a new offer and will count as a separate offer. When the spell expires the target has a vague recollection of his possibly poor choices but does not recollect the fact that he had been enchanted at the time.

Frustration

Casting Time 2, Duration 10, Magnitude 3, Ranged, Resist (Persistence)
Runes: Motion, Stasis or Motion, Stasis

Each of the caster's hands hurls a different coloured light at the target, which battle for supremacy as paradoxical forces confuse them from the inside.

If successful, this spell causes a target to feel as though he wants to run a marathon while his body can barely take a few steps. The target must move at least one metre every Combat Action in any direction they choose but no more than five metres in total every round for the spell's Duration. For every round the target chooses not to do this, he will receive another level of Fatigue.

Fumble

Casting Time 1, Duration Instant, Magnitude 1, Ranged, Resist (Persistence)
Runes: *Disorder*

The enchanted target stumbles and falls rather embarrassingly, his feet acting like lead weights for just a few moments.

The target of this spell will automatically fail his next Acrobatics, Athletics, Dance, Dodge, Martial Arts, Riding or Stealth skill test, as though he had naturally rolled a 00.

Gag

Casting Time 1, Duration 5, Magnitude 2, Ranged, Resist (Persistence)
Runes: *Communication, Stasis*

The target struggles against an enforced silence as the caster places his finger to his own lips and tells the target to they must hush.

This spell removes the ability for a target to speak decipherable words for the Duration of the spell. The target can still grunt and make muffled sounds; he simply cannot open his mouth to speak. He may, however, still

open his mouth to whistle, smile, yawn or even eat – just not be able to speak.

Gardener's Charm

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Plant*

The target's fingertips take on the same colour as summer leaves and its touch helps the flowers to bloom and prompts the grass grow.

This spell grants the caster a +10% bonus to his next Lore (Plant) or Craft skill test involving any form of plant life and cannot stack with any other bonuses (including other castings of Gardener's Charm).

Gauntlet of X

Casting Time 2, Duration Special, Magnitude 1, Progressive, Touch
Runes: *Man* and choose one of Air, Cold, Earth, Fire, Heat, Magic, Metal, Plant, Undead or Water

Energy seeps from between the fingers of the caster, coalescing around the hand and forearm of his target to become an oversized gauntleted fist that it can flex and wield as if it were its own hand.

The caster calls upon one of a variety of runes as counterparts to his Man rune in order to envelop his target's hand in different energies, elements or materials. If successful, the gauntlet lasts for a number of rounds equal to the Magnitude of the spell. Depending on the counterpart rune used, the gauntlet has a different effective STR rating for the purposes of grasp and crushing force, different AP to its arm Hit Location and inflicts different effects upon the target of its Unarmed attacks, as shown on the Gauntlet of X table overleaf.

Rune Used	Gauntlet Appears as...	Gauntlet STR	Gauntlet AP	Game Effect(s)
Air	Swirling dust	16	4 (8 versus missiles)	1D4 damage plus automatic knock back 1D2 metres
Cold	Ice	14	5	1D4 damage to location struck, plus 1 point cold damage to adjoining Hit Locations with no mundane protection possible
Earth	Cracked stone	22	8	2D4 damage and can be used to parry blows normally

Rune Used	Gauntlet Appears as...	Gauntlet STR	Gauntlet AP	Game Effect(s)
Fire	Flames	12	3	1D4 damage that cannot be prevented by mundane protection
Heat	Red glowing aura	12	2	1D6 damage to location struck, plus 1 point heat-damage to adjoining Hit Locations with no mundane protection possible
Magic	Green glow	15	3	1D3 damage to Hit Points and Magic Points, ignoring all forms of protection
Metal	Seamless wrought iron	22	10	2D4+1 damage and can be used to parry blows normally
Plant	Thorny dark wood	20	6	1D4 damage, any damage actually inflicted will heal gauntleted arm location an equal amount
Undead	Massive skeletal hand	18	4	1D4 damage that cannot be healed by normal means
Water	Calm blue water	18	3	1D4 damage plus automatic knock back 1D2 metres



Glacial Barrier

Casting Time 2, Duration Permanent, Magnitude 1, Progressive, Touch
Runes: *Cold*

The caster touches a spot on the ground with the rune and it instantly grows cold, a wall of ice springing up to fill the area with a thick obstacle that most will find difficult to smash through.

This spell allows the caster to create a wall of mundane ice. The wall is one metre square and one metre thick when created and gains an additional cubic metre every round for a number of rounds equal to the Magnitude of the spell. The wall grows in the shape of a line, the direction of which is determined when the spell is cast, until it occupies all available horizontal space. After that it begins to increase its height at the same rate (one cubic metre per round) until it reaches the ceiling and after that it increases its thickness. Only if the wall is completely contained will it stop growing before its full height is reached. Each cubic metre of ice has 20 Hit Points and 5 AP for those who want to smash through the ice. It suffers double damage from fire or heat based attacks. The ice created is normal and natural, meaning that it will thaw like any other frozen water at a rate depending on the ambient temperature.

Glare

Area 10, Casting Time 1, Duration Instant, Magnitude 2, Resist (Resilience)
Runes: *Light*

A brilliant flash of light dazzles all of those who are looking at the caster.

This spell blasts an area with a flash of bright light, possibly blinding enemies who happened to be looking at the caster. Anyone failing to resist the spell will be partially blinded for 1D3 rounds, suffering -20% on all skill tests during that time. Creatures particularly

sensitive to light (Trolls, shades and so on) double both the Duration and the penalty recieved for failing to resist the spell.

Glow-worm

Casting Time 3, Duration 60, Magnitude 1, Touch
Runes: Beast, Light

The caster digs a handful of soil from the ground and sifts through it with his finger, revealing a tiny magical creature made of light.

Called into being for a single hour at a time, this spell creates a magical glow-worm that gives off the same light as a single lantern and can be commanded to move at a rate of up one metre per minute at the behest of the caster. The worm does not have an actual substance and cannot be harmed but can be dispelled.

Gnome Form

Casting Time 5, Duration 10, Magnitude 6
Runes: Earth, Earth

The caster is enveloped in rock and soil from the ground, creating a skin of earthen might around him which he can then wear like a mighty suit of armour.

This spell effectively turns the caster into a gnome (earth elemental) for its Duration, granting some of its abilities to him. The caster has no need to breathe whilst they are in this form. The statistics for a character in Gnome Form are as follows:

STR 40
CON As caster
DEX 5
SIZ As caster + 3D6
INT As caster
POW As caster
CHA As caster - 1D6
HP: +10 to every Hit Location (temporary)

Damage Modifier: +4D6

Combat Actions: One

Movement: 6m

Traits: Earthsense

Armour: Natural AP 5 added to caster

Special Attack - Engulf

Instead of simply crushing a foe with his rocky fist, the caster can attack up to 10 SIZ points for every 5 SIZ of his gnome form. He may attack more than one foe at a time, dividing his SIZ among them - though the separate enemies must be close to one another, as the caster cannot divide his volume too thinly.

The caster uses his volume to engulf his opponents, opening a pit beneath a foe with a maximum volume equal to his own volume. If a caster has 5 SIZ points per SIZ point of his foe, he simply engulfs the legs (or lower third of the body). If he has 15 SIZ points per SIZ point of the enemy, he may engulf it up to its neck. If the caster has 25 SIZ points per SIZ point of the enemy, he can swallow it completely, covering all Hit Locations. In this instance, the victim will begin to suffocate. A creature trapped by a caster in gnome form may make an opposed brute force Athletics test to break free.

Once a caster has buried a victim, he closes the pit, inflicting the caster's adjusted Damage Modifier to all Hit Locations engulfed. Armour protects against this damage normally. A caster can only attack in this manner in dirt or rocky soils; sand and soft loams are too fine and giving for it to inflict any damage. However, the caster can still open holes and engulf enemies, no matter what the consistency of the soil.

A caster can only make this crushing attack one time in any given two metre square - after the initial attack, the soil is too pulverised for him to mount a second attack in that spot.

As a note, casters in gnome form are subject to the same elemental attack results as shown on page 60 of *RuneQuest Monsters* should they battle a true elemental or other caster in one of the elemental forms.

Goodwife's Shadow

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: Harmony

The target's flesh becomes warm and their eyes softer, as if they have become more pleasant and in vifing.

This spell grants the caster a +10% bonus to his next Craft (Domestic Arts) skill test involving the caretaking of a home or business and cannot stack with any other

bonuses (this is inclusive of any other castings of Goodwife's Shadow).

Grand Mal

Casting Time 2, Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Runes: *Disorder*, Man

The target of this spell is wracked with a terrible seizure, his body collapsing and twisting as if in pain. Although not harmful, nothing can hope to stop this incapacitation once it has begun.

If successful, this spell will hurl the target into a powerful muscular seizure that will cause them to fall down and lose all control over their actions. This effect lasts for a number of Combat Actions equal to the Magnitude of the spell. During this time the target cannot perform any actions at all and is considered to be prone for all general purposes. When the spell expires the target will be physically unharmed (unless something unforeseen happened while he was convulsing), remember very little about the time that passed and suffers a level of Fatigue.

Gremlin

Casting Time 1, Duration Instant, Magnitude 1, Touch, Resist (Persistence)
Runes: *Chaos*

The enchanted target has an unseen force ready to spring into action during the next project he begins, mucking it up terribly in an instant.

The target of this spell automatically fails his next Boating, Craft, Driving, Engineering, Mechanisms or Shiphandling skill test as though he had naturally rolled a 00.

Groaning Tongue of the Damned

Casting Time 1, Duration 5, Magnitude 2, Touch
Runes: *Communication*, Undead

The target's teeth and gums blacken as the horrific sounds erupt from cracking lips but the risen corpses of the damned somehow understand him.

This spell allows the target to speak to mindless undead (zombies, skeletons and so on). Although it does not instantly give the target the ability to command or lead these creatures, it does allow him to communicate

normally with them and perhaps use the Influence skill to get them to do his bidding. Most mindless undead have no reason to lie or hold back information as they have no concept of what they are saying but they also do not have to stop their attack in order to answer the target's questions!

Guide

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Fate*

The caster leaves a single rose-hued fingerprint upon the target, the mark of good luck and guidance, which fades when the magic does.

This spell allows the caster to add + 1D3 x 5% to the next skill test the target is called upon to make. This bonus can affect any skill test at and cannot stack with other bonuses (including other castings of Guide).

Handler's Calm

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Beast*

The target's skin grows warm to the touch and takes on a slight and soft glow, making him appear to be very friendly and unthreatening.

This spell grants the caster a +10% bonus to his next Lore (Animal) or Riding skill test involving the direct contact with animals of INT 2 or less and cannot stack with any other bonuses or any kind (including all other castings of Handler's Calm).

Hateblade

Casting Time 2, Duration 5, Magnitude 2, Touch
Runes: *Disorder*, Shadow

The caster places his runes together as if holding a heavy sword and wisps of black smoke curl up to form its wicked blade – a blade of hatred and rage.

This spell creates a physical blade of hate and anger in the hands of the caster, which he can wield as if it were a magical weapon with all of the statistics of a 0 ENC bastard sword. The sword inflicts no damage against a target other than adding to their blinding anger and hatred, causing them to abandon any desire to retreat and penalising all of their skill tests by the amount of damage the weapon would normally inflict. These

penalties are cumulative but fade instantly when the spell expires. The caster must wield this weapon in two hands once cast and suffers a -5% penalty to hit with the weapon due to its near-invisibility and weightlessness. Trying to Dodge or Parry the weapon is exceptionally difficult, imposing a -15% penalty to rolls made against Hateblade attacks.

Hawk's Eyes

Casting Time 1, Duration 5, Magnitude 1, Touch
Runes: *Beast*

The target's eyes blink rapidly, becoming the black and golden orbs of a hawk. With them he can see tremendously far and with great detail.

This spell grants the target a +15% bonus to his Perception and Ranged Combat skill tests taken in daylight, with the bonus reduced to -10% at night or in any low-light conditions.

Heatblade

Casting Time 1, Duration 5, Magnitude 3, Touch
Runes: *Heat*

A blade visible only from the wavy field of distorted air around it, the caster holds a blade of concentrated heat in front of him that can pass through armour with the same force as the desert sun.

This spell creates a physical blade of blazing heat in the hand of the caster, which he can wield as if it were a magical weapon with all of the statistics of a 0 ENC war sword. The caster suffers a -5% penalty to hit with the weapon due to its near-invisibility and weightlessness but damage inflicted ignores armour points from mundane sources. Enemies cannot parry attacks made by the Heatblade except when using magical weapons or shields, as mundane items will simply be passed through.

Heatshield

Casting Time 3, Duration 10, Magnitude 3, Touch
Runes: *Heat*, *Stasis*

Waves of distorted air rise up from the target's feet to protect him from enemies by not allowing them to draw near to him.

The Heatshield spell reduces any ice or cold damage suffered by half, as well as makes the target immune to the detrimental effects of being in a cold environment. Additionally, anyone coming within one metre of the target will suffer 1 point of heat damage each round to all Hit Locations within that area, ignoring mundane sources of protection.

Heatwave

Area 5, Casting Time 2, Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)
Runes: *Air*, *Heat*

The air bends and warps with superheated energy that leaps from the caster's hands, washing out over his foes to scour the flesh from their bodies and bleaching their very bones.

This spell creates a blast of superheated air emanating from the caster and extending out five metres in a conical shape. Anything caught in the area of effect that cannot resist the spell's effects immediately suffers 1 point of heat damage to each of their Hit Locations per Magnitude of the spell with mundane armour providing no protection. Also, any readily flammable materials (paper, oil and so on) will have a percentage chance to catch fire equal to ten times the Magnitude of the spell.

Illuminate

Area 10, Casting Time 2, Duration 60, Magnitude 1, Ranged
Runes: *Light*

The caster points his rune at the targeted area and watches as the glow of soft, ambient light fills it.

This spell creates an area of diffused light equal to several candles or scattered lanterns. The light does not flicker and is not directed from any given point, thereby not creating any shadows within the area of effect. It is not strong enough to blind or dazzle anyone but the most nocturnal of creatures and grows slowly enough during casting that vision will not be blurred at night if caught in the area.

Illustrate

Casting Time 5, Duration Permanent, Magnitude 1, Progressive, Touch
Runes: *Communication*

The target begins to tell a story through the casting of the spell and his free hand draws a remarkable picture to accompany it, guided by the images in his story.

When successful, this spell gives even the most artistically-challenged target the ability to draw what he sees in his mind's eye while telling a story. The story can be no longer in minutes than the spell has points in Magnitude and the target must be given some kind of drawing implement. When the story is finished and the spell has expired the target will have drawn a very appropriate graphic image of the tale he was telling, perhaps helping those who were not there to see what had happened.

Imaginary Friend

Casting Time 5, Duration 60, Magnitude 5, Ranged, Resist (Persistence)

Runes: *Illusion*, *Man*

The caster bestows an illusory ally or confidant to the target, someone who will listen when spoken to with minimal response. Although the illusory person is not often much of a conversationalist, the caster sees and hears what it does.

This spell creates an illusion of a person, created by the caster, to attach itself to a target in order to gather information or lead them astray. The physical appearance of the illusion is whatever the target needs to see in order to feel safe around it and it bears a general INT of 2D6+3. It cannot be seen by anyone other than the target, will interact with the environment only in the target's mind and always speaks the target's original language. No matter what happens, the illusion will try to be the best friend and comrade to the target in order to get them to do or say what the caster needs them to. While the spell is in effect the caster has a -10% penalty to Perception checks due to the constant connection of information he has with the illusion. When the illusion is within a few minutes of expiring, it often excuses itself to a private area in order to vanish discreetly – unless the caster would rather have it make a grandiose exit.

Inhibit

Casting Time 2, Duration 5, Magnitude 1, Progressive, Ranged, Resist (Resilience)

Runes: *Man*, *Stasis*

Scowling at his targets and shaking his head negatively, the caster proceeds to rob his foes of their abilities to use their own limbs.

This vicious spell allows the caster to pick a number of enemy limbs (arms, legs, tails or tentacles) equal to the Magnitude of the spell and cause them to become immobile. These limbs do not all have to be part of the same being but they do all have to be in line of sight from the caster. The target(s) must resist the spell separately for each limb targeted, with failure robbing them the ability to use that limb for the Duration of the spell. Losing an arm or other attack-based limb will remove one Combat Action from the target, a loss of one leg or mobility-based limb will cut the target's Movement by an amount according to the number of legs it normally has (two legs, halve Movement; four legs, -25% and so on). No damage is caused to the limb and no real discomfort is felt other than the frustration of not being able to use it.



Invisible Flame

Casting Time 5, Duration Permanent, Magnitude 2, Touch

Runes: *Fire, Illusion*

The caster creates a brilliant white fire upon the object he touches, which rapidly vanishes into invisibility.

This spell allows the caster to create a torch-sized flame that is normal in all ways – save for the fact that it does not generate light and cannot be seen by non-magical means. Anything burned or set alight by the fire is totally normal and visible but the target flame itself and any smoke it creates are not. Depending on what is used as the source of the invisible flame matters as to how long the spell actually lasts but if it is well fed and not snuffed, the flame theoretically could burn forever.

Irrefutable Offer

Casting Time 2, Duration Special, Magnitude 1, Progressive, Touch, Resist (Persistence)

Runes: *Trade, Trade*

The caster conjures the spell and his hands flash the colour of gold in the blink of an eye, flashing again for a moment when the handshake seals the next deal.

The casting of this spell enchants the caster with a magical handshake that will force its target to accept the terms of any trade or barter, no matter how foolish. After the spell is cast, the caster must then shake hands with

the target, speaking aloud his mystic offer. If the target fails to resist the spell he will accept the offer happily. The Magnitude of the spell is how many hours the target will continue to believe the trade was a good one (even arguing with friends over the idea) before coming to his senses and realising he was duped. This spell requires the caster to pay or trade *something* material for the offer, even if it is just trinkets and worthless junk.

Jester's Mockery

Casting Time 2, Duration 10, Magnitude 2, Ranged, Resist (Persistence)

Runes: *Communication, Shadow*

The target is assaulted verbally by a ceaseless berating from a disembodied voice, proclaiming to them all of their inadequacies and failures.

If successful, this spell plagues a target with a shouting voice in his mind that does nothing but heckle, mock and make fun of the target. This mockery is incessant and annoying at the best of times and is downright maddening at its worst. Each round the target is afflicted by this spell he must pass a Persistence skill test to be able to act normally. Success means they can act normally, failure offers a -10% penalty on anything they do that round. A critical fumble means the target cannot act that round and will instead yell in frustration at the voice, where a critical success ends the spell immediately. Only beings with an INT of 4 or higher can be affected by this spell.

Jump

Casting Time 1, Duration 1, Magnitude 1, Progressive, Touch, Trigger

Runes: *Mobility*

The target's feet are encircled by wisps of arcane energy that trail behind him as he is instantly enabled to leap a tremendous distance.

The target of this spell must leap in the next few moments after the spell has been cast or the spell will dissipate uselessly. When he leaps, no Athletics skill test is necessary. The target will automatically launch a number of metres forward equal to twice the Magnitude of the spell or straight up an equal number of metres to the Magnitude of the spell. The spell protects the target from any falling damage due to the jump's height but it will not aid in any way if landing on dangerous



or specific locations. Such landings would require the use of the Acrobatics skill to adjust the descent to avoid incurring damage.



Keystone

Casting Time 1, Duration Permanent, Magnitude 1, Touch

Runes: *Earth*, *Illusion*

The caster presses a key into a small rock, magically combining the two in a flash of light.

This strange spell allows a caster to hide a key in plain sight without even the craftiest of thieves knowing where it is. The caster literally combines a normal key to any lock with a commonplace piece of stone or rock. When the spell is cast the key disappears and the rock is enchanted to lock or unlock whatever the key matched to, so long as the stone is pressed against the keyhole and

turned as though turning a key. This spell will work with any mundane key and locking mechanism but if the lock is ever enchanted in any way the spell will fail and the key will be lost forever.

Kiss of Death

Casting Time 2, Duration 5, Magnitude 1, Progressive, Resist (Resilience), Touch, Trigger

Runes: *Death*

The caster's lips turn violet, changing what could be considered a passionate and heartfelt kiss into a deadly attack of entropic energy.

This horrific spell transforms the caster's lips into a deadly weapon, requiring him to kiss the target's bare flesh. If successful, the target will suffer 1 point of damage per Magnitude of the spell that cannot be prevented in any way or healed without the aid of magic. All damage is applied directly to the Hit Location kissed and is accompanied by a blackening of the flesh as if rot was rapidly setting in.

Legal Balance

Casting Time 1, Instant, Magnitude 0, Touch

Runes: *Law*

The target's pupils shine metallic for a brief moment, granting him rare yet valuable insight to the function of order versus anarchy.

This spell grants the caster a +15% bonus to his next Lore (Law) or Lore (Chaos) skill test involving the discovery or interpretation of a situation and cannot stack with other bonuses (including other castings of Legal Balance).

Lightblade

Casting Time 4, Duration 5, Magnitude 1, Progressive, Touch

Runes: *Light*, *Metal*

The enchanted weapon shines with the brilliance of the midday sun, becoming a deliverer of the warmth and purity of daylight.

This spell turns any weapon into a shining brand of solid sunlight. For the Duration of the spell, the enchanted weapon inflicts the Magnitude of the spell in additional damage when striking nocturnal or darkness related

targets. Additionally, any target suffering damage from a Lightblade must take an immediate Persistence skill test or be blinded by the flash of brilliance accompanying the impact for a number of rounds equal to half the Magnitude of the spell (round up). A weapon or item under the effects of Lightblade cannot benefit from *Bladesharp*, *Bludgeon* or similar spells.

Lion's Roar

Area 15, Casting Time 1, Duration Instant, Magnitude 3, Resist (Persistence)
Runes: *Beast*, *Communication*

The caster opens his mouth wide and erupts with a bestial roar that pulls on the primal fight or flight instincts of all those who oppose him.

This spell forces all those in the immediate area of the caster to have to fight an instinctual fear of predators with a Persistence test. The test is considered to be automatically failed by prey animals with an INT 2 or less, while it is automatically succeeded by predators of INT 2 or less. Everything else must make the test normally, with species that would be considered obvious 'prey' (Ducks, Halflings and so on) suffering a -20% penalty and obvious 'predator' species (Minotaurs, Trolls and so on) gaining a + 20% bonus. The result of the Persistence test will determine the spell's effect, as noted in the table overleaf.

Lion's Roar Effect Table

Target's Persistence Test	Effect
Target fumbles Persistence test	Victim flees in terror for 20 minus its POW rounds (minimum of one Combat Round) and must roll a successful Resilience test or die.
Target fails Persistence test	Victim flees in screaming terror for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). Victim will not engage in combat with caster unless forced to and will use the Run Combat Action to get away from him if he must.
Target succeeds Persistence test	No effect.

Liquid Constrictor

Casting Time 1, Duration 5, Magnitude 3, Ranged, Resist (Dodge)
Runes: *Beast*, *Water*

The body of water enchanted by the spell churns and spins, rising to form a large serpentine shape that attacks that which the caster directs it toward.

If successful, this spell calls up a water animate that can be directed by the caster to attack in exchange for his own Combat Actions during the Duration of the spell. It has a three metre reach, an Unarmed skill of 75% and inflicts 1D4+1D4 damage per bashing strike but will try to Grapple and drown any target of SIZ 12 or less. The animate has a STR of 18 and inflicts no damage when doing so. Instead, it automatically begins calling for Resilience tests as if already run out of air. See RQ page 90 for details on suffocation.

Lucky

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Luck*

The caster's rune sparkles in his hand, the tiny specks of light falling on the target and enchanting him with a moment of good luck.

This spell allows the target to re-roll his next failed skill test but cannot be used to re-roll a critical failure. Whatever the result of the second roll may be, the target must accept it. A target can only benefit from one casting of Lucky per day.

Lunar Boon

Casting Time 1, Instant, Magnitude 0, Touch
Runes: *Moon*

The target's eyes take on a pale hue like two full moons, which disappear as soon as the boon is used.

This spell allows the caster to add + 1D3 x 5% to the target's next skill test made at night. This bonus can affect any skill test at all and cannot stack with other bonuses (including other castings of Lunar Boon).

Maddening Sprites

Casting Time 5, Duration 10, Magnitude 1, Progressive, Ranged, Resist (Persistence)
Runes: *Disorder*, *Disorder*

The caster clasps his runes in his hands in front of him and shakes them furiously, which produces tiny white lights that flutter away from him and find his targets – disappearing into their ears to muddle their minds.

If successful, this spell infects targets with a madness that causes them to fly into varying degrees of instability. The spell produces a number of ‘madnesses’ equal to the Magnitude of the spell, which can either attack different targets within range or attempt to attack the same target multiple times requiring multiple resist rolls. Each successful madness affecting a target forces them to roll on the following table, which are cumulative. All ability losses are temporary and to a minimum of one.

1D6	Madness	Game Effect
1	Paranoia	–1D2 CHA
2	Nervous Shakes	–1D4 DEX
3	Depression	–1D2 CHA and POW
4	Hallucinations	–1D2 INT and POW
5	Catatonia	–1D6 DEX and STR
6	Murderous Rage	As <i>Berserk</i> spell; Comp page 14

Mason’s Boon

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Earth*

The target’s hands take on a grey or brown hue, becoming attuned to the clay and earth that masons use to ply their trade.

This spell grants the caster a +10% bonus to his next Craft skill test involving any form of natural earth, stone or sand and cannot stack with any other bonuses (including other castings of Mason’s Boon).

Momentum

Casting Time 2, Duration Special, Magnitude 1, Progressive, Touch
Runes: *Mobility*

The target is suffused with a shine that fades almost instantly but sparks can be seen cascading from his footfalls as his speed gradually increases, puffing tremendous force behind a charging blow.

The target of this spell is granted the ability to increase his forward speed and effective strength upon making an impact. For every point of Magnitude in the spell the target can run an additional Combat Action while adding a cumulative extra metre to the distance of each action. Also, if using this spell to make a charging attack after moving at least two actions in a straight line, the target can add the Magnitude of the spell to their effective STR when calculating the Damage Modifier for that attack.

For example, Rhina is under the effects of *Momentum* 4. She can run her normal eight metres on her first Combat Action, nine on her second, ten on her third and then finally 11 on her fourth. At the end of her massive charge she attacks with her spear at her normal STR+4!

Moonbeam

Casting Time 1, Duration Instant, Magnitude 2, Ranged, Resist (Dodge)
Runes: *Moon*

The caster closes one of his eyes and a beam of stark white light blasts out from the other, infecting his target with sheer lunacy.

The caster can point a single ray of insanity at a target, forcing him to resist the spell or suffer one of the random effects as rolled upon the Madness table in the *Maddening Sprites* spell earlier in this chapter. Any being sensitive to light will actually be required to roll twice on this table.

Muzzle

Casting Time 1, Duration 10, Magnitude 2, Ranged, Resist (Resilience)
Runes: *Beast*, *Harmony*

The caster throws a web of glowing threads toward the snarling face of a beast, taking away its most deadly tool – its bite.

This spell, when successful, takes away a target’s ability to use any Bite attacks (or the equivalent) for the Duration of the spell. Any other attacks (claws, swords and so on) are still available, which is why this is primarily used against animals whose only attack is that of a bite. It can be devastatingly useful against some undead as well, who often use their bites to inflict special effects.

Natural Abomination

Casting Time 3, Duration 5, Magnitude 1, Progressive, Resist (Resilience), Touch

Runes: *Beast, Beast*

The caster's hands pulse with red wisps of smoke, enveloping the target with mutating energies that turn him into a hideous mixture of animal and man.

When successful, this spell adds a number of randomly rolled (see table below) bestial traits to the target. If the target is a willing recipient of the spell, such as the caster, the Resist roll can be ignored. The number of traits granted is equal to the Magnitude of the spell. Each trait is physically invasive and noticeable, resulting in a loss of -1 CHA for each trait, to a minimum of 1 CHA.



2D10	Trait	Game Effect
2	Bestial Instincts ¹	+2 STR and DEX but INT reduced to 2
3	Insectoid Chitin	1D3 random Hit Locations get natural AP 3
4	Ape Muscle ¹	+4 STR but -2 DEX
5	Colourfully Patterned Fur ¹	No Effect
6	Bear Claws	One hand can inflict 1D8 damage as an Unarmed strike and grants +10% to Athletics for climbing
7	Bull's Horns ¹	Head location gains AP 3 and can head butt for 1D6 Unarmed damage
8	Cloven Hooves ¹	Increase Movement to 6m
9	Savage Jaws ¹	1D6 Bite damage but cannot speak clearly
10	Canine Snout ¹	+40% to Perception (scent) and Tracking
11	Webbed Feet ¹	+50% to Athletics for swimming but - 1m Movement
12	Bovine Tail ¹	No Effect
13	Lion's Roar ¹	+25% to Influence (intimidate)
14	Hawk Eyes ¹	+30% to Perception (sight) and Nightvision to 60 feet
15	Mantid Foreclaw	One hand can inflict 1D10 damage as an Unarmed strike and has AP 3
16	Rhinoceros Horn ¹	Head location gains AP 2 and can head butt for 1d8 Unarmed damage after a charge
17	Cats Whiskers	+10% to Perception
18	Albatross Wing	Does nothing unless rolled twice, then grants flight with a Movement of 6m
19	Porcupine Quills	1D3 random Hit Locations gain natural AP 2 but can inflict 1D4 damage when attacked/attacking Unarmed
20	Snake Venom ¹	1D2 Bite damage that carries Manticore Venom (see page 91 of RQ)

¹This result should be re-rolled if it is rolled more than once.

Nectar and Ambrosia

Casting Time 10, Duration Permanent, Magnitude 1, Progressive, Touch

Runes: *Fertility, Magic*

The caster creates a meal made of magic by passing his hands over empty bowls and plates, filling them with impossible dishes such as poached dragon eggs and world tree wine instantly.

This spell is a caster's answer to debauchery and frivolous ability but it can also keep him and his allies from starvation. The spell will create fantastic and unrealistic food and drink to sate a number of adults equal to the Magnitude of the spell but must be eaten at one sitting or it will rapidly go bad and vanish. So enjoyable is the food and drink created from this spell that not only will anyone eating it find their fill but they will receive a level of Fatigue from sheer pleasure and heady drunkenness.

Nightglow

Area 20, Casting Time 2, Duration 10, Magnitude 2, Touch

Runes: *Moon, Moon*

The target of the spell becomes a reflection of the full moon, glowing in a pale and even white light that illuminates the gloom around it.

When successful, this spell causes the target to glow softly with the same brightness as the full moon. This light is not dazzling or painful to look upon and can make any form of normal darkness as easy to see in as dusk. The glow understandably makes the target easy to spot at night and any ranged attacks made against them are at a +15% bonus to hit. For all purposes the glow is considered to be magical moonlight.

Oakstrike

Casting Time 2, Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Runes: *Plant*

The caster points a finger at a target, which is summarily assaulted by hurled branches and sticks from the nearby trees and bushes.

If successful, this spell attacks a target with large chunks of sharp wood shorn from any nearby tree, wood or

forest. The target is struck with a number of attacks equal to the Magnitude of the spell, each one striking a randomly rolled Hit Location and causing 1D4 damage each, with armour protecting as normal.

Oasis

Area 5, Casting Time 5, Duration Special, Magnitude 1, Progressive, Touch

Runes: *Harmony, Mastery*

The caster sits down on the inhospitable ground and lets out a deep sigh that leaves his body and turns into an area of calm where no harm may come to him.

This spell creates an area in the wilderness where the caster and anyone else inside it can be safe from natural ailments such as bad weather, vermin and natural predators. It does not make these things not exist; merely they will not affect those inside the area of effect. Unnatural treachery inside the oasis is still possible, however. The oasis lasts for a number of days equal to the Magnitude of the spell and can never be cast in the same area twice.

Orator of Many

Area 30, Casting Time 5, Duration 10, Magnitude 3, Touch

Runes: *Communication, Communication*

The caster touches a finger from each hand upon the lips of the target, which begin to glow with golden iridescence, turning his words into understandable tongues for all who will listen.

This spell enchants the target with the ability to speak magically in the languages of all who can hear his words within the area of the spell. Neither the target nor the caster need know even a single word in any of the languages, as the target will simply speak normally and the magic will translate everything that he says for his listeners. The translation is performed with 100% skill in the appropriate language, without accent and including any necessary inflections the target might unknowingly need to convey a message properly.

Ordershield

Casting Time 3, Duration 5, Magnitude 1, Progressive, Touch

Runes: *Law, Law*

With a growing hum that fades rapidly, the target is enveloped in a shimmering field of sparkling strands which fade alongside the sound. Anything acting against the greater order of things will be stopped by the strands and blocked by the essence of law itself.

This spell allows the caster to protect a number of targets equal to the spell's Magnitude from Chaos and disorder. Any sort of creature that is considered to be unnatural or a servant of Chaos will find the target wrapped in an AP 10 protective field. This does not extend to natural predators or lawfully acting officials but does stop any type of illegal activity from interacting with the target as well whilst the spell is in effect, meaning that pickpockets will also find the spell as impenetrable as an attack from a Chaos minion!

Oubliette of Night

Casting Time 5, Duration Special, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Runes: *Darkness, Darkness*

The caster's eyes blacken to pits of nothingness as he focuses his spell upon his foe, which will be enveloped in a maw of blackness as dark as the deepest pits of hell. Days later the mouth of night will vomit him forth once again, his sanity in question from what felt like an eternity in the void.

When successful, this spell reaches out to a single target in range and attempts to pull them into a pocket of unfathomable darkness and hold them there for a number of sunrises equal to the spell's Magnitude. While trapped in this blackness the target will still need to eat and drink if they carried such items on their person when they became trapped. Every sunrise the target will also need to pass a POW times 5 roll in order to avoid the beginnings of mental illness from the blind solitude, which will reduce their effective CHA or INT permanently by - 1. When the spell expires, the target and all of his possessions (even anything he might have dropped in the darkness) are ejected back into the world exactly where he was caught by the spell.

Pacifist's Warding

Casting Time 1, Duration 10, Magnitude 3, Touch

Runes: *Harmony, Magic*

The enchanted target has a visible shimmer of magic energies on his skin, like the sheen of pearly oil.

If successful, the target is coated in a magical protective barrier that doubles all of the target's worn and natural AP values, its Dodge skill score and any skill used for Parrying. This bonus is obviously magical in nature, as all attacks targeting him cause the sheen to glow brightly for a moment. Since the spell is designed to protect a *pacifist*, if he takes any offensive action (or reaction) the spell is instantly dismissed.

Pause

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Stasis*

The caster lays a hand upon the target, which seems to freeze in time for a moment.

If successful, a willing (it can be resisted automatically) target is frozen in time for a single round. This can help keep someone alive when bleeding to death or from a poison that is coursing through his veins but only for a single round. A target can only benefit from the effects of Pause once per day.

Perfect Bath

Casting Time 1, Duration Instant, Magnitude 1, Touch
Runes: *Man, Mastery*

The target of the spell has a pulse of white light wash over them, causing the unclean from its skin and clothing to run like beads of water.

This spell allows the caster to clean a target of all mundane filth and contaminants on his skin and clothes like ink, soil and other such substances. It does not make the target or his clothing wet, merely clean.

Pincer

Casting Time 1, Duration 5, Magnitude 2, Touch

Runes: *Beast, Man*

The target's hand closes painfully onto itself and warps into a lengthening claw like a scorpion; it is strong and deadly and covered in a black chitin shell.

This spell turns one of the target's hands (caster's choice) into a deadly weapon. It can now inflict 1D6 points of slashing damage with Unarmed or Martial Arts strikes, has an effective grasping STR of 25 and is covered in 3 AP of natural armour. The transformed hand cannot

manipulate things well and can effectively only pick up or carry objects.

Push/Pull

Casting Time 1, Duration Instant, Magnitude 0, Ranged
Runes: *Motion*

The target of the spell suddenly jerks toward or away from the caster, as directed by his hand's gesturing.

This spell allows the caster to move any ENC 1 nonliving item one metre either away or toward the caster in a straight line, as if pushed suddenly from one direction or the other. The item is not moved with significant enough force to inflict damage unless it is naturally damaging (a bottle of acid, for instance) and the caster has no control over the distance moved.

Pyreburst

Area Special, Casting Time 2, Duration Instant, Magnitude 3, Ranged
Runes: *Death, Fire*

The caster turns one of the most solemn moments – the cremation of the dead – into a deadly weapon against his foes with a withering red gaze.

When successful, this spell turns a single corpse into a flaming bomb that showers an area in burning debris. The corpse explodes in an area equal to one metre per 5 points of SIZ (round up) of the corpse. Anything caught in the explosion suffers 3D6 fire-damage distributed evenly amongst all Hit Locations. Although the damage is fire based, it is also comprised of bone chips and melting flesh, so mundane armour still protects against it. No matter how much damage is rolled, the corpse is destroyed by the spell.

Qualm

Casting Time 1, Duration Instant, Magnitude 0, Ranged, Resist (Persistence)
Runes: *Disorder*

The caster's rune throbs in his hand, the tiny specks of blackness fly toward the target and enchant him with a moment of ill will.

This spell forces the target to re-roll his next successful skill test but will not be used to re-roll a critical success.

Whatever the result of the second roll may be, the target must accept it. A target can only be cursed by one casting of Qualm per day.

Quicksilver

Casting Time 2, Duration 5, Magnitude 5, Touch
Runes: *Motion, Motion*

The caster's skin turns the colour of mercury, soaking into the target enchanting them with the ability to move blindingly fast.

The spell grants the target amazing speed, increasing its Movement by 12 metres per action and *doubling* its normal number of Combat Actions and Reactions for the Duration or the spell. In addition, when the target is in motion it requires a successful Perception check versus the target's Athletics skill to see anything but a blur. When the spell expires for any reason, however, they immediately suffer enough levels of Fatigue to be considered *Exhausted*.

Quill Enchanted

Casting Time 2, Duration 10, Magnitude 1, Touch
Runes: *Communication, Magic*

The caster speaks to a single feather after caressing it once with a sparkling finger, causing it to leap to life and scribe his words magically onto any substance.

This spell enables the caster to write his words onto any substance (paper, stone or even metal) which will appear as ink or engraving depending on what the substance is that is being written upon. The caster has only to speak out loud during the Duration of the spell and the quill will write. The words appear fancily written and in the language the words are spoken.

Recognise the Risen

Casting Time 1, Duration Instant, Magnitude 0, Ranged
Runes: *Undead*

The caster's eyes haze over with grey light but blink back to normal in a moment, leaving grey streaks from dropped tears on his cheek.

This spell allows the caster to look upon a single undead entity and know what type of creature it is and a very basic description of it. Unless a further Lore (Undead)

skill test is made, this is all of the information that can be gleaned from the spell.

Refraction

Casting Time 1, Duration 5, Magnitude 2, Touch

Runes: *Light*, *Mastery*

The target's image shimmers and shifts when looked upon, like trying to see through a glass of clear water.

If successful, this spell causes a massive refraction of the target's physical image, effectively displacing it away from where his body actually is. This altered image grants the target a 50% bonus to all Dodge rolls while the spell is in effect but can be very disorienting to try and gauge one's own actions without seeing one's hands in the proper place. This also bestows a -10% penalty on all *other* DEX-based skills.

Replicate Spell

Casting Time 1, Duration Instant, Magnitude 1, Progressive, Ranged

Runes: *Magic*, *Mastery*

The caster feels the nature of a sorcerous spell as it is cast around him and he grasps the threads of the magic before it can fade away, refying these threads into the same spell a second time.

This spell allows the caster to recast any Sorcery spell he has witnessed in the last two rounds of an equal or lesser Magnitude of this spell. All other traits of the spell are exactly the same, including the number of targets, Magnitude, Duration and Range. The caster of Replicate Spell does have to spend additional Magic Points equal to the number of Manipulation skills that were used to cast the original spell.

Rootbound

Area 5, Casting Time 2, Duration 5, Magnitude 3, Ranged, Resist (Dodge)

Runes: *Plant*, *Stasis*

The caster plunges his fingertips into the ground and summons tough and wiry roots from the local plants to shoot up and entangle the legs of his enemies.

If successful, this spell forces everyone in the area of effect to resist the spell or become entangled in the

thick roots summoned by the caster. The roots have an effective STR equal to the POW of the caster and can withstand 10 points damage per square metre of roots. These roots will not cause any damage but they will adjust to completely inhibit movement.

Ruinous Blast

Area 3, Casting Time 3, Duration Instant, Magnitude 10, Ranged, Resist (Dodge)

Runes: *Chaos*, *Magic*

Projecting a growing sphere of nothingness, the caster consumes his foes in the void of the worlds beyond. Whenever such a gate is opened, it is rarely known to close again quietly.

The projectile created by this spell destroys everything in a small area. The target, its possessions and everything within the area of the spell that is not protected by Divine magic of at least Magnitude 6 are utterly destroyed without so much as a trace. The use of Ruinous Blast leaves a horrible stain on the caster, tainting him with the energies of Chaos itself, making him a possible future target for demons and evil beasts who could consider him a kindred spirit.

Salamander Form

Casting Time 5, Duration 10, Magnitude 6

Runes: *Fire*, *Fire*

The caster's flesh begins to spontaneously ignite, starting with the hands and wreathing his entire body to create a fiery sheathe turning him into nothing more than an engine of destruction.

This spell effectively turns the caster into a salamander (fire elemental) for the Duration of the spell, granting some of its abilities to him. The caster need not breathe in this form. The statistics for a character in Salamander Form are as follows:

STR	18
CON	As caster
DEX	11
SIZ	As caster + 2D6
INT	As caster
POW	As caster
CHA	As caster - 1D8
HP:	+6 to every Hit Location (temporary)

Damage Modifier: +1D6

Combat Actions: Two

Movement: 4m (levitation)

Armour: Natural AP 3 added to caster

Special Attack - Fiery Body

A caster in salamander form will ignite any flammable object he touches. He will heat (and eventually melt) metal, bake stone, light fires and naturally, burn living flesh. Salamander form can be used to douse natural fires, so long as he has a 5 points of SIZ for every D6 of damage the normal fire can inflict in a round. The caster cannot douse magical or living flames. He simply enters the fire and sucks it into him, suffering one round's worth of damage before the fire is consumed within him.

In combat, the caster simply engulfs his foes in flame. He can swallow 10 SIZ points of an enemy per 5 points of his own SIZ. Every round, the caster inflicts one point of damage per 5 points of SIZ on all locations he has engulfed. For example, a SIZ 25 caster in salamander form can completely engulf a normal sized human and will inflict 5 Hit Points of damage every round to every one of the human's Hit Locations. Armour protects against this damage at half is usual AP rate.

As a note, casters in Salamander Form are subject to the same elemental attack results as shown on page 54 of *RuneQuest Monsters* should they battle a true elemental or a caster in an elemental form.

Seaweed Web

Casting Time 3, Duration Special, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Runes: *Plant, Water*

The caster drops his hand into the water and summons up a grabbing web of kelp and other sea plants to ensnare and hopefully drown his foe.

If successful, the spell creates a thick layer of heavy plant life that rises up and encompasses the target in order to impair their swimming ability. If the target fails to resist the spell its Athletics skill tests for the purposes of swimming are halved (round up) for one round per Magnitude of the spell. It should be noted that the resistance roll against this spell is a Dodge taken while in the water, which cannot exceed his swimming-related Athletics skill.



Shade Form

Casting Time 5, Duration 10, Magnitude 7

Runes: *Shadow, Shadow*

All of the shadows on the caster's clothing and features suddenly darken, spread and swell into a humanoid casing of darkness that ripples across the surface of his body with sinister energy.

This spell effectively turns the caster into a shade (shadow elemental) for the Duration of the spell, granting some of its abilities to him. The caster need not breathe whilst in Shade Form. The statistics for a character in Shade Form are as follows:

STR	18
CON	As caster
DEX	11
SIZ	As caster + 2D6
INT	As caster
POW	As caster
CHA	As caster - 1D6
HP:	+3 to every Hit Location (temporary)

Damage Modifier: +1D6
Combat Actions: Two
Movement: 4m
Armour: Natural AP 1 added to caster

Special Attacks - Engulf, Fearshock and Freeze

Casters in shade form can douse small lights, such as candles or lanterns by passing over them. They can also hide or obscure objects within their volume. A shade may engulf 10 SIZ points for every 5 SIZ points of his adjusted volume.

Anyone engulfed within a shade form caster is deprived of most of their senses – the senses of touch and hearing are benumbed (–75% to Perception skill tests based on those senses), sight is impossible and the chilled air even muffles the sense of smell (–50% to Perception skill tests based on smell). The caster's shade form blocks not just normal eyesight but also such Traits as Earthsense, Lifesense and Night Sight. This is an automatic effect of the magical body and cannot be turned off. Obviously, the caster must engulf the portion of the body housing the sensory organs in order to deprive the victim of his senses for the Duration of the spell.

The caster's primary method of attack is the application of fearshock. The caster must be at least partially engulfing the victim to use this ability. Fearshock is a direct assault on the victim's psyche, presenting it with images of alien horror so terrible that, in the most extreme cases, they may cause instant death.

When a caster in shade form uses fearshock on a victim, he matches its Persistence against the victim's Resilience in an opposed test. The Shade Form fearshock effect table determines the result.

Shade Form Fearshock Effect Table

Result	Result
Caster Succeeds, Victim Fails	Victim collapses for 20 minus CON rounds and must roll a successful Resilience test or die.
Both Fail	Victim is Demoralised (as the spell of the same name; RQ page 70). The effects last for 20 minus CON rounds.

Result	Result
Both Succeed	No effect on creatures with normal INT. Creatures with fixed INT are Demoralised (as the spell of the same name; RQ page 70) for 20 minus CON rounds.
Caster Fails, Victim Succeeds	Victim unaffected, cannot be targeted again for 24 hours.

A caster can only use fearshock on a given victim once per round. Unconscious or unthinking (constructs, mindless undead and so on) beings are immune the effects of Fearshock.

In addition to the fearshock attack, the caster's shade form generates an aura of intense cold. This causes no damage to creatures near the caster (though they can certainly feel it) but it does damage creatures at least partially engulfed by him. Every round the caster engulfs a victim, the victim takes 1 Hit Point of cold damage to one of the locations engulfed. Armour and protective clothing are helpless to prevent this damage. If the caster has enough Combat Actions, he may combine Fearshock and freezing in the same combat round.

As a note, casters in shade form are subject to the same elemental attack results as shown on page 55 of *RuneQuest Monsters* should they battle a true elemental or a caster in one of the elemental forms.

Shadow Armour

Casting Time 5, Duration 10, Magnitude 4, Touch
Runes: Metal, Shadow

The caster touches the target and a grey haze passes over it until it is completely enveloped in a suit of plated armour the colour of night.

This spell creates a suit of magical plate mail upon the target made of solidified shadow. It is weightless and just as protective as a normal suit of plate against all forms of damage except for that comprised of flame or light. The armour is unbelievably cold for the wearer, supernaturally so and he suffers 1 point of damage to the torso Hit Location every round he cannot pass a Resilience test.

Shamanbane

Casting Time 1, Duration Special, Magnitude 1, Progressive, Ranged, Resist (Persistence)

Runes: *Disorder*, *Spirit*

The caster points his hand, creating a streak of red light that bursts forth from his fingertip toward the target. This light is the essence of confusion, which separates the target from his spiritual self.

If successful, this spell actually severs the ties to any form of spiritual self the target might possess for a number of rounds equal to the Magnitude of the spell. During this time the target cannot access Divine Magic, Spirit Magic, any form of abilities granted by possession or totemic infusions – basically anything the Games Master deems spiritual in nature. When the spell's Duration has passed the abilities return unchanged and unharmed, without other side-effects.

Shock

Casting Time 1, Duration Concentration, Magnitude 1, Resist (Persistence), Touch

Runes: *Chaos*

The caster directs a powerful jolt of destructive energy into his target through his blazing crimson fingers, sending more and more into it the longer he can hold the connection to the Otherworldly forces.

This spell gives the caster a potentially powerful touch attack that can be maintained for long periods of time. If the caster succeeds in touching his target, a connection of energies is made and the target suffers 1 point of unpreventable damage. For every round the caster can maintain their concentration the target will suffer from another point of inescapable damage to the individual Hit Location.

Sink

Area 1, Casting Time 1, Duration Instant, Magnitude 2, Ranged.

Runes: *Earth*, *Movement*

The caster clenches a fist and slams it into the ground; the target of this spell suddenly begins to sink, slowly but surely into the earth.

When the spell is cast, the ground beneath the target churns and they start to sink. The spell can only be cast on natural terrain, like soil or sand, not on a stonework or masonry floor. The target may make a single Athletics test each round to climb out of the effect but each round this test fails 1D6 points of the target's SIZ are drawn further into the ground. The Athletics test suffers a penalty equal to the total SIZ drawn underground. If all of the target's SIZ is drawn underground, he begins to drown.

Skulking

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch

Runes: *Mobility*, *Shadow*

The target is bathed in deep and inky shadows that seem to reach out to grab the darkness around him in order to better hide his movements, pulled along by the night like a ghostly figure.

This spell turns the target into a gliding shade of stealth, nearly invisible in any amount of natural darkness. So long as the target has even the smallest amount of shadow to hide within, the spell grants a bonus to the target's Stealth skill equal to ten times the Magnitude of the spell. Should any light spell strike the enchanted target successfully, this spell is instantly dispelled.

Slash

Casting Time 2, Duration Instant, Magnitude 1, Progression, Ranged, Resist (Dodge)

Runes: *Metal*

The caster balls energy into his fist, which becomes a spinning blade when hurled at his enemy.

The caster turns magical energy into a bladed projectile weapon, slicing into a target. Slash inflicts 1D2 points of cutting damage per Magnitude of the spell to a single random location. This damage is mundane in all regards and all forms of protection will reduce the damage in the normal way.



Slavery

Casting Time 5, Duration Special, Magnitude 1, Progression, Ranged, Resist (Persistence)

Runes: *Mastery, Mastery*

His voice turned into an orchestra of overwhelming domination, the caster forces his targets to do his bidding without question no matter the consequences.

If successful, this spell allows the caster to issue a single command to a number of targets equal to the Magnitude of the spell, which they will follow. The command cannot be longer in words than the caster has POW and cannot be obviously suicidal. If there is a chance that the target(s) can survive, they must follow through with the command to the best of their ability or until they are knocked unconscious. For example, commanding a group of shipwrights to build a galleon for the caster would only work until they passed out from exhaustion but telling a group of rioters to disperse and go home

would likely work perfectly. It is up to the Games Master to judge whether or not a command is suicidal and what the targets do with vaguely worded commands.

Soulstrike

Casting Time 1, Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Runes: *Spirit, Spirit*

With the howl of unearthly energies the caster projects a ghostly missile toward an enemy, ripping a portion of their spirit from them like an arrow tears flesh.

If successful, the target of this spell will suffer a massive spiritual wound. Although it does not inflict any physical damage to the target, they do lose 1 Magic Point for every point of Magnitude of the spell. If a target is caught without Magic Points, they lose temporary POW instead. Should a target be reduced to POW 0, they are instantly killed and turn into a Ghost (for Ghost Statistics see page 65 of *RuneQuest Monsters*).

Spirit Tracker

Casting Time 1, Duration Instant, Magnitude 0, Touch

Runes: *Spirit*

The caster places a finger on the eyes of the target, which flash white for a moment once opened, revealing the passing of Otherworldly entities.

This spell allows the caster to enchant a target with the ability to use the Tracking skill on a spiritual entity *once*. All normal rules for the Tracking skill apply normally but the target can actually see the metaphysical trails of a spirit. Multiple castings of this spell will be required to track a spirit for long periods of time and so the number of castings will depend on how far and how quickly the spirit in question has travelled.

Stronghold

Area Special, Casting Time 10, Duration Special, Magnitude 5, Touch

Runes: *Law, Metal*

The caster envelopes his own home in a powerful protective barrier that faintly glows at every entrance or portal, keeping all inside safe until dawn.

Once cast, this spell protects the ways in and out of the caster's current domicile until the following sunrise.

Nothing can get inside of the entire building without the caster allowing it personally, until the rays of the rising sun strike the walls of the enchanted building. Mundane methods of breaking into the building will fail automatically and only through magical means of a Magnitude greater than 5 can arcane entry be gained. The spell can be dispelled as normal, however but the caster will be instantly aware of that fact.

Sunstrike

Casting Time 1, Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)
Runes: *Heat, Light*

The caster hurls a sphere of coherent white light at the target, burning and blinding it upon impact.

If successful, this spell strikes a target with a powerful sphere of searing heat and blinding light. The target will suffer a number of points of damage equal to the Magnitude of the spell to one randomly determined Hit Location and any Hit Locations that are connected to the first. Also, the target must take an immediate Persistence skill test or be blinded by the brilliant flash that accompanies the impact for a number of rounds equal to the spell's Magnitude.

Suspend Death

Casting Time 1, Duration 1, Magnitude 3, Ranged
Runes: *Death, Stasis*

The caster gestures with open hands and the world holds its breath for one target.

When this spell is cast, the targeted creature cannot normally die for the Duration of Suspend Death. The target can still be maimed, knocked unconscious, dismembered and so forth but he cannot die by mundane means. He may even be reduced to any number of negative Hit Points but will not die. If the character is restored to health before the spell's Duration ends, then all is well. If Suspend Death expires while the character is still mortally wounded, then he will likely succumb to his wounds and die.

Sylph Form

Casting Time 5, Duration 10, Magnitude 5
Runes: *Air, Air*

The caster is swept several feet into the air by a rush of wind, which wraps around his body and forms a second skin of collected dust and the wind itself.

This spell effectively turns the caster into a sylph (air elemental) for the Duration of the spell, granting some of its abilities to him. The caster need not breathe whilst he is in this form. The statistics for a character in Sylph Form are as follows:

STR 30
CON As caster
DEX As caster + 1D6
SIZ As caster + 2D6
INT As caster
POW As caster
CHA As caster - 1D6
HP: +5 Hit Points per Hit Location (temporary)

Damage Modifier: +3D6

Combat Actions: Varies

Movement: 10m (flying)

Armour: Natural AP 10 to caster against all missile attacks

Special Attacks - Seize and Hurl

The sylph form caster's primary form of attack is picking up and dropping his enemies. He can seize and lift a number of victims with a total SIZ equal to or less than the caster's adjusted STR. The victims are lifted and dropped three metres for every 5 points of SIZ the sylph possesses. Normal falling rules (see the RQ, page 89 - 90) are used to determine damage.

A victim can resist being lifted by the caster by matching its STR against the caster's in a standard opposed test. Alternatively, it may try to kill the caster through normal damage before the caster can lift it into the air. A caster in sylph form can lift multiple targets by dividing his STR between them.

The caster may also attack by hurling objects at his enemies when seizing and dropping them is not likely to work, as in the case of a flying creature, for example. A caster in sylph form has a chance to hit with any thrown object equal to his adjusted DEX times three. Damage is worked out normally and will depend upon the item that is hurled.

As a note, casters in Sylph Form are subject to the same elemental attack results as shown on page 57 of *RuneQuest Monsters* should they battle a true elemental or a caster in an the elemental form.

Tarnish

Casting Time 5, Duration Permanent, Magnitude 2, Touch
Runes: *Metal*, Shadow

The caster places a smoking finger upon any metallic object and watches as the darkness weakens the metal like thousands of years of wear in seconds.

This spell attacks the structural integrity of any metallic object, from swords to a castle's portcullis. The caster must keep the item in contact with his hands for the entire casting or the spell will automatically fail and the Magic Points are wasted. An object affected by the spell has its AP and HP reduced by half (round up), meaning that Tarnish cannot actually destroy anything – merely weakening them, almost to the point of complete worthlessness.

Tornado

Area 50, Casting Time 10, Duration Special, Magnitude 10, Ranged
Runes: *Air*, Chaos

The caster spins violently around in place three times and points his hands at the open sky. A rumble answers as a dark black funnel cloud comes twisting down onto the ground, tearing apart anything in its path.

This spell allows the caster to call a single tornado from a calm sky down to smash his enemies. The tornado will arrive 1D6 minutes after the spell is cast and exist for 2D6 times three minutes, rolled by the Games Master in secret. Anything near the tornado will suffer a variable number of hits doing random levels of damage depending on how close they are, as depicted in the following table.

Proximity to Tornado	Number of Hits Inflicted	Damage Inflicted per Hit
40 – 50 metres	1D3	1D2
20 – 39 metres	1D6	1D3
10 – 19 metres	2D4	1D4
5 – 9 metres	2D6	1D6
0 – 4 metres	5D6	1D8

The tornado will first land within 1D6 metres of the intended target point when the spell was cast but will move 3D6 metres in a random direction each round until it finally dissipates. The caster and his allies are not immune to the tornado's effects and casters should be very careful where and when they use this spell. For obvious reasons, both the caster and the original target point must be under an open sky for this spell to function effectively.

Total Immersion

Casting Time 5, Duration Special, Magnitude 1, Progressive, Ranged, Resist (Persistence)
Runes: *Illusion*, *Illusion*

The target's world becomes blurry and bleeds away like oil paint to reveal a completely new world behind it. The targets are embroiled in this strange new world for what

Total Immersion as a Plot Device

This spell can be used by Games Masters at high levels to create very interesting plots and story arcs using illusory adventures. Groups of Player Characters could be swept into a freakish carnival of demonic clowns by an evil Rune Touched caster, learning a great deal about the caster's psyche in the process. Or perhaps an entire string of adventures could be a series of Total Immersion castings to complete some kind of mental puzzle.

It is a powerful tool that Games Masters can use to make fantastic adventures that defy the laws of reality and we encourage them to do so.

feels like months, only to have it melt away and reveal themselves back in the regular one once more!

When successful, this spell gives the caster unfathomable control over an illusory experience forced upon his targets. This illusory world is 100% real to the targets, real enough to cause them bodily harm. The number

of targets that the caster can affect is equal to the Magnitude of the spell but the detail and Duration of the world itself depends solely on the POW of the caster. The following table over leaf shows what sort of illusory world a caster can create, how long it will last in their target's minds and what manner of damage the world can inflict upon them.

Caster's POW	Illusory World Details	Perceived Duration of Illusion	Maximum Type of Damage Possible
1 – 5	Rough, unimaginative and unbelievable (White fog, darkness and so on)	1 week	None
6 – 8	Hazy and unclear (Blurry jungle, desert and so on)	1D3 weeks	None
9 – 10	Hazy and unclear; some interactive features (as above with animals and plants)	1D6 weeks	Fatigue
11 – 13	Clear and mundane; some interactive features (City, castle and so on)	1D3 months	CON (temporary)
14 – 16	Clear and mundane; detailed interactive features (as above with traps, beasts and silent Non-Player Characters)	1D6 months	POW (temporary)
17 – 18	Clear and slightly abstract; some interactive features (Floating palace, never-ending cavern and so on)	2D6 months	POW (temporary)
19 – 20	Clear and abstract; many interactive features (as above with intelligent villains and allies, detailed plots and so on)	1D2 years	Hit Points
21+	Elaborate, perfected and as abstract as needed; total interaction if wanted (whatever the caster needs to create)	1D6 years	CON (permanent)

The illusory world is created by the caster to occupy the targets with some kind of quest or adventure, if possible, which keeps their minds busy with dangerous activities for what they believe to be weeks, months or even years. In reality, however, only 1D3 minutes passes while the illusion courses through their collective minds. Although it is an illusion, all of the targets to the same spell are subjected to the same illusion with one another, making it seem all the more real to all of them.

Touch of the Gorgon

Casting Time 2, Duration 5, Magnitude 8, Resist (Dodge), Touch

Runes: *Chaos*, *Earth*

The caster's hand turns cold and grey, the nails growing long and stony. Anyone the ghastly appendage touches turns to stone, like the gaze of the medieval aberration of the spell's name.



This spell gives the caster a horrible weapon that can turn his enemies to stone. If the caster can touch a target's bare flesh (which may require a Precise Attack to do so), they will immediately be forced to take a POW times five Skill test or have that Hit Location turn to stone. Limbs that are turned to stone are simply dead weight. However, if the abdomen, torso or head locations are turned to stone the target is killed.

Trap

Area 3, Casting Time 5, Duration Instant, Magnitude 1, Progressive, Touch, Trigger
Runes: *Stasis*

Scribing the rune of Stasis in the ground or on an object, the caster leaves a powerful trap for his foes to be ensnared by.

This spell creates a magical snare on an object or the ground that will be triggered by the first person who is not the caster to touch the area surrounding it. When triggered, the spell robs whatever Hit Location touched it from further motion for a number of hours equal to the Magnitude of the spell. If this is an arm or a hand, the limb cannot let go of the object or area. If it is a leg, the target cannot physically move from that point until the spell expires. No physical harm comes to the target from being trapped but some ensnared targets might harm themselves trying to escape.

Trick

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Illusion*

With a snap of his free hand's fingers the caster can force a slight misdirection of one of the senses, too fast to be noticed or prevented but still effective as a distraction for other abilities.

This spell grants the caster a +10% bonus to the target's next Sleight or Stealth skill test possibly involving the observations of others and cannot stack with any other bonuses (including other castings of Trick).

Understanding

Casting Time 1, Duration Instant, Magnitude 0, Touch
Runes: *Communication*

The target's ears sparkle briefly under the touch of the caster as they are enchanted with the ability to translate foreign tongues.

This spell grants the caster either a +10% bonus to his next Language skill test or the ability to understand the next 15 words spoken in a foreign language he does not have a skill for and cannot stack with any other bonuses (including other castings of Understanding).

Undine Form

Casting Time 5, Duration 10, Magnitude 6
Runes: *Water, Water*

The caster's eyes weep a steady stream of tears that grow into rivers of salty water, growing and swirling around his body until he is lost inside a churning mass of water that constantly flows into the shape of a massive man.

This spell effectively turns the caster into an undine (water elemental) for the Duration of the spell, granting some of its abilities to him. The caster need not breathe in this form. The statistics for a character in undine form is as follows:

STR 35
CON As caster
DEX 7
SIZ As caster + 3D6
INT As caster
POW As caster
CHA As caster - 1D6
HP: +8 to every Hit Location (temporary)

Damage Modifier: +3D6

Combat Actions: Two

Movement: 6m (water), 3m (land)

Armour: Natural AP 3 added to caster

Special Attack - Drown and Smash

When combating on land, a caster in undine form primarily attacks by engulfing his victim and forcing some of his body into the victim's lungs. The caster must succeed in an opposed Athletics test against the victim to force water into the lungs but if he succeeds, the victim immediately begins to suffocate (see RQ page 90). The victim cannot hold its breath and must begin to make

Resilience tests every round at a cumulative –10% penalty or suffer damage. If the caster is unable to force water into the victim's lungs, he may still cut his victim off from oxygen, though in this case the victim can hold its breath normally. Naturally, the caster may attempt an Athletics test on each Combat Action to force water down the victim's throat. The caster can engulf 10 SIZ points of any creature for every 5 SIZ points worth of volume that he possesses.

If underwater, the caster can smash victims against the bottom, doing 1D6 plus his Damage Modifier with every smash. A victim can resist this damage with an opposed Athletics test. The caster may divide his STR up among multiple opponents. If there is no bottom or other solid surface available, the caster can do little other than try to engulf a victim and suffocate it or carry it to a spot where he can smash the victim. A caster in Undine Form may even attempt to suffocate water-breathing creatures by drawing oxygen away from their gills, a tactic that will result in the usual rules involved in drowning.

As a note, casters in Undine Form are subject to the same elemental attack results as shown on pages 58 – 61 of *RuneQuest Monsters* should they battle a true elemental or a caster in an elemental form.

Unshakeable Belief

Casting Time 2, Duration 3, Magnitude 2, Resist (Persistence), Touch
Runes: *Truth, Truth*

The caster places one finger on each ear of the target and speaks in harmonic tones about a statement that the target cannot possibly dispute.

When successful, this spell allows the caster to ensure a single target will not question or disbelieve what

truths he has to say. This does not allow the caster to lie to the target and force him to see the lies as truths; it merely forces the target to unquestionably believe true statements made by the caster. The target will not be shaken from this belief, nor will he need any evidence other than the magic of the spell.

Veil of Midnight

Area 2, Casting Time 1, Duration 1, Magnitude 3
Runes: *Darkness, Mastery*

A sphere of impenetrable darkness appears around the caster, making him a difficult target and wily attacker.

This spell conjures a sphere of darkness, two metres in diameter. The caster can see through this darkness normally and gains a +10% to all attack, parry and Dodge rolls while standing within it. However, the darkness is immobile and lasts only one minute.

Verdant Surge

Area 10, Casting Time 3, Duration 5, Magnitude 4, Range
Runes: *Plant, Plant*

Thin green glowing ropes of energy fall from the caster's hands and drive into the ground, seeking out the plants surrounding the target and enchanting them to become a living weapon.

This spell turns an area targeted by the caster into a deadly field of plant life weaponry. Grasses become thorny and stiff to stab at legs, trees bend and smash with heavy branches and vines strangle. Depending on the environment targeted by the spell, the damage and number of attacks inflicted is variable.

Environment	Number of Attacks per Round	Attack Skill % Used	Damage per Successful Attack
Barren or wasteland (little vegetation)	1	20%	1D3
Plains or hills (some small vegetation)	1D2	35%	1D4
Woods or savannah (thick with small vegetation and some large plant life)	1D3	50%	1D6
Forest or swamp (thick with both small and large vegetation)	1D4	65%	1D8
Jungle (overwhelmed with vegetation)	2D3	85%	2D4

Vessel of Elemental Storage

Casting Time 5, Duration Special, Magnitude 1, Progressive, Touch

Runes: *Magic*, *Stasis*

A white glow envelopes a jar held by the caster, protecting it from any source of elemental magic and storing it for future use.

The item enchanted by this spell can hold a single spell of an equal or lesser Magnitude that requires at least one of the elemental Runes to cast: Air, Earth, Fire, Shadow or Water. The spell remains sealed in the enchanted container for as long as the container retains its structural integrity. As soon as the container is opened or somehow broken the spell is unleashed as an Area spell instead of its normal version, in this case an Area equal to the container's SIZ.

Volcanic Cloud

Area 5, Casting Time 2, Duration 5, Magnitude 5, Ranged, Resist (Resilience)

Runes: *Air*, *Fire*

The caster's hands glow a dull and aching crimson before he claps them together with the sound of thunder, expelling a deep grey cloud of hot ash and embers.

If successful, this spell creates a five metre radius cloud of fiery ash and embers like that found in the eruption of a volcano. Anyone other than the caster in the area of effect that cannot resist the spell suffers 1D4 points of fire damage to every Hit Location per round of exposure and a -25% to Perception skill tests due to burning eyes and running noses. Anything readily flammable in the area will ignite in 1D2 rounds of exposure. The cloud will rush out to where the caster originally directs it when the spell is cast but will not move from that point unless moved by a strong wind.

Weather Ward

Casting Time 3, Duration 60, Magnitude 1, Touch

Runes: *Air*, *Harmony*

The target is enveloped in a white light that drifts away like smoke, leaving behind a protective barrier between him and the wind or rain.

While this spell is in effect the target and his possessions cannot be hindered or even touched by mundane

weather effects like rain, wind or even snow. The target will simply be able to walk around dry in a rainstorm or calm in a gale. This spell does not protect the target from the additional effects adverse weather can have like rock slides, floods or avalanches, merely from the basic weather itself.



Wetting

Casting Time 1, Duration Instant, Magnitude 0, Touch

Runes: *Water*

The caster passes his rune over his cupped hand creating a thimble full of cool water from thin air.

This spell creates a tiny amount of water in the cupped hand or mouth of the target. It is barely a mouthful and could only be useful as a way to smear ink, put out a candle or similarly minor effects. This water is not magical in nature.

Wild Magic Burst

Casting Time 1, Duration Instant, Magnitude 1D6, Ranged, Resist (Dodge)

Runes: *Chaos, Magic*

Wild and unframmelled magic spurts into the universe at the caster's behest, ripping open the fabric of reality in the form of a hurtled sphere made of random sights, sounds, smells and tastes.

The effects of this spell are alarmingly unpredictable. Roll 2D6, choose one result from the two and consult the following table:

D6 Result	Effect
1	Backlash! The caster loses another 1D6 Magic Points.
2	Blast! The target of the spell suffers 1D6 hits, each of which inflicts 1D6 points of damage to a random location.
3	Infuse! The target of the spell regains 1D6 Hit Points. If he is at his full Hit Points, he regains one spent Magic Point per unused Hit Point. If he is at full Hit Points and Magic Points, then he gains a +5% bonus per unused Hit Point to his next roll.
4	Chaotic Hindrance! The target suffers a penalty of 1D6x5% to his next roll.
5	Chaotic Bonus! The target gains a bonus of 1D6x5% to his next roll.
6	Random Magical Effect – up to the Games Master
Doubles	Chaos Surge! Roll 3D6, applying all individual 1 – 6 results! (Ignore further Doubles)

Winning Gambit

Casting Time 10, Duration Special, Magnitude 1, Progressive, Touch

Runes: *Luck, Luck*

As a sign of the target's ability to manipulate the probabilities of success in his actions, his eyes and fingernails take on a slight sheen of gold or silver.

When successful, this spell is a powerful tool. For a number of skill tests equal to the Magnitude of the

spell, the target can roll two sets of dice and *choose* which outcome is better for him at the time. This works in all instances, even combat situations, where percentage dice are rolled in relation to a skill. While the spell will likely use itself up in just a round or two of normal combat, it could save the target's life. It is most commonly associated with magical gamblers, who must wear dark glasses and gloves to hide the obvious enchantment laid upon them. The manipulation of luck in this way is absolute and cannot be re-rolled through other magical means.

Word of Ending

Casting Time 2, Duration Special, Magnitude 10, Ranged, Resist (Resilience)

Runes: *Death, Death*

The caster whispers the name of his target, infusing it with the blighted energy of the runes in his hands. Black motes of energy fly from the caster's mouth and settle on the target, who shudders and goes stiff before beginning to rot away to grey dust in minutes. When the spell is finished nothing remains, not even bones.

This deadly spell is one of the most powerful offensive attacks a Rune Touched caster can call upon. It can only target living sentient beings with an INT higher than 2. If the target cannot resist the spell they will lose 1 permanent Hit Point from every Hit Location each round until they are dead. This loss cannot be stemmed or protected against as long as the spell is still in effect.

Wordwind

Casting Time 1, Duration Instant, Magnitude 2, Ranged Special

Runes: *Communication, Air*

A whispering wind emanates from the caster's lips, rushing over the landscape with the speed of a gale to deliver his message.

Wordwind carries a brief message to any single target known to the caster, within a number of miles equal to twice the caster's POW. This message can be no more than 15 words long. The target hears the message one round after the spell is cast. The message is no louder than the caster's whisper, so it is possible that the target could mishear the message should a Perception skill test be required and failed.

Worms in the Apple

Casting Time 2, Duration Instant, Magnitude 1, Progressive, Touch, Resist (Resilience)
Runes: Beast, Death

The caster touches even the healthiest of organic materials and infests it with horrid swarm of glowing green maggots that ceaselessly devour the life from anything they touch.

When successful, this spell sends dozens of magical rot grubs into a living object in order to have it consumed. The caster must touch bare flesh or plant matter for the spell to actually function, which might require a Precise attack. If the target fails to resist the spell they will be instantly infected with the magical rot, inflicting 1D3



damage to the touched location. The grubs spread to adjoining Hit Locations when all the Hit Points to that location have been 'eaten' and will last a total of rounds equal to the spell's Magnitude.

Year of Plenty

Area Special, Casting Time 10, Duration Special, Magnitude 1, Progressive
Runes: Fertility, Fertility

With a passing of warmly glowing hands low over the ground, the caster paints the world in green and healthy plants that swell with fruit and sprout grain for several days following the spell's casting.

This spell allows the caster to enchant fields of fruit and grain-bearing plants to rapidly produce their food products for a number of days equal to the Magnitude of the spell. The area of plant life that will be affected is a number of acres equal to the Magnitude of the spell, which will be able to be fully harvested *daily* if the manpower persists to do so. This can mean enormous surplus foodstuffs for agricultural communities or the saving of one in drought or overpopulation.

Yoke the Beast

Casting Time 2, Duration 30, Magnitude 3, Ranged, Resist (Persistence)
Runes: Beast, Harmony

Whispering out a series of echoing tones created from the spell, the caster can soothe the savagery in any creature he comes across.

This spell will cause common animals to become calm and friendly. Any animal with an INT of 2 or less that fails to resist the spell will instantly be calmed and somewhat cowed by the caster for the Duration of the spell. Although the animal will react favourably toward the caster, it will not do what the caster tells it without an additional Lore (Animal) skill test. It should be noted that although the animal will be friendly toward the caster, it may not be so amiable toward his allies.

Zombify

Casting Time 10, Duration Permanent, Magnitude 5, Touch

Runes: Infinity, Undead

Placing his fingers in the mouth of the corpse, the caster passes Otherworldly energies into it. The creature rises soon after as a mindless servant of the caster, an undying retainer of rotting flesh.

This spell is the primary way for a Rune Touched caster to create a commonplace zombie from the corpse of a fallen humanoid or animal. Zombies are mindless creatures that hunger for the flesh and organs of the living and will follow the most basic of instructions given to them by their arcane master.

The following statistical changes take place upon a creature when it is zombified:

STR	+ 1D3
CON	No Change
DEX	- 1D2
SIZ	No Change
INT	2
POW	2
CHA	2
HP:	+2 to every Hit Location

A zombie's chance to hit with any weapon or Unarmed attack is equal to its current DEX x 5. Zombies never attempt to Dodge and can inflict 1D4 points of damage with their bite (unless the pre-animated creature's bite was stronger).

A Zombie cannot die or be incapacitated. The only way to 'kill' one is to literally destroy the entire body. While a Zombie will not regenerate, even severed parts of the Zombie will still move and fight as well as possible – a severed hand will grasp, a severed head (if the mouth is not sewn shut) will bite and so forth. Each Hit Location of a Zombie must be brought to its negative Hit Point equivalent in order to destroy it.

Impaling weapons of any kind only do half damage against Zombies. This includes damage from the attacker's Damage Modifier. Arrows and crossbow bolts are even less effective; such weapons inflict only 1 point of damage per hit (after penetrating any armour, of course). Blowguns are utterly useless against a Zombie. Even if a blowgun dart penetrates the Zombie's armour, it will do no damage against the Zombie, Zombies are also immune to any kind of poison and disease. The blessings from the gods are expensive and require

DIVINE MAGIC

serious devotion by the faithful in order to work but can perform truly miraculous feats compared to the abilities of Rune Touched casters and sorcerers. Although it can only be practiced by those who are willing to make the sacrifice, Divine Magic can be one of the most important and powerful tools in any Player Character's repertoire.

The following chapter details a multitude of new Divine Magic spells that range in Magnitude from 0 to 5, requiring service, worship and the asset donations found in the *RuneQuest Companion* (page 9). These spells should be considered to be available in any setting, so long as the Games Master allows them, to the appropriate cults and faiths listed.

Cult Types

There are countless cults and faiths in the many worlds of *RuneQuest* but the following list encompasses all of the main varieties that we are using in this chapter to delineate which spells are going to be available from what cults. Games Masters who define their own faiths and cults will want to find a close representation on this list for their cult in order for players to better locate which spells are available to them.

Air – Cults of the sky and wind

All – Covered by any faith due to its general utility

Beasts – Cults that worship animals or creatures

Chaos – Cults of the unfathomable Chaos Minions, Demons and so on.

Death – Cults that revere the dead, undead or process of death or decay

Earth – Cults that worship the ground, stone or mountains around them

Fertility – Cults that revere the cycle of life in its many forms and also domestic life

Fire – Cults that worship flame, fire and all its natural applications

Hunter – Cults that worship the wild places and the living off or in it

Moon – Cults that revere the moon or the lunacy it is attributed for

Night – Cults that worship the night time or darkness

Sea – Cults that revere the oceans and ocean travel

Storm – Cults that revere the forces of nature and weather itself

Divine Voices

In this chapter there will be several Divine Magic spells that will have a Magnitude listed at 0. These are called 'Divine Voices' and are much easier to contain than proper Divine Magic spells. These are special Divine spell types that are new to *RuneQuest: Spellbook* and have some special rules regarding how they function.

Any Divine Magic spell listed with a Magnitude 0 is one of the lesser miracles that perform minor effects. Magnitude 0 spells still cost a single Magic Point and a Combat Action to cast but are so simple to control that they require no Lore (Theology) skill test to do so. Also a Divine spellcaster can hold *three* Divine Voice castings for every point of POW they dedicate to them, meaning that the character can cast the spell three times before the POW is returned and the spell lost. Effectively these minor miracles are so rudimentary that the gods bless their worshippers with multiple uses to better serve the faith. Divine Voices cost the same as Magnitude 1 spells in time and resources spent but they effectively cast the spell three times in that time instead of just the once.

Sun – Cults that revere the sun and the daylight it brings

Trickster – Cults that worship deceit, deception or other moral ambiguities

War – Cults of battle and all that it entails

Water – Cults that worship any form of water or ice

New Divine Magic Spells Abandon

Duration Permanent, Magnitude 4, Resist (Persistence), Touch

Cults: Chaos

The caster touches a subject with the full might of his dark gods' will, ripping away the connection between the target and its god's blessings.

This spell uses the devious powers of dark gods to puncture the connection between another and his faith. Although not as devastating as spells such as *Condemnation* and *Excommunicate*, the caster can seriously hinder the Divine Magic capabilities of others. If the spell cannot be resisted, the target immediately loses access to all currently known Divine Magic spells (regaining the POW accordingly) and cannot attempt to learn them again without first receiving the benefits of a *Penitent Sacrifice* spell. The target is aware that he once knew the spells but finds only loneliness and painful memories residing in their previous place.

Abscess

Duration 15, Magnitude 1, Resist (Resilience), Touch
Cults: Death

The caster grips a target with a forceful hand, pulling away to leave behind a red and swollen lesion that is very susceptible to rupture.

This spell allows the caster to make one target's Hit Locations extremely damageable by bladed weapons. By causing an area of the target's body (whichever was touched) to swell with water and blood in the shape of his hand's touch. The target suffers double normal damage from any bladed or otherwise sharp weapons striking it. The area is very swollen and painful throughout the Duration of the spell and any sort of action that requires the movement of it will suffer a -20% penalty.

Acquiesce

Duration Instant, Magnitude 0, Ranged, Resist (Persistence)
Cults: All

The caster's voice becomes multi-tonal and somewhat entrancing, driving his requests into the minds of all of those who are listening.

This Divine Voice grants the caster supernatural persuasive ability against a single target, for a single request. The caster can make a single reasonable request of the target (take first watch, stand aside and let me pass, sell me your sword for half price and so on), who

will then need to resist the spell. If they do not, the request is agreed upon as if they would naturally do so. If the spell is resisted, however, the caster can still resort to normal Influence skill tests and the like to try and further persuade the target.

Acquittal

Duration 15, Magnitude 2, Touch
Cults: Trickster

The target takes on a pale nimbus of energy that can only be perceived as complete and utter innocence, no matter what they do.

While this spell is in effect, the target cannot be found guilty of any form of crime or miscreant behaviour by those who are looking upon him. A pickpocket blessed by the spell can be noticed stealing from purses but onlookers will simply see whatever they need to in order to justify the behaviour. Judges will find reasons to release accused criminals when they see them for sentencing and city watchmen will laugh off the most heinous of crimes. This spell can only effect those who can *see* the target, meaning that a baron far away from the spell's target has no problems signing a death warrant for them, likely to be carried out long after the spell has expired.



Acute X

Duration 10, Magnitude 0, Touch
Cults: Beasts, Hunter

One of the target's senses becomes ultra-sensitive, like that of a great predator on the prowl.

This Divine Voice enhances one of the target's senses, as directed by the type of spell it is (acute sight, acute hearing and so on). This enhancement is so heightened that the target can choose to re-roll any Perception skill tests using the enchanted sense for the entire Duration of the spell. Unlike other forms of heightened senses, the affected sense is not in any danger of being damaged by any kind of over-stimuli.

Addle

Duration 15, Magnitude 1, Touch
Cults: Moon, Trickster

The caster fogs the mind of his target, turning him into a simpleton that is little more than an animal.

This spell can turn the smartest individual into a primal creature of few thoughts for a short period of time. The target of the spell must avoid being touched or have their INT and CHA scores reduced to 2 for the Duration of the spell. Not only will all of the skills requiring INT and CHA be reduced similarly but the target loses all access to spoken language and spell casting also. As a benefit to this primal state, the target cannot suffer from Fatigue or emotional effects.

Aegis

Duration Special, Magnitude 1, Progressive, Touch
Cults: Earth, War

The caster wraps the target in a skin of stone or metal that protects it from any form of physical harm.

This spell protects the target from harm, covering its skin in a layer of metal or stone that stacks with normal armour and conveys no armour test penalty. This spell allows the target to ignore any one source of damage. So long as it is not from a Divine Spell of greater Magnitude, this spell reduces all damage inflicted to zero. The spell lasts until a number of damage sources have been prevented equal to the spell's Magnitude.

Agelessness

Duration Special, Magnitude 1, Progressive
Cults: All

Some faiths prefer to use magic to prolong the lives of their hierarchy, keeping them from aging to keep them part of the cult for as long as they can.

This spell allows the caster to ignore several years of aging through its casting. The caster cannot be aged for any reason for a number of years equal to the Magnitude of the spell. In order for this spell to function, however, the caster must spend 1 permanent POW after casting it. This permanent expenditure also lowers the caster's possible maximum POW score, making this spell not an infallible solution to aging but a sound way to extend life for several decades.

Airway

Duration Instant, Magnitude 2, Touch
Cults: Air, Storm



The caster and all those he can lay his hands upon are enveloped by a swirling gust of magical air and ferried to any holy place by the breath of the gods.

The spell is an example of powerful transportation magic used by some to travel extremely long distances. When the spell is cast, the caster and anyone he is touching (including their possessions) is flown to any holy site he has visited before. The travel is not instantaneous and takes a number of minutes equal to the number of miles the trip will take. Nothing can harm the travellers, except for other high-flying creatures or persons and natural weather will not slow or hinder them. Everyone, except the caster, however, will need to pass an Athletics skill test when they land to avoid being dropped to the ground awkwardly and suffering 1 point of damage to a random leg location.

Alchemist's Touch

Duration Permanent, Magnitude 1, Touch

Cults: All

The caster can transmute the attributes of materials into new, amalgamate substances.

This spell allows the caster to mix two ingredients together to create a new substance with the general properties of both. Although this has very little physical effect on the substances, any inherent properties of the two inorganic materials are combined flawlessly. For instance, a caster mixing silver and iron together will create a metal that would be powerfully effective against both werewolves (silver) and fae (iron). It is up to the Games Master to decide what the final substance properties really are and it must be noted that once a material has been created by this spell it cannot later be re-combined again to add additional properties.

Alter Target

Duration Instant, Magnitude 2, Ranged

Cults: Air, Trickster

Before it can strike, a ranged attack is projected in midair towards a new target.

The caster of this spell has the ability to re-direct *any* Ranged attack away from its intended target. This spell is cast as a Combat Reaction whenever a Ranged spell, missile attack or anything else is in mid-flight.

The spell is cast and the missile (even if it is supposedly instantaneous in flight like most spells) is turned away from its original target and sent flying toward another target of the caster's choice. This new target has to be a viable target for the source of the attack and cannot be used to reflect a missile back towards its source.

Amplify

Duration 15, Magnitude 1, Progressive, Touch

Cults: All

The caster calls upon the blessings of his deity to augment the magical abilities of the target, who glows a bright eldritch green while the spell surges throughout his body.

The caster uses his connection to his gods to ask them to boost his magical abilities or those of his allies. While the spell is in effect all castings of non-Divine Magic (Rune Magic, Sorcery and so on) with the Progressive trait have a bonus to their Magnitude equal to the Magnitude of this spell. No spell can have its Magnitude boosted beyond 10. This boost to Magnitude occurs *after* the spell is cast and therefore does not cost that spell's caster extra Magic Points.

For example, Gar casts a Magnitude 3 *Bladessharp*, spending the required 3 Magic Points and makes the Runecasting skill test. Since he is currently under the effects of a Magnitude 2 *Amplify* cast by his friend a few minutes before, the *Bladessharp* counts as having been cast with Magnitude 5 for all purposes.

Anathema

Duration 15, Magnitude 2, Ranged, Resist (Persistence)

Cults: Chaos, Trickster

The caster's gods turns its attentions toward the targeted individual and making sure all who look upon it is disgusted or unsettled.

The caster can curse someone for a short period of time with the inability to interact socially with intelligent beings. Creatures with an INT higher than 2 will regard the target of this spell with complete contempt and downright dislike as they are fooled by the powerful magic of this spell. The target is considered to automatically critically fumble any CHA skill that partially interacts with intelligent creatures. This spell's

effects do not require a particular culture or language; it merely forces all thinking creatures into avoiding and resenting the target.

Antidote

Duration Instant, Magnitude 1, Touch
Cults: Beasts, Fertility

The caster calls upon his faith to shield him from the most virulent of poisons as he draws them out from within the body of the target.

This spell allows the caster to completely remove the effects of any poison, toxin or venom from a single target with nothing but a touch upon bare flesh. The dangerous substance is brought to the surface of the skin in the form of an oddly coloured sweat to be wiped away (it is inert and cannot be used again), taking all of the temporary effects with it. Temporary characteristic losses are regained in just a minute but any physical Hit Point damage that the substance might have caused must be healed normally.

Aphrodisiac

Duration 15, Magnitude 1, Touch
Cults: Fertility, Trickster

The target is bathed in a powerful blessing that makes the opposite sex desire him for the basic pleasures in life, making the target able to manipulate them according to his own desires.

Most often used to further the local community's population through breeding rituals and arranged mating, this spell turns the target into a beacon for sexual energy and desire. As long as the target is making Influence or Streetwise rolls toward members of the opposite sex (or those of the same sex that would find the target sexually attractive), these rolls not only cannot fumble but are also made by rolling three D10s and choosing the digits the target wishes to make up the percentage. Other than the boon for Influence skill tests, this spell should make all opposite sex individuals around the target friendlier and more focussed upon him, which could be a very good or very bad thing depending on the circumstances.

Apothecary

Duration Instant, Magnitude 2, Touch
Cults: Earth, Fertility

The caster's hands glow white, washing the target in light that cleanses the body of any sickness and proceeds to heal minor wounds.

This useful spell instantly heals a single Hit Point of damage on all of the target's Hit Locations while curing them of any mundane illnesses, aches and pains. The target of the spell removes all current levels of Fatigue and removes diseases and infections that did not originate from a magical source (*contagion*, *spore* and so on).

Arc

Duration Instant, Magnitude 0, Resist (Dodge), Touch
Cults: Storm

A short bolt of electricity leaps from the fingertips of the caster into the target's body, burning a small section of their flesh.

This Divine Voice is a minor version of the Lightning Strike spell, giving the caster a close range weapon that can inflict considerable damage. If the touch is not dodged, the spell inflicts 1D3 points of damage to the body location touched. Armour points are not effective against this damage and it counts as both magical and electrical damage.

Ardent Home

Duration Special, Magnitude 1, Touch
Cults: All

With a kneeling prayer to the gods the holy site surrounding the caster becomes warm and welcoming to those who come to worship.

This spell is often used by caretakers of holy temples and shrines, although it does not have to be. Once this spell is cast, the sanctified building (church, shrine, temple and so on) it was cast within becomes the proper temperature and humidity for the spellcaster to be comfortable. This could make an area of cool shade in a desert shrine or allow for travellers to stay dry in the monsoon of a jungle temple. The spell lasts until the spellcaster leaves the area of the building in question and would then need to be recast to enact upon the building once more.

Arduous Task

Duration Special, Magnitude 5, Touch
Cults: All

Used by the Rune priests and high clergy of some cults to test their initiates and acolytes, this spell grants the strength of the faith to someone who serves its will.

This spell is a powerful tool for high-powered members of a cult or faith to empower younger or less-experienced members. This spell can only be cast upon members of the same cult as the caster and only if the target is a willing recipient. After some kind of detailed ritual that requires an hour and a sacrifice relevant to the cult, the caster places a task or mission upon the target, which they agree to attempt to fulfil. This task must have the possibility to be completed and the Games Master has the final say as to whether or not that is true. Every day that the target is making active and conscious progress in some way toward finishing the task they receive a +10% bonus to *all* skill tests. Any day that they willingly do not work towards furthering their task, however, this bonus is reversed into a -10% penalty instead. The spell lasts until the task is complete and a caster can only have one casting of Arduous Task active at any given time.

Attune

Duration 15, Magnitude 3, Touch
Cults: All

The target is wrapped in a muted yellow light that fades into their skin, allowing them to ignore the environment raging around them.

This spell grants the target and his possessions complete immunity to the ravages of his natural environment for the Duration of the spell. Cold, heat, wind or even water cannot harm the target in any way. The character will not be damaged or otherwise harmed (even by drowning) by natural environmental instances. Additionally, any sort of natural disasters that were not brought about by magical influences are also ignored. So, for instance, the target could swim without fear through the bubbling lava of a volcano but would still be burned by the spray from the *Eruption* spell. A flash forest fire would not so much as singe the target but the *Conflagration* spell would be just as deadly as ever.

Badlands Curse

Duration Permanent, Magnitude 3, Touch
Cults: Chaos, Death

The caster rips up a handful of grass at his feet and suddenly the plants around him uproot and leave the ground barren and dry like a rocky waste.

This spell is devastating to crops and farmlands but also can cause significant damage to any sort of vegetation-filled area. The caster will kill all of the lesser plant life (grass, flowers, bushes and so on) in an area of metres equal to three times his current POW (before the dedicated POW returns), leaving the ground dry and sandy. It causes no other damage to the ground and plants will return after a few rains or a new seeding takes place. Intelligent plant life is *not* affected by this spell, no matter what it is.

Banishment

Duration Instant, Magnitude 2, Ranged, Resist (Persistence)

Cults: All

(Un)Holy light erupts from within the caster's eyes, ears, nose and mouth to ward away unwanted spirits.

This spell turns the caster in to a sort of scarecrow against spirits of any type. The spell flashes instantly into existence and all spirits within 100 metres of the caster must make an immediate Persistence skill test or suffer the effects on the Banishment effect table.

Banishment Effect Table

Spirits'	
Persistence Test	Effect
Spirit fumbles Persistence test	Spirit is forced to retreat for 20 minus POW rounds (minimum of one Combat Round) and must roll a successful Persistence test or vanish from existence.
Spirit fails Persistence test	Spirit is forced to retreat for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round).
Spirit succeeds Persistence test	No effect.

Barbarian Might

Duration 15, Magnitude 1, Progressive, Touch
Cults: Beasts, Hunter, War

The target hunches slightly, his eyes taking on a feral glint and his mouth curling into a snarl. Tapping into the instincts of a killer, the target becomes a force of battle driven by little more than its urges.

With this spell the caster can turn anyone into a beast of muscle and sinew. The target of this spell has their INT and CHA reduced by a number equal to the Magnitude of the spell but summarily has their STR and CON increased by *double* that amount for the Duration of the spell. All skills related to those altered characteristics are changed accordingly, with the exception of any melee combat skills, which are raised by a flat + 30% no matter the Magnitude of the spell. Theoretically the caster could target an enemy in order to make them less intelligent but doing so would require the caster to gain close enough proximity to successfully touch the target.

Barehanded Arsenal

Duration 15, Magnitude 1, Touch

Cults: Earth, War

The target's hands harden and stiffen into uncomfortable shapes that mimic weapons, allowing the target to cut or crush foes with his hands as if they were the armaments they resemble.

This spell turns the target's hands into a pair of melee weapons of the caster's choice, so long as they do not normally weigh more than 1 ENC. All Unarmed and Martial Arts strikes made successfully while the spell is in effect will actually inflict the mimicked weapons' damage. This spell also allows the target to parry with his hands as if he had an AP of 8 upon them. Any hand that has been enchanted in this way cannot be used for any other reason for the Duration of the spell.

Barrage

Duration Instant, Magnitude 3, Ranged, Resist (Dodge)

Cults: Air, Earth, Fire, Water

The caster reaches out with open hands to mentally encircle his cult's element and hurls huge fistfuls of the stuff at his enemies.

This spell allows the caster to attack target(s) with an existing source of his cult's element. The element must already have been present for this spell to function and both it and the target of the spell must be in the caster's

range. Depending on the source and type of element, the damage caused by this attack varies. Mundane forms of protection will not protect against the damage inflicted by this spell.

Air: 1 point of damage per Hit Location and target cannot use ranged combat for three rounds

Earth: 1D6 points of bludgeoning damage to 1D3 random Hit Locations

Fire: 1D4 points of fire damage to all Hit Locations, burns for 1D3 rounds

Water: 2D6 damage to random body location, damage is doubled if Head location is rolled

Beast Form

Duration 15, Magnitude 2

Cults: All

The caster takes the shape of one of his cult's sacred animals, granting him all of its abilities and blessings for a short period of time.

This spell transforms the caster and all his personal belongings into an animal that is sacred to his cult or faith, depending on what that may be. The caster retains his INT, CHA and POW scores but exchanges his STR, DEX, CON and SIZ scores for that of the animal shape. He also gains the natural abilities of the creature. The animal cannot be mystic in any way and the Games Master should have final say as to what manner of creature would fit specific cults if it is not obvious. The animal shape taken is decided by the Games Master unless the caster can first pass a Lore (Animal) skill test when initially casting the spell. Some sample animal forms for the generic cult types are as follows:

Air – Birds

Beasts – Any local to the caster's home

Chaos – Amphisboena¹, dragonsnail¹

Death – Crows, flies, rats, worms

Earth – Any tunnelling animal; moles, badgers

Fertility – Any domesticated dog, cat or farm animal

Fire – tropical birds, desert lizards

Hunter – wolves, tigers, other predatory animals

Moon – Owls, loons, monkeys

Night – Bats, wolves, insects

Sea – shark, dolphins, gull

Storm – Albatross, shrike, frog

Sun – lizards, songbirds, bees or hornets

Trickster – Serpents, spiders, coyotes, ravens

War – Horses, bears, bulls, war hounds

Water – otter, beaver, fish

¹ Complete statistics can be found in *RuneQuest Monsters*

Behold

Duration Instant, Magnitude 0, Touch

Cults: All

The target closes his eyes and thinks about a member of his faith he wants to see and a clear image of that person forms for a moment in their mind's eye.

This Divine Voice allows a member of a cult to see another cult member of equal or lesser rank than the caster. When cast, the target sees exactly one minute of what a specifically chosen cult member is experiencing at the moment. The image is from the point of view of the cult member being beheld, so there could be some confusion as to what is happening in certain circumstances (member is sleeping, blindfolded and so on). This spell does not convey sound, only image and if the member is dead or magically protected against scrying the target will be rendered blind for one minute.

Blessing

Duration 10, Magnitude 0, Touch

Cults: All

The caster bestows the blessings of his faith upon the target, aiding them through the power of his gods.

This Divine Voice grants a bonus to a certain skill dependant on the type of cultist that is doing the blessing. The target receives a bonus of +5% if the caster is an Initiate, +10% for Acolytes, +15% for Runepriests and finally +25% for Runelords to a single skill for the Duration of the spell. The skill is determined by the caster but must be related directly to the cult in some way. For instance, an Earth Cult might grant a bonus to Craft (Masonry) but a War Cult could grant the bonus to all weapon skills. It is up to the Games Master to decide if a skill is appropriate and to make suggestions if it is not.

Bloodstrike

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Cults: Chaos

The caster opens up the veins on the back of his hand and hurls mystical blood blessed by dark gods at an enemy in order to dissolve them to nothingness.

This hideous spell is one of many that show just how blindly the devotees of Chaos forces serve their dark masters. When the spell is cast the caster suffers a number of Hit Points of damage to one of his arm Hit Locations equal to the Magnitude of the spell. This damage symbolises the blood that pours from the caster's self inflicted wounds toward a target. If the target does not resist the spell he will suffer 1D4 acid damage for each point of damage the caster suffered in the casting. This damage can be stopped by mundane armour but any damage absorbed will destroy 1 AP of the armour (falling apart at 0).

Borrow

Duration 15, Magnitude 2, Resist (Persistence), Touch

Cults: Trickster

The caster steals one of the special abilities or attributes of a target for a short while, laughing as the ability manifests upon him.

This spell allows the caster to literally steal any one of many attributes from a target with a single touch. Exactly what is stolen is up to the caster but anything that requires a physical change (fangs, natural armour and so on) will be instantly evident as they manifest upon the caster. The following attributes of a target can be borrowed by this spell: Skills, Characteristics (SIZ and POW cannot be chosen), Monster Special Traits, Unarmed Attack Methods and Natural AP. Whatever attribute is being borrowed by the caster will be unavailable to the target unless that attribute is a Characteristic or Skill, which is replaced by the matching attribute of the caster's for the Duration of the spell. For this spell to function the target must not be a spirit or undead must have a physical body.

Boulder Rain

Duration Instant, Magnitude 3, Ranged, Resist (Dodge)

Cults: Earth, War

The caster scoops up a handful of small pebbles in his hands and hurls them at his foes, the magic of the spell causing them to grow into tumbling boulders as they fly through the air like catapult stones.

This spell turns the caster into a one-man siege battery of catapults. The caster makes a Throwing attack toward up to 1D6 targets within ten metres of the centre target, throwing a handful of small stones at them. Anyone that does not or cannot (buildings, the injured and so on) resist the spell will be caught under the onslaught of large boulders as they crush the area around the original target. Anything caught in the area in this way suffers the same damage as if they were hit by a Small Catapult (2D8 damage that is doubled against solid structures).



Breathe Fire

Duration 15, Magnitude 1, Progressive, Touch

Cults: Fire

The caster exhales a deep breath into the mouth of the target, enchanting him with the ability to breathe cones of magical fire like that of a dragon.

With this spell, the caster grants the target the ability to spit streams of fire for the Duration of the spell. The target uses his DEX times 4 as the skill required to hit with the flaming streams and if it is not dodged, it inflicts 1D8 points of fire damage. Armour protects against this damage normally but it is considered to be both magical and fire. For every point of Magnitude in the spell, the streams of fire grow wide enough to strike one randomly determined adjoining Hit Location of their targets. While the spell is in effect the target cannot speak in anything but single words, or else the fire proceeds to belch out with his sentences.

Cairn of Worship

Duration Permanent, Magnitude 5, Touch

Cults: All

The caster spends several days building a ring or pile of stones, marking them with the symbols of his faith and making all the appropriate sacrifices. When all is done and the caster has bled some of himself into the work, a shrine to his faith remains where there was only stone and soil before.

This spell allows Rune priests and Runelords (only) to create and empower shrines to their cult, deity or faith. Spending 2D6 weeks building, sanctifying and engraving natural stones into the shape desired by the cult, the caster then releases the spell at its full Magnitude to create the equivalent of a holy shrine for his cult. To make sure the shrine lasts the caster must expend a *permanent* point of POW. If this is not done the cairn remains holy for only 3D6 months before becoming a group of stones.

Camouflage

Duration 15, Magnitude 1, Touch

Cults: Beasts, Hunter, Trickster

The target's body becomes like a mirror of fractured images, turning the colour of anything he stands close to in an instant.

Anyone under the effect of this spell changes colour to match their surroundings nearly perfectly, making

them all but invisible if they are nearby something to change to. As long as the target is within one metre of any surface that does not have too many distinguishing features (wall paintings, windows, flowering vines and so on), they will match to it perfectly and gain a +50% bonus to all Stealth tests made to hide.



Castigate

Duration Permanent, Magnitude 2, Touch
Cults: All

Used to punish members of the cult for transgressions against their ways, the target is marked with a painful reminder of his faults,

This spell is nothing more than a way for a member of a cult or faith to brand members of lower rank with a symbol of their crimes against the faith. The caster lays a hand on the flesh of the target and casts the spell, searing a specifically-designed mark (cult specific) that marks them with criminal behaviour. Members of the cult will recognise this mark instantly and treat the individual accordingly but others will need to pass a Lore (Theology) test to do so.

Celebration of Faith

Duration Special, Magnitude 1, Progressive
Cults: All

Hosting a special gathering for cult members and allies, the caster invigorates and replenishes them.

This spell is used to turn any cult holiday gathering, be it a solemn funeral or a Chaos blood-orgy, into a rejuvenating ritual of sorts. The sort of cult gathering the caster chooses to create will be up to him and his fellow cult members and once it has begun the caster can release the spell. The spell heals 1 Hit Point of damage, one level of Fatigue and replenishes 1 Magic Point per hour of attendance. The celebration can last a maximum number of hours equal to the Magnitude of the spell. Anytime during the spell's Duration outsiders can join the celebration, as long as they are either a cult member or join with a cult member who will vouch for them.

These celebrations tend to be expensive to host and can cost upwards of 500 silver per Magnitude of the spell used to enchant them.

Cemetery Horde

Duration Permanent, Magnitude 1, Progressive, Ranged
Cults: Death

The caster spills his own blood onto the ground and calls out to the rows of graves for their contents to rise up and aid him in battle.

This unnatural spell calls a number of undead servitors to rise from their graves and serve the caster as warriors until they are destroyed. The spell requires the caster to actually be in an area with the corpses he plans to animate and for the caster to suffer 1 Hit Point of damage to at least two Hit Locations (the blood for the spell). The actual spell casting takes ten minutes to perform and a further 30 minutes for the corpses to dig their way out of their graves if necessary. This spell creates 1D2 Skeletons or Zombies to serve under the command of the caster for each Magnitude of the spell, using the rules in *RuneQuest Monsters* (pages 114 and 152). Because of the magical energy required to keep an animated corpse autonomous, the dedicated POW for this spell does not return until *after* the summoned undead are destroyed.

Chainbind

Duration 15, Magnitude 1, Ranged, Resist (Dodge)
Cults: Hunter, Trickster

Iron chains spring from the ground like tendrils to ensnare the caster's enemies.

This spell creates magical chains of physical iron to grab any target within range. These chains are created by the spell and no amount of metal need be nearby for it to function. The chains shoot out and entangle the target and if they cannot dodge them, the target is bound and held as if by six STR 25 combatants. The chains cannot take damage in any way but should the target escape a chain it will crumble to links and simply disappear.

Channel Strength

Duration Instant, Magnitude 0, Touch
Cults: All

The caster calls to his gods to fill him with a surge of refreshing energy.

This Divine Voice is a method in which the caster can help keep him and his allies from suffering from the ill effects of Fatigue. The target of this spell has its most recent level of Fatigue removed instantly and will not receive another level of Fatigue from any mundane reasons for the next eight hours.

Clear Skies

Duration 60, Magnitude 1, Ranged
Cults: Storm, Sun

The caster raises his hands and eyes to the sky, which sweeps aside clouds and fog to reveal a beautiful day.

This spell grants a short reprieve from poor weather. The caster creates an area in miles equal to his POW score of mild, pleasant weather conditions. Rain stops, sweltering heat becomes cool breezes and dark clouds separate to reveal the bright and warming sun. This spell cannot alter magical weather effects.

Cloak

Duration 15, Magnitude 1, Touch
Cults: Hunter, Night, Trickster

With a sweeping pull of fabric over the target, the caster makes it disappear from sight like a shadow.

This spell gives the target near invisibility, so long as they keep the enchanted fabric between them and onlookers. The spell grants a +30% bonus to all Stealth tests for the purposes of being hidden. The fabric used in the casting of the spell can be as thin or as heavy as the caster wants it to be but its placing is integral to the function of the spell. It can be assumed that attacking or most other physical activity involving items outside of the fabric will require the fabric to be moved away from the hands, breaking the spell but it is up to the Games Master to decide if that is the case on an action-by-action basis.

Coagulate Wound

Duration Permanent, Magnitude 1, Touch
Cults: Death, Fertility

The caster causes a wound to bubble and scab over into a horrific blemish but the wound will heal quicker.

The caster can use this spell to speed up healing for a single wounded Hit Location. The Hit Location instantly regains 1D2 Hit Points and the wound becomes an ugly red scab of dried blood. This scab will actually help the wound heal faster. All natural healing rates for that Hit Location are doubled until it is fully healed, when the rate returns to normal. Due to its ghastly appearance, the scab imposes a -5% penalty to Influence skill tests while it is visible.

Condemnation

Duration Permanent, Magnitude 5, Resist (Persistence), Touch
Cults: Chaos

A target is cursed with the inability to touch holy objects or sanctified ground.

This unholy curse marks a target as an interest to the dark gods, meaning that the forces and minions of evil follow its travels closely. The many pantheons of gods in the universes do not like to risk their holy relics and congregational gatherings by allowing such a targeted being to bring evils to them. The target not only registers as a Chaos minion (although unwilling perhaps) but they suffer 1 Hit Point of damage to every body location that cannot be prevented in any way for every minute they are in contact with holy or sanctified items or locations that are not devoted to an Evil or Chaos cult or god. This means that it will be impossible for the target to

learn Divine Magic of Magnitude 3 or higher...unless they become devotees to the evil gods.

Conflagration

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Cults: Fire

The caster points a clenched fist at the target, opening his fingers slowly like an unfurling flower, flames begin to burst from the target in a blaze of combustion.

This spell allows the caster to set a target ablaze using the mass of the target's own body as an accelerant. For every point of Magnitude of the spell the caster can choose a Hit Location on the target that is adjacent to another Hit Location being affected by this spell. Each Hit Location is reduced to 1D4 Hit Points instantly from the bursting flames that consume their flesh, with no protection, mundane or magical, being able to stop this damage. Although this spell cannot outright kill a target, it is a very powerful way of crippling one long enough for a summarily dealt deathblow.

Contagion

Duration Permanent, Magnitude 4, Resist (Resilience), Touch
Cults: Chaos, Death

A target is plagued with a horrific pestilent disease that can spread to others, eventually killing them from the painful feverous infection.

This awful spell creates a magical plague that is centred upon the target. The plague manifests as black and yellow pustules that occasionally rupture, like those found in any pox. The target makes daily Resilience skill tests to avoid a permanent loss of -1 CON from a painful splitting of diseased flesh. On any day the target fails this test and suffers the CON damage they are considered to be contagious, causing anyone to come in contact with them or their weeping sores to test against this spell or be inflicted with the spell's disease as well. The plague will only cease when a carrier can somehow remove the spell's effects from their body (*Dispel Magic*, *Penitent Sacrifice* and so on) or when they are dead.

Crash of Thunder

Duration Instant, Magnitude 2, Ranged, Resist (Resilience)
Cults: Storm

The caster shouts his praise to the storm gods above and they respond by roaring a deafening blast of thunder that knocks enemies off their feet and proceeds to rob them of their hearing.

This spell allows the caster to summon a powerful blast of thunder from an open and cloudless sky, directed toward his foes. The spell will affect an area around the caster equal to ten times his pre-casting POW in metres, forcing all non-Storm Cult members to resist the spell. Those who fail are knocked from their feet for 1D2 Combat Actions and struck deaf for 1D6 minutes. Should anyone fumble the resistance roll against the spell, they are struck permanently deaf in whatever ear was closer to the caster. Also, any items of glass or pottery will shatter automatically within the area of the spell.

Dauntless Warrior

Duration 15, Magnitude 2, Touch
Cults: All (except Fertility)

The target receives the caster's blessings, glowing hands placed over his head and his heart. Suddenly his weapons feel weightless, his armour like clothing and no challenge too great for him.

This spell augments a single target with a tirelessness and vigour that could make any mortal man into a mighty warrior instantly. For the Duration of the spell, the target can use his highest Melee Weapon skill for any melee attacks he makes (no matter the weapon), ignore the ENC and minimum STR requirements of weapons and armour and ignore all existing levels and new sources of Fatigue. In addition, the target is charged with vitality, adding +50% to his Resilience skill for the Duration of the combat. This spell's effects fade at the end of the spell's Duration but otherwise have no negative side-effects.

Deadsight

Duration Instant, Magnitude 0, Touch
Cults: Death

The caster removes some of the earth from around a corpse's grave and rubs it on his eyelids, allowing him to see how the creature died.

This spell grants the caster the ability to see exactly what happened to bring about its death, from the corpse's point of view. This may or may not be helpful due to the nature of the death (throat cut from behind, hooded and stabbed and so on) but it shows an otherwise detailed scene from the corpse's eyes to the caster. Every time this spell is cast the caster sees what looks like his own death (from the corpse's eyes), which can cause some bodily shock. The caster must pass a Resilience skill test after the vision is over or suffer a level of Fatigue.

Decompose

Duration Instant, Magnitude 1, Resist (Resilience), Touch

Cults: Death, Fertility

The caster's touch turns living matter to greasy, grey ash as it rots away.

This spell is primarily used to make bodies, plant life and other organic detritus rot away to nothingness. The caster can touch any organic object to reduce it to several decades' worth of decay. Mundane items have no hope of surviving the powerful decay but magical or enchanted items receive the same Resilience test that their owner would take. Should a particularly devious or sadistic caster want to use this on a living being, that target can resist the spell or suffer 1D4 points of unpreventable damage to the Hit Location touched.

Delirium

Duration 15, Magnitude 3, Resist (Resilience), Touch

Cults: Chaos, Moon, Trickster

The caster wrenches the sanity from his target, causing him to go stark raving mad for a short time.

This spell causes any one of a number of severe effects against a target that fails to resist its effects. The target has only one more round to think clearly before they succumb to the layers of madness that the spell creates. Once the madness has set in the target will move and act randomly for every one of their Combat Actions until the spell's Duration expires. Roll on the following table to determine what exactly the target will do for every Combat Action.

1D6 Result	Target's Combat Action
1	Confused! Babble incoherently and nothing else
2	Afraid! Run at full speed in random direction, screaming
3	Paranoid! Freeze and look around periodically, mumbling
4	Depression! Attack self with weapon at hand or Unarmed if necessary
5	Rage! Attack closest friend or foe with weapon at hand or Unarmed if necessary
6	Moment of Clarity! Act normally.

Demoniac Boon

Duration 15, Magnitude 1, Progressive, Touch

Cults: Chaos

The caster allows unfathomable evil into his body in order to shape him into something caught halfway between demon and man.

This unholy spell alters the target of the spell physically by funnelling supernatural energies into it, transforming them in strange ways. The target rolls on the table overleaf once for every point of Magnitude in the spell, suffering 1 point of unpreventable damage to any Hit Locations that are noted as being altered.



Demoniac Boon Features

D100	Demoniac Boon	Hit Location	Effect
01-05	Sulphurous Blood	All	Opponent takes 1D4 damage to random Hit Location if target is wounded
06-10	Third Eye	Head	+30% Perception
11-15	Cloud of Flies	All	All opponents within 2m suffer -20% to Weapon skills
16-20	Cloven Hooves	Legs	+2m to base Movement
21-25	Nightskin	All	+40% Stealth
26-30	Plague Carrier	All	Carries one random disease (target is immune)
31-35	Tusks	Head	Gains natural weapon bite attack (1D6 damage)
36-40	Hellfire Font	Torso	Target gains Breathe Fire trait (1D4, 3/day)
41-45	Unearthly Stench	Abdomen	Opponents within 5m must make Resilience test each Combat Round or fall unconscious for 1D4 Combat Rounds
46-50	Horns	Head	Gains natural weapon head butt attack (1D6 damage)
51-55	Bat Ears	Head	+40% Perception
56-60	Hound Snout	Head	+20% Perception
61-65	Reverse-bend Legs	Legs	+100% Movement
66-70	Stony Skin	All	+4 AP to all Hit Locations
71-75	Grossly Obese	Torso and Abdomen	Halve Movement, Hit Points doubled on all locations
76-80	Poisonous Talons	Arms	Unarmed attacks are considered to be poisoned with the equivalent of Manticore Venom (see RQ for details, page 91)
81-85	Regeneration	All	Regenerates one Hit Point to all Hit Locations per Combat Round; will not regenerate Major Wounds
86-90	Tentacles	Arms	Arms are turned to claw-tipped tentacles; +15% to Athletics tests, 1D6 Unarmed damage but -15% to Sleight and Mechanisms tests
91-95	Scarred Hide	All	+2 AP to all Hit Locations
96-00	Leathery Wings	Torso	Gains Flying Movement equal to normal Movement

Denude

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Persistence)
Cults: Trickster, War

Making a flamboyant unfying motion with his hands, the caster removes the armour or clothing of a target.

This spell allows the caster to actually remove articles of clothing or armour with a gesture. For every Magnitude of the spell the caster can choose a Hit Location to affect. Some articles, such as gauntlets or hats are worn only on a single Hit Location, meaning that a single point of Magnitude would be enough to remove them. Others, like shirts or leggings, cover multiple Hit Locations and would therefore require multiple Magnitude to be dedicated to them for the spell to function. Magical or

enchanted armour and clothing are completely immune to this spell.

Disarm

Duration Instant, Magnitude 2, Ranged, Resist (Persistence)
Cults: War

The caster pulls backwards with his hands and a magical tether swiftly reaches out and snatches the weapons from the hands of his enemy.

This spell gives the caster a powerful ability to take weaponry from the hands of a single target. When cast, the target makes a resistance roll for every weapon or shield in their hands at the time. Each failed roll means that the item is flung from the target's hand and lands

1D6 metres away in the direction toward the caster. Because this effect is magical, it will work normally on weapons that are locked into place by *mundane* means. It obviously has no effect on natural weaponry .

Divine Strike

Duration Instant, Magnitude 1, Progressive, Touch
Cults: All

The caster rubs a daub of oil or blood upon a single melee weapon, enchanting it to strike with the fury of the gods behind it.

This spell can be cast on any weapon or item that can be used as a weapon. For every point of Magnitude, it increases the chance to hit with the weapon by + 10% and ignores 1 point of a target's AP while inflicting an additional point of damage. This spell turns the weapon into a single magical strike, turning all damage caused into magical damage. The weapon flashes brilliantly when it connects and the spell is discharged, leaving no question as to what caused the additional damage. A weapon or item attacking with the effects of Divine Strike cannot currently be benefiting from *Bladesharp*, *Bludgeon* or similar spells.

Doldrums' Stillness

Duration 15, Magnitude 2, Ranged
Cults: Air, Sea, Storm

With a low sigh the caster calls the wind to suddenly stop moving, creating an area where not even the most subtle of breezes blows.

Useful for many reasons, this spell grants the caster the ability to silence the winds in an area equal to his POW in miles. Wind powered mechanics or sailing vessels in that area will come to a halt and temperatures rise slightly. Also, with the lack of wind currents there is little to change the course of long-ranged missile fire. Any Ranged Combat attack made in the area of the spell at a target over ten metres away will receive a +15% stability bonus to the attack.

Dread

Duration Instant, Magnitude 2, Ranged, Resist (Persistence, see below)
Cults: Chaos, Night

The caster's eyes grow dark like coal and his skin begins to radiate cold. The one he looks upon feels the cold of eternal darkness clutch his heart with terrible fear.

This spell causes the target to be bathed in cold, primal terror. Dread has no effect on unconscious targets, targets without an INT characteristic or targets currently already under the effects of *Fear* or *Dread*. The target of the spell must roll their Persistence skill and compare the result to the Dread effect table.

Dread Effect Table

Target's Persistence Test	Effect
Target fumbles Persistence test	Victim drops to the ground and goes catatonic for 20 minus its POW rounds (minimum of one Combat Round) and must roll a successful Resilience test or die.
Target fails Persistence test	Victim flees in screaming terror for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). If the victim is forced to get within five metres of the caster during that time they should be effected immediately as though they fumbled the initial Persistence test.
Target succeeds Persistence test	Victim is shaken and frightened, suffering a -30% penalty on all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round)
Target critically succeeds Persistence test	Victim is unaffected by the spell and cannot be affected by further spells that affect emotional responses (<i>fear</i> , <i>emotion</i> and so on), as they have shut down all emotion to battle Dread for a number of Combat Rounds equal to its POW.

Ebb and Flow

Duration Special, Magnitude 1, Progressive, Touch
Cults: Sea, Water

The caster reaches his hand into the water, adjusting the current with the subtle motions of his fingers.

This spell allows a caster to seriously speed up or slow down a water vessel of any kind by forcing the water it rests in to either push faster or work against it. The caster can increase a craft's speed by half again or decrease it to one half, chosen at the time of the spell's casting. The spell lasts for a number of days equal to the Magnitude of the spell, allowing for higher-powered castings of the spell to make considerable changes to travel time by boat, ship or raft.

Eclipse

Duration 15, Magnitude 5
Cults: Moon, Sun

The sky becomes the tool of the caster, changing night to day or day to night with a gesture of his hands.

This spell is one of the more dangerously underrated abilities of Divine Magic. The ability to literally turn night into day or day into night for even a short period of time can be truly wondrous. Animals flee in confusion, people tend to question what they are seeing and some creatures suffer under the light of the blazing sun or wither under the cool gaze of the moon. Whatever the reason for doing so, the caster can choose whether it is midnight black or midday bright in an area equal to ten times his POW in miles for the Duration of the spell.

Elder Knowledge

Duration Instant, Magnitude 0, Touch
Cults: All

The target is given a holy vision that explains the finer points of a single topic, as seen by the gods.

This Divine Voice allows the caster to grant a single target a powerful bonus to any single Lore skill test they wish to make even if they do not already have the Lore skill in question. The spell funnels a good portion of information gathered over the millennia into the target, giving them a +50% bonus to their next Lore test. Neither the caster nor the target need have any points in the Lore, merely that the skill could exist.

Electrocute

Duration Special, Magnitude 1, Progressive, Resist (Resilience), Touch
Cults: Storm

Lightning burns down from the sky and gets trapped as an arc of blue between the caster's outstretched hands, which leaps into whatever he lays the deadly instruments upon with devastating results.

This spell turns the caster into a living lightning rod, funnelling lightning into the target he has laid his hand upon. The spell inflicts 1D4 points of damage to the Hit Location touched and 1 point to all other Hit Locations. The damage is considered to be magical and electrical and ignores all forms of metallic protection. The spell grants the caster a number of successful discharges equal to the Magnitude of the spell.

Embolden

Duration 15, Magnitude 1, Touch
Cults: All

The caster places a glowing fist over the heart of the target, where the glow seeps inside and makes them brave beyond words.

This spell grants the target an endless supply of courage and bravery. For the Duration of the spell, the target cannot be molested by of any form of negative emotional control or effects (*Fear, Dread, Lion's Roar* and so on). Additionally, the bravery boosted into the target also makes them less likely to shy away from a parry or fall for an enemy's feint – granting them a +10% bonus to all attack and parry rolls.

Enemy Known

Duration Permanent, Magnitude 3, Touch
Cults: All

Some cults use secret insignias or mystical marks that only they can see to mark their enemies and make them visible for other members to deal with.

This vengeful spell can only be learned and cast by cult members of Rune priest rank or higher and requires a

full minute of flesh to flesh contact for it to work. When successful, the targets are emblazoned with a glowing brand upon their heads that only members of the casting cult can see, recognising them instantly as enemies to the cult. The symbol is instantly recognised by any cult member of Acolyte rank or higher, with Initiates having a 75% chance of knowing what the mark means and Lay Members only having a 25% chance. Recognising the symbol should ally the cult member against the target automatically and all Rune Priests and Runelords making attacks against any marked enemy gain + 20% to their attack based rolls.

Envenom

Duration 15, Magnitude 2, Touch
Cults: Beasts, Hunter, Trickster

The caster coats a blade with his viscous saliva, which has taken on the properties of deadly venom.

This spell allows the caster to enchant any bladed weapon with one of three powerful venoms. The venom is magical and will last upon the blade until the spell expires; no amount of attacking or wetting will remove it. When the spell is cast, the caster chooses one of the three following venom types with which to enchant the chosen blade with.

Nerve Toxin

Type: Smeared.
Delay: Immediate.
Potency: 65.
Full Effect: 1 Hit Point damage to all locations, applies -4 penalty to victim's STR and DEX.
Duration: 2D10 minutes.

Necrotic Toxin

Type: Smeared.
Delay: 1D2 - 1 Combat Rounds.
Potency: 75.
Full Effect: 1D4 Hit Point damage to location struck and 1 Hit Point to adjoining Hit Locations.
Duration: 3D10 minutes.

Paralytic Toxin

Type: Smeared.
Delay: 1D6 Combat Rounds.
Potency: 58.

Full Effect: 1 Hit Point damage to all locations, followed by full-body paralysis.
Duration: 2D8 minutes.

Eruption

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)
Cults: Earth, Fire

The caster points his open hand at an area of open earth, clenching his fist and causing a fountain of lava to burst forth toward his enemies.

This spell causes the ground to explode in a spray of deadly lava. The size of the lava explosion (and therefore the area of the spell's effects) has a radius in metres equal to the Magnitude of the spell. Anything caught in the area of the eruption must resist the spell or suffer 1D6 points of damage to each Hit Location, with any armour of AP 3 or less providing no protection at all and thicker



protection reducing damage normally. The eruption leaves behind a rocky crater nearly a foot deep but the lava turns to jagged pumice or obsidian in seconds after the spell. The spell must be cast upon an un-worked stone or earthen ground surface to function properly.

Etching

Duration Permanent, Magnitude 0, Touch
Cults: Earth

The caster's finger becomes a stylus in which he can scrawl words into stone.

This Divine Voice is used by the caster to draw permanent symbols or words onto stone or rock as if it were clay. The caster can push his finger into any type of non-magical earthen material like it was as soft as warm wax, drawing or writing whatever he wishes to for a full minute before the magic fades. The writing will remain for as long as any normal carving would and is not considered magical in any way.

Eternity in Servitude

Duration Permanent, Magnitude 5, Resist (Persistence), Touch
Cults: All

The caster binds a foe that is too dangerous to be set free and too useful to be killed to the will of the cult, making them into an unwilling servant of the faith.

This harsh spell is a Runelord's tool to turn any enemy into a begrudging resource. Only able to be cast by a Runelord of a cult or faith, this spell can target anything with an INT 3 or higher. If they cannot resist the power of the spell they are mystically cowed and become instantly subservient to members of the cult. They will do what cult members tell them to, so long as the orders are rational, survivable and not contrary to orders given from a higher ranking cult member. Since the magic restrains the target from lashing out verbally as well as physically at its new masters, there is a constant -10% frustration penalty to all skill tests. Each year, on the anniversary of the spell's casting, the target gets a chance to break free of the spell by rolling a critical success on a Persistence skill test!

Evergreen

Duration Permanent, Magnitude 0, Touch
Cults: Fertility

With a cooling breath exhaling upon a flower or tree, it will remain green and bountiful all year round.

This Divine Voice grants the caster the ability to bless a single plant to become immune to the ravages of natural weather. A tree will not lose its leaves, flowers will not cease to bud and bloom even in winter and vines sprawl through the withering heat of high summer. Although this spell alters the natural state of the enchanted plant, it remains healthy although some plants may not be able to seed if enchanted this way.

Expedite

Duration Special, Magnitude 1, Progressive, Touch
Cults: All

The caster somehow slows the world around him including his allies, granting them three steps for every one of a normal man.

This spell grants the caster and a number of allies (and all mounts) equal to the Magnitude of the spell to travel at triple normal rate for a single day's worth of travel. This does not actually affect their individual Movement rates or characteristics; it merely makes travel times shorter from one place to the next. The spell can only work if everyone in a given travel group is thusly enchanted. If even a single rider is not covered by the spell, the group is slowed to his rate unless they collectively choose to leave him behind.

Fail

Duration Instant, Magnitude 0, Ranged, Resist (Persistence)
Cults: Trickster

The gods turn their fortunes away from the target at the caster's behest, causing some kind of mishap.

This Divine Voice is a simple application of magical bad luck upon a target, who must resist the spell or automatically fail his next skill test. It should be noted that this spell cannot cause a critical failure as no dice

are rolled; they are simply considered to have failed no matter how easy the task.

Faithshield

Duration 10, Magnitude 1, Progressive

Cults: All

The caster is protected by the sheer power of his faith, ignoring all but the mightiest of blows.



This spell reduces any source of damage suffered by the caster by 1D4 points per Magnitude of the spell. This spell protects against all forms of physical or mundane damage and against any source of magical damage that stemmed from a source with less than twice the Magnitude of this spell. This protection stacks normally with armour but offers no Armour Test Penalty.

Faithstrike

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Cults: All

Summoning a manifestation of his faith, the caster focuses his belief into a mystic projectile.

If successful, this spell strikes a target with a powerful projectile of divine energy. The target will suffer a number of points of magical damage equal to the Magnitude of the spell to one randomly determined Hit Location and 1 point to any Hit Locations adjacent to the first. Also,

the target must take an immediate Resilience skill test or be stunned by the impact and lose a number of Combat Actions equal to the Magnitude of the spell.

Fangs of the Carnivore

Duration 10, Magnitude 0, Touch

Cults: Beasts, Chaos

The caster lays a hand upon the target's closed mouth for a moment, pulling it away to reveal its new maw of savage flesh-tearing teeth.

This Divine Voice grants a single target a mouthful of very sharp and hard fangs, therefore granting it an Unarmed bite attack. This attack inflicts 1D6 points of damage but has no Damage Modifier applied to it and counts all worn AP as double. The target benefits from a +10% attack bonus for all attacks. Also, while the spell is in effect the target cannot speak without slurring and lisping very badly, making even near-eloquent speech completely impossible. Hence suffering -5% to all influence skills tests.

Fateful Omen

Duration Instant, Magnitude 1, Touch

Cults: All

Closing his eyes and his mind to the world around him, the caster shows the target a glimpse of the possible future in the hope that they will avoid it.

This spell shows the target a particular moment in their relative future where they will fail something they attempt to accomplish in a catastrophic way. They might see themselves spit on a spear when their parry goes wide or perhaps their sculpture cracks down the middle. Whatever the case may be, they will have the knowledge to recognise when that event is about to occur and correct their pending mistake. This means that the target of this spell can re-roll their next fumbled roll (roll of 00). A single target can only benefit from one Fateful Omen at any one time.

Favour

Duration 15, Magnitude 0, Touch

Cults: All

The gods bless the target with their hopes that it will succeed in their name.

The target of this Divine Voice is granted a minor bonus to all skill tests for a short while, as long as they are acting in the benefit of the cult that enchanted them. The target receives a +10% bonus to any skill test that the Games Master deems as in favour of the cult but only for the Duration of the spell.

Feast of the Predator

Duration 60, Magnitude 1, Progressive, Touch
Cults: Beasts, Chaos, Fertility, Hunter

The caster blesses the meat of a recently killed creature, giving it healing properties for those who would partake in the bloody meal.

This spell allows the caster to prepare a meal of raw meat for a number of beings equal to the Magnitude of the spell. So long as those involved in the meal are capable of eating raw, uncooked meat of whatever variety the caster has arranged (which may require a Resilience test for weak stomachs), the targets of this spell regains 1D3 Hit Points to all injured Hit Locations. Only one meal of this sort can be prepared each evening and must come from different sources.

Fidelity

Duration Special, Magnitude 1, Progressive, Touch
Cults: All

The Runepriest entrusts someone with the tenacity to stay loyal to the cult, no matter the distraction.

This spell, only usable by cult members of Runepriest rank or higher, is a subtle way for the cult to trust its allies and hirelings. For a number of months equal to the Magnitude of the spell, the enchanted target (who must be willing) cannot betray his duties to the cult for any reason. Bribery, threats, torture or even magical persuasion will fail in the face of *fidelity*. Although this magical stubbornness could lead to unnecessary violence, it allows the cult to keep its secrets and safeguards without fail.

Fire and Brimstone

Duration Instant, Magnitude 3, Ranged, Resist (Dodge)
Cults: Earth, Fire

Calling forth the bubbling flames from under the ground, the caster summons a pillar of sulphurous flames to rise up and engulf his foes.

This potent spell creates a column of sticky fire from the depths, possibly hitting several enemies with gobbets of liquid flame. The fiery column is only two metres square but rises nearly ten metres tall. Anything near the column will suffer a variable number of hits inflicting random levels of damage depending on how close they are, as depicted on the table below.

Proximity to Flaming Column	Number of Hits Inflicted	Damage Inflicted per Hit
5 – 6 metres	2D6	1D4
3 – 4 metres	3D4	1D6
1 – 2 metres	3D6	1D8
0 metres (inside column)	1D6 to every Hit Location	1D8 + 1

Damage from the column is both magic and flame based and can only be reduced by magical sources of protection. The caster and his allies are not immune to the column's effects and casters should be very careful where they choose to place this spell. The target of this spell must be some type of earthen material like soil, rock or even a stonework dungeon floor.

Firebrand

Duration Instant, Magnitude 0, Touch
Cults: Fire

A simple wooden object in the hands of the caster bursts into flame at one end like a torch.

This Divine Voice is a simple way for the caster to create torches, light campfires and so on. The fire created by the spell is no different than a common torch's flame and is not considered magical in any way. If a wooden object is used with this spell that is oddly shaped, like a wooden shield or keg, the end farthest from the caster's touch is what alights at first.

Flesh Ward

Duration 15, Magnitude 1, Progressive, Touch
Cults: Earth, Fertility

The caster protects the bodies of himself and his allies from harm, allowing no fist, claw or tooth to harm them in any way.

This spell grants a number of targets equal to the Magnitude of the spell complete immunity from damage caused by natural attacks. This includes Unarmed and Martial Arts attacks, as well as claws, horns, bites and so on. No natural creature (therefore undead are exempt) can inflict any damage with attacks of these types against the targets of the spell during its Duration. The spell does not, however, protect a target's possessions.

Flood

Duration 10, Magnitude 4, Ranged
Cults: Sea, Water

A body of water rises over its banks or devours its shore, dragging the caster's enemies to their drowning deaths.

This spell allows the caster to force a body of water to rise up onto land rapidly over a few minutes, possibly causing damage to structures or objects while endangering those unprepared. The water swells 2D4 metres deep to a distance 1D6 times ten metres out from the natural edge of the water source, forcing anyone caught in that area to make Athletics tests for swimming or begin to suffer the effects of drowning and suffocation (see RQ page 90). The caster and his allies are not immune to the effects of the flood, so careful casters will be sure to be on high ground when unleashing this mighty spell.

Fog

Duration 15, Magnitude 1, Ranged
Cults: Night, Sea, Storm

Thick banks of grey fog billow in from out of nowhere, concealing the area surrounding the caster.

This spell creates an area of thick fog that obscures all vision and muffles hearing. Anyone caught in the 3D6 times ten cubic metres of fog has their Perception skill reduced by -20%; however, anyone inside the fog has their Stealth scores increased by +25%. The fog will remain in the area it was cast but can be pushed away in one large mass by a significantly strong wind.

Fortify

Duration Special, Magnitude 2, Touch
Cults: Earth, War

The caster places his hands on two symbols drawn upon the gates and all who try to force them open will find the strength of a mountain defeating their efforts.

Any portal or opening that has some kind of door, gate, portcullis or shutter can be the target of this spell, giving the caster the ability to make even the flimsiest of barricades into a veritable castle wall. Any single opening can be enchanted with this spell, which the caster must mark with a piece of stone or metal. Once enchanted, the spell gives the opening an effective STR 100 for resisting being pried open, AP of 20 and 100 Hit Points. This spell lasts until the doorway is destroyed or the caster opens it from within, returning it to normal.



Fugue

Duration 15, Magnitude 2, Resist (Persistence), Touch
Cults: Night, Trickster

The caster passes a hand in front of the target's face, whose eyes glaze over to reveal their enchantment.

This spell allows mischievous or cunning casters to make a single target live the next 15 minutes like they were in a slight haze or dream, making sure that they do not remember what happened in that time. The target can act normally but will be slightly confused in his dealings, imposing a -5% penalty to all actions for the Duration of the spell. When the spell expires, however, the target will not recollect *anything* that happened during that time. If he is wounded he will not remember how it happened, nor will he know why he might wake up next to a stranger in his bed. It will be a fuzzy haze of scattered shapes and colours and even if reminded they will not be able to clearly remember. The spell will not cause them to disbelieve proof shown to them; it merely stops them from remembering it for themselves.

Fury

Duration 15, Magnitude 1, Progressive, Touch
Cults: Storm, War

A red-eyed rage fills the target, unleashing a torrent of attacks that would leave a normal warrior exhausted and heaving for breath.

This spell enchants a target to be able to attack at an unearthly rate, crushing its foes under a hail of attacks. The target of the spell receives an additional Combat Action (but no additional Combat Reactions) for every point of Magnitude in the spell each Combat Round. While this spell is in effect the only type of attack the target can make is Unarmed, Martial Arts or Close Combat attacks. Additionally, due to the stress such activity places on the body, the target suffers a number of levels of Fatigue equal to the Magnitude of the spell as soon as it expires.

Gaseous Messenger

Duration Instant, Magnitude 0, Ranged
Cults: Air, Storm, Trickster

A wisp of smoke or a fluff of cloud swirls out of the caster's mouth and speeds away toward the target to deliver his words without fail.

This Divine Voice is used by the caster to send a short message across the air to anyone he has met before. As long as the target is not protected from magical contact

or in an airtight situation (underwater, for instance), the caster's next 15 words reach the target in 2D6 minutes. The target will see the wisp of smoke or cloud and hear the caster's voice as it dissipates.

Gleam

Duration 10, Magnitude 0, Touch
Cults: Sun

The target weapon shines with a glint of the sun itself, dazzling those who stand against it.

This Divine Voice enchants a single weapon with a speck of bright light that dances along its edge, always shining through the eyes of the target opposing its attacks. Anyone wielding a weapon currently under the effects of Gleam has the Parry and Dodge skill tests against its attacks reduced by -15% due to the dazzling light. A weapon or item under the effects of Gleam cannot benefit from *Bladesharp*, *Bludgeon* or other similar spells.

Gnome Summoning

Duration 10, Magnitude 3, Touch
Cults: Earth

The ground wells up under the touch of the caster, slowly taking the shape of a powerful earth elemental.

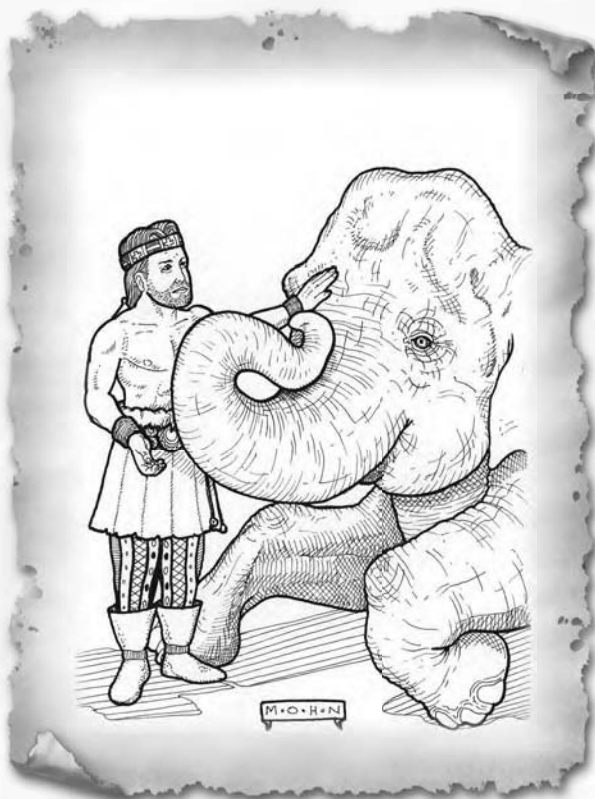
This spell allows servants of an earth cult to call upon the worldly manifestation of that element in creature form – a gnome. A sizeable gnome is summoned in 1D3 Combat Rounds and remains in the area for the entire spell Duration. If the Games Master has access to *RuneQuest Monsters*, he should use the statistics for a five cubic metre creature found on pages 51 – 53. If not, the Games Master should create a creature using the caster's statistics if he were under the effects of the *Gnome Form* spell (see page 48). For obvious reasons, the caster must have access to at least five cubic metres of earth, sand or stone to cast this spell successfully. The gnome will follow the directions of the caster for the Duration of the spell but will vanish instantly once the spell expires.

Goad

Duration Instant, Magnitude 0, Touch
Cults: Beasts, Trickster

The caster's touch brushes the instincts of an animal aside, forcing them to follow instruction as easily as a broken mare.

This Divine Voice gives the caster the ability to better command animals. Any creature of INT 2 or less can be targeted with this spell, allowing the caster to automatically pass a single Lore (Animal) or Riding skill test used to give commands to the animal.



Godless Bane

Duration 15, Magnitude 1, Progressive, Touch
Cults: All

The weapons of the pious cut through the flesh of the faithless like a scythe through dry fields.

This spell can be cast on any weapon or item that can be used as a weapon. For every point of Magnitude, it increases the chance to hit with the weapon by + 20% and ignores 3 points of protection when striking against anything with an INT 3 or higher that is *not* a member of a cult or faith. It is designed as a weapon against the heathens of the world and is used by many crusaders looking to prove the power of their faith. This ability is magical (although the weapon's damage is not) and it is

up to the Games Master to decide if certain beings count as having a faith or not. An item under the effects of Godless Bane cannot benefit from *Bladesharp*, *Bludgeon* or similar spells.

Gout

Duration 15, Magnitude 1, Progressive, Resist (Resilience), Touch
Cults: Chaos, Death

A single touch from the caster can reduce the strongest of men to whimpering sobs, their bodies betraying them with waves of joint-swelling pain.

The unfortunate soul afflicted with this spell will be twisted from a magical swelling in his joints, making any movements agonising and debilitating. The target must resist this spell or lose 1D3 DEX for each Magnitude of the spell, to a minimum of 1. When the spell expires the DEX returns but the target suffers one level of Fatigue from the exhausting agony he was subjected to. Creatures without bones (insects, jellies and so on) are obviously immune to this spell.

Grandeur

Duration 15, Magnitude 2
Cults: All

A Runelord emanates the power of his faith and his foes wither away from the sheer strength of it.

This spell can only be cast by those who have achieved the rank of Runelord in their cult or faith. When this spell is in effect anything wishing to make an attack roll against the caster must first defeat him in an opposed Influence skill test. Failure means that the Combat Action is wasted from the indecision as to whether or not they could possibly hurt him. Once an attacker has passed one of these Influence skill tests, they need not take any more tests for the remainder of that Combat Round but will need to test on the next one.

Granite Flesh

Duration 15, Magnitude 3, Touch
Cults: Earth

The target's skin ripples under the firm hands of the caster, becoming rough and dense as it changes colour to that of stone.

This spell is one of the earth cult's favourite surprises for their enemies. The target of this spell has his flesh turned to living granite for the Duration of the spell. Although the target loses 1D6 DEX immediately, he gains 2D6 STR and is considered to gain a natural and magical AP of 8 over all Hit Locations. This AP stacks with worn armour and offers no Armour Test Penalty. Additionally, Unarmed or Martial Arts attacks performed by the target inflict 2D4 damage instead of the normal amount, which is doubled against any kind of structure or item.



Grave Maul

Duration 15, Magnitude 1, Progressive, Touch
Cults: Death, War

The bone of a dead creature is enchanted with the power to lay low others, allowing it to get others to come to join it in the world beyond.

This spell turns any long bone (leg, arm and so on) into a deadly weapon of death energy. For the Duration of the spell, the enchanted bone inflicts the Magnitude of the spell in damage directly to the HP of any creature attacked in addition to inflicting the damage of a standard club; protective armour and parrying weapons can mitigate the attack's physical damage but the spell's damage ignores all forms of mundane protection. Additionally, any target suffering damage from a Grave Maul must take an immediate Resilience skill test or have their CON reduced by 1D4 points for a number of Combat Rounds equal to the Magnitude of the spell. The bone effected by Grave Maul cannot further benefit from *Bane*, *Bludgeon* or similar spells.

Hailstrike

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Cults: Air, Storm, Water

Large spheres of ice fall from the sky to batter and lay low the caster's enemy.

This spell gives the caster an interesting weapon to use against his enemies in the form of fist-sized hailstones. The target of this spell will need to resist the spell once for every point of Magnitude in the spell. For each failed resistance roll the target suffers a hit that inflicts 1D4 bludgeoning damage to a randomly determined Hit Location. Like being attacked from a target on horseback, these hits re-roll any leg Hit Locations (or the equivalent on other creatures). This damage is not magical, as the hail is considered to be natural.

Halcyon Song

Duration Special, Magnitude 1, Progressive, Ranged

Cults: Sea

With a hymn sung to the essence of the great sea birds, the sea becomes calm and tranquil for the caster's vessel to enjoy a safe voyage.

This spell allows a single ocean vessel to sail or row through calm waters for a number of weeks equal to the Magnitude of the spell. Unless opposing magic of a higher Magnitude summons bad weather or rough water, the caster's vessel will have nothing but calm seas and beneficial winds. This generally makes sea travel easier for everyone on board, granting a collective +25% bonus

to any Shiphandling skill tests taken during the Duration of the spell. Also, due to the perfect conditions, sea travel time for the vessel is 10% faster as well.

Halo

Duration 15, Magnitude 1, Touch
Cults: Sun

The target's head is surrounded by a blazing nimbus of light, blinding anyone who dares get too close.

This spell gives a target a powerful defence against melee combatants, at the price of becoming a better target for ranged warfare. Anyone trying to attack the target with a melee attack must pass a Resilience test or avert their eyes at the last second, suffering a -25% penalty to that attack. However, any Ranged combat skill tests made against the target while the spell is in effect are made with a +15% bonus. Should the target be attacked by a creature of shadow or darkness, the penalty rises to -50% in melee and they receive no bonuses to Ranged combat. Naturally blind or blinded attackers cannot suffer or benefit from the effects; they are sightless so cannot be blinded further.

Harbinger of X

Duration 10, Magnitude 5, Touch
Cults: All

The Runelord becomes the worldly hand of his cult's gods, wielding massive powers that other followers will recognise as miracles of their faith.

This spell can only be learned by Runelords of a given cult or faith. The caster becomes a conduit for massive amounts of divine power, allowing him to immediately learn up to 5 points of Magnitude worth of spells that are learned through the caster's cult. Spells with the cult listing of 'All' cannot be learned in this way but spells that could come from several cults are fine as long as they also list the caster's cult. These instantly learned spells dedicate POW normally but do not take any time or resources to learn. These spells however, *must* be cast before this casting expires.

Heal Mind

Duration Instant, Magnitude 1, Touch
Cults: Fertility, Moon

Placing his hands on a poor soul's head, the caster can soothe the savage madness in anything.

This spell gives the caster the ability to remove derangements from a single target. In the case of magical madness or similar instabilities, the spell works on a permanent basis. For naturally occurring mental illnesses, however, the spell gives the target just a single hour of bitter sweet sanity.

Healing Touch

Duration 10, Magnitude 3, Touch
Cults: All

The caster becomes a conduit for healing energies, funnelling them into anything he touches.

With this spell the caster becomes a battery of healing, able to make wounds knit as he touches them. For the Duration of the spell, *any* wounded Hit Location that comes into direct contact with the caster is instantly healed for 1D2 Hit Points. This healing power is instantaneous and automatic, meaning that coming into contact with an injured enemy's Hit Location (like being bitten by something with a head injury) will be healed in this fashion as well.

Hearthfire

Duration Instant, Magnitude 0, Touch
Cults: Fertility, Fire

The caster touches a pile of firewood and it ignites, warming all those huddled around it as if they were comfortable in some inn or cottage.

This Divine Voice gives the caster the ability to magically start the perfect campfire, indoors or outdoors. The spell lasts for as long as the firewood continues to burn and anyone within three metres of where the fire was started will be able to ignore any penalties of cold environments, no matter how cold or how bad the weather may be. The fire has no other magical properties and will cease to function when the wood is allowed to go to embers.

Heartwood

Duration Permanent, Magnitude 5
Cults: Fertility

The caster is blessed with a heart of living oak and veins of sap, making him a hybrid of plant and man.

Only cult members with the rank of Rune priest or higher can attain this spell, as it represents a higher connection between the natural world and the caster. Once cast, the caster becomes a sentient form of plant as well as animal. Skin tone may take on a green or brown hue, blood becomes sap and hair tends to become thick like moss or leaves. In addition to healing at double normal rate in sunny conditions, the caster gains two interesting special abilities from this.

Hybrid-Herbanoid: The caster is a mobile, sentient plant but still has the same kind of life forces inside of them that common animals do. This means the spells that affect plants and humanoids will both be effective against the caster but it means he only needs to eat but one-tenth of normal foods as long as he gets enough sunlight and water.

Lifesense: The caster can tap into the energies of life, feeling the life force inside a plant or animal with but a touch. The caster can determine the vitality of any living thing by touch alone. If the caster touches another organism (plant or animal) and makes a successful POW times five test, it will learn of the target's current Hit Points, Health, Fatigue Levels and whether it is currently afflicted by any poison or disease.

Hellfire

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Cults: Chaos, Fire

With the crackling of the air surrounding its path, the caster hurls a stream of blue fire at a target.

The caster calls upon magical flame and hurls it as a projectile weapon, burning a target regardless of what protects them. Hellfire inflicts 1D6 points of magic and fire damage to a single random location and 1D3 points of damage to adjoining Hit Locations. This damage ignores all forms of protection, including magical ones. The caster can produce the hellfire stream for one round per Magnitude of the spell, giving him the ability to strike multiple targets or require multiple Dodge rolls from the same target. This spell will also ignite readily flammable objects or substances.



Hibernation

Duration Special, Magnitude 1, Resist (Persistence), Touch

Cults: Beasts, Night

The caster can put even ferocious of beasts to sleep, giving them a much needed rest from their rage.

This spell allows a caster to place any animal he touches into a deep but natural sleep. The target must have an INT of 2 or lower and have the capacity to sleep (no plants, undead and so on). Should the target fail the resistance test they immediately fall into a deep sleep that will last until something physically awakens the beast. This could be the next attack, a loud noise, someone trying to move it and so on. It is up to the Games Master to decide exactly what could wake the sleeping creature.

Hoax

Duration Instant, Magnitude 0, Ranged, Resist (Persistence)

Cults: Trickster

The caster laughs loudly, hurling what looks like a powerful spell at a target – only to reveal that it is harmless lights and sounds.

This Divine Voice gives a follower of a Trickster god the ability to create illusory spell effects of his choice

in order to make others believe something that is not true. Perhaps throwing an illusory firebolt would make a target unnecessarily spend a Combat Reaction diving for cover or a brave warrior might pause in his charge as if he is approaching a wall of serpents. The spell's effect is up to the caster but it cannot cause any form of harm and only lasts for a single Combat Round, no matter what Hoax the caster chooses.

Ice Flesh

Duration 15, Magnitude 2, Touch
Cults: Water

The target turns a light blue before suddenly becoming nearly translucent, steam rising from the inner cold of its new body of ice.

This spell turns any being into a manifestation of earthly cold. The target of this spell has his flesh turned to solid ice for the Duration of the spell. Although the target loses 1D4 DEX immediately, he gains 1D8 STR and is considered to gain a natural and magical AP of 5 over all Hit Locations. This AP stacks with worn armour and offers no Armour Test Penalty. Additionally, Unarmed or Martial Arts attacks performed by the target inflict 1D6 +2 damage instead of the normal amount, which is considered to be supernatural cold damage.

Ice Storm

Duration Special, Magnitude 1, Progressive, Ranged, Resist (Dodge)
Cults: Storm, Water

The caster hurls a bolt of white energy into the air, which explodes into a driving rain that freezes almost instantly when it falls.

This offensive spell is used by some casters to coat everything it touches in a layer of ice. The spell covers a ten metre radius and lasts one Combat Round for every point of Magnitude in the spell. The spell inflicts 1D3 points of cold damage to all of a target's Hit Locations (ignoring mundane protection). When the spell has run its course, the whole area of effect is blanketed in perfectly clear ice, making movement slippery and awkward and reducing all Movement rates by two metres. This ice is not magical and will thaw normally once the spell's Duration has expired.

Icon

Duration Permanent, Magnitude 1, Touch
Cults: All

The caster creates a small symbol of his faith that keeps him focussed upon the greater services he must fulfil for his almighty lords.

This spell is a basic test for many Initiates trying to attain the rank of Acolyte. Requiring the caster to have used the Craft advanced skill to make the physical symbol ahead of time, a successful casting of this spell infuses that object with a bit of the caster's connection to his faith. Once it has been made, as long as he brandishes the Icon, the caster alone gains a +5% bonus to all Lore (Theology) skill tests for casting Divine Magic.

Idol

Duration Permanent, Magnitude 3, Touch
Cults: All



A Rune priest creates a towering icon of his faith that empowers his fellow cult members with the ability to serve their faith.

This spell is essentially the greater version of the *Icon* spell and can only be learned by cult members who have achieved the rank of Rune priest or higher. Requiring the caster to have used the Craft advanced skill to make a physical idol of at least SIZ 10 ahead of time, a successful casting of this spell infuses the object with a powerful connection to his faith. Once the idol has been infused, any cult member who learns a Divine Spell in the presence of the idol gains a +10% bonus to the Lore (Theology) skill test used for any later castings of that individual spell.

Immateriality

Duration 15, Magnitude 2, Resist (Resilience), Touch
Cults: Death, Trickster

The caster reaches out to the target and causes them to become intangible like a ghost or wind.

This spell can be used by casters as both a tool and a weapon. The target touched by the caster can choose to resist the spell's effects if they want to, just as they would any other spell. A willing recipient of the spell does not. The target of this spell becomes completely intangible and slightly translucent. Their possessions fall through them into a pile on the floor and they are unable to interact with anything physically except Spirits. Nothing can affect the target either, except anything designed to affect Spirits. Because the target has no real body mass during the casting of the spell, they can move freely in any direction (even straight up) at their normal Movement rate. The target must be careful when they return to their normal state, however, as a long fall when gravity grabs them again is bad but becoming solid when halfway between floors of a castle dungeon is much worse!

Impenetrable Form

Duration 15, Magnitude 4, Touch
Cults: Earth, War

A single target becomes as dense as diamond or steel, making piercing his skin nigh impossible.

This spell allows a caster to bestow complete immunity to slashing, piercing and tearing attacks to a single target. All damage from weapons that cut, pierce or rend

the skin – even magical ones – is utterly ignored for the Duration of the spell. Bashing, crushing and other forms of attack still affect the target normally but their skin will not bruise or show any other signs of damage.

Inflammable Curse

Duration 15, Magnitude 2, Resist (Resilience), Touch
Cults: Fire, Sun

Something or someone the caster touches becomes instantly more susceptible to fire and flaming attacks, as if soaked in lamp oil or raw fuel.

This spell grants the caster the ability to magically curse any object or target with the terrible aspect of flammability. Objects cannot resist the spell's effects; they simply become enchanted if touched when the spell is cast. Targets with a Resilience skill score can try to resist the spell normally, with aquatic or water-based targets gaining +50% to their Resilience score for that purpose. Anything that is successfully enchanted by this spell is considered to be extremely flammable for the Duration of the spell, forcing them to suffer *double* normal damage from fire or heat sources.

Invisibility

Duration 15, Magnitude 2, Touch
Cults: Night, Trickster

The target fades away from view like dispersing smoke, able to move unseen.

This spell grants a single target true invisibility, causing them to vanish from sight except for a rough outline of distortion when they move. The target receives a +100% bonus to all Stealth and Sleight skill tests involving hiding or not being seen and a +30% bonus to all attack rolls during the Duration of the spell. The target's clothing and up to 2 ENC worth of goods become invisible with the target. This spell only affects vision, not against Perception skill tests based on scent, hearing or touch.

Iron Flesh

Duration 15, Magnitude 2, Touch
Cults: War

Plates of stiff iron ripple like scales down the flesh of the target, leaving him covered in a seamless armour of wrought iron.

This spell turns any being into a walking set of magical plate armour. The target of this spell has his flesh turned to wrought iron for the Duration of the spell. Although the target loses 1D8 DEX and two metres of Movement immediately, he gains 1D10 STR and is considered to gain a natural and magical AP of 10 over all Hit Locations. This AP stacks with worn armour and offers no Armour Test Penalty. Additionally, Unarmed or Martial Arts attacks performed by the target inflict 1D6 damage instead of the normal amount.

Isthmus

Duration Special, Magnitude 4, Touch
Cults: Earth, Sea

Water recedes beneath the caster's feet, a strip of dry land rising up to meet them for many miles to give him a path between land masses.



This spell allows the caster to create a temporary land bridge over any body of water. As it appears under his feet and disappears only a few dozen paces later, the isthmus can carry a number of people with the caster equal to his post-casting POW characteristic. So long as the caster can keep up a constant and steady movement toward any visible land mass, the spell will continue to call the land bridge to his feet. Short trips are easy enough but a long walk across a sea or ocean could mean many Resilience tests to stay awake and in motion – else the Isthmus fail and everyone on it goes plunging into the deep!

Jailer

Duration 60, Magnitude 1, Touch
Cults: Earth, Trickster

The caster lays his hands upon the door to any room and seals it with a flash of powerful magic, turning any room into a dungeon cell.

This spell allows the caster to turn any enclosure with four walls, a ceiling and a door into a jail cell for one hour. Once the spell has been cast, nothing can open any type of portal (window, door, chimney and so on) from the inside. Those outside the room could open these things perfectly, which will mean those inside could not leave without outside help. Depending on the structure, it might be easier for the confined person to smash their way out through the wall.

Jetsam Gift

Permanent, Magnitude 1, Touch
Cults: Sea

The caster reaches into the frothy sea and closes his eyes, waiting for something to arrive in his grasp. When he finally removes his hands from the water, his prayers are answered and he has a tool or item one might never think would be in the ocean.

This strange spell grants to the caster with the patience to cast it the ability to pull any number of odd items from the waves of the sea. The actual casting of this spell takes 1D4 hours to cast, during which time the caster must keep at least his hands in the water. At the end of the spell's casting, the caster rolls once on the following table overleaf and discovers what it is that he shall retrieve from the murky depths.

2D6	Item Retrieved
2	Poisonous Urchin Stings! (counts as Wyvern Venom; see RQ page 91)
3	Worthless Junk (rusted scrap, dead fish and so on)
4 – 5	Half AP/HP Weapon or piece of General Equipment (Games Master's discretion)
6 – 8	Piece of Half AP Armour (Games Master's discretion)
9	Good Condition (–1 AP/HP) Weapon or piece of General Equipment (Games Master's discretion)
10	Piece of Good Condition (–1 AP) Armour
11	Undamaged Weapon, piece of Armour or piece of General Equipment (Games Master's discretion)
12	Rune of Water

Jinx

Duration 15, Magnitude 1, Resist (Persistence), Touch
Cults: Trickster

The caster brushes against the target, who then seems to have everything fail awkwardly all at once as he is vexed by the gods.

The target of this spell is cursed for a short while with undeniable bad luck. If it can go wrong, it likely will. Tools break, strange instances become commonplace and so forth. For the Duration of the spell the target must roll three d10s when determining a percentage for any skill – using the highest numbered die as the ‘tens’ digit for his test.

For example, Bjornen is about to cross a thin bridge over a volcanic chasm. The Games Master calls for an Athletics test and then reveals to him that he is currently under the effects of *jinx*. Bjornen’s player rolls 3D10 and scores a one, two and nine. The one is removed and the remaining two dice become a 92. Even with Bjornen’s tremendous 77 in Athletics, this result could pose a problem as the boards begin to crack under the weight of his feet!

Judgment

Duration Permanent, Magnitude 5, Touch
Cults: All

The Runelord passes his punishment down onto a fellow cult member with the weight of his gods behind him, forcing the punishment upon the offender without remorse or mercy.

This spell can only be learned by those of Runelord rank and can only be cast upon subordinate members of his cult. The target must have been found guilty of some crime or transgression against the cult. If this is the case, the caster lays his hands upon the shoulders of the target and makes a statement of fact concerning the crime to a congregation of cult members before then deciding what the target’s punishment should be. Whatever the Runelord decides, the spell will make happen. If the Runelord decides banishment, the target will vanish and go to where the banishment is to take place. If disfigurement was chosen, his flesh will mar instantly. Even punishments as final as death can be undertaken by the spell but most Runelords will be more than able to deal with a punishment such as that without having to resort to such a powerful spell. Most Runelords do not wish to weaken their cult as much as they have to, so most punishments are lessons to be learned and not simply a death sentence.

Justice is Served

Duration Instant, Magnitude 2, Ranged
Cults: All

The Rune priest focuses the rage of a wronged cult member into a single unerring bolt of godly might to strike the offending target.

This spell can only be learned by members of a cult with the Rune priest rank or higher and can only be targeted against someone or something that willingly acted against the interests of a fellow cult member. The spell conjures a powerful blast of divine energy that streaks toward a target without any chance of missing. The spell only inflicts 1D4 damage but it strikes the location of the caster’s choosing and ignores all forms of mundane or natural protection. Should the Games Master feel that the spell is targeting someone who did not wrong or harm a cult member, the spell will backfire and inflict its damage to a random Hit Location of the caster instead.

Keel Haul

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Cults: Sea, Water

The caster opens his hand dramatically toward his target, which then is flung from the deck of the vessel to be dragged under the hull painfully and tossed back onto their original position on the deck.

This dastardly spell is a favourite amongst seafaring priests and pirate casters. It allows the caster to target a single being on the open-air deck of any water vessel currently in the water. The target must resist the spell or immediately be hurled up into the air and into the water to be dragged along the bottom of the keel. The target will be run along the hull a number of times equal to the Magnitude of the spell, suffering 2D3 hits of 1D4 damage each and calling for a Resilience test or begin to suffer the effects of Suffocation by drowning (RQ; page 90). When the spell is finished the target is brought back to the exact spot where he was targeted, even if he is battered or possibly dead.

Keen Sense (Hearing)

Duration 15, Magnitude 1, Touch
Cults: Beasts, Hunter

The target's ears perk up like that of a rabbit or deer, zeroing in on the finest of sounds as if they were as loud as a barbarian's war cry.

This spell enhances the target's sense of hearing, turning it into a superhumanly powerful method of perception. The target gains +20% to their Perception score and can choose to re-roll any Perception skill tests for listening or hearing for the entire Duration of the spell. Unlike some other forms of heightened hearing, the target is not in any danger of being damaged by loud noises or sonic attacks in any way.

Keen Sense (Sight)

Duration 15, Magnitude 1, Touch
Cults: Beasts, Hunter

The target's eyes sharpen and become clearly more focussed on the smallest of changes in his surroundings, like the hawk or owl that watches the fields for mice.

This spell enhances the target's sense of sight, turning it into a superhumanly powerful method of perception. The target gains +20% to their Perception and Tracking scores and can choose to re-roll any Perception skill tests for spotting or searching visually for the entire Duration

of the spell. Unlike some other forms of heightened sight, the target is not in any danger of being damaged by bright lights or similar stimuli.

Keen Sense (Smell)

Duration 15, Magnitude 1, Touch
Cults: Beasts, Hunter

The target's nostrils flare wide, taking in all the finest scents in the air like a wolf on the hunt.

This spell enhances the target's sense of smell, turning it into a superhumanly powerful method of perception. The target gains +20% to their Perception and Tracking scores and can choose to re-roll any Perception skill tests for searching using scents or possibly even avoiding gaseous toxins for the entire Duration of the spell. Unlike some other forms of heightened smell, the target is not in any danger of being damaged by overwhelming odours or similar powerful stimuli.

Keen Sense (Taste)

Duration 15, Magnitude 1, Touch
Cults: Beasts, Hunter

The target's opens his mouth and lets his tongue grab every particle of flavour that it can, even flicking it out to test the air like a serpent.

This spell enhances the target's sense of taste, turning it into a superhumanly powerful method of perception. The target gains +20% to their Perception score and can choose to re-roll any Perception skill tests for tasting foreign substances or poisons for the entire Duration of the spell. Unlike some other forms of heightened taste, the target is not in any danger of being damaged by strong or numbing flavours in any way. Additionally, the target can actually 'taste the air' with an unmodified Perception test in order to know the type of creature(s) that have been in the general vicinity in the last 30 minutes.

Keen Sense (Touch)

Duration 15, Magnitude 1, Touch
Cults: Beasts, Hunter

The target's hands flex slowly and a chill passes over its skin, as they become suddenly aware of every bump and wrinkle in their clothing. Even the most minute detail will not go unfelt under the target's fingertips.

This spell enhances the target's sense of touch, turning it into a superhumanly powerful method of perception. The target gains +20% to their Perception and Mechanisms scores and can choose to re-roll any Perception skill tests for discovering traps, hidden panels or other unnoticeable crevasse and surface changes for the entire Duration of the spell. Unlike some other forms of heightened touch, the target is not in any danger of being further hindered by physical pain or tactile damage in any way.

Killing Field

Duration 60, Magnitude 5, Ranged
Cults: Death, War

The caster burns a foul-smelling incense that drifts across the field of battle like a charcoal grey mist, drawing the forces of combat that much closer to the gates of the afterlife. Blades bite deeper, claws rend fastened arrows strike truer in a testament to the blood-soaked trenches.

This powerful spell can only be learned by a cult member with the Rune priest rank or higher. The incense required to be burned in the casting of the spell is made from the dried collections of battlefield triage and mixed with the tears of wartime widows. This could be collected grimly by the caster or his allies or it can be simply purchased at rare alchemist shops for 1,000 silvers. When the spell is cast, a single field of battle is chosen as the target. Anyone involved in combat on that battlefield will gain the following bonuses and penalties:

- ☒ All melee and ranged attack rolls are made with a +25% bonus
- ☒ All melee and ranged damage rolls are automatically *doubled*, after the roll is made
- ☒ All levels of Fatigue are ignored until the *Debilitated* level is reached
- ☒ Dodge attempts are made at a – 25% penalty
- ☒ Healing skills, items and magics heal at half normal efficiency, healing half (round up) the normal amount of Hit Points

Use of this spell is considered a huge sacrifice to the gods of death and war and many Rune priests dedicated to these entities seek out this spell when any form of large scale battle is to occur in their area – even if their cult is not involved in any way!

Kowtow

Duration 15, Magnitude 1, Touch
Cults: All

The target radiates with an aura of palpable divinity, as if chosen to wear the mantle of the faith for a short while. Those of the faith must bow, showing their respect for such a privilege.

This spell is a way for casters to ensure their cult members are respectful of important members and guests. The target of the spell need not be a member of the cult. For the Duration of the spell any members of the caster's cult or faith must avert their eyes and take a knee when the target gets within two metres of them. They will not do so if threatened by the target or if the act of doing so would otherwise endanger them (in a battle, for instance). The caster is not immune to this effect once the spell is cast and will need to follow the rules of the spell as normal.

Kudzu

Duration Permanent, Magnitude 1, Progressive, Ranged
Cults: Chaos, Fertility

An area of foliage becomes a bristling field of snagging vines and entangling leaves, strangling normal plant life to make way for the tangled mess.

This spell turns an area of normal plantlife into a restrictive nightmare of vines and weeds. An area equal to the Magnitude of the spell times three square metres is instantly transformed into rough terrain. The vines and spinnerets of the crawling kudzu make ground movement difficult, reducing all ground based Movement by – two metres. The plant itself is non-magical once the spell has been cast, requiring water and soil to thrive and could eventually die or even spread to larger areas naturally. Normal, non-tree plantlife in an area dominated by a kudzu will rapidly decline and wither as the sprawling vines steal their water and sunlight.

Labour of the Righteous

Duration 15, Magnitude 0, Touch
Cults: All

As long as the target works on a project in the name of the faith, their hands will be guided to greatness.

This Divine Voice is a simple tasking spell that allows members of the faith to work with material goods in the name of their deity, achieving greater successes. The target of this spell gains the ability to roll twice on any Craft or Mechanisms skill test made during the spell's Duration that will result in an item's creation (Games Master's discretion), taking the better result of the roll.

Labyrinthine Prison

Duration Special, Magnitude 4, Ranged, Resist (Persistence)

Cults: Chaos, Trickster

The world folds in upon itself to swallow the target, hurling them in a maze of twists, turns and madness.

Anyone unfortunate enough to be targeted with this spell risks a chance of becoming lost in between dimensions forever if they do not possess the willpower to escape. The target must resist the spell or be thrown into a mystic maze that exists in the void. They will wander in the labyrinth for as long as it takes for them to escape it. While trapped in the maze the target will still need to eat and drink if they carried such items on their person when they became trapped. Every hour the target will have the chance to steer their way closer to the exit point, which requires a Perception skill test. Once 2D4 of these tests have been passed successfully the target discovers the exit and the spell ends. At that point the target and all of his possessions (even anything he might have dropped in the maze) are hurled back into the world exactly where he was first caught by the spell.

Lambent Aura

Duration 15, Magnitude 0, Touch

Cults: Moon, Sun

The target begins to shine and glow when he moves, giving off rays of light that fight against darkness.

This Divine Voice creates an aura of diffused light equal to a candelabra or a single lantern. The light flickers when the target is in motion but glows steadily when he is still. This light is not strong enough to blind or dazzle anyone but the most nocturnal of creatures and appears slowly enough during casting that someone's vision will not be blurred at night if caught in the area.

Landslide

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Cults: Chaos, Earth

The caster claps his hands together and a wave of shear force calls up a mass of stone and soil that proceeds to bury his foes.

This spell allows the caster to turn any natural earthen ground into a potent weapon, burying foes and battering them with hurled stones. This spell affects any and all targets within a number of metres equal to the Magnitude of the spell of the initial target. For example, a Magnitude 3 Landslide would be able to affect every target (friend or foe) within three metres of the initial targeted individual. Anyone caught in that area that cannot resist the spell suffers 1D3 hits to random Hit Locations for 1D4 damage each but is also partially engulfed by the shifting stones. The target is enveloped for 2D6 SIZ worth of their bodies, pinning or even suffocating them if the target is small enough. Anyone engulfed can make Athletics skill tests to dig themselves free but at a penalty equal to five times the amount of SIZ engulfed.

Laughter

Duration 15, Magnitude 1, Progressive, Ranged, Resist (Persistence)

Cults: Moon, Trickster

The caster lets out a quiet chuckle and his targets become overwhelmed with uncontrollable laughter.

This spell infects the caster's foes with laughter, making common activity difficult and exhausting. The caster picks a number of targets equal to the Magnitude of the spell, who all must resist the spell individually. Those who fail are subject to gut-wrenching laughter for the Duration of the spell, suffering a -20% penalty to all DEX-related skill tests and a level of Fatigue when the spell's Duration expires.

Leak

Duration Permanent, Magnitude 1, Ranged

Cults: Trickster, Water

The caster points a single finger at a container, opening a mystic leak in its surface to let the contents out.

This odd spell is used to cause any sort of fluid-holding container (wineskin, flask, keg or even a dam) to spring a physical leak. This leak should be less than 1% of its SIZ, leaking a portion of its contents constantly until it is eventually empty. Once cast the leak itself is permanent, unless repaired in the normal manner (Craft skill). In certain circumstances where the fluid is under great pressure (sealed keg, dam) the leak will be a spray instead of a drip and will no doubt widen due to the pressure.

Lectern Aloft

Duration 15, Magnitude 0, Touch
Cults: Air

Any single tome opened by the caster is held invisibly at eye level while air currents turn the pages for him.

This lackadaisical Divine Voice is used by air worshippers to make their religious studies easier. It allows the caster to pick up and read a book of ENC 4 or less without actually having to touch it at all. The caster can read at his leisure during the Duration of the spell and not have to cease the activities of his hands to do so. It is a pampering use of magic but it could be put to cunning benefit for the cleverest of casters.

Legerdemain

Duration Instant, Magnitude 0
Cults: Night, Trickster

The caster's hands move faster than the eye can see, allowing for a split-second misdirection or con.

This Divine Voice grants the caster the ability to move his hands unseen for just a moment, which is all the clever caster really needs. The caster uses this spell to automatically pass any Sleight skill test, even when opposed directly. Onlookers see what they want to see, no matter what the Sleight test would normally show.

Lenitive Touch

Duration 60, Magnitude 1, Touch
Cults: Fertility

The caster's touch temporarily soothes painful wounds and aching sprains.

When this spell is cast, the caster eliminates any pain and suffering the target might be currently enduring. The target is washed in warm and soothing light that

allows them to ignore any and all penalties from levels of Fatigue or any other pain sources. This does nothing to heal or remove the causes of these penalties; it merely allows the target to ignore them for a short while so they can act normally.

Liberty's Stroke

Duration Instant, Magnitude 1, Progressive, Touch
Cults: Air, Trickster

With one rise and fall of the caster's weapon, any form of chain or bond falls to pieces to free the independent soul they once were the captors of.

This spell allows the caster to free a single target from any kind of mundane bonds and some magical ones. So long as the target is bound or held by mundane items or substances a Magnitude 1 Liberty's Stroke is enough to shatter the bondage and free them. For magical bondage, this spell multiplies its Magnitude by 2 and compares it to the Magnitude of the spell binding the target. The higher adjusted Magnitude wins out over the other. It should be noted that this spell only works on personal bondage, not on cages, prisons or dungeon cells.

Light of the Heavens

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)
Cults: Sun

The caster raises his head in reverence to the sun and the clouds part, allowing an intense beam of the sun's pure rays to burn and blind his enemies.

This spell allows the caster to barrage a single target with the heat and fury of the sun. The target must resist the spell or be caught in the oppressive heat of the beam, suffering one level of Fatigue for every Magnitude in the spell immediately. Additionally, the target caught by the beam will need to pass a Resilience test at -15% or be struck blind for 2D6 hours by the intense light. Creatures or minions of darkness suffer double this penalty and it lasts for three times as long.

Lighthearted

Duration 15, Magnitude 2, Touch
Cults: Moon, Sun

The target is infused with the essence of light, with an unearthly glow emanating from his mouth and eyes.

This spell allows the caster to make a target immune to all forms of darkness and blindness. The target ignores all penalties for blindness resulting from shadows, darkness or even obscuring fog and smoke throughout the spell's Duration. While the spell is in effect the target inflicts double normal damage with Unarmed and Martial Arts attacks against minions of darkness.

Localise

Duration 30, Magnitude 0

Cults: All

Taking the brunt of any magical assault for his fellows, the caster shoulders the weight single-handedly.

This Divine Voice is likely the most selfless use of magic known. While the spell is in effect the caster turns any spell or ability with the 'Area' trait into a single-target spell instead – targeting him! No matter how large the spell is supposed to be, it will only affect the caster. The cost of concentrating on any spell in this fashion is that the caster suffers a -50% penalty on any requisite resistance rolls.

Lust

Duration 15, Magnitude 1, Touch

Cults: Fertility, Moon

The target becomes the focus of sexual desire, transforming into a veritable succubus of dark wants, desires and needs.

This spell allows the caster to turn any target into a sexually desirable beacon of lust to any who might find it attractive. The target is supernaturally attractive to any being that might want to breed or recreationally couple with them, gaining a massive +75% bonus to their Influence skill against them so long as the target is at least paying a minor amount of attention to them.

Maelstrom

Duration 15, Magnitude 1, Progressive, Ranged

Cults: Storm

The caster asks his gods to unleash their fury in the form of driving rain and swirling winds, directing the power of the unbridled storm unto his enemies.

This spell allows the caster to create a massive windstorm of rain and hail to hinder and batter his enemies. The

storm is roughly 30 metres in diameter and anyone caught in the area (friend or foe) will have their DEX-related skill tests reduced by a -10% penalty per Magnitude of the spell and get battered by dozens of tiny ice particles and freezing rain. This inflicts 1D6 hits on random Hit Locations each round to anyone caught in the area unprotected, with each hit inflicted 1D3 -1 damage (minimum of 0). This damage is cold and water based but is not considered to be magical and is reduced by worn protection as normal.

Magnetic Curse

Duration 30, Magnitude 1, Progressive, Ranged, Resist (Resilience)

Cults: Earth, Trickster

The caster rubs iron filings between his fingers, flicking the particles at the target. Suddenly, every ferrous metal in the area is drawn to him like a magnet.

This potent spell turns any single target into a living magnet, dragging or hurling metallic objects toward it. The target must resist the spell or they will begin to draw ferrous (iron, steel, cobalt and so on) items of an ENC equal to or less than the Magnitude of the spell to them. These items will stick with a tremendous strength if they manage to come in contact with the target, only falling off when the spell expires. Depending on the items, this could be very dangerous (swords, kitchen tools and so on) and could inflict several damaging blows upon the target when they leap toward it. Any attacks made with qualifying ferrous weapons at the target while the spell is in effect are made with a +100% bonus and are considered to be stuck.

Magnify

Duration 15, Magnitude 1, Touch

Cults: All

The caster wipes his hands in front of the target's eyes, revealing his new ability to see extremely far away like through a spyglass.

This spell grants the target the ability to focus his vision upon faraway objects with a little concentration. The target can spend a Combat Action to 'zoom' in or out from an object up to ten miles away, as long as there is no obscuring terrain or construction between them. Being zoomed in like this leaves the target completely unaware of his immediate surroundings, imposing a

–35% penalty to all Dodge and parry rolls if called upon to make them in this state.

Maim

Duration Instant, Magnitude 3, Ranged, Resist (Dodge)

Cults: Chaos, Hunter

The caster projects a streak of sickly green light at the target that withers and gnarls one of its limbs, making it all but useless.

This powerful attack gives the caster the ability to take away the use of one of a target's limbs by mangling it magically. The target of this spell must avoid the projectile or it will inflict enough damage to be instantly wracked with a Major Wound upon the limb Hit Location of the caster's choice. The limb will not be removed but it will wither and atrophy until it is all but useless. This damage cannot be healed without magic of a higher Magnitude than that of this spell.



Maul

Duration Instant, Magnitude 1, Progressive, Resist (Dodge), Touch

Cults: Beasts, Chaos

The caster's hands become a flurry of pugilist swings, slicing his foes' flesh as if he had long claws like those belonging to a lion.

This spell turns the caster's physical attacks with his hands into deadly weapons that move blindingly fast. The target of this spell must resist or immediately be subject to a number of Unarmed or Martial Arts attacks from the caster equal to the rest of his remaining Combat Actions plus one for every Magnitude of the spell. These attacks all are considered to have succeeded upon the attack roll and cannot be Dodged or parried. Additionally, these attacks will have an additional + 1D2 damage modifier and inflict damage as though they were Claw attacks.

Meditate

Duration 30, Magnitude 0, Touch

Cults: All

The target can shut out the world around him, finding strength in the solace of his own mind.

This Divine Voice grants a single target the ability to regain their magical strength through mystic meditation. This requires the target to spend one half-hour in solitude without interruption but will replenish *all* of the target's spent Magic Points after that time. This meditation is not supernaturally deep and can be interrupted by any outside contact but the target can make a Persistence skill test to ignore any outside stimuli that might wake him, as long as the stimuli does not inflict damage.

Mercy Killing

Duration Instant, Magnitude 1, Touch

Cults: Death, War

The caster can end the pain and suffering of a fatally wounded being, showing the mercy of the gods upon them with a quick stroke of their blade.

This spell allows the caster to end the life of any creature who is currently crippled by Fatigue, Major Wounds or similarly painful situations. The target must either be willing to accept the merciful stroke of the enchanted

weapon or have an INT 2 or less. The target must also be incapacitated from some kind of lingering pain or suffering but they will be instantly killed painlessly by the spell. So peaceful is the death brought on by this spell that the target will not rise as any form of undead without the influence of necromantic magic spells that have a Magnitude 3 or higher.

Mirage

Duration 15, Magnitude 2, Ranged, Resist (Persistence)
Cults: Sun, Trickster

The caster calls up a phantasm stretch of terrain that looks like whatever the target would want to see, just far enough out of reach.

This spell is a caster's way of fooling a single target into wandering off into the direction he wants them to. Creating an image over the real world in their mind, the target sees whatever it is it needs to in order to move toward it. A man dying of starvation might see a grove of ripe apple trees, a wizard could see a dusty library with the door open and a leech could see a steamy brothel. Whatever the mirage takes the form of; it draws the target in that direction for as long as the spell remains active or if the target interacts with the real world in a contrary way. For instance if a man affected by *mirage* sees a brothel in the middle of the forest he will begin to walk that direction but if he then falls into a cleverly laid pit trap, the spell will expire.

Mishap

Duration Instant, Magnitude 2, Ranged, Resist (Persistence)
Cults: All

Focussing the ill intentions of his gods upon a target the caster fates some minor disaster to befall his foe.

When this spell is cast, something bad is about to happen to the target – no matter how hard he may try to avoid it. The target of this spell will not need to roll any dice for his next skill test. This spell turns the target's next skill test into an automatic 00, causing them to fumble. Depending what this skill test was for, the Games Master may need to come up with some interesting disaster to occur on account of the magical nature of the fumble.

Mockingbird's Call

Duration Instant, Magnitude 0
Cults: Beasts, Hunter

The caster can create the sound of any animal or creature he has heard before, a useful tool within the wild particularly for a hunter.

This Divine Voice grants the caster the ability to perfectly mimic the vocal sounds of any single animal that he has heard once before in his lifetime. This could be a great number of animals, meaning that the caster will need to pass a Lore (Animal) skill test to remember a specific animal or creature that he has not been in recent contact with. It is up to the Games Master as to how recent that might need to be. What exactly the animal sound will do for the caster is variable depending on the situation but it is generally used to frighten other animals or people away – or to communicate with allies that are expecting their call.

Monsoon

Duration Special, Magnitude 5, Ranged
Cults: Sea, Storm

The caster begs his lords to unleash a tropical storm upon a shoreline, causing a great catastrophe with the power of the ocean's mightiest storms.

This powerful spell requires the caster to be targeting an oceanic shore of some kind, which will be ravaged for many days (perhaps *weeks*) by a powerful storm of rain and wind. The storm will cover a number of miles in a radius depending on the caster's rank in the cult. An Initiate casting the spell will get a one mile radius storm, an Acolyte calls a three mile radius area, Rune Priests double that number to six miles and Runelords create massive storms 15 miles in every direction. The storm lasts at least 2D6 days and then has a 35% per day (not cumulative) chance of continuing.

Everything that gets caught in the storm during the spell's Duration is destined to be soaked through and through, not to mention having to fight against gale force winds to move around normally. Structures get waterlogged or even blown over; detritus is whipped into the air at tremendous speeds. It is a dangerous place filled with

floods and other hostile hindrances. Ranged attacks are all but impossible (–75% to Ranged Combat skills), visibility is reduced to ten metres and all Movement rates are *halved* (round up). Anyone who spends more than a minute exposed to the wind and rain suffers 1D2 points of exposure damage from driving rain and windblown detritus. No one is safe from the raging storm, not even the caster, once it is cast. Otherwise, the exact nature of the storm is up to the Games Master.

Moonstruck

Duration Instant, Magnitude 0, Resist (Dodge), Touch
Cults: Moon

The overwhelming power of the moon's lunacy washes over a single target, sending them into hysterics for a moment or two.

This Divine Voice allows the caster to shock a target with pure insanity. The target of this spell must resist its effects or lose their next 1D4 Combat Actions because of ranting and raving. They will still instinctively Dodge normally but they will not take any normal actions due to their gibbering lunacy. Targets that are already mad, insane or troubled mentally are immune to this spell.

Munitions Unending

Duration Special, Magnitude 1, Progressive, Touch
Cults: War

The caster passes his hands over a quiver or shot canister, enchanting it with the plenty and the might of the destructive gods of war.

This spell allows the caster to bless any container of ammunition to produce more individual shots than it can normally hold. So long as the container is not emptied, anyone armed with the appropriate ranged weapon to need the ammunition will reach in and produce a single shot's worth while the spell is in effect. The spell lasts for a number of minutes equal to the Magnitude of the spell and all magical munitions created by the spell will vanish when the spell expires. Even though these missiles are magic in nature, they do *not* inflict magic-based damage.

Musk

Duration 15, Magnitude 1, Ranged, Resist (Resilience)
Cults: Beasts

The caster has the power to create a pungent and stinging musk to exude from the target, befouling him and the area that he occupies.

This spell is a strong weapon against enemies with a strong sense of smell. The caster targets an individual, who must resist the spell or begin to exude a foul musk similar to that of a skunk. Anyone caught within ten metres of the target (the caster included) must pass a Resilience skill test every round or lose 1 Combat Action and Combat Reaction from fighting vomiting or the vomiting itself, for the Duration of the spell. This foul stench is also extremely easy to follow, granting a + 20% bonus to any Perception or Tracking rolls made to sniff out the target.

Myrmidon's Brutal Armour

Duration 15, Magnitude 3, Touch

Cults: War

The caster wraps a single soul in the bladed armour of the war gods' myrmidon soldiers, protecting it and arming it with a deadly array of weaponry.

Only able to be learned by those of Rune priest rank or higher, this spell turns any being into an engine of melee destruction. The target of the spell grows in height and weight, becomes stronger and is plated in segmented steel plates that are as sharp as any axe or sword's edge. Spikes and chains hang from several places on the body and a single eye slit looks out of a scowling human-visage faceplate. The target of the spell takes on a new form essentially, with all of the following adjustments.

STR As caster + 3D6
CON As caster
DEX As caster
SIZ As caster + 2D6
INT As caster
POW As caster
CHA As caster – 1D3
HP: +5 to every Hit Location (temporary)

Damage Modifier: As adjusted caster

Combat Actions: As caster

Movement: 3m

Armour: Magical AP 7 (No Armour Test Penalty)

Special Attack - Slicing Plates

A caster inside of Myrmidon's Brutal Armour is covered in deadly spikes, blades, hooked chains and razor-edged plates in which he can use to attack any target within two metres with a successful attack roll. Such is the design of the armour that any Close Combat (Unarmed and Martial Arts included) skill can be used to lash out with its deadly array of weaponry. If these attacks are successful, they inflict 2D4 plus Damage Modifier damage normally that ignore the first point of mundane AP worn by the victim.

Additionally, anyone foolish enough to *grapple* the target while in the armour suffers an immediate 2D3 hits from the slicing plates but no Damage Modifier is further applied to these hits.



Narcolepsy

Duration 15, Magnitude 1, Progressive, Ranged, Resist (Persistence)

Cults: Night

The caster throws a cloud of blessed sand into the air at the targets, making them have to concentrate to stay awake even in the midst of battle.

This spell allows a caster to put his enemies to sleep. This spell can affect a number of targets equal to the Magnitude of the spell, forcing each to make a resistance roll or fall fast asleep for the Duration of the spell. Any sort of activity or loud noises will wake the target(s) at the end of each Combat Round but they will need to resist the spell's effects again at the beginning of the next Combat Round or fall asleep once more. This sleep/wake/sleep pattern can go on for the spell's entirety if need be.

Nature's Bounty

Duration Permanent, Magnitude 1, Progressive, Touch

Cults: Earth, Fertility

The caster plants a single seed in the ground and the earth responds with a bounty of food.

This spell gives the caster the ability to feed himself and others with grain and berries. Once cast, the ground erupts with several small plants that swell with berries and grain pods enough to feed a number of people equal to the Magnitude of the spell. The foodstuffs are considered natural and non-magical. The plants that grow the food will simply wither and vanish as soon as the food is picked off the branches.

Naval Escort

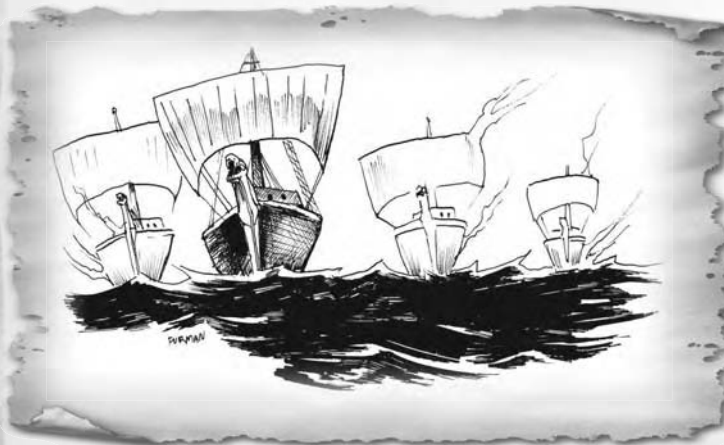
Duration Special, Magnitude 2, Ranged

Cults: Sea, Trickster

The ocean mists rise and create a dozen illusory ships to join the caster's vessel, making a fleet of smoke and fog where only a single ship existed before.

This spell allows the caster to create a force of ships to escort his vessel from out of nothing. These phantom ships are identical to the vessel that the caster is currently

in when the spell is cast and have no substance or physical form at all, merely a visual image of wispy fog. The caster creates a number of escort vessels equal to the Magnitude of the spell. The phantom fleet this spell creates lasts for a number of weeks equal to the post-casting POW of the caster. Anyone looking to try to see through the illusory ships must pass a Perception test at -20% *per ship* in order to dispel them individually. The use of a spyglass, similar tool or circumstance using enhanced vision will negate the Perception penalty altogether.



Neutralise Toxin

Duration Permanent, Magnitude 1, Ranged
Cults: All

The caster concentrates the will of his gods upon the target and all traces of poison, toxin or venom vanishes.

This spell gives the caster the ability to remove the toxic properties of any natural or mundane poison. When cast on an object or container that might bear some kind of toxic materials the spell works automatically, removing the danger of the toxin harming anything. If used upon a venomous or toxic animal or creature, the creature can resist the spell with their Resilience in the normal manner and only loses its toxic properties for 2D6 days. It should be noted that this spell will not cure anyone who has been poisoned in some way; it is merely designed to remove the danger from poisons yet to be used.

Newfound Strength

Duration 15, Magnitude 1, Progressive, Touch
Cults: All

The caster passes the strength of his faith onto another, turning the most fired and fatigued target into a veritable powerhouse of energy.

This spell grants a target a massive boost to his physical prowess. The target of the spell gains 1D3 STR points for each Magnitude in the spell and can ignore all forms of Fatigue for the Duration of the spell. The target courses with obvious magical strength and it should be noted by any who look upon it. When the spell expires, the target suffers 1D3 levels of Fatigue and drops to a STR of 5 for one hour due to the exhausting nature of the spell.

Night Watchman

Duration Special, Magnitude 1
Cults: Night

The caster calls up a being of sentient darkness to stand watch over him and his allies, allowing them to sleep soundly through the whole night.

Used by travelling night cultists, this spell creates a lesser form of shadow elemental to serve as a guardian over the caster. Lasting until the first rays of dawn touch its black form, the Night Watchman will protect the caster and any allies within 20 metres of the caster. It appears as a small dwarfish shape of blackness that is roughly humanoid, with two pale ivory specks of light serving as eyes. It will attack any intruders that come within 20 metres of the caster, shrieking loudly to alarm and awaken him. The Night Watchman is granted the following statistics:

STR	3D6	(11)
CON	3D6	(11)
SIZ	2D4	(5)
INT	3D6	(11)
POW	3D6	(11)
DEX	2D6+6	(13)
CHA	3D6	(11)

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	4/4
4-6	Left Leg	4/4
7-9	Abdomen	4/5
10-12	Chest	4/6
13-15	Right Arm	4/3
16-18	Left Arm	4/3
19-20	Head	4/4



Special Rules

Combat Actions: Three

Movement: 6m fly

Skills: Athletics 70%, Perception 55%, Stealth 80%, Tracking 50%

Traits: Darkstrike

Armour: Skin is magical darkness, granting AP four against damage (negated by Fire and Light attacks)

Darkstrike: The *Night Watchman* can project a single bolt of pure darkness once per Combat Round on its last Combat Action. This functions exactly as the *Darkstrike* spell cast at Magnitude 1.

Nightmares

Duration Special, Magnitude 1, Progressive, Ranged, Resist (Persistence)

Cults: Chaos, Moon, Night

The caster sends a sleeping target spiralling into the most horrid of haunting night terrors, rousing them from sleep and ripping them from their rest.

This malicious spell is used by sadistic casters who believe that their enemies do not deserve to sleep through the night. The target must resist this spell or be plagued by frighteningly real dreams of their and their friends' grisly demises over and over again, waking them repeatedly from their slumber. These terrible nightmares will not cease and will be very hard to shake from the mind, even causing nocturnal body spasms and muscle cramps. At the end of the target's restless sleep they will have suffered a number of levels of Fatigue equal to the Magnitude of the spell.

Nightshade Blessings

Duration 15, Magnitude 2, Touch

Cults: Death, Night

The caster blesses a single weapon with the power of never ending night, coating it with a poison made of oozing darkness.

This spell allows the caster to enchant a weapon for a short period of time to inflict horribly poisonous wounds. The enchanted weapon remains coated in the magical poison for the spell's Duration or when the weapon is bathed in fire or light, at which point it returns to normal. Those who are poisoned by the weapon begin to have their joints stiffen like rigor mortis and their flesh blackens and sloughs off in coin-sized chunks. The statistics for the mystic poison can be found below.

Nightshade

Type: Smeared.

Delay: 1D3 – 1 Combat Round.

Potency: 70.

Full Effect: 1D4 Hit Point damage to location struck and one Hit Point to adjoining Hit Locations; – 1D2 DEX.

Duration: The remainder of the spell's Duration .

Noble Mantle

Duration 10, Magnitude 0

Cults: All

The caster radiates the power of his rank, showing to others that he is important in the structure of the cult.

This Divine Voice can only be learned by cult members who have achieved Rune priest rank or higher, as it is used by those higher ranks to manifest their role in the cult. The caster is surrounded by an aura related to their cult's deity and anyone who worships the same or similar deity will recognise his rank. The exact nature and effects of the aura are listed below. It should be noted that the area of a Rune priest's Noble Mantle is two metres, whereas a Runelord's is five metres.

Air – A brisk breeze whips in all directions, granting –10% to incoming missile attacks

Beasts – A palpable aura of predation, granting +15% to Influence skill tests for intimidation purposes

Chaos – Swirls of colour and pulsating lights alternating with eerie sounds and horrible wailing, granting a +10% to all Runecasting rolls

Death – Horrible stench and flies, imposing a –10% penalty to Resilience skill tests to those in area

Earth – An area of stillness even in a strong wind, granting a +10% bonus to Resilience skill tests

Fertility – Plants grow and flowers bloom, granting a +10% to Influence skill tests

Fire – Ashen heat, inflicting one level of Fatigue to all those who remain in area every 1D3 Combat Rounds

Hunter – An area of complete silence, granting a +10% to Perception and Stealth skill tests

Moon – A subtle silvery glow, granting a +10% to Persistence skill tests

Night – A tangible darkening of the caster and his area, granting +15% to all Stealth skill tests for hiding

Sea – A salty mist like that from the sea shore, granting +15% to Boating and Shiphandling skill tests

Storm – The crackle of lightning emanating from the caster, inflicting one point of electricity-based damage to anyone in the area every 1D2 Combat Rounds (random Hit Location)

Sun – A bright glow, +15% to Perception skill tests and one point of light damage to minions or creatures of darkness each Combat Round

Trickster – A general haze of images and sounds, granting a +15% to Sleight and Stealth skill tests

War – A palpable aura of violence and bloodshed, granting +5% to attack rolls and +1 to Damage Modifier

Water – A misty fog, granting +20% to Athletics skill tests for swimming and half damage (round up) from fire damage sources

Oblivion

Duration Instant, Magnitude 3, Ranged, Resist (Resilience)

Cults: Death

The caster condemns one of the restless dead to a final rest, turning them to nothingness for all time.

Used solely by Rune priests and Runelords dedicated to death cults, this spell is the highest form of undoing that can be called upon – the utter destruction of an undead being. Whether it is a zombie, ghost, mummy or vampire, it does not matter to the black hunger of this spell. The target must resist the spell or be instantly destroyed with no chance of ever returning to the material or spiritual world. In essence, the death cult undoes those energies which animated the undead thing and disintegrate the body to less than ash. Using Oblivion is a taxing process for the caster, who takes on a level of Fatigue after the spell is cast.

Ordinary Guise

Duration 15, Magnitude 1, Touch

Cults: Hunter, Trickster

Common onlookers will not see the target for who he is; instead they will see a butcher, farmer or even a stable boy. The best place to hide is in plain sight.

This spell allows the caster to enchant a single target with a powerful illusion that makes him seem like any one of several normal professions for that area, no matter how outlandish they might really be. The target gains a +50% bonus to Stealth skill tests made for blending into a crowd or slipping by without attracting attention. Onlookers will see whatever they need to see in order to overlook the target but anyone who is actively searching for them will be allowed a single opposed Perception (versus the target's adjusted Stealth) test to see through the illusion.

Palanquin of the Damned

Duration Special, Magnitude 1, Progressive, Touch

Cults: Chaos, Death

The caster is lifted on an earthen slab by four hulking beasts called from beyond and carried like dark royalty to his destination.

This spell calls up a vehicle of sorts for the caster and his allies, if they would ride on such a devilish contraption. The Palanquin is large enough to hold up to 48 SIZ of riders (caster included) and has a Movement rate of four metres. It is held up and moved by four beasts or spirits summoned in relation to the caster's cult. A Chaos cultist might summon infernal demons, yet a death cultist might have skeletons or zombies carrying them around. The Palanquin offers no particular protection or special rules, merely a stable platform that the caster and a few allies can relax upon when travelling. The spell's Duration is equal to three times the Magnitude of the spell in hours, at which point the Palanquin sinks to the ground gently and then vanishes abruptly as if dispelled or dismissed.



Panic

Duration Instant, Magnitude 1, Ranged, Resist (Persistence)

Cults: Beasts, Moon

The caster lets out a sharp cry that causes animals to flee in blind terror.

This spell is a useful tool for casters who might need to deal with violent animals. When cast, every animal with an INT 2 or lower within the caster's post-casting POW in metres must resist the spell or spend the next 2D6 Combat Rounds fleeing from the caster. Anything that gets in the way of the fleeing animal will be attacked if it cannot manoeuvre around the obstacle. Animals that manage to resist the spell are angered by the fear it attempted to cause and they will solely attack the caster until he or they are incapacitated.

Penitent Sacrifice

Duration Permanent, Magnitude 1, Progressive, Touch

Cults: All

The caster is illuminated in bright light while his gods strip him of the magics placed upon him by others.

Only usable by the caster and only upon him or a willing target, this spell removes any sort of horrible magical curse. When cast, the target must spend a point of *permanent* POW in order for the spell to function. Once this sacrifice is made, the Games Master compares the Magnitude of this spell to the Magnitude of any spell with the Permanent Duration trait currently in use upon the target. If this spell has a higher Magnitude than the targeted spell, the targeted spell fades as if its Duration had expired. If not, the Games Master should note how many Magnitude points have been applied, as multiple castings of this spell are cumulative when used upon particularly powerful spells.

Protection of the Gods

Duration 15, Magnitude 1, Progressive, Touch
Cults: All

The gods look out for their loyal servants, protecting them from that which they control.

This spell allows the caster to protect a single target from Divine Magic spawned of the same sort of cult. The target is essentially immune to any Divine spell of an equal or lesser Magnitude. For obvious reasons this spell has no effect upon Divine Magic spells that have the 'All' cult requirement listed.

Quagmire

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)
Cults: Earth, Water

With a single gesture of an opening hand, the caster turns the ground beneath his foes into sticky quicksand in order to devour them.

This spell allows the caster to turn any natural earthen ground into a hungry maw of thick mud, swallowing foes and drowning them with silt. This spell affects all targets within a number of metres equal to the Magnitude of the spell of the initial target. For example, a Magnitude 2 Quagmire would be able to affect every target (friend or foe) within two metres of the initial targeted individual. Anyone caught in that area that cannot resist the spell is enveloped for 1D3 SIZ worth of their bodies every Combat Round, pinning or even drowning them if they cannot pull themselves to freedom. Anyone engulfed makes Athletics skill tests to pull themselves free but at a penalty equal to three times the amount of SIZ that had been engulfed.

Radiate

Duration 15, Magnitude 1, Touch
Cults: Sun

The target glows with the light of the sun itself, blazing with supernatural brilliance.

This spell gives the caster the ability to enchant a person or item (such as an arrow) with the power of the sun. Sunlight is summoned into being around the object in a ten metre radius that lasts until the spell expires. This area not only dispels any form of darkness or shadow

introduced to that area automatically but it also imposes a -15% blinding penalty to skill tests made by sighted creatures. Creatures attuned to darkness or sensitive to sunlight will double this percentage. This light is magical in nature and will not be extinguished by any means short of dispelling the spell itself.

Rain

Duration 30, Magnitude 0, Ranged
Cults: Storm

The caster asks the gods to deliver their gentle bounty, summoning a light rain from the heavens.

This Divine Voice grants the caster the ability to bring rain from a clear sky. Unlike *Stormcall*, this rain is gentle and light. For the Duration of the spell a light rain falls from the sky in a one mile radius, aiding plants and wetting the ground. The rain is not heavy enough to cause any water accumulation or a rise in rivers or lakes but can be the difference between life and death for a failing harvest and thirsty men.

Reconnaissance

Duration Instant, Magnitude 1, Ranged
Cults: Air, Hunter

By closing his eyes and listening to the clues in the air, the caster learns what lies ahead on his path.

This spell grants the caster the ability to briefly perceive things that are not within his normal sensory capabilities. When cast, the spell calls for the caster to make a Perception skill test. If successful, he learns 1D3 bits of information about any location within one mile of his current position. A critical success grants 1D6 instead. These bits of information are minor but useful and are generated by the Games Master. 'An ambush lays in the gulch', 'three men and their horses are on the road' or 'the camp is filled with trollkin' are examples of the information this spell gleans.

Reefstrike

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Special)
Cults: Sea

The caster clenches his fist and raises it defiantly toward the target, be it ship or swimmer and the sea floor launches an attack on his behalf.

This spell is a sea cultist's answer to enemy craft and overboard foes. The caster chooses a single target, which must currently be in the ocean and casts the spell. If the target is a vessel of some kind it can use the helmsman's Shiphandling skill test to resist, while a swimming target would need to use Athletics. If the target fails to resist the spell, a spike of oceanic coral or stone rises rapidly up to skewer their hull or body. Against a vessel this spell does 1D8 structure points per Magnitude of the spell, whereas against a creature the spell inflicts 1D4 Hit Points per Magnitude of the spell to a single Hit Location rolled randomly. This damage is piercing in nature but is not considered magical. For more information on ocean vessels and how they function, see the section starting on pages 70 – 78 of the *RuneQuest Companion*.

Rein

Duration Instant, Magnitude 0, Ranged, Resist (Persistence)
Cults: Beasts

The caster gestures with his hands as if fugging on an animal's invisible harness and the creature moves accordingly to the caster's will.

This Divine Voice grants the caster the ability to direct the movement of an animal for a moment. If the target of the spell fails to resist its effects, the caster can choose exactly how fast, what direction and in what manner any animal with an INT 2 or lower moves for 1D3 Combat Actions. This spell is infuriating to any undomesticated animal, causing it to lash out at the nearest target when it has the ability to do so.

Repulse

Duration Instant, Magnitude 1, Ranged, Resist (Resilience)
Cults: All

The caster shoves his arms outward, sending anyone who is too close to him reeling backward as if pushed by a powerful force.

This spell is a primarily defensive measure that keeps the caster safe by hurling his foes away. This spell allows the caster to choose a single target that must immediately resist the spell. Failure will send the target pawling backward from the caster as if it suffered Knockback from an attack that caused damage equal to the post-

casting POW of the caster. No damage is actually caused by the spell; only the Knockback, unless the target falls or slams into a damaging circumstance.

Ritual Offering

Duration Instant, Magnitude 0, Touch
Cults: All

With the passing of a creature's life, given to the gods in sacrifice, the caster is healed and replenished.

This Divine Voice grants the caster the ability to fill himself with divine power through a sacrifice of some kind to his god(s). Although it takes a full hour to perform properly, the spell is actually cast at the moment the living sacrifice is made, killing the animal (or other creature) in the process. If the spell is successful the caster immediately regains a number of Hit Points and Magic Points equal to the SIZ of the creature sacrificed. Extra points are lost and continuing effects like poison or disease will still plague the caster; this spell heals and replenishes – it does not cure.

Rust

Duration Instant, Magnitude 1, Progressive, Ranged
Cults: Chaos, Earth, Water



The caster concentrates upon a metallic object, which begins to tarnish and then fall apart to dust as if from ages of misuse.

This horrible spell allows the caster to weaken and possibly destroy any mundane metallic object. The caster chooses a single item made primarily of metal when the spell is cast, which immediately begins to turn orange and black with rusty flakes. The item loses 1 AP and 1 HP for each Magnitude of the spell, becoming utterly useless when either of those traits reach 0. Only the metallic parts of multi-substance objects will rust away, meaning that some items could be repaired (crossbow, spear and so on) where other items are turned to worthless junk (swords, armour and so on).

Salamander Summoning

Duration 10, Magnitude 3, Touch

Cults: Fire, Sun

Fiery coals dance out of the caster's hands to burst into rising flames, becoming a hungry fire elemental.

This spell allows servants of a fire or sun cult to call upon the worldly manifestation of their host element in creature form – a salamander. A sizeable salamander is summoned in 1D3 Combat Rounds and remains within ten metres of the caster for the entire spell Duration . If the Games Master has access to *RuneQuest Monsters*, they should use the statistics for a five cubic metre creature found on pages 54 – 55. If not, the Games Master should create a creature using the caster's statistics if he were under the effects of the *Salamander Form* spell (see page 61). For obvious reasons, the caster must have access to enough fuel to create a five cubic metre flame and the igniting embers or fire to cast this spell successfully. The salamander will follow the directions of the caster for the Duration of the spell but will vanish instantly once the spell's Duration has expired.

Sand Flesh

Duration 15, Magnitude 3, Touch

Cults: Earth, Sea

The target's skin trembles and cracks, shifting and sliding like the surface of a dune.

This spell can be a surprisingly effective defence and offence, all in one. The target of this spell has his flesh turned to living sand for the Duration of the spell.

Although the target loses 1D4 DEX immediately, he gains 1D6 STR and is considered to gain a natural and magical AP of 4 over all Hit Locations that rises to AP 12 against bludgeoning attacks. This AP stacks with worn armour and offers no Armour Test Penalty. Additionally, Unarmed or Martial Arts attacks performed by the target inflict 1D6 damage instead of the normal amount and inflict suffocation damage on any hit that strikes a victim's head (or equivalent).

Sever Spirit

Duration Instant, Magnitude 5, Resist (Dodge/Persistence), Touch

Cults: Death

The caster's hand turns grey and translucent, reaching into a target to grasp its very life force and rip it out.

One of the most powerful spells in the Death Cult repertoire, this spell allows the caster to tear a target's spirit from its earthly body. The caster must first hit the target with an Unarmed or Martial Arts attack, at which



point the target makes an additional Dodge skill test to avoid the penetration of the enchanted hand. If this fails, the target's spirit has been grasped by the caster. Once grasped, the caster must defeat the target in an opposed Persistence skill test to pull the spirit out of the body – killing it instantly. The spirit will not be destroyed, however and will immediately transform into a Ghost (see page 65 of *RuneQuest Monsters for Ghost statistics*).

This spell can only be cast by Runelords of a cult devoted to Death and is considered one of the highest forms of punishment in those sects.

Shade Summoning

Duration 10, Magnitude 3, Touch
Cults: Moon, Night

Darkness seeps from between the folds of the casters clothing, pooling at his feet like black water until it rises up and looks outward with fearsome cold eyes.

This spell allows servants of a moon or night cult to call upon the worldly manifestation of their host element in creature form – a shade. A sizeable shade is summoned in 1D3 Combat Rounds and remains within ten metres of the caster for the entire spell Duration. If the Games Master has access to *RuneQuest Monsters*, they should use the statistics for a five cubic metre creature found on pages 55 – 56. If not, the Games Master should create a creature using the caster's statistics if he were under the effects of the *Shade Form* spell (see page 62). For obvious reasons, the caster must be located in shadows and darkness or at least be wearing clothing that bears deep shadows to cast this spell successfully. The shade will follow the directions of the caster for the Duration of the spell but will vanish instantly once the spell expires.

Shaft of Light

Duration 15, Magnitude 1, Touch
Cults: Moon, Sun

No matter where the target may be, the caster sends a single stark beam of light to find them.

This spell bathes the caster's target in a gentle beam of sun or moonlight in almost any situation. As long as the target is not totally encapsulated in magical darkness or

a completely seamless material, this beam will find them and illuminate them and the one metre area around them. This light is not too bright or inherently magical but it will reflect miraculously off of any object to eventually reach the target. It is as bright as a torch and would only harm or hinder those creatures that would be otherwise affected by normal light of that strength.

Smite

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Persistence)
Cults: All

The caster focuses the power of his faith upon the target, manifesting as a bright light emanating from his eyes, crushing the target under his gaze.

This spell allows the caster to smash into a target with the power of his cult's faith. Anything targeted by the spell that fails its resistance roll suffers 1D4 points of unpreventable damage to every Hit Location per Magnitude of the spell. Additionally, for every '4' that is rolled on these damage dice the target is utterly stunned and will not be able to take any Combat Actions for a single round.

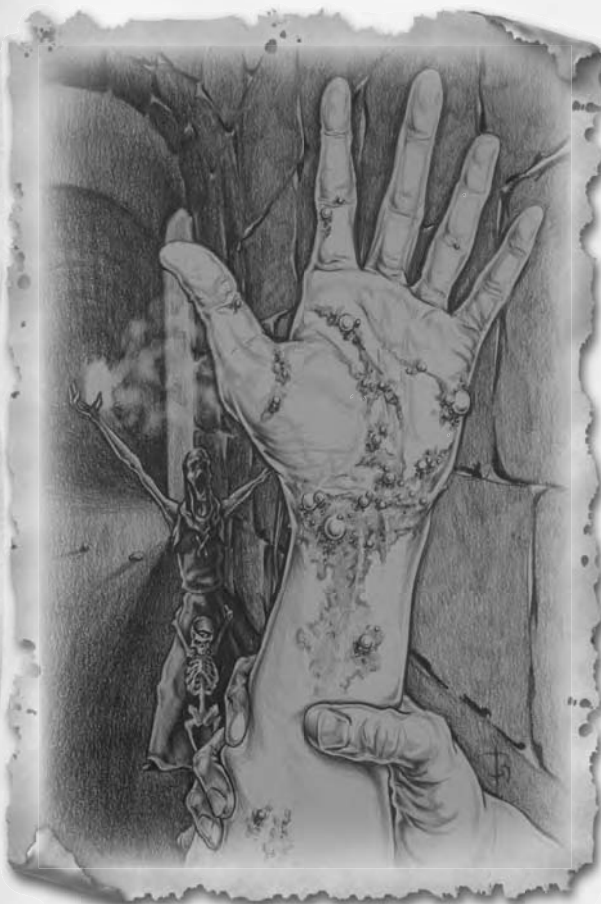
Spore

Duration Permanent, Magnitude 2, Ranged, Resist (Resilience)
Cults: Death, Earth

The caster creates a puff of spores that float to the target and take root, becoming a painful irritation over portions of their flesh.

This spell allows the caster to infect a target with a magical fungus that, while not lethal, is an irritating and painful annoyance. The target's infection manifests as a reddish rash that appears at the joints and junctions of the body; anywhere flesh can meet with flesh to make a crease. The rash is always sore and smells similarly to spoiled milk, inflicting a -15% penalty to any Influence rolls for those who can see/smell it upon the target. Additionally, the rash is painful to touch and is constantly itching and burning upon the target. This conveys a general -15% penalty to all skill tests that require bodily movement – except combat, where the need for self-preservation

outweighs the irritation. The fungus will grow unabated until the target has the spell somehow lifted or if the target suffers at least 2 points of fire or acid damage to every Hit Location of his body at once.



under its grey shadow. The rainstorm lasts until the spell expires and thoroughly soaks everything in a radius equal to the Magnitude of the spell in miles. While this spell is in effect, anyone casting spells that inflict electrical damage (*Skybolt*, *Shock* and so on) make the spellcasting skill tests at a +10% bonus.

Sylph Summoning

Duration 10, Magnitude 3, Touch

Cults: Air, Storm

The caster blows a deep lungful of air into his hands, moulding it into a growing wind that becomes large enough to move on its own in seconds.

This spell allows servants of an air or storm cult to call upon the worldly manifestation of their host element in creature form – a sylph. A sizeable sylph is summoned in 1D3 Combat Rounds and remains within 30 metres of the caster for the entire spell Duration. If the Games Master has access to *RuneQuest Monsters*, they should use the statistics for a five cubic metre creature found on pages 57 – 58. If not, the Games Master should create a creature using the caster's statistics if he were under the effects of the *Sylph Form* spell (see page 66). The caster need only be able to draw a lungful of air to cast this spell successfully, making it very versatile unless campaigning underwater. The Sylph will follow the directions of the caster for the Duration of the spell but will vanish instantly once the spell expires.

Table of Plenty

Duration 60, Magnitude 1, Progressive, Touch

Cults: Fertility, Hunter

The caster blesses a table of food with the generosity of his gods, ensuring no mouth at his table goes hungry.

This spell allows a caster to make even the smallest amount of food feed possibly hundreds. As long as the caster has enough food to feed a single person, this spell *doubles* the number of people that the food will feed per Magnitude of the spell. For example, a caster with enough rabbit and salad greens for two people uses a Magnitude 3 Table of Plenty, creating enough food for 16 ($2 \times 2 = 4$; $4 \times 2 = 8$; $8 \times 2 = 16$)! This spell does not actually create a surplus of food that can be stored; when the spell expires the food will run out.

Stormcall

Duration 15, Magnitude 1, Progressive, Ranged

Cults: Storm

With a shout like thunder the caster gathers a dark cloud to unleash a harsh and powerful storm upon the surrounding area.

With this spell the caster can create a raging thunderstorm. Heavy raindrops drive down from the sky to soak the ground to mud and bring rivers or lakes to near overflow. Lightning crashes in the sky above and thunder rattles the bones of the unfortunate souls caught

Tapeworm's Hunger

Duration Special, Magnitude 1, Progressive, Resist (Resilience), Touch

Cults: Beasts, Fertility

With a single touch the caster infects his target with a mystical parasite that devours his meals and keeps him hungry for days.

Casters who wield this spell are often sadists or believe highly in poetic justice for gluttons. The target of the spell must resist its effects or suddenly be overwhelmed with hunger. The target will require twice the normal amount of food and drink for a number of days equal to the Magnitude of the spell. If they cannot meet these new food requirements they will suffer from an additional level of Fatigue every day they do not.

Taskmaster

Duration 30, Magnitude 1, Progressive, Ranged

Cults: All

The caster glowers down on his subordinates, impelling them to work harder and faster for the cult.

This spell grants the caster the ability to bolster others' will to better serve the cult. As long as the caster remains in a line of sight with a number of lower ranked or affiliated cult members equal to or less than the Magnitude of the spell, they receive a +10% bonus to any Craft, First Aid, Heal or Mechanisms skill tests made at the caster's behest. Should the caster leave line of sight or become otherwise preoccupied with other duties, this bonus remains for the rest of spell's Duration but is reduced to +5%.

Tenebrous Flesh

Duration 15, Magnitude 3, Touch

Cults: Night

The target darkens beyond the scope of colour perception, becoming a shade of black that is difficult to look upon.

This spell is a powerful tool in the hands of a night cultist. The target of this spell has his flesh turned to living darkness for the Duration of the spell. Although

the target loses 1D3 DEX immediately, he gains 1D4 STR and is considered to gain a natural and magical AP of 4 over all Hit Locations and immunity to bludgeoning attacks. This AP stacks with worn armour and offers no Armour Test Penalty. Additionally, Unarmed or Martial Arts attacks performed by the target inflict 1D4 damage instead of the normal amount but that damage ignores non-magical forms of protection and is considered cold. Additionally, the target gains a +20% bonus to all Stealth rolls but in turn they will suffer double normal damage from light or fire attacks.

Thunderclap

Duration Instant, Magnitude 2, Ranged, Resist (Resilience)

Cults: Chaos, Storm

The caster raises his hands high in order to swing them around and bring them crashing together, sending a shockwave of sound and force in all directions.

Dangerous to use in fragile areas, this spell allows the caster to produce a massively huge boom like that heard from the clouds. Anyone (friend or foe) within a number of metres equal to the post-casting POW of the caster will need to resist the spell. If they succeed, they are stunned for the remainder of the Combat Round and only deafened for 1D2 minutes. If they fail however, they are knocked unconscious for 1D4 minutes and rendered deaf for 2D6 hours. Such is the force of the Thunderclap that fragile mundane items (glass, pottery and so on) will shatter instantly. The caster is immune to the effects of his own Thunderclap.

Twilight

Duration 60, Magnitude 1, Progressive, Ranged

Cults: Night, Sun

The caster forces the dull light of sundown to dominate either the darkness of night or the brilliance of day. At his command, the dusk sky prevails.

This spell allows the caster to create an area of muted daylight. Perhaps for the comfort of nocturnal allies or maybe just as a reprieve from the hot sun, this spell makes the area feel as though twilight was setting in.

This area is equal to the Magnitude of the spell in miles, making a possibly large portion of the world cool and dimly lit. This level of muted light does nothing to aid in Stealth skill tests but it puts off heat exhaustion and other daytime worries as well as helping to illuminate the dark of night time.

Ulcerate

Duration Instant, Magnitude 0, Ranged, Resist (Dodge)

Cults: Chaos, Death, War

The caster hurls a fleck of black energy at an enemy, causing their flesh to suddenly rupture.

This Divine Voice is a painful and sometimes deadly, attack. The caster picks a target and projects the spell at them, which they must dodge. If they cannot do so the spell will find their most healthy (having the most current Hit Points) Hit Location and inflict one point of unpreventable damage to that location. The damage is accompanied by an angry split in the skin that will get infected quickly if a First Aid skill test is not used while it is healing.

Umbra

Duration Permanent, Magnitude 5, Ranged

Cults: Night

The caster lights and then snuffs a candle's flame while speaking ancient incantations to the gods of darkness and the land becomes a sea of flickering shadow.

This spell allows a night cultist to throw a large area of the world into perpetual darkness. When successful, an area equal to the post-casting POW of the caster times ten in metres becomes as black as a moonless night and cannot be lit by any form of natural lighting. Oil and flames still burn but they will not give off any light in this area until the spell is somehow dismissed or dispelled. Only magical light can permeate the curtain of shadow this

spell creates but even then it is only at half strength. This magical darkness only allows creatures and minions of darkness to see normally, which makes them the masters of this spell.

Undine Summoning

Duration 10, Magnitude 3, Touch

Cults: Sea, Water

The caster swirls his hands in the surface of the water and the current he creates grows increasingly rapid until the splashing rises up and takes on the form of a creature.

This spell allows servants of a sea or water cult to call upon the worldly manifestation of their host element in creature form – an undine. A sizeable undine is summoned in 1D3 Combat Rounds and remains within ten metres of the caster for the entire spell Duration . If the Games Master has access to *RuneQuest Monsters*, they should use the statistics for a five cubic metre creature found on pages 58 – 61. If not, the Games Master should create a creature using the caster's statistics if he were under the effects of the *Undine Form* spell (see page 69). For obvious reasons, the caster must have access to a body of fresh or salt water of at least five cubic metres to cast this spell successfully. The Undine will follow the directions of the caster for the Duration of the spell but will vanish instantly once the spell expires.

Ursine Might

Duration 15, Magnitude 1, Progressive, Touch

Cults: Beasts, Hunter

Calling upon the spirit of the great bears the caster imbues the body with the power of a mother grizzly protecting her young.

This spell allows the caster to give great strength to a target. The target gains 1D3 STR for every Magnitude of the spell, which is considered to be doubled when acting in defence of someone or something that is unarmed or



Divine Magic

too young and weak to defend itself. This strength boost is obviously supernatural in origin and those under the spell's effects do not move or act normally because of it.

Valorous Stand

Duration Special, Magnitude 3
Cults: Earth, War

The caster draws his weapons and plants his feet, becoming an unmoveable pillar of flesh that would sooner die than let a single foe past.

Only those ready to possibly die for their faith can hope to make the most out of this spell. The caster chooses a place to make his stand and then casts the spell, rooting his feet in place and granting him tremendous martial focus. The spell lasts until the caster is dead or chooses to take a step from that spot. While the spell is in effect the caster gains two additional Combat Actions and Reactions, a +25% bonus to all attack and parry rolls, an additional + 1D4 Damage Modifier and cannot be

forcibly moved for any reason. Should the caster end the spell by leaving the chosen spot, he will suffer 1D3 levels of Fatigue automatically as well.

Vigilance

Duration Permanent, Magnitude 0, Touch
Cults: All

The gods above or below let their power flow through the caster, making their servants stand vigilant for many hours at a time.

This Divine Voice allows the caster to eliminate the need for sleep for a single target, making it the perfect temple guardian or night watchman. The target of this spell immediately falls asleep for one minute, only to awaken as if having slept for a full ten hours straight.

Vulpine Cunning

Duration 15, Magnitude 1, Progressive, Touch
Cults: Beasts, Trickster

Bringing the clever spirit of the crafty fox into someone for a short while, the caster imbues that person with an instinctual cunning unknown to a normal man.

This spell allows the caster to give a boost of great dexterity to a target. The target gains 1D3 DEX for every Magnitude of the spell, which is considered to be doubled for the purposes of Sleight, Stealth and Dodge skill tests. This dexterity boost is obviously supernatural in origin and those under the spell's effects move somewhat *too* fluidly because of it.

War Cry

Duration Instant, Magnitude 0, Ranged
Cults: War

The caster lets out a bellowing battle shout that drives his fellows on with emboldened courage and vigour.

This Divine Voice lets the caster give a powerful war cry that makes him and his allies better combatants for the first moments of any engagement. This spell effects the caster and a number of nearby allies equal to the caster's CHA. Those effected by War Cry gain +1 metre to their Movement if used to charge, +10% to hit and +1 damage for the next 1D3 Combat Rounds. Someone can only benefit from one casting of War Cry each battle but multiple castings could be used to affect more allies.

Ward

Duration Special, Magnitude 1, Progressive, Touch
Cults: All

The caster draws a crude symbol on a door or portal to keep out a specific creature, person or thing.

This spell allows the caster to name any sort of creature, being or other item, warding a given doorway from that which was named. The warded doorway will remain so until either the physical drawing of the symbol is damaged or modified or if a number of weeks pass equal to the Magnitude of the spell. Only a critical success on a Persistence skill test will allow the named thing through a warded portal but it will suffer 1D3 unpreventable damage to all Hit Locations.

Waterwalk

Duration 15, Magnitude 1, Touch
Cults: Sea, Water

The caster places a hand on each of the target's feet and soon he can walk or even run across river and ocean alike, just as though it were earthen soil.

This spell allows the caster to grant the ability to walk on water to a single target. For the Duration of the spell the bottom of the target's feet will act as though any form of water was as dense as stone. Rapidly moving water (rivers, rapids and so on) could still pose a slight manoeuvrability issue but otherwise is treated the same way. It should be noted that *only* the bottom of the target's feet treat water this way; if the character stumbled and fell, his body would sink in the water.

Wildfire

Duration Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Cults: Chaos, Fire

A crackling bolt of white energy leaps from the hands of the caster and into an open flame, causing it to explode into dazzling arcs of magical fire.

This spell turns any normal flame or fire torch-sized or larger into a weapon against the surrounding area. The caster chooses a source of fire and casts the spell, causing the fire to explode in a radius of metres equal to the Magnitude of the spell, inflicting 1D4 points of magic and fire damage to anyone who cannot Dodge successfully. This damage ignores any form of mundane armour or protection.

Wrath

Duration Instant, Magnitude 5, Ranged

Cults: All

The caster's god focuses its fury into him, funnelling a blast of tremendous godly power at his foe. Mortal bodies were not meant to withstand such power and the caster takes the brunt of his service as the conduit.

This powerful spell can only be learned by those who have achieved Runelord rank in their cult and can only

be cast when the caster is at his current maximum Magic Points and Hit Points. If all of these requisites are met, the spell can be cast and the target is automatically struck by a blast of divine energy. This blast inflicts 2D8 unpreventable damage to all of a target's Hit Locations but spends *all* of the caster's Magic Points in the process, leaves him with 1 Hit Point to all Hit Locations and drops him to the Exhausted Fatigue level. This is a very powerful but extremely taxing spell.

Yowl

Duration 15, Magnitude 1, Progressive, Ranged, Resist (Persistence)

Cults: Beasts, Night

The caster throws back his head and lets out an eerie mourning cry that puts despair into the hearts of those who hear it.

This spell gives the caster a powerful tool to strike terror into his foes. The caster howls powerfully into the air, the sound carrying for a number of miles equal to the Magnitude of the spell. Anyone within that area that can hear the haunting sound must resist the spell or suffer a –10% fear-based penalty to all non-combat skill tests for the Duration of the spell. Targets that were within ten metres of the caster when he gave the howl have a –20% penalty to their resistance roll.

SORCERY

Throughout the worlds of *RuneQuest* there are many ways to command the powers of magic but none are so methodical and time consuming as Sorcery. Requiring weeks of study to acquire but lifetimes to master, this brand of magical prowess uses logic and book learning to manipulate mystic energies. A sorcerer does not require the following of a faith or the integration of runes – all they need is the knowledge they have gleaned and the energy to call upon it.

The following chapter details a multitude of new Sorcery spells that range in power, utility and oddity depending on what the spell was created for and what it has become over several ages of use. All of the following spells use the Manipulation rules found in the *RuneQuest Companion* (pages 25 – 28). These spells should be considered to be available in any setting, so long as the Games Master allows them, the appropriate wizards and researchers.

New Sorcery Spells

Ablaze

Casting Time 3, Concentration, Resist (Dodge)

The sorcerer hurls a small sphere of flame at a target and then fans it with his own magical abilities, turning it into a blazing conflagration.

This spell strikes the target(s) with a growing ball of fire, inflicting one point of fire damage per Magnitude of the spell to one random Hit Location. Once the sorcerer has inflicted at least one point of damage to a target with this spell he can then concentrate to inflict that damage at the end of each Combat Round, so long as the spell's determined Duration is not exceeded.

Abort

Casting Time 1, Resist (Persistence)

The sorcerer snaps his fingers and prolonged activity then promptly ceases.

This spell gives the sorcerer the ability to make others stop any sort of extended activity they are involved in. Although this spell cannot stop someone from swinging

a sword or leaping a chasm, as they are instantaneous actions, it could make a jeweller abandon an ingot he was smelting or even interrupt the casting of a spell. If successful, the target(s) cannot go back to attempting that same action until a number of minutes equal to the Magnitude of the spell have passed.

Absolute Zero

Casting Time 2, Resist (Resilience), Touch

The sorcerer's hand glows blue-white and touches the flesh of his foe, freezing them solid in seconds.

When this spell is cast the sorcerer's hand becomes a deadly weapon of unearthly cold. For the Duration of the spell the caster can make Unarmed or Martial Arts attacks with the enchanted hand instead of making a normal attack. These attacks inflict 1 point of cold damage per Magnitude of the spell if a victim's bare flesh is touched. Should the sorcerer touch armour or other items instead, the enchanted hand inflicts the half the Magnitude of the spell (round up) in damage directly to the HP of any item touched, protective armour and parrying weapons included. Any item that has its HP reduced to 0 will shatter like ice the next time anything strikes it with any force, unless given several hours to warm and thaw.

Acquire

Casting Time 2

The sorcerer opens the folds of his cloak or backpack and gestures for items to disappear within.

This crafty spell allows the sorcerer to target small items and make them his own. The targeted items cannot be larger than ENC 1 and cannot be magically tethered or held in place for the spell to function. The target(s) of this spell dislodge or lift from their current location and float slowly to the caster. This spell is not subtle and anyone who witnesses it will know exactly where the item(s) have gone.

Adept (Skill)

Casting Time 3, Touch

The sorcerer graces his target with a magical prowess from beyond, aiding it with the tasks at hand.

There are actually numerous Adept skills, one for every skill a character might have. This spell allows the sorcerer to augment his targets' ability to perform a single skill very well. For the Duration of the spell the target(s) receive a bonus to this skill of +5% per Magnitude of the spell.

Adjust (Characteristic)

Casting Time 3, Touch

The sorcerer plays with the intrinsic nature of his targets, adding to or removing from the potency of their instinctive natural ability.

There are actually seven Adjust spells, one for each Characteristic. This versatile spell gives the sorcerer the ability to add or subtract from a single Characteristic. For every two full points of Magnitude of the spell, the caster can choose to raise or lower the targeted Characteristic by a single point for the Duration of the spell. The decision to raise or lower must be made *before* the spell is cast and that decision will be applied to all chosen targets equally.

Agile Reflexes

Casting Time 2, Touch

The sorcerer enhances the coordination and deftness of his targets, turning them into a dervish of reflexes.

This spell turns the sorcerer's target(s) into a powerful defensive combatant. The target(s) of this spell gains additional Combat Reactions equal to the Magnitude of the spell every Combat Round for the Duration of the spell. It should be noted that this has no effect on Combat Actions at all, merely on the Reactions.

Amputate

Casting Time 3, Resist (Resilience), Touch

The sorcerer runs a glowing finger around his target's limb, causing it to drop off without even so much as a scar left behind.

This spell gives the sorcerer the ability to remove his target's limbs with surgical proficiency. The sorcerer must keep flesh-to-flesh contact for the entire casting of

the spell with the limb (or digit), which might require the target be held in place. The spell then removes the limb from the target as if it had just suffered a Major Wound from a slicing weapon, save for the fact that no Resilience rolls are necessary. The process is safe and painless to the target, leaves no infections or scars and is medically perfect.

Aperture

Casting Time 2

The sorcerer points a finger at an object and the spell blasts a nearly perfect whole through it.

This spell allows the sorcerer to cause significant physical damage to nonliving substances. The target of the spell must be a nonliving object of some kind (door, wall, statue and so on), which instantly has a fist-sized hole punched through it. The Magnitude of the spell determines what sort of material the spell can punch through and how much of it. For every point of Magnitude the spell can punch through either one metre or 1 AP of any material.



For example, a Magnitude 4 Aperture could punch through three metres of a substance with AP 1, two metres of AP 2 or one metre of AP 3 materials. When the spell is manipulated to have multiple targets, the caster can choose to leave several small fist-sized holes or combine them to create a larger hole (+1 SIZ per additional Target rolled).

Arsonist's Hand

Casting Time 3, Touch

The sorcerer leaves a smoking handprint behind from his magical touch; soon it begins to smoulder and bursts into roaring flames.

This spell grants the sorcerer the ability to set flammable objects alight with just a touch. For the Duration of the spell any flammable object the sorcerer lays his hands upon will begin to smoke and smoulder for 1D3 minutes before bursting into flames. The flames are the equivalent of a bonfire and cannot be extinguished by mundane means for a number of Combat Rounds equal to the Magnitude of the spell. Living targets are completely immune to this spell but not the damage the fires could inflict.

Assail

Casting Time 1, Resist (Dodge)

The sorcerer's hands move in a flurry of punches that somehow lash out and strike his foes invisibly.

Only used by sorcerers that are physically fit, this spell allows the caster to strike his foes with magical Unarmed Attacks. Any target that cannot resist the spell is immediately attacked by a number of Unarmed strikes equal to the Magnitude of the spell. These attacks are considered to have successfully rolled the caster's Unarmed skill but can still be parried or dodged normally. For any attacks that land upon the target(s), the damage rolled is exactly the same as the caster's normal Unarmed damage.

Aura of Cold

Casting Time 2

The sorcerer is enveloped in a nimbus of deep cold, freezing all those who stay within it too long.

This spell turns the sorcerer into a walking force of winter, inflicting cold damage upon everything that gets too close. For the Duration of the spell the caster is surrounded by an area of intense cold equal to the spell's Magnitude in metres. Anything that spends more than a single Combat Round within the spell's area suffers 1 point of cold damage to any Hit Locations that are not protected against cold environments. Additionally, the surrounding environment will react as though it is deep winter (water freezes, air steams up and so on). The caster is obviously immune to the effects of his aura.

Aura of Heat

Casting Time 2

The sorcerer calls up a field of air-distorting heat to swirl around his body, broiling those foolish enough to fry and weather it.

This spell turns the sorcerer into a focus of desert heat, inflicting heat damage upon everything that gets too close. For the Duration of the spell the caster is surrounded by an area of intense heat equal to the spell's Magnitude in metres. Anything that spends more than a single Combat Round within the spell's area suffers 1 point of heat damage to any Hit Locations that are not somehow protected against hot environments. Additionally, the surrounding environment will react as though it is under a midday desert sun (water steams and boils, paper smoulders and so on). The caster is obviously immune to the effects of his aura.

Aura of Lightning

Casting Time 2

The sorcerer becomes a living generator, surrounded by arcs of dancing lightning that coruscate from him to anything that gets too near.

This spell turns the sorcerer into a mobile lightning storm, inflicting electrical damage upon everything that gets too close. For the Duration of the spell the caster is surrounded by an area of dancing lightning arcs equal to the spell's Magnitude in metres. Anything that spends more than a single Combat Round within the spell's area suffers 1D4 points of electrical damage to a random Hit Location, ignoring any metallic forms of protection. Additionally, the surrounding environment will be



repeatedly shocked by these arcs and react accordingly (wood burns, grass smokes and so on). The caster is obviously immune to the effects of his aura.

Bait (Animal)

Casting Time 3

The sorcerer creates a focussed point of energy that attracts a specific type of animal from all around.

There are actually countless different Bait spells, one for each species of animal that the sorcerer may wish to attract. The spell, when cast, calls out to all of its target animals within a number of miles equal to the Magnitude of the spell to come to a point within range decided by the caster. The Bait lasts for the Duration of the spell, only keeping those animals summoned around until it wears off. This spell does not give the sorcerer any special rapport with the animals, it merely calls to them encouraging them to the caster.

Ball of Fire

Casting Time 1, Resist (Dodge)

The sorcerer hurls the stereotypical fireball at his foes, burning them with explosive flame.

There is not a more traditional spell in a warlock's repertoire than the classic Ball of Fire. This spell creates small spheres of flame that streak toward the target(s) and detonates upon impact with them. Anyone targeted by the spell must resist or suffer 1 point of fire damage per Magnitude of the spell, distributed evenly (round up) to all Hit Locations of the target. This damage ignores half (round up) of the mundane protection of the target.

Ball of Lightning

Casting Time 3, Resist (Dodge)

The sorcerer gathers an ovoid shape between his hands made of lightning arcs, releasing it toward his foes in a streak of blue-white static and ozone.

This spell projects a semi-controllable ball of electricity toward the sorcerer's enemies. The ball streaks forward to attack the nearest enemy targeted, moving on to the next target and so on until all targets have been attacked. All targets for the spell must be within its range and a line of sight to the sorcerer. Each target that does not resist the spell as the ball reaches them suffers 1D4 points of damage per Magnitude of the spell, distributed evenly (round up) to all Hit Locations of the target. This

damage is both magic and electrical and ignores any mundane metallic forms of protection that may be worn by the target(s).

Beam of Cutting

Casting Time 2, Resist (Dodge)

A bright white ray of light traces a bloody line through armour and flesh like a razor's blade.

This spell gives the sorcerer the ability to inflict a terrible wound upon several targets at once. Each target must resist the spell's effects or suffer 1D8 damage that ignores any form of AP up to the Magnitude of the spell. This spell cannot benefit from the Manipulation (Duration) skill, as it is instantaneous.

Bedazzle

Casting Time 2, Resist (Persistence)

The sorcerer spreads a field of blinking lights before him with a dramatic flourish, completely entrancing the weak-willed amongst his foes.

This spell fills an area with motes of enchanting light that place targets in a haze. Every target must resist the spell or be placed in a semi-hypnotic state for the rest of the spell's Duration, removing all of the target's Combat Actions and Reactions. This will be dispelled if the target is attacked or interacted with but the Magnitude of the spell determines how many times the targets will ignore even being attacked or interacted with before the spell is dismissed prematurely. For example, a target entranced by a Magnitude 4 Bedazzle will not be broken out of the trance for the first four interactions, normally enough to deal with most foes!

Bewitch

Casting Time 1, Resist (Persistence)

The sorcerer makes a soft-spoken ally from even the fiercest foes, turning them to his side for a short while to aid his own desires.

This spell allows the sorcerer to turn enemies into allies for a while. Targets of the spell must resist its effects or become generally pleasant toward the sorcerer and a number of others of his choosing equal to the Magnitude of the spell. 'Generally pleasant' means that the target(s) will not attack the sorcerer and his friends, nor will they

raise their voices above a normal speaking tone. Even though they are in a hazy state of emotional numbness, they will not perform actions requested of them that would seem out of place to ask a common acquaintance. For example, a Bewitched target would gladly loan a few dozen silvers to the sorcerer but would not, under any circumstances bare their throat.

Bisect

Casting Time 2, Resist (Resilience)

A spinning arc of energy speeds toward the target, cutting into them with a mathematic methodology.

This disturbing spell is one of the most powerful Sorcery applications a warlock can hope to attain, yet it cannot actually *kill* any target. Targets that cannot resist the spell's effects have their current Hit Points from a number of Hit Locations equal to the Magnitude of the spell (rolled randomly) reduced by half (round up). This halving mechanic means that the spell cannot ever actually cause the demise of a target (1 divided by 2 is .5, rounded back up to 1) but it can be a very powerful equaliser against healthy opponents.

Blind

Casting Time 2, Resist (Resilience)

Smoke rises from the eyes of the sorcerer's enemies, leaving them sightless and confused.

When this spell is cast the sorcerer aims to remove the eyesight from his target(s). Any target that cannot resist the spell is rendered sightless (unless already so) for the Duration of the spell, suffering a penalty to all skill tests equal to ten times the Magnitude of the spell. For obvious reasons, if this spell targets a creature or target that does not need to see there are no adverse effects.

Bolts of Agony

Casting Time 1, Resist (Dodge)

A blast of blackness rips out of the sorcerer's mouth and impales an enemy.

This spell summons jagged spikes of solidified magic to puncture the sorcerer's target(s), causing significant pain to them. Any target that cannot resist the effects of the spell is struck in a random Hit Location by a serrated spike that inflicts 1 point of damage per Magnitude

of the spell, ignoring mundane armour. This attack is considered to be impaling the target, suffering all the normal drawbacks for being impaled. If the spike(s) is not removed properly before the spell expires, it will simply vanish to nothing.

Bonebreaker

Casting Time 2, Resist (Resilience)

The sorcerer makes a gesture with his hands similar to snapping a twig and the targets' bones proceed to splinter and fracture.

This sadistic spell can cripple the sorcerer's enemies, turning their bones to splinters without cutting flesh. The target(s) of the spell must resist its effects or suffer 1D2 points of unpreventable damage to randomly rolled Hit Locations a number of times equal to the Magnitude of the spell. For every five full points of damage this spell inflicts upon a target, that target loses 1D2 DEX and STR for as long as the damage remains – signifying the breaking of internal bones.



Brainworms

Casting Time 2, Resist (Resilience), Touch

Magical parasites infest the mind of a sorcerer's foe, leeching out their ability to think clearly or focus on the casting of their spells.

A sick spell designed by infernal cultists many years ago, the target(s) of this spell is infected with an Otherworldly parasite of the mind. Brainworms affects the mind of the target touched no matter where the sorcerer touched them. If successful, the spell reduces the target's INT score by the Magnitude of the spell (minimum of 1) and saps away an equal number of Magic Points. The INT loss remains until the spell's Duration expires, whereas the Magic Points must instead be regained normally.

Breath of the Dragon

Casting Time 2, Resist (Dodge)

The sorcerer projects a stream of potent liquid fire that melts stone and metal as if it were wax.

This spell allows the sorcerer to spit a stream of sticky, semi-acidic fire in a straight line one metre wide and as long as the range of the spell. If the targets cannot dodge the flame, it will inflict 1D8 points of fire damage. Armour protects against this damage normally but it is considered to be both magical and fire. Any objects (including the aforementioned armour) with a combined AP/HP less than the Magnitude of the spell are reduced to molten slag or ash in seconds. Due to the nature of the stream there is no need for the Manipulation (Duration) or Manipulation (Targets) skills with this spell.

Burrow

Casting Time 3, Concentration

The sorcerer walks forward into the earth and stone as if falls away from his presence to create a tunnel.

This spell allows the sorcerer to move at a normal rate through any form of natural stone, rock or other earthen material. The sorcerer and a number of people equal to the Magnitude of the spell (who must be of SIZ 12 – 15) can move at a four metre Movement through the tunnel with no fear of it collapsing on top of them, so long as the sorcerer continues to concentrate. However, when the spell expires it returns to its natural state after 1D3 Combat Rounds.

Calcify

Casting Time 2, Resist (Resilience), Touch

The sorcerer condemns his target to a slow and painful transformation to limestone.

Sorcerers who use this spell are pure sadists, as it has the same effects as the *Petrify* spell – but it takes longer and inflicts great pain upon the target. If a target cannot resist the effects of the spell they will begin to turn into a pale yellowish stone. Beginning with the Hit Location touched, the target must pass a Resilience skill test every minute or lose 1 Hit Point per Magnitude of the spell. This loss spreads to any ‘adjacent’ Hit Locations once one Hit Location has reached 0 Hit Points – thus symbolising the complete change to limestone. Each arm or leg Hit Location that is completely turned to stone will reduce the target’s DEX score by –5 points, to a minimum of 1. Should a target’s Chest or Head Hit Location reach 0 Hit Points, the target dies as his major organs turn to stone. Only dispelling Calcify or removing an effected limb before the process can spread further will stop the spell before its Duration expires.

Circle of Fire

Casting Time 2

The sorcerer spins in a circle, flame leaping from his hands to form a protective ring around him.

This spell creates a flaming barrier around the sorcerer and perhaps even his allies. The flaming ring surrounds the caster and inflicts 1D6 fire damage on anything that touches it. The exact area of the circle depends on the Magnitude of the spell. The base Circle of Fire has a one metre radius and a one metre height but for every point invested in the Magnitude of the spell, the sorcerer can add one metre to the radius or height of the ring. The Manipulation (Targets) and Manipulation (Range) skills are not used with this spell, as the dimensions of its effects are determined solely by the spell’s Magnitude.

Circle Unbroken

Casting Time 3

A glowing circle of ghostly light appears around the sorcerer at waist height, keeping his enemies at bay.

This spell creates a metre-thick circle of energy around the sorcerer, preventing anyone from entering it. The

caster is always the exact centre of the circle, which has a radius of three metres as a base but for every point invested in the Magnitude of the spell, the sorcerer can choose to add one metre to the radius of the ring. Like an iron bar at waist level, the ring physically keeps everyone away from the sorcerer and any companions but a successful Acrobatics skill test can allow a single foe to vault over or slide under the ring. The Manipulation (Targets) and Manipulation (Range) skills are not used with this spell.

Claw

Casting Time 2

The sorcerer transforms normal hands with the power of his magic, warping and twisting them into vicious and bestial sets of jagged black claws.

When cast, this spell gives the sorcerer’s targets a powerful set of claws made of magically hardened chitin. A single attack from these deadly weapons can render flesh to ribbons. Claw makes manual dexterity impossible for the effected hand but any victim the target strikes with a successful Unarmed Combat or Martial Arts attack will add the Magnitude of the spell to the attack’s Damage Modifier. Should the Manipulation (Targets) be used during the casting of the spell, each hand affected by this spell is considered a different target and all of the hands of a given individual must be targeted before the caster can move on to another individual.

Cloak of Flames

Casting Time 2, Touch

The targets’ shoulders burn brightly before sprouting a cascading sheet of flame, which clings to their shoulders like a cloak that protects them while scorching others.

This spell allows the sorcerer to wrap him and his allies in cloaks of magical fire that will not burn them but instead will protect them from being burned. The target(s) of the spell has these ‘cloaks’ attached to them for the Duration of the spell. During that time they can ignore an amount of fire or heat damage equal to the Magnitude of the spell and will automatically inflict 1D3 points of fire damage to anyone that strikes them in melee or Unarmed Combat. The target is not affected by his cloak but they could get burned by any other targets of the same spell. Targets of this spell should be careful not to draw within one metre of flammable objects.

Cloaking Ash

Casting Time 2

The sorcerer blows a pinch of ash into the air and envelopes his allies in an obscuring cloud.

If successful, this spell creates a cloud of thick ash around the collective targets of the spell. The cloud has a radius in metres equal to the Magnitude of the spell and anyone caught in the area of effect suffers a -25% to Perception skill tests due to the thickness of the obscuring ashes. It should be noted as to where the cloud physically is at any given time, as anyone trying to look *through* the area will also be subject to the Perception penalty as well. The cloud will rush out to where the sorcerer originally directs it when the spell is cast but will not move from that point unless by a strong wind. When the spell expires, however, the ash drops from the air all at once.

Cold Snap

Casting Time 1, Resist (Resilience)

The air around a target drops in temperature suddenly, freezing them and their possessions.

The spell inflicts 1 point of cold damage per Magnitude of the spell to all of a target's Hit Locations (ignoring mundane protection). Any possessions of the target(s) that would suffer from being cold will react accordingly (potions freeze, leather cracks and so on). Frost accumulates on the extremities of the target(s) and they shudder uncontrollably for a few moments. The Manipulation (Duration) skill has no effect on the spell, as it is an instantaneous spell effect.

Corrode

Casting Time 2

The sorcerer's hand glows a sickly green before touching an object and turning it to a molten.

The sorcerer turns his hand into a potent weapon against inorganic objects. Any nonliving object he touches for the Duration of the spell suffers an amount of damage equal to the Magnitude of the spell directly to the AP/HP of the item, destroying it when it reaches 0 HP. The spell attacks these items in the same way as a magical acid would, so items that are protected from acids will not be affected by the sorcerer's touch. The Manipulation (Targets) skill has no effect on casting of this spell.



Crawling Tide

Casting Time 3, Resist (Dodge)

The caster sweeps his hand aside and summons a tide of red-eyed rats that race forward in a frenzy to devour everything in their collective path.

The sorcerer that casts this spell has no idea of subtlety, it manifests as thousands of hungry rats made mostly of magic. This mass of swarming vermin is as wide in metres as there are points of Magnitude in the spell and it races directly forward to the end of the spell's range – where it disappears. Anyone or anything caught in its path will suffer 3D6 small bites, each striking a different Hit Location close to the ground (often legs). These bites are from exceptionally crafty rats that can recognise flesh from armour, meaning that these bites ignore half (round up) of any worn mundane armour they strike. The Manipulation (Targets) and Manipulation (Duration) skills are not used in the casting of this spell.

Dance the Fool

Casting Time 2, Resist (Persistence)

With a deep bow the sorcerer sends his targets into a cavoring dance of which they have no control.

This spell targets individuals and forces them to dance in a foolish manner for the spell's Duration. Any target that cannot resist the spell is hurled into a frenzied dance

of comical movements and gestures similar to how a jester cavorts around during his act. For the Duration of the spell, the target(s) will suffer a –20% to all DEX skill tests and will shuffle in a random direction if they choose to move at all. This dancing does make them slightly more difficult to hit, however, adding +10% to their Dodge skill.

Danger Sense

Casting Time 2

The sorcerer tunes his targets into the pattern of the universe, making them more likely to see the hazards set before them in advance.

Useful to any sorcerer, this spell grants its targets a supernaturally attuned awareness that could protect them from ambush or other unknown dangers. While the spell is in effect the target(s) can make a Perception skill test to potentially avoid ambush, natural disaster or other threat. The target(s) has no idea exactly *what* is about to happen, just that it is bad enough to trigger the spell. The Games Master should call for Perception tests of those under the spell's influence when something is about to happen. The Magnitude of the spell is the number of Combat Rounds ahead of time that the target(s) will know that something dangerous is about to happen to them.

Dark Foreboding

Casting Time 3, Resist (Persistence)

The sorcerer's eyes become inset blackened coals that stare in upon a target's very soul and rests a cold hand upon his heart.

This spell is a way for sorcerers to instil a deep fear in his enemies with just a glance. For the Duration of the spell, anyone looking upon the caster's gaze will need to resist its effects or roll an additional Persistence test and compare it to the table overleaf. This test is taken with 5% penalty per Magnitude of the spell.

Dark Foreboding Effect Table

Target's Persistence Test	Effect
Target fumbles Persistence test	Victim flees the sorcerer for 20 minus its POW rounds (minimum of one Combat Round) and must roll a successful Resilience test or die.
Target fails Persistence test	Victim flees in screaming terror for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). If the victim is forced to get within five metres of the sorcerer during that time they will pass out from terror.
Target succeeds Persistence test	Victim is shaken and frightened, suffering a –10% penalty on all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round)
Target's Persistence Test	Effect
Target critically succeeds Persistence test	Victim is unaffected by the spell and cannot be affected by further spells that affect emotional responses (<i>fear, emotion</i> and so on), as they have shut down all emotion to battle Dark Foreboding, for a number of Combat Rounds equal to its POW.

Deep Wounding

Casting Time 2, Touch

The sorcerer touches a weapon and knows that its next strike will be a deep one.

This augmentative spell allows the sorcerer to enchant weaponry that has the ability to impale someone. The spell's enchantment lasts for the entire Duration of the spell or until the weapon is used successfully. The

enchanted weapon(s) will no longer solely Impale on a critical success but any successful hit above 50%. The weapons, their damage and their ability to be removed are not considered magical.

Diamond Knuckles

Casting Time 1, Touch

The sorcerer swallows a tiny gemstone in order to create a layer of jagged and unbreakable spurs on the backs of the target(s) fists.

This spell grants the target(s) a very deadly Unarmed Combat weapon in the form of dozens of one-inch diamond spurs and edges along the Knuckles and the back of the fist. For the Duration of the spell the target(s) loses -10% to any tests requiring manual dexterity but can inflict 1D8 damage with their Unarmed or Martial Arts attacks, all modifiers stacking atop this bonus. Additionally, the Knuckles can even block incoming blows if the target is careful enough, using his Unarmed skill to parry with an effective AP of 4.

Dirge for the Lost

Casting Time 2

This spell is used by sorcerers who believe they can keep the spirit of a fallen comrade nearby for when they resurrect the dead body. A haunting song from the sorcerer's own lips speaks to the dead, assuring them that all will be well in time.

This spell causes the spirits of the recently dead to stay sane and for them to understand they are being missed. The dirge spreads out a number of miles equal to the Magnitude of the spell and for the Duration of the spell no spirit can be summoned, controlled or otherwise kept from its own sentient activity. If this spell is used to help someone in preparation for resurrection, the caster of that spell receives +25% bonus to their necessary skill tests to bring the body back to life. Living beings who hear the eerie sound do not suffer any penalties but they cannot help but feel a slight chill at the haunting call.

Displace

Casting Time 1, Resist (Persistence)

The sorcerer reaches out and moves both friend and enemy like the pieces on a chessboard, placing them where he wants them to be.

As a sign of Sorcery's power, this spell grants the sorcerer the ability to cause others to teleport very short distances of his choosing. Every target that does not resist the spell successfully is immediately teleported up to a number of metres away equal to the Magnitude of the spell. This movement is instantaneous and does not allow for free attacks and cannot place the target(s) in dangerous terrain (water, fire and so on). The Manipulation (Duration) skill has no effect on the casting of this spell.

Divinity Ward

Casting Time 2, Touch

The sorcerer touches a target and leaves behind a glowing insignia that stems the power of Divine Magic, targeting it with a flash of bright lights.

This spell creates a bubble of warding around the sorcerer's target(s), protecting him from Divine Magic. While the spell is in effect no Divine Magic spell can affect the target, unless the casting of the Divine Spell targeting him has a Magnitude of at least double that of Divinity Ward. If the target is inside the area of a spell's effect, the spell still affects anyone else that would be affected normally. The ward does not dismiss the spell altogether; it merely protects the target from harm.

Dragonslayer

Casting Time 2, Resist (Dodge)

A surge of titanic power courses through the sorcerer before he extends his fingers and hurls bolts of black lightning. Anything from the scaly family of dragons cannot last under the might of the spell.

Usable against any living target but created to lay low draconic beings, this spell blasts the target(s) with bolts of supernatural energy resembling lightning. The spell, if not resisted, inflicts one point of magical-damage per Magnitude of the spell to 1D4 Hit Locations upon the target, ignoring any natural armour found there. If the target is draconic in some way (Games Master's discretion) this damage is multiplied by 1D4! The Manipulation (Duration) skill has no effect on the casting of the spell.

Drowning

Casting Time 3, Resist (Resilience)

The sorcerer pours a draught of wine or water into his palm and closes his fingers tightly, choking out the life force from his victims like the liquid squeezing out from between his fingers.

This spell summons liquid to fill the lungs of the sorcerer's enemy. The target(s) of this spell must resist it every Combat Round or suffer the normal damaging effects of suffocation (RQ, see page 90) for every Combat Round that they cannot. This spell can also work on aquatic targets as well, as the spell squeezes the water from their lungs or gills and keeps them from breathing.

Earthen Assault

Casting Time 1, Resist (Dodge)

The sorcerer spreads his fingers wide and projects them toward the ground, where jagged rocks leap out to slice and batter his foes.

Those unfortunate souls who are targeted by this spell should quickly pray to their god(s) for protection. Every target that does not resist the spell immediately suffers 2D6 random hits from fist-sized rocks that inflict 1D4 damage apiece. Although this damage is created magically, the stones themselves are not. This means that all forms of normal protection apply but Games Masters should note what hurled stones of that size would do to someone's armour and possessions. The Manipulation (Duration) skill has no effect on this spell's casting.

Ease

Casting Time 2

The passing of sorcerous energy into the target allows them to work in perfect conditions, even when in the deep wilderness.

This spell allows the sorcerer to boost his targets' skill abilities for a short while. Infusing them with magical forces that guide their actions and generally make their jobs easier, the sorcerer can use this spell to reward allies or ensure his own successes. Any targets affected by this spell immediately have their non-Combat skills raised by five times the Magnitude of the spell, lasting for the entire Duration.

Electrical Blast

Casting Time 2, Resist (Dodge)

The sorcerer funnels a massive electrical current into a fan of crackling bolts and sizzling lashes.

One of the more stereotypical spells chosen by warlocks, this mighty offensive application sends pure electrical energy into several targets at once. Any target(s) that does not resist the spell and get out of the white-hot lightning will suffer 1D4 points of electricity damage per Magnitude of the spell, spread out evenly (round up) over the Hit Locations of their bodies. This damage ignores all forms of mundane armour but is mitigated by magical AP normally.

Embrace of the Python

Casting Time 2

The arms of the target become like steel coils in hardness and strength, crushing the life from anyone caught between them.

Constricting snakes, wrap their coils around their victims before crushing and suffocating them. While the spell is in effect the target(s) gains as many points in STR as the Magnitude of the spell and can put these powerful appendages to work by wrapping his enchanted arms around a target and squeezing it to death. Once the target has successfully grappled his opponent (must be of equal or smaller SIZ to work in this manner), the victim will make contested Athletics rolls to attempt to get free. Every Combat Action the target chooses to crush with his arms he can inflict 1D6 damage to its torso or arms, with all Damage Modifiers (adjusted for the higher strength) added normally.

Energy Vampire

Casting Time 3, Touch

The sorcerer creates a powerful hunger in the body of his target: a hunger that can only be sated by absorbing the energies of fire, cold and electricity.

Almost as much a curse as a blessing, Energy Vampire grants the sorcerer's targets the ability to absorb damage from energy-based sources. However, while the spell is in effect, the target(s) *must* seek out these energy sources if they are available. The target(s) can absorb a number of points of energy-based damage each Combat Round equal to the Magnitude of the spell, no matter the source. This absorbed energy is turned into regained Hit

Points by the target(s). The hunger for energy is such that the target(s) will need to make Persistence skill tests each Combat Round when they are in the presence of potentially energy damage (campfire, electrical storm and so on) to act normally, failure means the target will do whatever it can to consume it. Although this spell is a powerful way to tip the scales when dealing with a warlock with a leaning toward fire or lightning, if it lasts too long it could be very detrimental to the target(s).

Eradicate

Casting Time 2, Resist (Resilience)

Opening himself to Otherworldly energies, the sorcerer floods his area with destructive waves of power. Although he can direct them somewhat, these energies are chaotic and unruly – but ultimately they are under the control of the caster.

This powerful spell allows the sorcerer to direct waves of supernatural force toward his foes, blasting their flesh from their bones as easily as seeds from a dandelion. Each target is struck with one of the waves of force, having to resist them individually and up to the maximum range of the spell. Any target that cannot resist the spell suffers 2D6 points of damage to a number of Hit Locations equal to the Magnitude of the spell. This damage is strictly magical and ignores all forms of mundane protection. When the spell is cast and all targets have suffered whatever damage that had been inflicted, the casting sorcerer takes one final wave of destruction himself, which he can resist normally. This final wave is the cost upon the body that directing such powerful forces require.

Ether Blast

Casting Time 2, Resist (Dodge)

The sorcerer hurls a small reddish sphere at a target and it explodes in a massive explosion that burns flesh and saps magical forces.

This spell turns raw sorcerous energy into a projectile weapon. Ether Blast inflicts 1D4 points of damage to all Hit Locations (ignoring mundane protection), of any targets in the area of the spell's effect. The spell's explosion has a radius in metres equal to the Magnitude of the spell. This spell can also harm enemies that are normally immune to physical damage and drains all targets of a number of Magic Points equal to the Magnitude of the

spell. The Manipulation (Targets) and Manipulation (Duration) skills are not used with this spell's casting.

Ether Bolt

Casting Time 1, Resist (Dodge)

A crimson streak of pure magical force streaks out of the fingers of the sorcerer, plunging into his foes' flesh like the point of an arrow.

The sorcerer throws a powerful bolt made of magical force that feeds on the magical energies of others. Ether Bolt inflicts 2D4 points of damage to a single random location, ignoring mundane protection. This spell can also harm enemies that are normally immune to physical damage. Additionally, any target successfully struck by the spell loses 1D3 Magic Points immediately. The spell hurls a single bolt at every target instantly, making the Manipulation (Duration) skill useless with Ether Bolt.

Ether Storm

Casting Time 4, Concentration, Resist (Dodge)

The sorcerer's body crackles with the crimson energy (or the magical ether) hurling random bolts of sorcerous power at anyone who draws within range.

The sorcerer becomes a conduit for powerful energies for as long as he can concentrate upon the connection between him and the magical forces. Any potential target that gets within range of the spell while the sorcerer is concentrating upon it will be targeted by an *Ether Bolt* of the same Magnitude as this spell. The sorcerer has no control over these bolts and they will attack friend or foe. The spell ends when the sorcerer breaks his concentration or when the Duration expires, with the casting sorcerer suffering 1D3 levels of Fatigue immediately thereafter from the physical duress he went through serving as the conduit.

Explosions

Casting Time 2, Resist (Dodge)

The sorcerer summons a number of small glowing spheres that rocket forward toward the target, detonating like some form of mystic alchemical bomb.

This spell creates a number of explosive spheres, one for every target determined by the Manipulation (Targets) skill, if applicable. These spheres fly automatically toward

their intended targets and will only miss a target that successfully resists the spell's effects. Those spheres that miss fade back into the magical ether without detonating but those that strike their targets explode in a concussive blast with a radius equal to the spell's Magnitude in metres. Anything caught in that radius suffers 3D4 concussive damage that is spread amongst all Hit Locations evenly (round up). This damage is magical but normal forms of armour protection can mitigate this damage. Due to the nature of the Explosions spell, it is possible for multiple targets to be struck by multiple explosions, forcing them to resist the rest with a cumulative -5% penalty for each explosion after the first.

Eyes of the Sentinel

Casting Time 3

Granting the ability to see through all obscuring environments, the sorcerer opens the third and mystic eye of his targets.

With this spell the sorcerer can turn a number of allies into infallible lookouts that can see through darkness or through thick fog or smoke. Targets of Eyes of the Sentinel are granted the ability to ignore *any* form of Perception penalty based on sight. This spell even allows the target(s) to see invisible objects and creatures and through any form of illusions. For the Duration of the spell, a glowing circle of light appears upon the forehead of the target(s) to symbolise the opening of the third and magical eye. The Magnitude of the spell multiplied by five is the number of metres the target(s) can see with this mystic clarity.

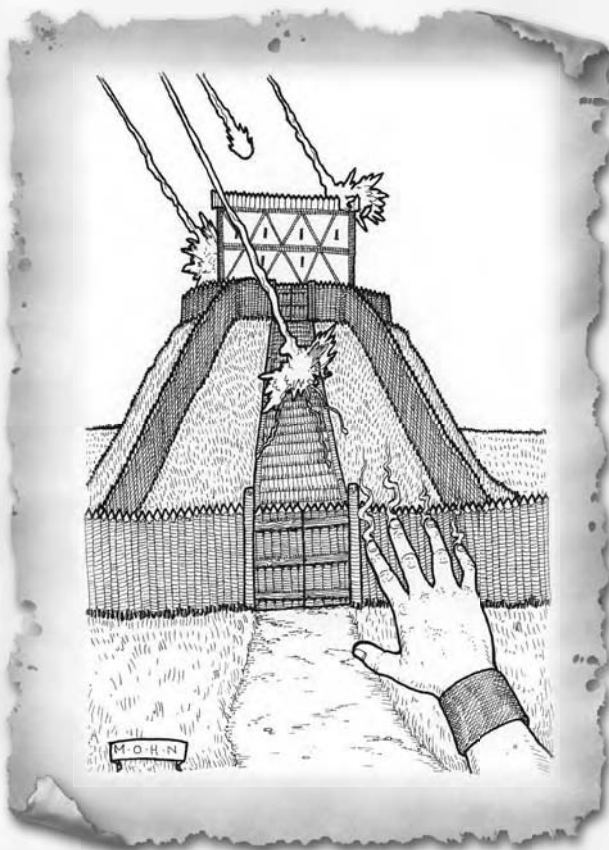
Falling Stars

Casting Time 2, Resist (Dodge)

Balls of bright light and fire fall from the sky to rain down upon the sorcerer's foes.

Only usable when the sorcerer can see the open sky, this spell can send flaming spheres of magic plummeting toward any target(s) with no protection above them. Any target(s) of the spell must not be under a covering of any kind (tent, ceiling, lean-to and so on) and they are given a chance to resist the spell after it is cast. Anyone struck by one of these Falling Stars suffers 2D6 fire damage to a Hit Location rolled in the same way as a cavalryman striking a target on foot – any Hit Locations

on the lower half of the target are re-rolled. If used to target buildings or objects, the spell can set flammable things ablaze upon impact.



Familiarity

Casting Time 2

The sorcerer suddenly is aware of the basic components surrounding any topic, discovering what he needs in the ether of magic.

This spell grants the sorcerer an endless library of knowledge from which he can borrow. Once the spell is cast the sorcerer chooses a number of topics equal to the targets of the spell. For the Duration of the spell he receives a bonus to Lore skill tests to those topics equal to ten times its Magnitude. These topics can be as broad or as specific as the sorcerer would like and he need not have any score in that Lore skill to make the tests concerning them.

Favoured (Weapon)

Casting Time 3

With a wave of his glowing hand, the sorcerer makes even the most modest of peasants a potential warrior.

There are actually numerous Favoured spells, one for every weapon that exists. Anyone can pick up a sword and swing it like a clumsy fool but this spell can turn even the most novice of men into skilled warriors for a short while. The target(s) of this spell receive a bonus to their combat rolls with the spell's listed weapon equal to the Magnitude of the spell times five. This bonus lasts for the entire Duration of the spell. If a target has no percentage in the chosen weapon at all when the spell is cast, his effective score begins at 0% instead of the base skill of STR + DEX or DEX (for Ranged Combat).

Feral Savagery

Casting Time 2, Resist (Persistence)

The sorcerer gives a bestial snarl and his targets grow long claws and fangs, ready to leap into combat to rip and shred their enemies.

This spell gives the sorcerer the power to turn others into ravaging beast-men that lust for Unarmed Combat. If the target(s) are willing, there is no need for a resistance test but some sorcerers might use this against the unwilling as well, requiring a normal resistance roll. Any target affected by this spell grows large tusks in their mouth and sharp claws from their hands and feet, allowing them to inflict 1D6 slashing damage with Unarmed strikes. In addition, targets receive a bonus to their STR and DEX equal to the Magnitude of the spell. The target(s) is treated as little more than animal for the Duration of the spell, allowing them to attack solely on instinct rather than logic. They will drop whatever they might be carrying in order to better tear and rip into enemy flesh, using only Unarmed blows in combat. They will still recognise friend from foe but they will not be able to communicate clearly or perform any skill that requires the INT characteristic.

Festering Wounds

Casting Time 2, Resist (Resilience)

With a grim incantation the sorcerer causes his target's wounds to become infected and burst painfully.

Only usable by sorcerers with a strong stomach, this spell causes all of the existing wounds the target(s) currently suffers from to burst open with sickly ivory pus. The target(s) that cannot resist this spell will immediately lose a number of Hit Points equal to the Magnitude of the spell, divided evenly amongst all of its Hit Locations that were not at full Hit Points when the spell was cast. If a target is undamaged, the spell cannot affect him. This damage comes from within the target(s) and therefore is immune to any worn protective measures. Although the damage is instantaneous, the wounds last for the entire Duration of the spell.

Fiendish Chains

Casting Time 2, Resist (Dodge)

The sorcerer spreads his arms and fingers wide, summoning terrible black chains from the depths of hell to ensnare, slice and scald those he damns.

This spell allows the sorcerer to grab numerous enemies with barbed chains of black iron, burning their flesh as if the chains had come out of the forge minutes before. Any Target(s) of the spell that cannot resist its effects are wrapped up in the chains and tethered to the spot. Targets that are tethered are held in place by 1D3 of their Hit Locations. The chains have a STR of 30 for those who wish to try and break free and inflict 1D4 slashing damage with every attempt to struggle against them. Whether the target(s) struggles or not, they suffer 1 point of unpreventable heat damage each round per Magnitude of the spell. All damage inflicted by the chains is applied to the Hit Locations wrapped in the chains. The chains retreat back into the darkness when the spell expires or when the target(s) break free. If the Manipulation (Targets) skill is used when casting this spell, the sorcerer can choose to affect multiple targets or expend the additional targets for a cumulative +1 bonus to the number of Hit Locations that become ensnared on fewer targets.

Fire Mastery

Casting Time 3, Concentration

With elaborate gestures made with glowing red hands, the sorcerer can manipulate flame as if it were clay and from great distance.

This spell grants the sorcerer the ability to use fire like his tools. Fires that are targeted cannot be bigger in

radius than the Magnitude of the spell in metres and must completely be within range of the spell. Every Combat Round that the spell is in effect for the sorcerer can perform one of the following feats with the flames.

- ☒ Reduce or enlarge the size of the fire by +/-10%
- ☒ Move the fire in any direction 1D6 metres
- ☒ Heat up or cool down the fire by one die type (1D4s can become 1D3s or 1D6s, 1D6s can become 1D4s or 1D8s and so on)
- ☒ Have the fire take a specific shape (humanoid, bestial and so on)
- ☒ Cause the fire to 'attack' anyone who is present and within 2D6 metres

Although the control of the fire is obviously magical, the fire itself does not have to be. If this spell is used upon any source of magical fire (*Conflagration*, *Salamander Form* and so on) it will fail unless it has a higher Magnitude than the spell it is influencing.

Fire Weapon

Casting Time 2, Touch

The sorcerer rubs his target's hand with ash, enveloping it with thick black smoke. The smoke swirls and rises into a weapon of blazing flames, wreathing the hand that wields it.

There are actually numerous Fire spells of this kind, one for every melee weapon that can be created. The target(s) of this spell is given a magical weapon made of supernaturally solidified flame that attaches to their hand(s) and lasts for the Duration of the spell. The weapon matches all normal statistics of the weapon chosen but inflicts an additional 1D4 fire damage when it hits an enemy and has its AP and HP increased by half (round up) the spell's Magnitude. The weapon cannot be put down or dismissed until the spell expires, at which point the weapon snuffs itself out, leaving the wielder with a burnt and scalded hand that has suffered 1 point of heat damage.

Firewalk

Casting Time 2

The sorcerer and his allies step into one body of fire only to reappear from out of another!

Teleportation is not an exact enough science for most sorcerers but with this spell the caster can know exactly where he and his allies will emerge. The caster and a number of allies equal to the Magnitude of the spell can make contact with any number of targeted fire sources, vanishing when they do so. On their next Combat Action they must choose to reappear in contact with any other targeted fire source within range of the first. This movement does not damage them or their possessions and is accompanied by a puff of ashen smoke. The target(s) of this spell can do this as many times as they wish for the Duration of the spell but if it happens that the spell expires, the fires are exhausted or the sorcerer dies before any target(s) can emerge from a targeted flame – all those travelling via Firewalk are destroyed.

Flay

Casting Time 1, Resist (Resilience)

Tendrils and lashes of raw, red magic emerge from the sorcerer's fingertips, whipping out to lick skin from muscle and muscle from bone.



This vile spell gives the sorcerer a deadly array of automated weapons that strike his targets mercilessly. The spell creates a single flaying lash for every target chosen by the sorcerer. These lashes last for the entire Duration of the spell and attack their target as long as the target is within a number of metres equal to the Magnitude of the spell every time the sorcerer spends a Combat Action to do so. The lashes attack with a 75% Unarmed combat skill and inflict 1D4 + 1D2 magical damage to whatever Hit Location of the target is armoured the least. The wounds caused by this spell are notoriously painful and anyone forced to take Resilience tests on account of wounds suffered from the Flay spell do so at a -20% penalty.

Float

Casting Time 1

Becoming as buoyant as any yacht, the sorcerer can keep anything from sinking to the depths below.

A safety measure for any sea-witch, this spell allows the caster to keep several small objects or a few terribly heavy ones afloat atop the water. Iron ingots will rise like driftwood and men in plate armour will bob like corks in the surf. Anything enchanted by the spell will float effortlessly on the top of the water for the Duration of the spell. The sorcerer's number of targets is determined by the result of a normal Manipulation (Targets) skill test but the total ENC/SIZ of the target(s) cannot be greater than the Magnitude of the spell times ten.

Forest Soldiers

Casting Time 4

With a low and haunting song the sorcerer calls to the hearts of the trees, giving them reason to uproot and attack those who stand against him.

This spell allows the sorcerer to call several trees to defend or attack on his behalf. The number of trees depends on the number of targets in the spell and the trees available, whereas their abilities depend on the Magnitude of the spell. The tree soldiers last until the spell expires, at which point they take root immediately – wherever they might be at the time. They will fight for the sorcerer and defend him if he wishes but they are generally otherwise ignorant of their surroundings and

will not perform other actions. The statistics for the tree soldiers are as follows:

STR 5D6 + Magnitude
CON 4D6 + Magnitude
SIZ As tree
INT 4
POW 5
DEX 10
CHA 3

Hit Locations

D20	Hit Location	AP/HP
1-3	Right Roots	6/*
4-6	Left Roots	6/*
7-15	Trunk	6/(* x 2)
16-18	Right Branches	6/*
19-20	Left Branches	6/*

* This is equal to the Magnitude of the spell

Weapons

Type	Weapon skill	Damage / AP
Branch Slap	50% plus Magnitude	1D4+1D2 / 6
Root Skewer	45% plus Magnitude	2D6+1D2 / 6

Special Rules

Combat Actions: Two

Movement: 3m

Skills: Athletics 60%, Perception 35%, Resilience 85%

Armour: AP 6 Barkskin, negated by fire damage

Freezing Rain

Casting Time 3, Resist (Resilience)

The sorcerer breathes a deep lungful of icy steam into the air and heavy droplets of water pour down onto the area, turning to ice almost instantly.

This spell assaults an area of open ground with bitterly cold ice and raindrops. The spell inflicts one point of cold damage per Combat Round to all of the targets' Hit Locations (ignoring mundane protection). The radius of the spell is equal to its Magnitude in metres, affecting all those caught within the area. The rain strikes the same area for the Duration of the spell. When the spell finally expires, the whole area is blanketed in slick ice, making movement awkward and reducing all Movement rates by two metres.

Fumes and Vapours

Casting Time 2, Resist (Resilience)

Throwing his arms wide and exhaling softly, the sorcerer summons a drifting fog of invisible gases that make his targets' heads swim as if drunk.

This spell gives the sorcerer the ability to intoxicate entire rooms of enemies with an invisible inhalant. For every 'target' of the spell the sorcerer can fill adjoining five cubic metre areas with the invisible vapours, forcing all breathing creatures within to resist the spell's effects or become severely intoxicated, suffering a penalty to their DEX and INT equal to -1D6 plus the Magnitude of the spell (minimum of three). This intoxication lasts for the entire Duration of the spell, plus additional 1D3 minutes of head clearing. The sorcerer is immune to his own spell but his allies are not, meaning that the sorcerer will want to be careful as to where he sends the effects.

Gadfly's Bite

Casting Time 1, Resist (Resilience)

The sorcerer opens his hand slowly, releasing tiny black specks of energy that seek the flanks of horses or dogs, stinging them mercilessly.

Useful when being chased by cavalry or tracked by dogs, this spell allows the sorcerer to antagonise domesticated animals and make them unruly and irritable. The animals targeted by the spell must resist its effects or be stung repeatedly in places they cannot normally reach. While this spell is in effect, the animal will impose a penalty to any skill tests targeting them for training, tricks or servitude by their riders/handlers equal to five times the Magnitude of the spell. Unlike many Sorcery spells, the sorcerer need not see the animals he is targeting with Gadfly's Bite, he merely has to hear them within the spell's range (horses' whinnies, dogs' barks and so on).

Garment Repair

Casting Time 2, Touch

The sorcerer rubs his fingers over the tears and snags of his clothing, knifing them together faster than any seamstress or tailor could ever hope to.

This spell is a sorcerer's way of keeping his clothing in good order, as a travelling mage has little time between studies to learn to sew cloaks and darn stockings. Each casting of the spell can repair a number of garments equal to the target score, with a maximum SIZ of these individual garments equal to five times the Magnitude of the spell. The repairs are permanent and are as good as any normal success on a Craft (Seamstress) or Craft (Domestic Arts) skill test would result in.

Gemsight

Casting Time 5, Touch

The sorcerer enchants a gem to become his spying eye, allowing him to focus upon what it can see even if it is miles away.

Creating a number of seeing gemstones equal to the target result of the spell's casting, the sorcerer can place these gems in the possession of others to see what the gem can see. The gems can be rough, cut, polished or even part of a piece of jewellery (the most useful). Once enchanted, the sorcerer can choose to spend a minute focussing on that gemstone in order to see (not hear) what it can see. These gems remain enchanted for a number of months equal to the Magnitude of the spell and can be a number of miles away from the sorcerer equal to his POW in order to stay in contact. The Manipulation (Duration) skill is not used with this spell due to the special Duration adjustments.

Gigantism

Casting Time 2

The sorcerer and several of his possessions grow to an immense size, growing equally as much strength in comparison to their new size.

This spell allows the sorcerer to alter his size dramatically, gaining the benefits and drawbacks of such a stature. When cast, the sorcerer and a number of targeted personal possessions gain 1D3 SIZ (or ENC for the items) for each Magnitude in the spell. For every point of SIZ gained the sorcerer gains +1 STR and loses -1 DEX. For the Duration of the spell the sorcerer and his targeted items remains this size, using all these adjustments to calculate Damage Modifier and skills (but not Hit Points).

Give-and-Take (Characteristic/ Characteristic)

Casting Time 3, Touch

The sorcerer can transmit the essence of life from one target to another, visible through wisps of sparkling energy between them.

There are actually multiple Give-and-Take spells, one for each pairing of Characteristics. This spell allows the sorcerer to choose multiple targets to transfer points of the first Characteristic in exchange for an equal number of points of the second Characteristic. For every point of Magnitude of the spell, the caster can choose to exchange one point of the first Characteristic for a point of another target's second Characteristic. The targets (and which targets are exchanging what Characteristics) must be chosen *before* the spell is cast and that decision will be applied to the targets no matter the circumstances.

Glean Health

Casting Time 1

By squinting his shining eyes the sorcerer sees exactly how healthy his targets are, seeing wounds, diseases and poisons as plainly as any normal blemish.

This spell gives the sorcerer the ability to gauge the health of his targets. Once cast, the sorcerer can spend a Combat Action looking at one of his targets and learn the following information: current Hit Points per location, any old wounds, any diseases, any current poisons, any birth defects. This information is known in an instant but still requires a full Combat Action to for the caster to utilise it.

Golden Missile

Casting Time 1, Touch

Charging the metal of purity and the sun with magical potency turns a simple coin or nugget into a deadly weapon against the minions of evil.

This spell allows a sorcerer to turn any small piece of gold into a powerful missile weapon. Once the sorcerer casts the spell he must rapidly touch all of the targeted pieces of gold, which will glow brightly once enchanted. If the golden object is then hurled, shot, dropped, fired or otherwise projected toward a target it will

inflict an additional amount of light damage equal to the Magnitude of the spell. If used against minions or creatures of Darkness or Chaos, this damage is utterly and completely unpreventable. Once used, the piece of gold transforms into lead. An object under the effects of Golden Missile cannot benefit from *Firearrow*, *Speedart* or similar enchantments.



Gossip

Casting Time 2

The sorcerer's words travel amidst the murmur of a crowd, finding the ears of those he knows will carry his message even further.

A strange spell for most sorcerer's to practice, Gossip allows the caster to insert a specific phrase or idea into multiple people's conversations at once. Targeting a number of people in a social setting, the sorcerer can make sure that a phrase is mentioned in their conversations. This phrase cannot be longer in words than three times the Magnitude of the spell. Whether or not the speakers

or listeners believe what they heard in the conversation is up to the believability of the statement but when many people are saying the same thing it often becomes too hard to ignore.

Greater Casting (Spell)

Casting Time 3

Focussing his accumulated energies into his next spell, the sorcerer prepares to unleash a truly powerful version of a common incantation.

Only used by those sorcerers who have dedicated themselves to the study of magic and its higher applications, there are countless different Greater Casting spells for casters to learn – one for every other Sorcery spell in existence. This spell is cast by the sorcerer to augment the next casting of the targeted spell. So long as the named spell is cast within the Duration of the spell, the named spell can add the Magnitude, Targets and Range to those originally rolled for the Greater Casting.

For example, Viccae the Warlock is casting Greater Casting (*Ball of Fire*) and ends up with the results of Magnitude 4, Duration 30 minutes, Range 40 metres and three Targets. In the next 30 minutes he decides to cast a *Ball of Fire* spell at a group of rampaging Trolls. His Manipulation effort of the *Ball of Fire* ends up with a Magnitude 2, Range 20 metres and two Targets. Due to Greater Casting, the augmented spell blasts out of him with a Magnitude of 6, a 60 metre range and up to five targets!

Grind

Casting Time 2, Resist (Dodge)

A bright shower of sparks leaps from the hand of the caster, eroding away the surface of any object the sorcerer focuses upon.

This spell gives the sorcerer the power to reduce nonliving (undead are not included) objects to dust in seconds, causing no harm to living targets at all. The sorcerer targets a number of objects within range and line of sight, with the holder/wielder of these objects having to resist on their behalf – if possible. Any object that is not dodged to safety will begin to be ground away by the magical sparks created by the spell. Each Combat Round the object(s) suffers one point of HP damage, as long as the AP of the object is less than the Magnitude

of the spell. When an object is reduced to 0 HP it is considered useless, as it has been ground away to dust and flakes. Magical or enchanted items are considered to have their AP doubled for the.

Hack

Casting Time 1, Resist (Resilience)

The sorcerer makes a gesture with his arms like a headsman's execution stroke, leaving a powerful cleft in his targets.

As basic of an attack as they come in the sorcerous learning of magic, Hack allows a sorcerer to strike with an invisible axe made of magical force with considerable range. Any target(s) that does not resist the effects of the spell are struck as if by a Great Axe (see RQ, page 33) wielded by the sorcerer. For the purposes of his Damage Modifier for these attacks, the sorcerer may add the Magnitude of the spell to his STR score – but only for this purpose. Although the damage comes from a magical source, it is considered normal slashing damage for the purposes of the targets' armour protection and damage mitigation sources.



Alternatively, this spell can be cast to aid in woodcutting, adding a bonus to the sorcerer's Craft (Woodsmen) skill tests for the Duration of the spell by 5% times the Magnitude of the spell.

Halt

Casting Time 1, Resist (Persistence)

The sorcerer holds up his palm as he shouts for his foes to stop, a flash of white light reinforces his words and brings the fastest charge to an abrupt stop.

This spell can cause a sorcerer's enemies to stop their movements toward him. Any Target(s) of the spell that does not resist the effects will immediately stop in their tracks, moving backward a number of metres equal to the Magnitude of the spell on their next action(s). For the Duration of the spell the target(s) cannot move any closer than his position (after this backward movement) to the sorcerer. If mounted, a rider and his mount count as two separated targets. At the Games Master's discretion a running or charging mount that is affected by this spell could very well throw its rider when it comes screeching to a stop, requiring Riding skill tests to stay in the saddle.

Harden

Casting Time 3, Touch

Anything the sorcerer touches with his silvery fingers shines for a moment, dulling quickly to make it much stronger than before.

This spell allows the sorcerer to enhance any object so it becomes more dense and resistant to damage. Targeted objects gain a bonus to their AP equal to the Magnitude of the spell. This bonus lasts for the entire Duration of the spell and makes no change in the appearance or weight of the object(s). The Manipulation (Range) skill is not used with this spell, as the objects can remain enchanted no matter how far they are taken away from the sorcerer's location.

Harrowing

Casting Time 2, Resist (Persistence)

Phantasms and ghostly images fly out from the hands of the sorcerer to torment his enemies.

This spell harasses the sorcerer's targets with phantom ghosts and spirits. These images are not real at all but they are frightening nonetheless. Targets that do not resist the spell's effects will spend a number of Combat Actions and Reactions equal to the Magnitude of the spell swatting at and defending themselves from their ghostly attackers each Combat Round. For example, a Magnitude 4 Harrowing will force the target(s) to spend any combination of four Combat Actions and/or Reactions each Combat Round. For each Action or Reaction that the target(s) do not forfeit, they instead suffer -20% on all skill tests for the remainder of the Combat Round. The images can be seen by all those witnessing the spell and they are always the shape of grey and ghostly wraiths.

Healing Mist

Casting Time 3

A glittering fog rises up from the ground and settles around the wounded, leaving the flesh knifed and healed in its wake.

One of the more efficient healing methods, if not the most powerful, this spell calls a magical cloud of healing energy to the area as directed by the sorcerer. An area surrounding the sorcerer equal to the Magnitude of the spell in cubic metres fills with the potent cloud, healing 1 point of damage to all Hit Locations within the area of effect each Combat Round. This spell heals *all* wounds in that area, no matter who it is that they might belong to.

Hellstrike

Casting Time 1, Resist (Dodge)

Streaks of black fire ringed with a red glow blast into a foe's body and sear his very soul with evil.

If successful, this spell hurls a number of Hellstrikes equal to the Magnitude of the spell. The target(s) that cannot resist the spell will suffer 1D4 fire and magic-based damage to one randomly determined Hit Location, ignoring mundane forms of protection. Depending on the result of the Manipulation (Targets) skill, multiple Hellstrike missiles can target the same target(s) if the sorcerer wishes to do so, requiring separate resistance rolls for each missile. Creatures or minions dedicated to

goodness or light suffer double the normal amount of damage from this spell.

Hide

Casting Time 2

The sorcerer weaves his fingers into a glowing pattern, shrouding him and his allies from view.

This spell makes the sorcerer and his allies difficult to locate in the thinnest of cover, the magic causing others to look past their positions as if they were not there. So long as the target(s) is behind some form of obscuring object (tall grass, signpost and so on) they receive a bonus to their Stealth skill tests equal to +10% per Magnitude of the spell. The spell lasts until the Duration expires or until a target moves outside of the obscuring cover or attacks, which will dismiss that target's bonus but not the entire spell.

Holy Bane

Casting Time 3, Touch

The sorcerer rubs a foul mixture of ichors and faeces upon the weapons, making them deadly to anyone currently devoting part of their lives to the gods.

This potent spell allows the sorcerer to enchant weaponry to be especially deadly to beings storing Divine Magic. The weapon(s) inflicts an extra point of damage, reduces natural armour by 1 and gives a +5% bonus to attacks for each point of Magnitude in the spell when attacking a target with a currently stored Divine spell. Additionally, no Divine Magic spell of equal or lesser Magnitude can mitigate or heal the damage caused by the weapon(s).

Ice Mastery

Casting Time 3, Concentration

With forceful direction made with tinted blue fingers, the sorcerer can steer distant ice and snow as if it were a trained animal.

This spell grants the sorcerer the ability to use ice and snow like some kind of tool. Ice/Snow groupings that are targeted cannot be bigger in radius than the Magnitude of the spell in metres and must wholly be within range of the spell. Every Combat Round that the spell is in effect the sorcerer can perform one of the following feats with the ice.

- ☒ Reduce or enlarge the size of the ice/snow patch by +/-10%
- ☒ Move the ice/snow in any direction 1D6 metres
- ☒ Make the ice or snow more jagged or slick, increasing or decreasing its Movement penalties by +/-1 metre
- ☒ Have the ice/snow take a specific shape (humanoid, bestial and so on)
- ☒ Cause the ice/snow to 'attack' someone within 2D6 metres, inflicting 1D4 impact or slashing damage as well as one point of cold damage

Although the control of the ice or snow is obviously magical, the frozen water itself does not have to be. If this spell is used upon any source of magical ice (*Flash Freeze*, *Ice Storm* and so on) it will fail unless it has a higher Magnitude than the spell it is influencing.

Ice (Weapon)

Casting Time 2, Touch

The sorcerer touches his target's hand, enveloping it in cold mist like a winter fog. The mist rises and solidifies into a weapon of steaming ice frozen to the hand that of he who wields it.

There are actually numerous Ice spells of this kind, one for every melee weapon that can be created. The target(s) of this spell are given a magical weapon made of supernaturally hard ice that freezes to their hand(s) and lasts for the Duration of the spell. The weapon matches all normal statistics of the weapon chosen for the spell to create but inflicts an additional 1D4 cold damage when it hits an enemy and has its AP and HP increased by half (round up) the spell's Magnitude. The weapon cannot be put down or dismissed until the spell expires, at which point the weapon shatters and thaws, leaving the wielder with a numbed hand that has suffered one point of cold damage.

Illness

Casting Time 3, Resist (Resilience)

Releasing a cloud of brown smog from his mouth with an eerie moan, the sorcerer plagues his victims with a wasting fever that brings strong men to their knees.

This sick spell gives the sorcerer the ability to infect his foes with a magical fever that could crush the will of the most ardent warriors. Targets that are affected by the spell turn pale and suffer cold sweats and nausea

for the Duration of the spell. Those affected lose one point of CON for each point of Magnitude of the spell (minimum of 1), which return at a rate of one point per hour after the spell expires. The illness is not contagious and is magical in nature, making it effective against those who are immune to natural sicknesses and diseases.

Imbibe

Casting Time 2, Touch

The sorcerer runs his finger over the container of food or drink, causing it to vanish into him instantly.

This spell is a useful time saving tool that sorcerers can use to eat entire meals in seconds or consume foul-tasting potions and tinctures without risking vomiting. The targets of the spell are drink or food containers within the range of the spell. As long as the sorcerer can touch the targeted container within the Duration of the spell, a single portion of the food or drink contained within is instantly consumed by the sorcerer as if he has eaten or drank it. For obvious reasons it is dangerous for a sorcerer to target too much food or drink with this spell and overfeeding is common for those sorcerers who cannot gauge their fill.

Imperviousness

Casting Time 3, Touch

The sorcerer coats the target with a glowing aura that fades away to reveal skin as strong as forged steel.

One of the simpler defensive spells that Sorcery has to offer, this spell allows the sorcerer to make his target(s) more resistant to physical damage. The target(s) of this spell can add its Magnitude to their natural AP for the Duration of the spell. This bonus AP is only good against physical damage and stacks normally with any other forms of protection.

Improvised Weaponry

Casting Time 2, Touch

Picking up the most mundane of items, the sorcerer arms himself with a magical facsimile of his favoured and most deadly weapon.

This spell allows the sorcerer to turn any non-magical object he picks up into a weapon of similar size. Whatever the sorcerer picks up during the casting of

the spell becomes a weapon of the sorcerer's choice for the Duration of the spell. The weapon created cannot have an ENC or AP higher than the Magnitude of the spell and must be of the same relative size of the object being enchanted. For the Duration of the spell the item picked up by the sorcerer will act in every way as if it were the chosen weapon. ENC, AP, HP, damage and the skill required to strike or parry with it are all the same as if the weapon was real. The Manipulation (Targets) skill is not used with this spell.



Inflame

Casting Time 1

The sorcerer blows at a fire like a bellows, causing the finest of embers to blaze to life.

This simple spell allows the sorcerer to kindle any flame into a roaring fire, perhaps even enough to cause damage to targets nearby. The target(s) of the spell is the existing area of their flames multiplied by the Magnitude of the spell. This flare up will last for the Duration of the spell unless the fire catches nearby flammable objects and makes the fire larger naturally. When used on tiny fires like campfire embers or lantern wicks, this spell can make an interesting distraction or tool. When used on larger flames like burning buildings or field fires, it can be downright devastating.

Inhuman Strength

Casting Time 2, Resist (Resilience)

The sorcerer grunts and claps his hands, pushing them forcefully together. When he releases them, a burst of sparkling magic seeks out the targets and causes them to swell and distort into freakish hulks of bulging muscle and rippled skin.

This spell gives the sorcerer the power to turn him or others into titanic monsters of raw strength. If the target(s) are willing, there is no need for a resistance test but some sorcerers might use this against the unwilling as well – requiring a normal resistance roll. Any target affected by this spell swells and distorts with ropes of muscle and sinew, adding twice the spell's Magnitude to their STR. Due to their swollen limbs and bent joints, however, they also lose the spell's Magnitude from their DEX characteristic. Worn clothing will split and tear, while armour will become uncomfortable but still functional. The target(s)' actual SIZ does not change, just the muscle that is packed upon it.

Injure

Casting Time 2, Resist (Resilience)

With a snap of a twig or branch between his fingers the sorcerer inflicts a lasting pain upon his target.

This basic offensive spell grants a sorcerer the ability to damage his foes in a very specific fashion. Any target(s) that cannot resist the spell immediately suffers one Hit Point of unpreventable damage to the Hit Location of the sorcerer's choice. Anyone damaged in this way immediately loses 1 point of DEX or STR for every point of Magnitude in the spell, as chosen when the spell is cast. All targets of the same casting must be struck in the same manner. This characteristic damage lasts until the spell expires, at which point all characteristic losses are returned as normal.

Jawbreaker

Casting Time 2, Resist (Resilience)

The sorcerer clenches his teeth and lets out a growl as he spreads his hands as though prying open a bear trap, widening the mouths of his victims even to the point of their jaw splitting.

This spell is a sick method of keeping biting creatures from harming the sorcerer. Any Target(s) that does not resist the spell will have a tremendous force pull their jaws

apart, possibly causing physical damage to the tissues that connect them. The targeted creature immediately rolls his Bite attack damage (or 1D3 as a default) and subtracts that number from the Magnitude of the spell. The remaining points of Magnitude are applied instantly as damage to the target's head location (or wherever the targeted mouth is). This jaw-splitting damage is only applied once but the target will not be able to use a Bite attack for the entire Duration of the spell. Creatures that might have multiple mouths can be chosen as a target multiple times.

Join (Substance)

Casting Time 3, Touch

Bringing two like objects together in his glowing hands, the sorcerer makes them become one.

There are actually several different versions of the Join spell, one for every type of substance that the sorcerer could discover a use for joining together. With this spell the sorcerer can stick materials together for a limited time, making them one solid object for the Duration of the spell. The target objects are brought together and meld together into a single mass with a bonding STR equal to the Magnitude of the spell. While the spell is in effect the objects are treated as a single thing for all purposes, falling apart to the individual pieces when the spell's Duration expires.

Jousting Strike

Casting Time 1, Resist (Dodge)

With a dramatic thrust of his arms the sorcerer projects a powerful lance of force at a mounted target, driving him from the saddle in an instant.

This spell allows the caster to bring a mounted foe down to the ground, possibly evening the odds. The target(s) of the spell must resist its effects or suddenly be struck by a powerful blow like that of a jousting lance. The sorcerer rolls 1D10 for each Magnitude of the spell; the final sum serving as the penalty to the target's immediate Riding test to stay in the saddle. Failure of this Riding test means the rider is hurled backward from the saddle 2D6 metres.

Keen Edge

Casting Time 2, Touch

The sorcerer runs his thumb down the edge of a bladed weapon, letting his glowing blood sharpen it to an immaculate sharpness.

This spell gives any single weapon of the sorcerer's choosing the ability to shear through metal as easy as it does flesh or bone. For every point of Magnitude in the spell, the weapon can ignore 1 point of AP from any physical source (armour, scales and so on) when it strikes. This enchanted weapon can cut through objects as easily as enemies, ignoring the AP of items as well. A weapon or item under the effects of Keen Edge cannot benefit from *Bladesharp*, *Bludgeon* or similar spells. Also, the Manipulation (Targets) skill cannot be used in conjunction with this spell.

Killjoy

Casting Time 3

The sorcerer's eyes turn bloodshot and red, as does the eyes of his targets and the shedding of blood becomes their invigorating only love.

Those who give in to the bloodlust of this spell become incensed by the spilling of others' blood. The sorcerer and his target(s) are driven to bloody deeds and warfare for the Duration of the spell. For every foe the target incapacitates or kills he gains a cumulative +5% to all skills and a +1 Damage Modifier, up to a number of foes equal to the Magnitude of the spell. These bonuses remain until the spell expires and even though the target(s) are enraptured by the joy of killing, they still have their freedom of thought and are not restricted in any given actions – they simply are aware of the rush they are getting from fresh kills.

Knave's Strike

Casting Time 2

Giving out a low hiss and a rumbling chuckle, the sorcerer charges his targets with a single opportunistic strike that can lay low the mightiest of knights.

This dishonourable spell allows the sorcerer to turn any surprise attack into a stroke as lethal as an assassin's blade. The target(s) of the spell is enchanted with a powerful attack that is unleashed when they make their next free or surprise attack (Games Master's discretion) during the

Duration of the spell. When the spell is triggered the enchanted attack gains a +5% to hit bonus, +1 damage modifier and ignores 1 point of mundane AP per Magnitude in the spell. Should the attack miss, despite the bonuses, the spell will still be totally exhausted.

Knockdown

Casting Time 1, Resist (Resilience)

The sorcerer punches the air toward his target with a glowing fist, creating a powerful blast of force that knocks it sprawling.

This simple enough spell allows the sorcerer to possibly knock a target prone, as if they suffered a massive attack from a melee strike. Although it causes no damage directly, any target(s) that does not resist the spell's effects will be knocked down and back (away from the sorcerer) a number of metres equal to the Magnitude of the spell. Once cast, the sorcerer has until the end of the spell's Duration to unleash the magic stored in his fist.



Lacerate

Casting Time 1, Resist (Resilience)

The sorcerer cleaves the air with his hands, as if wielding a sword and slashes start appearing randomly upon his selected targets.

This spell is as basic an attack as they come in Sorcery, Lacerate allows a sorcerer to strike with an invisible sword made of magical force at a considerable range. Any target(s) that does not resist the effects of the spell are struck as if by a War Sword (see RQ, page 33, 36) wielded by the sorcerer. For the purposes of his Damage Modifier for these attacks, the sorcerer uses his STR + POW instead of STR + SIZ. This spell grants the sorcerer a number of attacks with the magical blade equal to the Magnitude of the spell, each attack taking a Combat Action and being resisted separately. The damage comes from a magical source, it is considered to be normal non-magical slashing damage for the purposes of the targets' armour protection and damage mitigation sources.

Lamprey's Touch

Casting Time 2, Resist (Resilience), Touch

The sorcerer's hands become pale and clammy and his touch drains away the essences of others.

This powerful and hideous spell gives the sorcerer the ability to drain the health or magic from others with flesh contact. If the target's bare flesh is touched by the sorcerer (which may require a Precise attack) he may immediately choose to drain either health or magic. If Magic Points are chosen, the transfer is instant. The target loses a number of Magic Points equal to the Magnitude of the spell and the sorcerer refreshes half that number (round up). If health is to be drained, the target loses a total number of Hit Points equal to the Magnitude of the spell but the loss is divided evenly (round up) to all Hit Locations. The sorcerer immediately regains half that number in Hit Points (round up) if he is wounded. Any additional points drained in this way over the maximum amounts the sorcerer can obtain are lost.

Landlock

Casting Time 2, Resist (Dodge)

Tendrils of stone rise up from the ground to grab the legs of the sorcerer's targets, binding them in place.

Used to keep targets from moving around, this spell gives the sorcerer the ability to tether targets to the ground by a rope or tentacle of stone. Targets that are caught by the spell cannot move farther than one metre from their current position and have their Dodge skill reduced by half (round up). The stone tendril has an AP of 8 and a number of Hit Points equal to the Magnitude of the spell. If a single tendril is broken its target is freed from the effects of the spell but the remaining tendrils (if any) will continue to grasp their targets. The spell expires at the end of its normal Duration, at which point any remaining tendrils will crumble to sand instantly.

Last Laugh

Casting Time 2, Resist (Resilience)

Knowing he might be done for in moments, the sorcerer summons all of his remaining strength and lets out a mighty booming laugh of defiance. With what might be his last breath, he unleashes a shockwave of magical energy strong enough to tear skin and rend metal.

Only a foolish sorcerer would ever choose to use this spell at any time but the direst of circumstances, like when they are surrounded by the enemy and likely to be put to the sword. When cast, the sorcerer spends the required Magic Points for the spell's casting and all remaining Magic Points the sorcerer has access to. This spell releases all of the sorcerer's magical essence in a single blast that extends in all directions a number of metres equal to the spell's Magnitude. Anything caught in that area must resist the spell or suffer a number of unpreventable Hit Points in magical damage equal to the total number of Magic Points spent on the spell (including those used to start the spell), divided evenly (round up) amongst their Hit Locations. Once the spell is cast, the sorcerer automatically passes out as if from levels of Fatigue for 2D6 hours – during which time he cannot be woken. Because the spell is always based on the sorcerer and its area is determined by the Magnitude of the spell, the Manipulation (Targets), Manipulation (Duration) and Manipulation (Range) skills are not used when casting this spell.

Lifestrike

Casting Time 1, Resist (Dodge)

Summoning up the power of life itself, the sorcerer projects a sphere of the purest white light that sears the flesh of the undead or heals the wounded.

This spell allows the sorcerer to either cause damage to the physical forms of the undead or heal wounds from afar. Any targets that fail to resist the spell are struck by the shining balls of light and the living energies they are comprised of. Undead targets immediately suffer a number of unpreventable points of damage equal to the Magnitude of the spell to a randomly rolled Hit Location. Living targets are still struck in a randomly rolled Hit Location but if that Hit Location or any 'adjacent' to it is currently damaged it will *regain* a number of Hit Points equal to the Magnitude of the spell.



Lullaby

Casting Time 3, Resist (Persistence)

The sorcerer's voice becomes haunting and musical, singing a tune that closes the eyes of his targets and puts them softly to sleep.

Used by sorcerers who like to skirt combat rather than blast their foes to bits, this spell cannot be used in a combat situation but is very useful for avoiding them altogether. The target(s) of the spell must make a resistance roll or become rapidly tired over the course of 1D3 minutes. Once they are asleep, they *cannot* be awakened by anything but sharp or abrupt physical contact for a number of minutes equal to the Magnitude of the spell, otherwise they will simply sleep soundly for the Duration of the spell.

Magma Spray

Casting Time 2, Resist (Dodge)

Calling fire to one hand and earth to the other, the sorcerer claps his hands together to splatter his foes with liquid stone as hot as a volcano's belly.

This spell sends globes of deadly molten rock at the sorcerer's enemies, sticking to them and burning its way through their bodies. Targets that do not resist the spell's effects roll to see which Hit Location the globule of magma has struck. That location suffers a number of points of fire damage equal to the Magnitude of the spell every round unless the target removes the glob somehow (which could be quite a bit of trouble). Armoured targets will mitigate the damage as normal but their armour will permanently degrade by -1 AP every Combat Round until it becomes useless at that Hit Location at 0 AP.

Melt

Casting Time 3, Touch

The sorcerer caresses an object with a dully glowing hand, causing it to melt away like wax from a candle.

This spell gives the sorcerer the ability to turn any mundane object into a puddle of unrecognisable goop. The object touched at the spell's casting can be of a SIZ/ENC up to twice the number of targets the spell is supposed to affect and cannot be enchanted in any way. The item immediately begins to soften like warm wax and melts away into a thick syrup like pool over the course of 2D3 Combat Rounds. This melting pool is not hot and the remains will not solidify until after the spell's Duration expires, at which point it will harden back to its original consistency but not its shape.

Mount Summons

Casting Time 5

Steeds of smoke and fog rise up from the ground to form under the sorcerer and his allies, giving them speedy transportation that is needless of feed or complaint.

Although short-lived, this spell creates magical mounts for the sorcerer and his allies to ride for a short time. These mounts will always look like the most common mount of the sorcerer's homeland (horses, camels and so on) and will treat the target(s) of the spell as its rider for

the Duration of the spell, granting all benefits of being mounted. The mount offers a +25% bonus to Riding skill tests to the target and has a Movement rate equal to the rider's base Movement plus the Magnitude of the spell in metres. When the spell naturally expires the mount slowly sinks back into the ground to keep from dropping the rider. If the spell is dispelled in some way before that time, however, the rider will be dropped to the ground, possibly at a very high speed.

Nauseate

Casting Time 2, Resist (Resilience)

The sorcerer spits a foul, tar-like fluid upon the ground. The fluid steams up into dark fumes that pull at the gorges of those he wills it.

Those who resort to sickening their enemies are foul sorcerers indeed but this spell is nonetheless useful for gaining a quick upper hand in combat. The target(s) of the spell must resist its effects or suddenly be overwhelmed by intense nausea and the urge to vomit. Those affected have their DEX and STR related skills reduced by twice the Magnitude of the spell. Skills that have DEX and STR (such as Close Combat) in their base scores are reduced in this manner *twice*. This reduction lasts for the Duration of the spell.

Nocturnal Boon

Casting Time 3

Under the veil of night the sorcerer grants the powers of dark creatures to his targets.

This spell turns any target into a being of the night, able to function that much more efficiently after dark. For every point of Magnitude in the spell, the sorcerer gets to choose one of the following boons to grant to the targets of the spell. These boons can be chosen multiple times unless noted otherwise and all targets receive the same bonuses.

- ☒ Perfect night vision; +10 metres
- ☒ Enhanced hearing and smell; +10% Perception
- ☒ Stalking silence; +10% Stealth
- ☒ Darting reflexes; +1 Combat Reaction
- ☒ Claws of a predator; +1 Unarmed damage
- ☒ Sleepless for Duration of spell (only choose once)

Open What is Closed

Casting Time 1

The sorcerer makes a gesture in the air similar to opening a cupboard and wags closed to him before slowly open at his behest.

As useful a spell as any other, this spell gives the sorcerer the ability to open any closed portal or object within range. Upon casting the spell the sorcerer can choose a single closed thing (door, window, book, jar and so on) within range and make the appropriate gesture every Combat Round to open it. He may do this until all of the targeted items are open or until the spell's Duration expires. This spell will not unlock items but simply being stuck is no protection. If an object is magically closed it will still be opened if the magic keeping it closed is of a lesser Magnitude.

Otherworld Sight

Casting Time 2

The sorcerer's eyes glow a myriad of colours while the enchantment is in effect, seeing the world through the realms beyond mortal man.

This spell grants the sorcerer the uncanny ability to see in dozens of dimensions all at once, revealing all to him in one way or form. The sorcerer has a bonus to his Perception score equal to ten times the Magnitude of the spell for its Duration and can call upon a Perception test to see through any form of invisibility, illusion, transparency or other Stealth-related effects. This mode of vision is a little distracting, however and the sorcerer receives a -5% penalty on all other skill tests while it is in effect. Since the sorcerer is the only target that benefits from the spell, the Manipulation (Targets) skill is not used.

Petrify

Casting Time 2, Resist (Resilience), Touch

The sorcerer's touch can turn the mightiest of warriors into statues of rough stone.

This spell is a powerful way to deal with any opponent if the sorcerer is able to strike their bare flesh. In order for the spell to function the sorcerer must lay his hand

upon the target's flesh, which will often require a Precise attack to do so. If a target cannot resist the effects of the spell once touched they will turn to rough grey stone. A number of Hit Locations (starting with the one touched) turn to stone immediately, acting as though they had reached -10 Hit Points - symbolising the complete change to stone. Each arm or leg Hit Location that is completely turned to stone will reduce the target's DEX score by -5 points, to a minimum of 1. Should a target's Chest or Head Hit Location be turned to stone, the target dies as his major organs turn to stone. The Manipulation (Targets) and Manipulation (Range) skills are not required for this spell.

Plaguestrike

Casting Time 2, Resist (Dodge)

Belching forth a yellow cloud of mosquitoes and biting flies, the sorcerer envelopes his enemies in a disease-ridden swarm of flesh fearing insects.

This disgusting and horrific spell is one of the weapons that sorcerers can call upon if they do not have the morals to spare their victims a painful demise. Any target(s) that cannot resist the spell's effects are swarmed by biting insects that not only inflict damage but also infect the victim with a horrible wasting disease. The target suffers 1D2 points of damage to every Hit Location that is not protected magically and becomes infected. The disease inflicts 1 point of STR, DEX or CON (sorcerer's choice at time of casting) damage to the victim every hour and lasts a number of hours equal to the Magnitude of the spell instead of the normal Duration. The characteristic point losses return at a rate of 1 point per day, unless the losses drop the target to 0 in one of the characteristics - rendering the disease fatal.

Privacy

Casting Time 3

The sorcerer chooses those he wants to speak to without risk of eavesdroppers and claps his hands loudly twice. In the blink of an eye they are all moved to a mystic conversational room, where they can talk freely without any interruptions.

Used by clever sorcerers to make plans and arrange deals in plain sight of others, this spell pulls the sorcerer and his targets out of time and space for a split-second to have a conversation. The targets of the spell must be

willing and all within range of each other for the spell to function. When the spell is cast, a number of individuals equal to the targets' score plus the Magnitude of the spell can be transported to a neutral fold in space that looks like a white, featureless room. The targets remain in the room for the Duration of the spell, where they can talk and interact freely with one another - save for any physical contact. When the spell expires all targets are placed back where they were at the time of casting and only a single second of real time has passed. Bystanders and onlookers can make a Perception test to see the targets blink out of existence for a moment but only if they were looking directly at one of them.

Quarantine

Casting Time 3, Resist (Persistence)

A flash of multi-coloured light leaps from the sorcerer to the target, leaving it wreathed in a nimbus of colours that keeps it from further interacting in any way with the outside world.

This spell allows the sorcerer to make his targets unable to interact with the rest of the world, for good or for ill. For the Duration of the spell the target(s) *cannot* affect or be affected by any sort of action, spell or stimuli. Attacks will be blocked by the colour barrier, spells will fizzle, sound stops both ways and even physical contact will slide off the target effortlessly. This spell can be used in many ways, both beneficial and malicious, it is up to the sorcerer to decide how they choose to do so.

Rampage

Casting Time 2, Resist (Persistence)

The sorcerer roars and slams his fists against his chest, sending his targets into a frenzy of destruction.

This spell can be an effective boost to allies or a stupefying tool against weaker foes. Targets of the spell can resist its effects or they will succumb to a fiery rage that overtakes their ability to perform any actions other than charge and attack. Although the target will receive a bonus to their attack rolls equal to 5% times the Magnitude of the spell, they will not be able to use their Dodge skill and will attack whatever lies directly in front of them within their charge range until the spell expires. When the spell is ended, however, the target(s) immediately suffer 1D3 levels of Fatigue.

Recall Spell

Casting Time 1

Realising that his past sorceries are no longer needed, the sorcerer tries to reclaim as much of his spent energy as he possibly can.

This spell is an interesting way to end spells that have been previously cast by the sorcerer. The sorcerer targets any of his own spells currently still in progress under their normal Duration. As long as the casting of Recall Spell has an equal or higher Magnitude than the spell targeted, the sorcerer ends the targeted spell and regains half (round up) of that spell's Magnitude in Magic Points. The Manipulation (Duration) skill is not used with this spell.

Reservoir Flask

Casting Time 3, Touch

The sorcerer opens a flask or skin and holds it open to be filled, speaking the mystic incantation as gallons of liquid pour into it without overflow.

Useful before long trips, this spell can create a number of magical liquid containers to hold vast amounts of liquid beyond what they normally could. The targeted liquid containers must have some kind of plug, lid or topper and must be filled before the spell's Duration expires – but will remain enchanted until emptied. The enchanted item will be able to hold a number of gallons of liquid equal to the Magnitude of the spell, no matter the spatial confines of the item or its effective ENC. The item will seem full until it is fully emptied but will be able to pour far more than what it is believed to be able to hold.

Sabotage

Casting Time 2, Touch

The sorcerer runs his hand across the device gently, whispering the words of ill intent to enchant it. When the device next tries to function, it will likely fall apart instead of completing its intended task!

This spell gives the sorcerer the ability to cause any mechanical device to fail and possibly malfunction to the point of breaking. The device(s) touched by the sorcerer has a chance of failure equal to 10% times the Magnitude of the spell and a percentage chance of

disastrous malfunction equal to the Magnitude. When the device(s) is next triggered for its normal function, within the Duration of the spell, the Games Master rolls against this percentage and applies the result.



Salt Spray

Casting Time 2, Resist (Dodge)

Magical grains of rock salt form in the hands of the sorcerer, exploding outward like shards of glass when he opens them at his enemies.

This spell is a good combination of offence and cleverness, giving the sorcerer the ability to harm and blind his opponents. Any target(s) of the spell that does not Dodge its effects will suffer 1D3 physical damage to any unprotected Hit Locations from the slicing shards of salt but will also be blinded by salty dust burning their eyes for a number of Combat Rounds equal to the Magnitude of the spell. The Duration of the spell is used

to determine how long from the point of casting the sorcerer can hold the rock salt before they must release it as a weapon.

Silencing the Spoken

Casting Time 3, Resist (Persistence)

The sorcerer places his finger against his own lips and hushes the target, stealing their ability to speak.

This spell is a simple weapon against fellow sorcerers and spellcasters that require their voices to unleash their magic. Any Target(s) of the spell must resist its effects or be unable to make any sort of vocalised sounds (not even grunts or growls) for its Duration

Stone (Weapon)

Casting Time 2, Touch

The sorcerer bathes his target's hand in sand, wrapping it in a cloud of dust. The cloud grows and soon blows away to reveal a weapon of smooth stone bound to the hand that wields it.

There are actually numerous Stone spells of this kind, one for every melee weapon that can be created. The target(s) of this spell is given a magical weapon made of supernaturally dense stone that binds to their hand(s) and lasts for the Duration of the spell. The weapon matches all normal statistics of the weapon chosen for the spell to create but inflicts an additional 1D4 bludgeoning damage (no matter the type of weapon) when it hits an enemy and has its AP and HP increased by half (round up) the spell's Magnitude. The weapon cannot be put down or dismissed until the spell expires, at which point the weapon cracks and falls apart to sand, leaving the wielder with a stiffened hand that has suffered from 1 point of damage.

Summon (Creature)

Casting Time 5, Resist (Persistence)

Pulling a specific type of being through the ether of Sorcery, the summoner calls them to come to his aid and hopes he can control them once they arrive.

There are actually numerous Summon spells of this kind, one for every type of creature the sorcerer may wish to summon. When the spell is cast a number of the named creature equal to the Target score of the spell must all

try to resist the spell's effects. Those that cannot resist the spell are teleported to the sorcerer's location (within 1D6 metres of him) and are placed under his command for a number of rounds equal to the Magnitude of the spell. It is quite possible for that ability to command to run out long before the Duration of the spell does, making the creatures free to do as they will until the spell expires – when they are teleported back to where they came from.



Teleport Beacon

Casting Time 2

The sorcerer sees the familiar items in his mind and sends tethers of ether to grab them and bring them to his location, no matter how far away they may be.

Usable to bring nonliving objects to a location within range of the sorcerer, this spell can be one of the most useful a magician could know – or the most wasteful. The teleport will take the item(s) the sorcerer targets

instantaneously to any location within the determined Range of the spell and within the line of sight of the sorcerer. The targeted items must be familiar to him (having spent at least an hour in possession of them) for the spell to function.

Depending on the Magnitude of the spell, there is a chance that the teleport will not be 'on target', causing the teleported items to scatter, perhaps catastrophically. When something is teleported, roll on the table below and compare the result to the percentage listed for the Magnitude of the spell. If this chance is rolled the targeted point of the teleportation scatters a random direction (roll 1D6: 1 – North, 2 – South, 3 – West, 4 – East, 5 – Down, 6 – Up) the distance listed.

Magnitude	% of Teleport Mishap	Distance of Scatter
1 – 2	25%	3D10 metres
3 – 4	20%	3D8 metres
5 – 6	18%	2D10 metres
7 – 8	13%	2D8 metres
9 – 10	10%	2D6 metres
11 – 12	8%	1D8 metres
13 – 14	5%	1D6 metres
15 – 16	3%	1D3 metres
17 – 18	1%	1 metre
19 – 20	0%	N/A

Teleport Travel

Casting Time 2, Resist (Persistence)

The strands of the ether can be used to bring things to the sorcerer but it can also be used to take the sorcerer and his allies to faraway places.

A powerful but not perfectly reliable mode of magical transportation, the sorcerer can use the ether of magic to teleport himself and a number of others to destinations he has personally been to. The target(s) can choose to resist the teleportation if they wish to but will go willingly along with the sorcerer if they do not. The teleport will take the sorcerer and the target(s) instantaneously to any

location the sorcerer is familiar with (having spent at least an hour there before). Depending on the Magnitude of the spell, there is a chance that the teleport will not quite be 'on target'. See the entry for Teleport Beacon above for details, rolling the same percentage and distances.

Thorny (Weapon)

Casting Time 2, Touch

The sorcerer places a glowing seed in the hand of the target, which sprouts instantly into a gnarling mass of thorny vines that completely envelopes the hands and takes on the shape of a weapon.

There are actually numerous Thorny spells of this kind, one for every melee weapon that can be created. The target(s) of this spell is given a magical weapon made of supernaturally dense plant matter and sharp thorns that binds to their hand(s) and lasts for the Duration of the spell. The weapon matches all normal statistics of the weapon chosen for the spell to create but inflicts an additional 1D4 piercing damage (no matter the type of weapon) when it hits an enemy and has its AP and HP increased by half (round up) the spell's Magnitude. The weapon cannot be put down or dismissed until the spell expires, at which point the weapon withers and fall to dust, leaving the wielder with a prickled hand that has suffered one point of damage.

Unarmed Appearance

Casting Time 3

Holding a knife in one hand and a sheath in the other, the sorcerer forcefully slides the weapon in the sheath and it vanishes...along with the rest of the weaponry belonging to the sorcerer and his allies.

This spell allows a sorcerer to hide his and his allies' weaponry from view in places where such armaments could cause trouble or in the making of a good ambush. The targeted allies (and the sorcerer himself) cannot be individually carrying more ENC in weaponry than the Magnitude of the spell, otherwise they will not be included in its effects. Those who are affected can

consider all of their unsheathed (or the equivalent) weaponry to be invisible until they choose to draw it or until the spell expires.

Vinelash

Casting Time 2, Resist (Dodge)

The sorcerer points glowing fingers at nearby trees and foliage, causing them to lash out and strike his enemies near them.

This spell gives the sorcerer a nearly unending number of allied attackers in a forested area, getting the plants themselves to attack his foes. So long as each target is within a number of metres equal to the Magnitude of the spell from some kind of SIZ 10 plant or larger, the plant will lash out and try to swat enemies with branches, vines or other extremities. Unless the plant is somehow poisonous or filled with some other kind of damaging source (insect swarm, fire and so on), the target will suffer a single hit to a randomly rolled Hit Location that inflicts 1D6 bludgeoning damage each round that they are still within range of qualifying plantlife – although they receive Dodge rolls to resist each Combat Round.

Wall of (Creature)

Casting Time 3

The sorcerer says the arcane name of his chosen beast and watches as the ether creates a massive barrier made up of the creature, ready to gnash or slash those who draw too near.

There are actually countless versions of the Wall of spell, one for each type of creature the sorcerer might want to learn how to form into the barrier. The creature types chosen must be smaller than SIZ 5 and have some kind of natural attack (bite, claw, sting and so on). When the spell is cast, a wall made up of a swarming mass of the chosen creature type rises up magically in an area within range of the sorcerer. The wall's height cannot be taller in metres than the spell's Magnitude and its width cannot be wider in metres than the number of Targets determined by the corresponding Manipulation skill. Anyone drawing too close to the wall (within striking



range) will be attacked as if by 1D4 of the chosen creatures. The wall has a natural AP equal to that of the creature chosen but ten times the number of Hit Points per square metre of wall.

Wintering Shield

Casting Time 2, Touch

Giving a hot exhale of pluming breath, the sorcerer creates a light blue glow upon himself and his allies that warms them from the strongest winter chill.

This spell allows the sorcerer to protect himself and his allies from the cold of winter and possibly even the freezing effects of cold spells. The sorcerer and a number of allies (including allied mounts or pets) become immune to any source of mundane cold and reduce the damage of any magical cold source by the Magnitude of the spell. The targets of this spell are covered in a slight blue glow while the spell is in effect, which flares brightly when they are under attack by cold damage.

LEGENDARY MAGIC

In the worlds of *RuneQuest* there are those individuals who have stepped away from the masses to become true heroes, mythic wizards and timeless legends. These powerful individuals wield tremendous magical might and can steer the forces of the universe on a daily basis. For characters that have reached this degree of magical power, they have access to spells and spellcasting abilities that common ordinary characters are awestruck simply to witness.

The following chapter details several new Legendary Abilities and spells that are only accessible to characters that have mastered the ability to wield 'normal' levels of magic. These spells and abilities should be considered available in any setting, so long as the Games Master

allows them, to the appropriate Rune Touched casters and sorcerers who have achieved the proper power level and who can arrange for them.

New Legendary Abilities

The following section is a collection of new magically-inclined Legendary Abilities to be sought, purchased and used by Legendary Hero *RuneQuest* characters. Each one has its own prerequisites and Hero Point cost that must be met before the character can purchase them. They all follow the same rules for learning and gaining Legendary Abilities as covered in *RuneQuest*, starting with the section beginning on page 98.

Legendary Abilities

Legendary Ability	Requirements	Hero Points
Autocasting	DEX 16+, any Magic skill 90%+	8
Blood Magic	CON 15+, POW 15+, any Magic skill 90%+	10
Dualcaster	POW 15+, Runecasting skill 90%+	10
Etherbound	POW 15+, any Sorcery skill 90%+	10
Farcaster	POW 15+, Manipulation (Range) skill 90%+	8
Godbound	POW 16+, Lore (Theology) skill 100%+	10
Martial Caster	DEX 15+, Martial Arts skill 80% and any Magic skill 80%	8
Master Sorcerer	INT 15+, Manipulation (Magnitude) skill 100%+	12
Potent Caster	POW 15+, any Magic skill 100%+	12
Warlock	DEX 15+, any Magic skill 90%+	8

Autocasting

Requirements: DEX 16 or higher, any Magic skill at 90% or higher.

Hero Points: 8

You are very skilled at casting your spells at an amazing rate, leaving other spellcasters behind through your expedient mastery of magic. When a common wizard is trying to focus his power into his runes, your spell is already in flight.

All of your spell casting times are considered to be one Combat Action less than the listed Casting Time, with

any existing Casting Time of one actually only taking one Combat *Reaction* instead. Spells cast as Combat Reactions still occur on your normal Strike Rank instead of a Combat Action.

Blood Magic

Requirements: CON 15 or higher, POW or higher, any Magic skill at 90% or higher.

Hero Points: 10

You have used so much magic for so long that it has literally become part of you on some kind of internal level. Your body pulsates with magic energy and when

normal magicians have been run dry of their abilities you can tap into a deeper font of power. Although it pains you to do so, your very life is your magic.

When you are exhausted of Magic Points, you can actually exchange temporary points of your CON characteristic for additional Magic Points when you cast spells. For every point of CON that you choose to spend you receive 1D6 Magic Points for a single spell's casting. Any additional Magic Points unused by that spell's casting are wasted. Unless you want to sacrifice yourself doing so, you cannot lower your CON below 1 in this manner. Spent CON points return at a rate of one per full hour of uninterrupted rest.

For example, Dedrokk the Trollkin is backed into a corner against several sun worshippers. He has run out of Magic Points defending himself and decides to use a Veil of Midnight (Magnitude 3) to escape. As he begins to cast the spell he spends 2 points of CON to be safe, rolling 2D6 and coming up with an abysmal five. Three of the points are used to cast the Veil of Midnight and although the other two points are wasted Dedrokk escapes into the night.

Dualcaster

Requirements: POW 15 or higher, Runecasting skill at 90% or higher.

Hero Points: 10

You have somehow managed to learn how to separate your magical prowess into two different spells at one time. Focussing your power into two different runes at one time is a difficult task; however, when you unleash two individual spells at one target it is devastating.

If you have two runes in your hands you can attempt to cast two separate Rune Magic spells that only require one rune in the *same* Combat Action. You must roll each Runecasting skill separately, with a -10% penalty to each, in order to cast the spells. Both spells must have the same target and you must expend all of the necessary Magic Points in order to do so.

For example, Sergei is in a Runecasting duel with his age old nemesis and is ready to end it once and for all. Grabbing his two Chaos runes, he prepares to hurl two separate Skybolts. His Chaos Runecasting skill is 68%, so he spends all six Magic Points and rolls against a 58% twice – scoring a 32 and 44, two successes! Two

streaking bolts of lightning come out of the sky and turn his nemesis into ash.

Etherbound

Requirements: POW 15 or higher, any Sorcery skill at 90% or higher

Hero Points: 10

You have immersed yourself for so long into the equations, calculations and incantations of your Sorcery that you are somehow attached to the spells that you wield. When you cast your magic upon yourself there is some kind of connection between you and the spell and nothing short of titanic can break that intense bond.

Any Sorcery spell that you cast that includes you as one of the targets cannot be dispelled, dismissed or otherwise ended before the true Duration of the spell unless it is done by a source with a Magnitude of 10 (or higher). Additionally, you do not have to count yourself as one of the Targets for your Sorcery spells if you wish to have them affect you – it is instinctual for you to.

Farcaster

Requirements: POW 15 or higher, Manipulation (Range) skill at 90% or higher

Hero Points: 8

Like an archer with a powerfully strung bow, you can hurl your spell energies at greater distances than most –with far less effort.

Whenever you use the Manipulation (Range) skill to extend the range of your Sorcery spells, you can spend one additional Magic Point and roll 1D4 *after* you have determined what the Range of your spell is. On the Sorcery Manipulation table (*Comp*, page 27); you can raise your final result on the Range column by that number of rows.

Godbound

Requirements: POW 16 or higher, Lore (Theology) skill at 100% or higher

Hero Points: 10

Your faith and devotion to your cult's deity has made you a focal point of its power on your realm of reality. When you pray for the powers of your god, you are seldom denied. Unlike many practitioners of the magic of the faithful, you are a mobile temple of the cult and there

is no place you can go that your god's touch will not be able to reach you.

You no longer need to visit holy sites or shrines to acquire Divine Magic spells of a Magnitude of 4 or less. You still must spend the appropriate time in meditation and ritual and you have to spend the listed amount of resources on incense and materials which will be used as sacrifices to your god(s).

Martial Caster

Requirements: DEX 15 or higher, Martial Arts skill at 80% or higher, any Magic skill at 80% or higher

Hero Points: 8

You have learned how to best connect your spellcasting capabilities with your Unarmed Combat arts, combining spells with punches and kicks to become a flurry of magic and physical prowess. When you begin your magical fighting stance, your foes will not know whether to fear more your powerful spells or your punches and kicks.



By spending a single Combat Action to enter your spellcasting fighting stance, you gain the following benefits until you decide to leave it or until the combat has reached an end.

- 1 Any spell that has a range of Touch can be cast and combined into one of your Martial Arts attacks, inflicting your Martial Arts damage upon the target at the same time that you strike them with the spell.
- 2 Any Dodge skill tests you make while still spending Combat Actions to cast a spell are made at a +50% bonus.
- 3 You can interrupt the casting of a Touch-based spell with Combat Actions used for Martial Arts attacks, so long as they are made at the same target as the spell being cast. These Martial Arts actions do not count for the spell's casting but they do not prevent it from being cast either.

Master Sorcerer

Requirements: INT 15 or higher, Manipulation (Magnitude) skill at 100% or higher

Hero Points: 12

You have been practicing the rigours of Sorcery so long that simple spells are like top hat stage tricks and your ability to tap into higher levels of power is staggering. Some other sorcerers have to work for years to accomplish what you can do with a wave of your hand and you surprise even yourself with how well you can manipulate the ether of magic.

Whenever you cast a Sorcery spell using the Manipulation (Magnitude) skill, the following rules will apply:

- 1 Unless the Manipulation (Magnitude) skill test is a critical fumble (00), even a failure will still result in a Magnitude of 1D4 put into the spell.
- 2 A Critical Success on the Manipulation (Magnitude) skill test will allow you to *choose* the Magnitude of your spell, up to the best possible score your skill allows plus 1D4.

Potent Caster

Requirements: POW 15 or higher, any Magic skill at 100% or higher

Hero Points: 12

There are magic users in the world that are simply good at what they do and then there is what you are capable of. No matter how minor the spell you try to cast, the power within you turns your spells into something more than you intended. You might want to pull your magical punches to be merciful but you no longer have the ability to do so.

Whenever you cast a spell of any kind with the Progressive trait, you can raise its effective Magnitude by 1D3 *after* you have chosen what level of spell you want to cast. This is reflexive and happens no matter what type of Progressive spell you cast – meaning that you cannot hope to lessen your magical power.

Warlock

Requirements: DEX 15 or higher, any Magic skill at 90% or higher

Hero Points: 8

You are extremely adept at casting spells in combat situations, so much so that you enjoy a certain level of freedom during them to unleash spell after spell while crossing blades or launching arrows the same as any other warrior. Knights have their swords and lances,

archers have their bows and arrows and you have the realm of magic.

During combat, you are granted two free Combat Actions that can only be used for casting spells.

New Legendary Rune Magic Spells

Characters who have achieved Legendary Hero status can use their integrated runes to cast these extremely powerful spells. Although it may seem possible for common characters to utilise these spells, they were designed specifically for higher-powered *RuneQuest* games and the sorts of challenges they boast.

The following is a short collection of new Legendary Rune Magic spells for use in any *RuneQuest* game that has reached that high a power level. They use all of the rules for Legendary Rune Magic, as detailed in *Legendary Heroes*, starting on page 60.

Angelic Form

Casting Time 2, Duration 10, Magnitude 5

Runes: *Light*, *Man*

The caster raises his arms and a golden glow falls down around him to envelop his body and transform it to something both beautiful and horrifying.

Legendary Magic

Spells for Legendary Characters

The spells covered in this chapter are designed for use by 'Legendary Characters' as covered originally in the *Legendary Heroes* core sourcebook. For those readers who do not have access to that book, the following information is what dictates a Legendary Hero Character:

Characters who are Legendary Heroes have...

- ...performed some act or deed that is being heralded as being something truly extraordinary (slain a dragon, freed a village, led an army to victory and so on).
- ...learned at least three Legendary Powers.
- ...no fewer than ten Runes integrated into themselves.
- ...had at least 15 Hero Points accumulated at one time before.
- ...at least two Characteristics at 20 or higher.
- ...at least five Skills at 150% or higher.

If this spell is successful, the caster and all of his personal belongings transform into a large golden figure with rippling muscles, wings of glittering light and skin as strong and dense as steel. No matter if it is simple brigands or demons from the Underworld, nothing can weather the new body's strength.

This spell effectively turns the caster into a being of solid light for the Duration of the spell. The caster need not breathe in this form, nor will he need to spend Magic Points to cast any spell that requires the *Light* Runecasting ability. The statistics for a character in Angelic Form is as follows:

STR 50
CON 50
DEX 25
SIZ 30
INT As caster
POW As caster
CHA As caster + 2D6
HP: +25 to every Hit Location (temporary)

Damage Modifier: +2D10

Combat Actions: Five

Movement: Ten metres (fly)



Traits: Light Aura (ten metre radius), Fiery Touch +2D10 heat damage

Armour: Natural AP 20

Special Attack - Gaze of Withering Heat

Instead of crushing a foe in their own mighty glowing fists, the caster can choose to focus a glowing beam of condensed light upon his enemy to burn them to cinders. At the expense of a Combat Action, the caster can force any single target within their line of sight and 30 metres to make a Dodge roll at -25% or suffer 2D10 points of heat damage to all of their Hit Locations, ignoring any form of mundane protection.

Collapse of Society

Area 500, Casting Time 6, Duration Special, Magnitude 1, Progressive

Runes: *Chaos*, Mastery

The caster sits in a circle made of blood and tears and the world around him becomes a tumult of riots, debauchery and bestial activities.

If successful, this spell turns a massive area around the caster into a nightmare realm of violence, lust and truly barbaric activity. Every mortal being with an INT higher than 3 in the area of the spell's effect becomes subject to the basest of cravings and must roll a 1D6 and consult the following list for each hour the spell is in effect.

- 1 – Lust
- 2 – Rage
- 3 – Hunger
- 4 – Greed
- 5 – Laughter
- 6 – Two of the Above

This spell lasts until a number of sentient beings equal to the Magnitude of the spell die within the area of the spell, most likely due to the rage or hungers of another. The caster can also choose to end the spell prematurely if he wishes, commonly after he feels his point has been made well enough.

End of Time

Casting Time 6, Magnitude 10, Duration Permanent, Touch

Runes: *Infinity*, Stasis

The enchanted target becomes unable to feel the passing of time. As the years and seasons fly by, the target remains as timeless as the sun or stars.

This spell grants true and complete immortality, conveying all the benefits and all of the drawbacks it brings. As well as the target being utterly immune to aging of any kind (magical or otherwise) the target will never look any different to how he does at the moment of the casting. His hair will not grow, nor will finger or toe nails. The target no longer needs to eat, drink or sleep as well. Along with this utter timelessness of the target, however, he will not be able to heal naturally – requiring magical healing to knit any wounds suffered. If the body ignores the passage of time, it ignores *all* of time's passing.

Govern thy Brother

Casting Time 3, Duration Instant, Magnitude 5, Ranged, Resist (Persistence)

Runes: Man, *Mastery*

The caster gives a direct order to his fellow man and the target has no choice but to obey – no matter what the consequences may be.

This spell grants the caster the ability to override any other sort of thought process in his target and force them to perform one duty of his choosing. If the target cannot resist the spell, the caster can then make an immediate demand. This demand can be *anything*. From telling someone to ride to the end of the known world to asking for a painful and grisly suicide.

Infernal Inquiry

Casting Time 5, Duration Special, Magnitude 1, Progressive

Runes: *Communication*, Darkness

The caster summons forth an entity from another world and asks if the sorts of questions that no man can answer but the eternal demons from beyond seem to know exactly how.

This spell gives the caster an audience with a malicious and Otherworldly creature that appears as a pair of glowing eyes inside a cloud of inky darkness. The creature will not speak to or answer anyone but the caster and no other can interact with it. The caster can ask the

creature a number of questions equal to the Magnitude of the spell, which the creature will answer as if it was omniscient. The answers, however, tend to be cryptic and dark in intent. If the creature can somehow steer the caster toward a dark end with truthful answers explained in twisted ways, it will. The Games Master should make a note of any answers he gives as the creature in order to make sure they come true at one time or another.



Lord of the Dragons

Area 1000, Casting Time 5, Duration 1D6 hours, Magnitude 10

Runes: *Dragon*, *Mastery*

The caster opens his mouth and lets out a terrible roar that causes the ground to rumble and sends animals running for miles. At first there is silence but then a similar roar answers...then another...and another. Soon the sky is filled with the reptilian kings of legend and they heed the will of the caster.

This spell summons a several enormous dragons to serve the will of the caster for a short while. When cast, 2D3 full-grown dragons (use the statistics found on pages 40 – 41 of *RuneQuest Monsters*) fly to the caster's location and serve his verbal commands for the Duration of the spell. They are mighty combatants and extremely powerful but they are prideful and dislike being summoned for no reason. When the spell's Duration expires, the dragons are no longer under the caster's control. If they felt that their time had been wasted or if they were not well fed (horses, giant trolls and so on) or paid with vast amounts of treasure...the caster may have to explain himself rather quickly before his former allies fall upon him in retribution of their 'frivolous summons'.

Odyssey's Curse

Casting Time 10, Duration Special, Magnitude 1, Progressive, Ranged

Runes: Infinity, *Motion*

The caster points a condemning finger at the target, proclaiming his reasons for their banishment of the target upon a lengthy journey that could take months or even years away from its life.

This malicious spell actually sends a single target (and anyone he can talk into joining him) on a lengthy journey that could possibly take him to the far ends of the world. The caster must know the full name of the target and verbalise why he is condemning it for the whole casting period. Once the spell has been cast, the target will be driven to travel away from that point for a total distance equal to 1D100 miles multiplied by the Magnitude of the spell. Upon this journey the target cannot set foot on the same place twice, meaning he will always need to move forward – never retracing his steps. This could mean a simple circle trip away from home or a spiralling epic journey that sees the entire known world.

For example, Queen Renee has just caught her kingly husband of many years in bed with a young lass from the tavern and condemns him for his transgressions as she casts an Odyssey's Curse at Magnitude 5. When it is complete she rolls 1D100 and scores 88, multiplied by five for a total of 440 miles! As the spell begins to take effect, King Carl packs his bag and begins to leave on his epic journey of shame as his kingdom is ruled by his Queen in his stead...

Phantasms and Hauntings

Area 100, Casting Time 5, Duration Special, Magnitude 8, Touch

Runes: Chaos, *Undead*

The Rune Touched caster buries a fistful of teeth taken from murdered corpses at the centre of the place he wants to be afflicted and infuses the magic of the tortured and restless dead into this spell. The wind grows cold and the sky cloudy as the spirits of the murdered rise to harass all who still possess that which covet – life.

This spell curses a large area with a constant presence of ghosts, wraiths and other poltergeists. These haunting apparitions will not leave anyone alone including the caster. They will move objects of ENC 2 or less around, sometimes even hurling them at targets with enough force to inflict 1D3 damage (or more if the object is inherently more damaging). Food will occasionally go bad or mould right before people's eyes, milk will often sour and other unexplainable strangeness will become commonplace in the targeted area. The spell lasts until either all 3D10 haunting spirits are found and destroyed (use the statistics for Ghosts on page 65 of *RuneQuest Monsters*) or the buried teeth are found and shattered.

Severing the Ties of Magic

Casting Time 1, Duration Instant, Magnitude 5, Ranged, Resist (Dodge)

Runes: Disorder, *Magic*

A streak of blue-black energy flies from the fingertips of the caster and strikes his target solidly. In a flash of light the target is broken free of all magical influences and finds himself without any ties to the ether.

This spell is a powerful tool when dealing with enemy warlocks, Runepriests or sorcerers. The caster hurls a bolt of pure anti-magic at his target, which the target must resist or be broken of all magic *instantly*. For obvious reasons, no form of magical protection or avoidance can mitigate this spell in any way. Because of this all of the following effects occur.

- ☒ Any spell or enchantment currently in effect (even Permanent ones) are instantly and irrevocably dispelled.

- ☒ Magical or enchanted items are sent flying from the target (3D6 x five metres) in a random direction.
- ☒ Integrated Runes fall off the target and cease to be integrated. These Runes *can* be re-integrated in the normal manner later.
- ☒ All Divine Magic spells (including Divine Voices) known by the target are lost and the dedicated POW is returned.
- ☒ All of the target's Magic Points are lost but can be regained later in the normal manner.

Yawning Maw of the Devourer

Area 1/2/4/8/16, Casting Time 5, Duration 5, Magnitude 10, Ranged

Runes: Darkness, *Death*

The caster focuses his will upon a point in the fabric of reality and a swirling mote of black specks begin to form. The specks become spheres and the spheres revolve around one another like a small but growing solar system of black energy. Where the growing spheres touch they become one, until the revolving mass is a single

spinning orb of nothingness that threatens to consume all as it grows and grows.

This devastating spell summons a hole in reality that destroys everything in its area – no matter what it might be. The caster chooses a point within range and begins to cast his spell, at which point the signs of the spell begin to appear. Once the spell is fully cast, the area of effect begins as a one metre radius. *Anything* in that area is utterly and completely destroyed. Every Combat Round the spell continues (up to five Combat Rounds) the radius of the spell's destruction doubles. This means that the second Combat Round sees the sphere grow to two metres, four on the third and so on, the sphere shall continue to grow.

It should be noted that *nothing* survives the casting of the Yawning Maw of the Devourer, not even immortal legends or those normally immune to magical damage or effects. This spell literally tears a hole in the fabric of reality and envelops everything it touches within the dark nothing of the void.

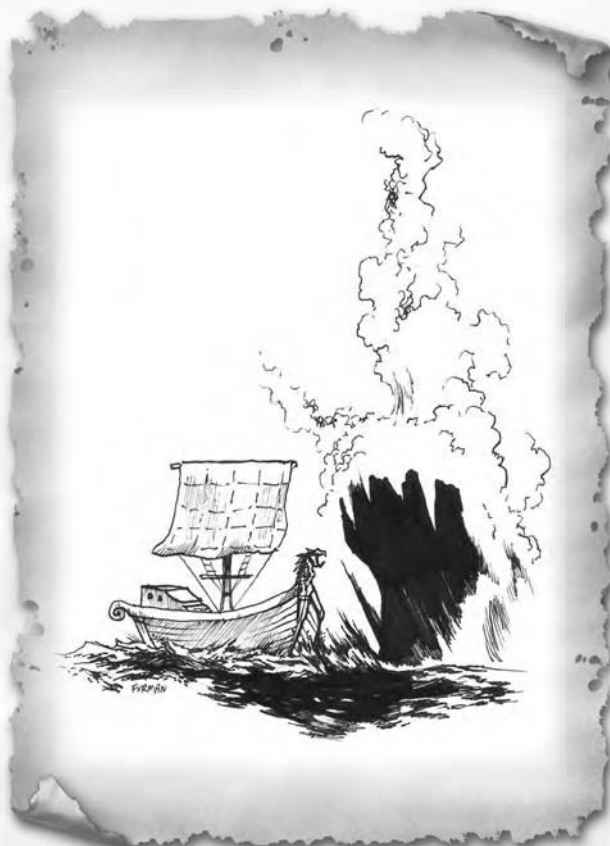
Miracles - New Legendary Divine Magic

In the many worlds of *RuneQuest* there are some devotees to the faiths of their gods and cults that are truly the pinnacle of divine service. These individuals are the leaders of the faith most of the time and they are protected by higher powers in one way or another. This is generally demonstrated by the use of Divine Magic but there comes some desperate moments in a powerful cult member's life that normal Divine Magic will not save them and they need something *more*.

Characters who have achieved Legendary Hero status or alternatively the Runelord rank of their cult, can attempt to call upon true and wondrous Miracles of their faith in dire circumstances. They are so close to their gods that they may be important enough to have the deity directly intervene on their behalf.

How Miracles Work

Divine Miracles are single use spell-like effects that can be called upon in times of desperation by Runelords and Legendary Hero cult members. Calling upon one



of these powers requires the expenditure of a Combat Reaction and can be cast at *any* time a qualifying character feels it necessary.

The gods receive many prayers and desperate pleas at all times, which makes it very difficult for them to recognise the requests for help from their most powerful of servants. For the gods to notice the honest and true needs of their heroes, the character trying to beg for a Miracle must not only pass a Lore (Theology) skill test but they also immediately spend 2D3 points of *permanent* POW to turn a simple prayer into a beacon.

If the test is passed and the Games Master feels that the character is deserving of divine aid, the character can immediately call upon one of the Divine Miracles below. Divine Miracles automatically empty the character of all remaining Magic Points and cannot be countered or dispelled for any reason – save for another Divine Miracle.

Depending on the cult or faith they belong to, the Miracle called upon is detailed in the following list. It should be noted that any cult can call upon one of the two Miracles listed as belonging to all cults.

Absorb the Ether

Cults: All

Even the most powerful of spells is torn apart before it reaches the godly servant, filling him with might and vigour instead of striking him with its original intent. Ribbons of pure magic settle in his wounds instead, knifing flesh and bone with the blessing of his deity.

When this Miracle is called upon, the next offensive (at the Games Master's discretion) spell to target the character will be automatically dispelled no matter its source (unless it is another Divine Miracle). Whatever the spell that was targeting him, the character instantly regains 1D2 Hit Points for each Magnitude of it.

Become the Mountain

Cults: Earth

Turned to impenetrable stone and rooted the bedrock of the world, the gods of the earth protect their servant from all things until he is safe.

This risky Miracle turns the character who called upon it to solid stone that is harder than any known material. Nothing can hope to harm or effect the character in any way, nor can it be moved from its position. While in this form the character is timeless and unknowing of his surroundings and will only be turned back to flesh and normality when he is safe to do so. This could pose a problem in some cases, especially if his enemies are as old and timeless as he has become.



Call the Kraken

Cults: Sea

Calling out to the gods of the sea, their servant asks for the aid of one of their most powerful pets – the deadly and mighty kraken. Where it goes, shoreline cities are pulled into the foam and entire fleets are crushed, reduced to nothing more than splinters.

This powerful Miracle may or may not save the life of the cultist who calls upon its power but it is assuredly going to take all of the character's enemies with him if that is the case. Only called upon within 100 metres of a saltwater shore, this Miracle calls a single kraken to the character's location in 1D2 Combat Rounds. The beast will stay for 1D6 hours and follow the commands of the character, unless he is already dead – then nothing is safe from the kraken's rage. The statistics for the mighty kraken is as follows:



The Sea Gods' Kraken

The kraken is a massive brown beast with an enormous maw filled with saw-like teeth ringed with a multitude of tentacles ending in a hooked claw that can shear through a ship's hull in a single swipe. When the kraken comes to inflict the sea gods' justice, little remains after. Every kraken has the following Characteristics:

STR 100
CON 50
SIZ 115
INT 5
POW 20
DEX 10
CHA 1

Hit Locations

D20	Hit Location	AP/HP
1 – 2	Tentacle 1	20/32
3 – 4	Tentacle 2	20/32
5 – 6	Tentacle 3	20/32
7 – 8	Tentacle 4	20/32
9 – 10	Tentacle 5	20/32
11 – 12	Tentacle 6	20/32
13 – 14	Tentacle 7	20/32
15 – 16	Tentacle 8	20/32
17-20	Head/Body	25/60

Because of a kraken's immense size and length, creatures less than one-third of its SIZ do not roll on this Hit Location chart for combat attacks; they simply hit the part closest to them. Unless the Player Character expends Movement to reach a different part of the kraken (or the kraken itself moves), the Player Character will attack that Hit Location for the Duration of the battle.

Weapons

Type	Weapon skill	Damage / AP
Tentacle Crush	110%	3D8+12D10 / 20
Tentacle Grasp	130%	2D10+12D10 / 20
Maw Crush	200%	8D10 / 25

Special Rules

Combat Actions: Two

Movement: Eight Metres (18 metres swimming)

Skills: Athletics 60%, Perception 55%

Typical Armour: 20 points of barnacle-ridden flesh and chitinous protrusions

Disappear Into the Wild

Cults: Hunter

The trees seem to bend around the follower of the wild gods, grass wrapping his tracks and the buzzing of cicadas covering his noise. The wild places welcome him as a lost child, seeing him safely away.

This Miracle does not protect the character as much as give him the ultimate form of escape. So long as the character is in some kind of natural environment, the surroundings will hide him from all those who might

try to track him. All forms of Perception and Tracking skill tests made to find the character will not only automatically fail but will be considered to be fumbles for 3D10 hours. The trees and plants will misdirect trackers while the local animals will make false tracks and discourage certain paths.

Flow Like the River

Cults: Water

When the gods of Water want to best protect their closest and most deserving, they do so by making them as fluid as the rain and as impossible to hold on to as rapids.

Called upon by a Water cultist who is in dire need, the Water gods answer their servant's call for help by making him as immaterial as liquid. Physical items (other than those belonging to the character) pass harmlessly through him and even spells designed to affect water are glanced aside by his mystical form. In this form the character cannot interact with others save the ability to speak but nothing can bring him to harm short of another Divine Miracle. Also, the character no longer needs to breathe and can move up to five metres in a single Combat Action by sliding along the ground or through a body of water at a rate of ten metres per action. This form lasts for 3D10 minutes, at which point the character becomes solid once more.

Fly to Safety

Cults: Air

The pious servant of the sky is whisked away on invisible hands of wind, taken to where he will be safe from all enemies and closer to the gods he serves.

Once this Miracle is called for successfully, the character is pulled up and away into the sky by powerful but undamaging winds. Wrapped in a warm tornado of currents, the character is then flown to the nearest and safest holy site belonging to the Air Cult. No attack can penetrate these winds and the trip will take only a few minutes. Once the character is placed in a safe holy site, the winds die down and leave the character to rest.



Forget All That I Am

Cults: Moon

The worshippers of the Moon know that the mind is the weakest chink in any enemy's armour and no thought is safe from the gods when their servant is in danger. Suddenly, where a dire enemy once stood before his assailants a stranger is left behind.

Usable by a servant of the Moon gods, this Miracle makes any hostile creature looking directly at the character when it is called upon instantly forget everything it once knew about him. From how they met to why it was just about to attack him, *everything* is immediately lost to the fogs of amnesia. This may or may not save the character for long if he acts poorly but it mainly gives the character

room to escape or adjust the situation to his favour. No matter what the target(s) of the Miracle is told or shown, they will not remember anything concerning the character before the point of the Miracle's calling.

From the Ashes Riseth the Phoenix

Cults: Fire

In a burst of fire as hot as the heart of a volcano the servant of the flame is consumed, hopefully along with his enemies. When the smoke settles the ash parts to reveal the servant once more – rising from the cinders like the mythological immortals.

This Miracle causes the character to explode in a massive burst of supernaturally hot flames, only to have him rise up from the ashes afterwards. When the Miracle takes place the explosion is 1D6 x ten metres in radius around the character, inflicting 3D6 fire damage to all Hit Locations found in that area and ignoring all forms of protection. The character is essentially destroyed but reappears at the centre of the ashes in 1D10 Combat Rounds with enough levels of Fatigue to render him Exhausted but living.

Here, Not There

Cults: Trickster

The best way for the Great Tricksters to keep their servants from harm is to move them like pawns on a chess board, instantly forcing their fellow gods to suffer losses in the great game instead of risking the loss of their pieces.

This Miracle is a simple enough example of godly misdirection and the power it can wield. When the Miracle is called upon, the character instantly switches places with any other being he has met at least once – no matter how far away that being might be. The teleport is instant and without fail and could easily put one of the character's greatest enemies in a horrible position – if the character is crafty enough to think about it when things get bad enough.

Menagerie

Cults: Beasts

An army of animals appear to give aid to their lords' holy servant, fighting his battles and blocking the attacks that

dare harm him. The wild takes care of its own and he is their prince.

This Miracle calls a horde of local animals to the faithful location, diving in to protect him from damage – sacrificing themselves if need be. Larger beasts charge forward into the character's enemies to tear them apart in a frenzy of horns, claws and fangs. For the next 3D10 minutes every creature with an INT 2 or less within one mile will instantly come forth to the defence and aid of the character.

Mirrored Threat

Cults: Chaos

The servant of the unknown smiles wickedly as his enemies strike him – only for the damage to reverse and inflict their wounds upon themselves!

This Miracle makes the character immune to physical or magical harm for 3D10 minutes. Anything that would inflict Hit Point or characteristic damage to him is instead turned upon the source that was inflicting it, harming them instead.

One Thousand Desert Summers

Cults: Sun

The holiest of devout in service to the sun do not need fear its blazing rays but those who would dare stand against the gods of the light of day can be withered to ash under their fiery eye.

The character summons the strongest and hottest rays of the sun to erupt from his eyes. This burning hot blaze of sunlight is not only as blinding as staring into the midday sun but it can suck the moisture out of a target powerful enough to turn the sea to salt or flesh to leather. Anyone within 100 metres of the character's eyes and in front of him is immediately struck naturally blind for 3D6 days and suffers 5D10 heat damage, ignoring all forms of protection, which is then divided evenly amongst all exposed Hit Locations.

Reincarnation

Cults: Fertility

The cycle of life cannot be interrupted but when the most pious of the gods' followers is laid low, occasionally they

are given a second chance with the knowledge they have accumulated.

This Divine Miracle is not a way to prevent the death of a character but instead it is a path to a new life. If the character calling upon this Miracle is killed for any reason in the next 3D10 minutes, he will be given a new life in a newly born body somewhere within the local lands. This young being will have all the thoughts and memories of the reincarnated hero but will need to learn how to exist in his new body. Although this will not change the fact that the character is likely to be unplayable, a Legendary Hero campaign might be able to find and age the young child (or creature) enough to make him a viable ally again.

Retribution of the Dying

Cults: Death

The gods of Death rarely preserve the lives of their cultists but rather seek to strike down those who inadvertently worship them through their actions...

The darkest of Divine Miracles, the servant that calls upon it knows he is about to join his gods in death. His eyes turn a deep black and his skin pale. The person or creature responsible for the character's death in the next 3D10 minutes will be automatically stricken with an unpreventable death. No matter if it is an archer who flung the fated arrow, a dragon who unknowingly razed the house in which he was in or even the smiling poisoner who seeded his meal – they are instantly and irrevocably killed when the character dies. Even the undead are laid low, granted a final rest for their meddling with the Death gods' servant.

Siege of One

Cults: War

War gods never let their mighty servants go quietly into the depths of death; they are more inclined to grant them one last hero's charge headlong into the enemy and the stories of legend.

This Miracle is one that can mean the heroic end of a War cultist or the tide-turning moment that makes any battle he is in a possible victory. The character that calls upon this Miracle is infused with the power of martial strength and indomitable fighting skills. Until either he or all of his enemies are dead, the character shall continue to receive the following benefits.

- ☒ + 250% on all Attack and Parry skill tests
- ☒ +2D10 Damage Modifier on all attacks (Ranged Combat included)
- ☒ +12 AP to all Hit Locations
- ☒ Automatically pass any Resilience or Persistence roll unless rendered to 0 Hit Points on all Hit Locations
- ☒ Must attack or move forward to attack with every Combat Action

Sunder the Blow

Cults: All

Before the next blow can fall upon the faithful servant, the weapon shatters into ten thousand shards as small as grains of sand.

This Miracle irrevocably turns the next weapon that attacks the character into dust or sand. No matter if the attack is a mundane sword, magical spear or the claws of a mighty dragon – it is instantly and permanently turned to a grainy powder. This only affects physical attacks and has no effect on intangible or magic based attacks.

Thunderbolts From the Heavens

Cults: Storm

With a crash of the clouds above the sky brightens with a flurry of blue-white lightning, smashing the gods' enemies as directed by their servant's spiteful aim.

This Miracle is a simple weapon to be turned against the foes of the Storm gods. The character calling upon its power must be able to see both the sky and the target(s) and be unable to deal with them himself – the Storm gods do not help those who have not tried to help

themselves. Anyone targeted by the character is then struck with a mighty lightning bolt that inflicts 5D10 points of electrical damage to them, ignoring all forms of protection, which is then divided evenly amongst 1D3 randomly rolled Hit Locations.

Vanish Into Darkness

Cults: Night

The sun vanishes into blackness and the world grows as dark as the deepest cavern; the servants of the Night are given their chance to flee into the unexpected pitch of jet black darkness.

Striking the countryside blind with the blackening of the sky, this Miracle allows only the character and other

Night Cult members to see normally. No source of light, magical or not, will alleviate this darkness. It is centred on the character calling upon it and spreads out a full 100 metres in all directions, lasting for 3D10 minutes. That time should be enough for the character to get to safety or possibly get some modicum of vengeance on his enemies as they stagger around blindly before him.

Other Divine Miracles

Listed above are just a few examples of the kind of powerful effects that the gods could bestow on behalf of their cherished faithful. We encourage Games Masters to not only use the examples above but to tailor Miracles to their own individual cults and situations.

Legendary Magic



COMPLETE RUNEQUEST CORE SPELL INDEX

The following list is every spell currently published in a *RuneQuest* Core Product, what type of magic it requires, and what book and page number it can be found on. Watch our website (www.mongoosepublishing.com) for a consistently updated version that will include other sourcebooks and setting-specific spells as they are produced.

Name of Spell	Type of Magic	Book Location and Page Number
<i>A' Spells</i>		
Abacus	Rune Magic	<i>RuneQuest: Spellbook (RQSB)</i> ; page 15
Abandon	Divine Magic	<i>RQSB</i> ; page 73
Ablation of Harm	Rune Magic	<i>RQSB</i> ; page 15
Ablaze	Sorcery	<i>RQSB</i> ; page 126
Able Body	Rune Magic	<i>RQSB</i> ; page 16
Abort	Sorcery	<i>RQSB</i> ; page 126
Abscess	Divine Magic	<i>RQSB</i> ; page 74
Absolute Zero	Sorcery	<i>RQSB</i> ; page 126
Absorb the Ether	Divine Miracle	<i>RQSB</i> ; page 166
Absorb Flesh	Rune Magic	<i>RQSB</i> ; page 16
Absorption	Divine Magic	<i>RuneQuest: Companion (Comp)</i> ; page 13
Abysmal Pallor	Rune Magic	<i>RQSB</i> ; page 16
Acid Stream	Rune Magic	<i>RQSB</i> ; page 16
Acidic Armour	Rune Magic	<i>RQSB</i> ; page 16
Acquiesce	Divine Magic	<i>RQSB</i> ; page 74
Acquire	Sorcery	<i>RQSB</i> ; page 126
Acquittal	Divine Magic	<i>RQSB</i> ; page 74
Acrid Haze	Rune Magic	<i>RQSB</i> ; page 16
Acute X	Divine Magic	<i>RQSB</i> ; page 75
Adamantine	Rune Magic	<i>RQSB</i> ; page 17
Addle	Divine Magic	<i>RQSB</i> ; page 75
Adept (Skill)	Sorcery	<i>RQSB</i> ; page 126
Adjust (Characteristic)	Sorcery	<i>RQSB</i> ; page 127
Aegis	Divine Magic	<i>RQSB</i> ; page 75
Agelessness	Divine Magic	<i>RQSB</i> ; page 75
Agile Reflexes	Sorcery	<i>RQSB</i> ; page 127
Agility of the Mongoose	Rune Magic	<i>RQSB</i> ; page 17
Airblade	Rune Magic	<i>RQSB</i> ; page 17
Airshield	Rune Magic	<i>RQSB</i> ; page 18

Name of Spell	Type of Magic	Book Location and Page Number
Airway	Divine Magic	<i>RQSB</i> ; page 75
Alchemist's Touch	Divine Magic	<i>RQSB</i> ; page 76
All Things Equal	Creation Rune Magic	<i>Legendary Heroes (LgH)</i> ; page 75
Allergy	Rune Magic	<i>RQSB</i> ; page 18
Alter Target	Divine Magic	<i>RQSB</i> ; page 76
Amplify	Divine Magic	<i>RQSB</i> ; page 78
Amputate	Sorcery	<i>RQSB</i> ; page 127
Anathema	Divine Magic	<i>RQSB</i> ; page 76
Androgyny	Rune Magic	<i>RQSB</i> ; page 18
Angelic Form	Legendary Rune Magic	<i>RQSB</i> ; page 161
Animate (Substance)	Sorcery	<i>Comp</i> ; page 29
Antidote	Divine Magic	<i>RQSB</i> ; page 77
Aperture	Sorcery	<i>RQSB</i> ; page 127
Aphrodisiac	Divine Magic	<i>RQSB</i> ; page 77
Apothecary	Divine Magic	<i>RQSB</i> ; page 77
Arachnid's Blessing	Rune Magic	<i>RQSB</i> ; page 18
Arc	Divine Magic	<i>RQSB</i> ; page 77
Archer's Siege	Rune Magic	<i>RQSB</i> ; page 19
Arctic Talons	Rune Magic	<i>RQSB</i> ; page 19
Ardent Home	Divine Magic	<i>RQSB</i> ; page 77
Arduous Task	Divine Magic	<i>RQSB</i> ; page 77
Armistice	Rune Magic	<i>RQSB</i> ; page 19
Armoursmith's Boon	Rune Magic	<i>RQSB</i> ; page 19
Arsonist's Hand	Sorcery	<i>RQSB</i> ; page 128
Assail	Sorcery	<i>RQSB</i> ; page 128
Attacker's Defiance	Rune Magic	<i>RQSB</i> ; page 19
Attune	Divine Magic	<i>RQSB</i> ; page 78
Aura of Cold	Sorcery	<i>RQSB</i> ; page 128
Aura of Heat	Sorcery	<i>RQSB</i> ; page 128
Aura of Lightning	Sorcery	<i>RQSB</i> ; page 128
'B' Spells		
Babe's Feeble Grasp	Rune Magic	<i>RQSB</i> ; page 20
Babel	Rune Magic	<i>RuneQuest</i> core rules (<i>RQ</i>); page 68
Backfire Magic	Rune Magic	<i>RQSB</i> ; page 20
Badger's Claws	Rune Magic	<i>RQSB</i> ; page 20
Badlands Curse	Divine Magic	<i>RQSB</i> ; page 78
Bait (Animal)	Sorcery	<i>RQSB</i> ; page 129
Balderdash	Rune Magic	<i>RQSB</i> ; page 20
Ball of Fire	Sorcery	<i>RQSB</i> ; page 129
Ball Lightning	Sorcery	<i>RQSB</i> ; page 129

Name of Spell	Type of Magic	Book Location and Page Number
Bandit's Cloak	Rune Magic	<i>RQSB</i> ; page 20
Bands of X	Rune Magic	<i>RQSB</i> ; page 21
Bane	Rune Magic	<i>RQSB</i> ; page 21
Banishment	Divine Magic	<i>RQSB</i> ; page 78
Banshee's Keen	Rune Magic	<i>RQSB</i> ; page 21
Barbarian Might	Divine Magic	<i>RQSB</i> ; page 78
Barehanded Arsenal	Divine Magic	<i>RQSB</i> ; page 79
Barrage	Divine Magic	<i>RQSB</i> ; page 79
Beam of Cutting	Sorcery	<i>RQSB</i> ; page 130
Beams of Brilliance	Rune Magic	<i>RQSB</i> ; page 22
Bearing Witness	Rune Magic	<i>RQSB</i> ; page 22
Beast Call	Rune Magic	<i>RQSB</i> ; page 22
Beast Form	Divine Magic	<i>RQSB</i> ; page 79
Becalm	Rune Magic	<i>RQSB</i> ; page 22
Become the Mountain	Divine Miracle	<i>RQSB</i> ; page 166
Bedazzle	Sorcery	<i>RQSB</i> ; page 130
Bedlam	Rune Magic	<i>RQSB</i> ; page 22
Bedrock	Rune Magic	<i>RQSB</i> ; page 23
Beggar's Plea	Rune Magic	<i>RQSB</i> ; page 23
Beguile the Masses	Creation Rune Magic	<i>LgH</i> ; page 76
Befuddle	Rune Magic	<i>RQ</i> ; page 68
Behold	Divine Magic	<i>RQSB</i> ; page 80
Belch Flame	Rune Magic	<i>RQSB</i> ; page 23
Berserk	Divine Magic	<i>Comp</i> ; page 14
Bestial Enhancement	Rune Magic	<i>RQ</i> ; page 69
Bewilder	Rune Magic	<i>RQSB</i> ; page 23
Bewitch	Sorcery	<i>RQSB</i> ; page 130
Bisect	Sorcery	<i>RQSB</i> ; page 130
Biting Winds	Rune Magic	<i>RQSB</i> ; page 24
Bladesharp	Rune Magic	<i>RQ</i> ; page 69
Blast	Rune Magic	<i>RQSB</i> ; page 24
Blaze of Lordship	Legendary Rune Magic	<i>LgH</i> ; page 51, 53
Blessing	Divine Magic	<i>RQSB</i> ; page 80
Blight Everlasting	Creation Rune Magic	<i>LgH</i> ; page 76
Blind	Sorcery	<i>RQSB</i> ; page 130
Bloodstrike	Divine Magic	<i>RQSB</i> ; page 80
Bludgeon	Rune Magic	<i>RQ</i> ; page 69
Bolts of Agony	Sorcery	<i>RQSB</i> ; page 130
Bonebreaker	Sorcery	<i>RQSB</i> ; page 131
Boon of Lasting Night	Rune Magic	<i>RQSB</i> ; page 24

Name of Spell	Type of Magic	Book Location and Page Number
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Boon of Paradox	Legendary Rune Magic	<i>LgH</i> ; page 53
Borrow	Divine Magic	<i>RQSB</i> ; page 80
Boulder Rain	Divine Magic	<i>RQSB</i> ; page 81
Brainworms	Sorcery	<i>RQSB</i> ; page 131
Breakblade	Rune Magic	<i>RQSB</i> ; page 24
Breath of Life	Rune Magic	<i>RQSB</i> ; page 25
Breath of the Dragon	Sorcery	<i>RQSB</i> ; page 131
Breathe Fire	Divine Magic	<i>RQSB</i> ; page 81
Breathe Water	Divine Magic	<i>Comp</i> ; page 14
Breeze	Rune Magic	<i>RQSB</i> ; page 25
Burrow	Sorcery	<i>RQSB</i> ; page 131

'C' Spells

Cadaver Eternal	Rune Magic	<i>RQSB</i> ; page 25
Cage the Beast	Rune Magic	<i>RQSB</i> ; page 25
Cairn of Worship	Divine Magic	<i>RQSB</i> ; page 81
Calcify	Sorcery	<i>RQSB</i> ; page 132
Call Back the Fallen	Legendary Rune Magic	<i>LgH</i> ; page 53
Call the Dragon	Rune Magic	<i>RQSB</i> ; page 25
Call the Kraken	Divine Miracle	<i>RQSB</i> ; page 166
Camouflage	Divine Magic	<i>RQSB</i> ; page 81
Cast Back	Sorcery	<i>Comp</i> ; page 29
Castigate	Divine Magic	<i>RQSB</i> ; page 82
Caterwaul	Rune Magic	<i>RQSB</i> ; page 26
Caustic Steam	Rune Magic	<i>RQSB</i> ; page 26
Cauterise	Rune Magic	<i>RQSB</i> ; page 27
Cavalry's End	Rune Magic	<i>RQSB</i> ; page 27
Ceaseless Remembrance	Rune Magic	<i>RQSB</i> ; page 27
Celebration of Faith	Divine Magic	<i>RQSB</i> ; page 82
Cemetery Horde	Divine Magic	<i>RQSB</i> ; page 82
Central Aim	Rune Magic	<i>RQSB</i> ; page 27
Centre of Focus	Rune Magic	<i>RQSB</i> ; page 27
Cetacean Lung	Rune Magic	<i>RQSB</i> ; page 27
Chainbind	Divine Magic	<i>RQSB</i> ; page 82
Channel Strength	Divine Magic	<i>RQSB</i> ; page 82
Charnel Vault	Rune Magic	<i>RQSB</i> ; page 28
Chill	Rune Magic	<i>RQSB</i> ; page 28
Chitinskin	Rune Magic	<i>RQSB</i> ; page 28
Circle of Fire	Sorcery	<i>RQSB</i> ; page 132
Circle Unbroken	Sorcery	<i>RQSB</i> ; page 132
Claw	Sorcery	<i>RQSB</i> ; page 132

Name of Spell	Type of Magic	Book Location and Page Number
Clear Path	Rune Magic	<i>RQ</i> ; page 69
Clear Skies	Divine Magic	<i>RQSB</i> ; page 82
Cleavestroke	Rune Magic	<i>RQSB</i> ; page 28
Cloak	Divine Magic	<i>RQSB</i> ; page 82
Cloak of Flames	Sorcery	<i>RQSB</i> ; page 132
Cloaking Ash	Sorcery	<i>RQSB</i> ; page 133
Cloud of Dust	Rune Magic	<i>RQSB</i> ; page 29
Cloud of Flies	Rune Magic	<i>RQSB</i> ; page 29
Cloud of Pollen	Rune Magic	<i>RQSB</i> ; page 29
Cloud of Shards	Rune Magic	<i>RQSB</i> ; page 29
Coagulate Wound	Divine Magic	<i>RQSB</i> ; page 82
Coat of Arms	Rune Magic	<i>RQSB</i> ; page 30
Cold Snap	Sorcery	<i>RQSB</i> ; page 133
Collapse of Society	Legendary Rune Magic	<i>RQSB</i> ; page 162
Condemnation	Divine Magic	<i>RQSB</i> ; page 82
Confession of Duress	Rune Magic	<i>RQSB</i> ; page 30
Conflagration	Divine Magic	<i>RQSB</i> ; page 84
Consecrate	Divine Magic	<i>Comp</i> ; page 14
Contagion	Divine Magic	<i>RQSB</i> ; page 84
Co-ordination	Rune Magic	<i>RQ</i> ; page 69
Corpse Body	Rune Magic	<i>RQSB</i> ; page 30
Corrode	Sorcery	<i>RQSB</i> ; page 133
Countermagic	Rune Magic	<i>RQ</i> ; page 69
Countermagic Shield	Rune Magic	<i>RQ</i> ; page 70
Countermagic Ward	Legendary Rune Magic	<i>LgH</i> ; page 53
Coup de Grace	Rune Magic	<i>RQSB</i> ; page 31
Cover of Night	Rune Magic	<i>RQ</i> ; page 70
Coward's Flight	Rune Magic	<i>RQSB</i> ; page 31
Crash of Thunder	Divine Magic	<i>RQSB</i> ; page 84
Crawling Tide	Sorcery	<i>RQSB</i> ; page 133
Crushing Tide	Legendary Rune Magic	<i>LgH</i> ; page 53
Crypt Call	Rune Magic	<i>RQSB</i> ; page 31
Curse of Immortality	Creation Rune Magic	<i>LgH</i> ; page 76
'D' Spells		
Daemonblade	Rune Magic	<i>RQSB</i> ; page 32
Dais	Rune Magic	<i>RQSB</i> ; page 32
Dalmation Curse	Rune Magic	<i>RQSB</i> ; page 32
Damage Boosting	Sorcery	<i>Comp</i> ; page 29
Damage Resistance	Sorcery	<i>Comp</i> ; page 29
Dance the Fool	Sorcery	<i>RQSB</i> ; page 133

Name of Spell	Type of Magic	Book Location and Page Number
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Danger Sense	Sorcery	<i>RQSB</i> ; page 134
Dark Foreboding	Sorcery	<i>RQSB</i> ; page 134
Darkblade	Rune Magic	<i>RQSB</i> ; page 32
Darkstorm	Legendary Rune Magic	<i>LgH</i> ; page 54
Darkstrike	Rune Magic	<i>RQSB</i> ; page 33
Darkwall	Rune Magic	<i>RQ</i> ; page 70
Dauntless Warrior	Divine Magic	<i>RQSB</i> ; page 84
Daybreak	Rune Magic	<i>RQSB</i> ; page 33
Dead for All Time	Legendary Rune Magic	<i>LgH</i> ; page 54
Deadlock	Rune Magic	<i>RQSB</i> ; page 33
Deadsight	Divine Magic	<i>RQSB</i> ; page 84
Deadwood	Rune Magic	<i>RQSB</i> ; page 33
Decimate	Rune Magic	<i>RQSB</i> ; page 33
Decompose	Divine Magic	<i>RQSB</i> ; page 85
Deep Wounding	Sorcery	<i>RQSB</i> ; page 134
Delirium	Divine Magic	<i>RQSB</i> ; page 85
Deluge	Legendary Rune Magic	<i>LgH</i> ; page 54
Demagogue	Rune Magic	<i>RQSB</i> ; page 34
Demoniac Boon	Divine Magic	<i>RQSB</i> ; page 85
Demoralise	Rune Magic	<i>RQ</i> ; page 70
Denude	Divine Magic	<i>RQSB</i> ; page 86
Despoil	Rune Magic	<i>RQSB</i> ; page 34
Destiny Sight	Rune Magic	<i>RQSB</i> ; page 34
Detect X	Rune Magic	<i>RQ</i> ; page 71
Detonate	Rune Magic	<i>RQSB</i> ; page 35
Deviation Shield	Rune Magic	<i>RQSB</i> ; page 35
Devil's Lash	Rune Magic	<i>RQSB</i> ; page 35
Diamond Knuckles	Sorcery	<i>RQSB</i> ; page 135
Diminish (Characteristic)	Sorcery	<i>Comp</i> ; page 30
Dirge for the Lost	Sorcery	<i>RQSB</i> ; page 135
Disarm	Divine Magic	<i>RQSB</i> ; page 86
Dismiss Magic	Divine Magic	<i>Comp</i> ; page 14
Dispel Magic	Rune Magic	<i>RQ</i> ; page 71
Displace	Sorcery	<i>RQSB</i> ; page 135
Disquiet	Rune Magic	<i>RQSB</i> ; page 35
Disruption	Rune Magic	<i>RQ</i> ; page 71
Disappear Into the Wild	Divine Miracle	<i>RQSB</i> ; page 167
Dissipate	Rune Magic	<i>RQSB</i> ; page 35
Distortion	Rune Magic	<i>RQSB</i> ; page 36
Divine Strike	Divine Magic	<i>RQSB</i> ; page 87

Name of Spell	Type of Magic	Book Location and Page Number
Divining Pool	Rune Magic	<i>RQSB</i> ; page 36
Divinity Ward	Sorcery	<i>RQSB</i> ; page 135
Dominate (Species)	Sorcery	<i>Comp</i> ; page 30
Dominator's Gaze	Legendary Rune Magic	<i>LgH</i> ; page 55
Doldrums' Stillness	Divine Magic	<i>RQSB</i> ; page 87
Doom	Rune Magic	<i>RQSB</i> ; page 36
Door Lock	Rune Magic	<i>RQSB</i> ; page 36
Door to Anywhere	Creation Rune Magic	<i>LgH</i> ; page 76
Douse	Rune Magic	<i>RQSB</i> ; page 36
Downdraft	Rune Magic	<i>RQSB</i> ; page 36
Dragon Breath	Rune Magic	<i>RQ</i> ; page 71
Dragonbane	Rune Magic	<i>RQSB</i> ; page 37
Dragonclaw	Rune Magic	<i>RQSB</i> ; page 37
Dragonscales	Rune Magic	<i>RQSB</i> ; page 37
Dragonslayer	Sorcery	<i>RQSB</i> ; page 135
Dragontail	Rune Magic	<i>RQSB</i> ; page 37
Dread	Divine Magic	<i>RQSB</i> ; page 97
Drowning	Sorcery	<i>RQSB</i> ; page 135
Dullblade	Rune Magic	<i>RQ</i> ; page 71
'E' Spells		
Earthen Assault	Sorcery	<i>RQSB</i> ; page 136
Earthshaker	Rune Magic	<i>RQSB</i> ; page 37
Ease	Sorcery	<i>RQSB</i> ; page 136
Eavesdrop	Rune Magic	<i>RQSB</i> ; page 38
Ebb and Flow	Divine Magic	<i>RQSB</i> ; page 87
Echolocation	Rune Magic	<i>RQSB</i> ; page 38
Eclipse	Divine Magic	<i>RQSB</i> ; page 88
Edgeblunt	Rune Magic	<i>RQSB</i> ; page 38
Elder Knowledge	Divine Magic	<i>RQSB</i> ; page 88
Eldritch Blade	Rune Magic	<i>RQSB</i> ; page 38
Eldritch Bolt	Rune Magic	<i>RQSB</i> ; page 38
Eldritch Form	Rune Magic	<i>RQSB</i> ; page 38
Eldritch Spark	Rune Magic	<i>RQSB</i> ; page 39
Electriblade	Rune Magic	<i>RQSB</i> ; page 39
Electric Eel	Rune Magic	<i>RQSB</i> ; page 39
Electrical Blast	Sorcery	<i>RQSB</i> ; page 136
Electrical Storm	Rune Magic	<i>RQSB</i> ; page 40
Electrocute	Divine Magic	<i>RQSB</i> ; page 88
Elk's Rack	Rune Magic	<i>RQSB</i> ; page 40
Embertouch	Rune Magic	<i>RQSB</i> ; page 40

Name of Spell	Type of Magic	Book Location and Page Number
Embolden	Divine Magic	<i>RQSB</i> ; page 88
Embrace of the Python	Sorcery	<i>RQSB</i> ; page 136
Emotion	Rune Magic	<i>RQ</i> ; page 72
Enchanted Strike	Rune Magic	<i>RQSB</i> ; page 40
End of Time	Legendary Rune Magic	<i>RQSB</i> ; page 162
Endless Arcana	Rune Magic	<i>RQSB</i> ; page 40
Endless Bondage	Legendary Rune Magic	<i>LgH</i> ; page 55
Endless Wound	Rune Magic	<i>RQSB</i> ; page 41
Endurance	Rune Magic	<i>RQ</i> ; page 72
Enemy Known	Divine Magic	<i>RQSB</i> ; page 88
Energy Vampire	Sorcery	<i>RQSB</i> ; page 136
Enforcer's Lure	Rune Magic	<i>RQSB</i> ; page 41
Enhance (Characteristic)	Sorcery	<i>Comp</i> ; page 30
Entertainer's Smile	Rune Magic	<i>RQSB</i> ; page 41
Envenom	Divine Magic	<i>RQSB</i> ; page 89
Eradicate	Sorcery	<i>RQSB</i> ; page 137
Erosion of Health	Creation Rune Magic	<i>LgH</i> ; page 77
Eruption	Divine Magic	<i>RQSB</i> ; page 89
Etching	Divine Magic	<i>RQSB</i> ; page 90
Eternal and Ageless	Rune Magic	<i>RQSB</i> ; page 41
Eternity in Servitude	Divine Magic	<i>RQSB</i> ; page 90
Ether Blast	Sorcery	<i>RQSB</i> ; page 137
Ether Bolt	Sorcery	<i>RQSB</i> ; page 137
Ether Storm	Sorcery	<i>RQSB</i> ; page 137
Evergreen	Divine Magic	<i>RQSB</i> ; page 90
Excommunicate	Divine Magic	<i>Comp</i> ; page 15
Expedite	Divine Magic	<i>RQSB</i> ; page 90
Explosions	Sorcery	<i>RQSB</i> ; page 137
Exorcism	Divine Magic	<i>Comp</i> ; page 15
Extension	Divine Magic	<i>Comp</i> ; page 16
Extinguish	Rune Magic	<i>RQ</i> ; page 72
Eye for Decay	Rune Magic	<i>RQSB</i> ; page 41
Eyes of the Sentinel	Sorcery	<i>RQSB</i> ; page 138

'F' Spells

Faeblade	Rune Magic	<i>RQSB</i> ; page 42
Fail	Divine Magic	<i>RQSB</i> ; page 90
Faithshield	Divine Magic	<i>RQSB</i> ; page 91
Faithstrike	Divine Magic	<i>RQSB</i> ; page 91
Falling Stars	Sorcery	<i>RQSB</i> ; page 138
Familiarity	Sorcery	<i>RQSB</i> ; page 138

Name of Spell	Type of Magic	Book Location and Page Number
Fanaticism	Rune Magic	<i>RQ</i> ; page 72
Fangs of the Carnivore	Divine Magic	<i>RQSB</i> ; page 91
Fatal Weakness	Rune Magic	<i>RQSB</i> ; page 42
Fate	Rune Magic	<i>RQ</i> ; page 73
Fateful Omen	Divine Magic	<i>RQSB</i> ; page 91
Faulted Earth	Legendary Rune Magic	<i>LgH</i> ; page 55
Faultstrike	Rune Magic	<i>RQSB</i> ; page 42
Favour	Divine Magic	<i>RQSB</i> ; page 91
Favoured (Weapon)	Sorcery	<i>RQSB</i> ; page 139
Fear	Divine Magic	<i>Comp</i> ; page 16
Feast of the Predator	Divine Magic	<i>RQSB</i> ; page 92
Feral Savagery	Sorcery	<i>RQSB</i> ; page 139
Festering Wounds	Sorcery	<i>RQSB</i> ; page 139
Fidelity	Divine Magic	<i>RQSB</i> ; page 92
Fiendish Chains	Sorcery	<i>RQSB</i> ; page 139
Find X	Divine Magic	<i>Comp</i> ; page 16
Fire (Weapon)	Sorcery	<i>RQSB</i> ; page 140
Fire and Brimstone	Divine Magic	<i>RQSB</i> ; page 92
Fire Mastery	Sorcery	<i>RQSB</i> ; page 139
Fire Rain	Legendary Rune Magic	<i>LgH</i> ; page 55
Firearrow	Rune Magic	<i>RQ</i> ; page 73
Fireblade	Rune Magic	<i>RQ</i> ; page 73
Firebrand	Divine Magic	<i>RQSB</i> ; page 92
Firebolt	Rune Magic	<i>RQSB</i> ; page 42
Firewalk	Sorcery	<i>RQSB</i> ; page 140
Flash Freeze	Rune Magic	<i>RQSB</i> ; page 42
Flay	Sorcery	<i>RQSB</i> ; page 140
Flesh Ward	Divine Magic	<i>RQSB</i> ; page 93
Flicker	Rune Magic	<i>RQSB</i> ; page 43
Float	Sorcery	<i>RQSB</i> ; page 141
Flood	Divine Magic	<i>RQSB</i> ; page 93
Flow Like the River	Divine Miracle	<i>RQSB</i> ; page 168
Fly	Sorcery	<i>Comp</i> ; page 30
Fly to Safety	Divine Miracle	<i>RQSB</i> ; page 168
Fog	Divine Magic	<i>RQSB</i> ; page 93
Font	Rune Magic	<i>RQSB</i> ; page 43
Force Equinox	Creation Rune Magic	<i>LgH</i> ; page 78
Force the Hand	Legendary Rune Magic	<i>LgH</i> ; page 55
Forest Soldiers	Sorcery	<i>RQSB</i> ; page 141
Forge Flaw	Rune Magic	<i>RQSB</i> ; page 43

Name of Spell	Type of Magic	Book Location and Page Number
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Forget All That I Am	Divine Miracle	<i>RQSB</i> , page 168
Form/Set (Substance)	Sorcery	<i>Comp</i> ; page 31
Formidable Terrain	Rune Magic	<i>RQSB</i> ; page 43
Fortify	Divine Magic	<i>RQSB</i> ; page 93
Freezing Rain	Sorcery	<i>RQSB</i> ; page 141
From the Ashes Riseth the Phoenix	Divine Miracle	<i>RQSB</i> ; page 169
Frost Shield	Rune Magic	<i>RQSB</i> , page 43
Frostbite	Rune Magic	<i>RQ</i> ; page 73
Frostblade	Rune Magic	<i>RQSB</i> ; page 44
Frozen Tenacity	Rune Magic	<i>RQSB</i> ; page 44
Frugal Cursing	Rune Magic	<i>RQSB</i> ; page 44
Frustration	Rune Magic	<i>RQSB</i> ; page 44
Fugue	Divine Magic	<i>RQSB</i> ; page 93
Fumble	Rune Magic	<i>RQSB</i> , page 45
Fumes and Vapours	Sorcery	<i>RQSB</i> ; page 142
Fury	Divine Magic	<i>RQSB</i> ; page 94

'G' Spells

Gadfly's Bite	Sorcery	<i>RQSB</i> ; page 142
Gag	Rune Magic	<i>RQSB</i> ; page 45
Gardener's Charm	Rune Magic	<i>RQSB</i> ; page 45
Garment Repair	Sorcery	<i>RQSB</i> ; page 142
Gaseous Messenger	Divine Magic	<i>RQSB</i> ; page 94
Gather Allies	Creation Rune Magic	<i>LgH</i> ; page 77
Gauntlet of X	Rune Magic	<i>RQSB</i> ; page 45
Gemsight	Sorcery	<i>RQSB</i> ; page 142
Gigantism	Sorcery	<i>RQSB</i> ; page 142
Give-and-Take (Characteristic/ Characteristic)	Sorcery	<i>RQSB</i> ; page 143
Glacial Barrier	Rune Magic	<i>RQSB</i> ; page 46
Glade Eternal	Legendary Rune Magic	<i>LgH</i> ; page 56
Glamour	Rune Magic	<i>RQ</i> ; page 73
Glare	Rune Magic	<i>RQSB</i> ; page 46
Gleam	Divine Magic	<i>RQSB</i> ; page 94
Glean Health	Sorcery	<i>RQSB</i> ; page 143
Glow	Sorcery	<i>Comp</i> ; page 31
Glow-worm	Rune Magic	<i>RQSB</i> ; page 47
Golden Tongue	Rune Magic	<i>RQ</i> ; page 73
Gnome Form	Rune Magic	<i>RQSB</i> ; page 47
Gnome Summoning	Divine Magic	<i>RQSB</i> ; page 94
Goad	Divine Magic	<i>RQSB</i> ; page 94

Name of Spell	Type of Magic	Book Location and Page Number
Godless Bane	Divine Magic	<i>RQSB</i> ; page 95
Golden Missile	Sorcery	<i>RQSB</i> ; page 144
Good Fortune	Rune Magic	<i>RQ</i> ; page 74
Goodwife's Shadow	Rune Magic	<i>RQSB</i> ; page 47
Gossip	Sorcery	<i>RQSB</i> ; page 143
Gout	Divine Magic	<i>RQSB</i> ; page 95
Govern thy Brother	Legendary Rune Magic	<i>RQSB</i> ; page 163
Grand Mal	Rune Magic	<i>RQSB</i> ; page 48
Grandeur	Divine Magic	<i>RQSB</i> ; page 95
Granite Flesh	Divine Magic	<i>RQSB</i> ; page 95
Grave Maul	Divine Magic	<i>RQSB</i> ; page 96
Greater Casting (Spell)	Sorcery	<i>RQSB</i> ; page 144
Gremlin	Rune Magic	<i>RQSB</i> ; page 48
Grim Invitation	Creation Rune Magic	<i>LgH</i> ; page 78
Grind	Sorcery	<i>RQSB</i> ; page 144
Groaning Tongue of the Damned	Rune Magic	<i>RQSB</i> ; page 48
Guide	Rune Magic	<i>RQSB</i> ; page 48

'H' Spells

Hack	Sorcery	<i>RQSB</i> ; page 144
Hailstrike	Divine Magic	<i>RQSB</i> ; page 96
Halcyon Song	Divine Magic	<i>RQSB</i> ; page 96
Halo	Divine Magic	<i>RQSB</i> ; page 97
Halt	Sorcery	<i>RQSB</i> ; page 145
Hand of Death	Rune Magic	<i>RQ</i> ; page 74
Handler's Calm	Rune Magic	<i>RQSB</i> ; page 48
Harbinger of X	Divine Magic	<i>RQSB</i> ; page 97
Harden	Sorcery	<i>RQSB</i> ; page 145
Harrowing	Sorcery	<i>RQSB</i> ; page 145
Haste	Sorcery	<i>Comp</i> ; page 31
Hateblade	Rune Magic	<i>RQSB</i> ; page 48
Hawk's Eyes	Rune Magic	<i>RQSB</i> ; page 49
Heal	Rune Magic	<i>RQ</i> ; page 74
Heal Body	Divine Magic	<i>Comp</i> ; page 17
Heal Mind	Divine Magic	<i>RQSB</i> ; page 97
Heal Wound	Divine Magic	<i>Comp</i> ; page 17
Healing Mist	Sorcery	<i>RQSB</i> ; page 145
Healing Touch	Divine Magic	<i>RQSB</i> ; page 97
Hearthfire	Divine Magic	<i>RQSB</i> ; page 97
Heartwood	Divine Magic	<i>RQSB</i> ; page 97
Heatblade	Rune Magic	<i>RQSB</i> ; page 49

Name of Spell	Type of Magic	Book Location and Page Number
Heatshield	Rune Magic	<i>RQSB</i> ; page 49
Heatwave	Rune Magic	<i>RQSB</i> ; page 49
Hellfire	Divine Magic	<i>RQSB</i> ; page 98
Hellstrike	Sorcery	<i>RQSB</i> ; page 145
Here, Not There	Divine Miracle	<i>RQSB</i> ; page 169
Hibernation	Divine Magic	<i>RQSB</i> ; page 98
Hide	Sorcery	<i>RQSB</i> ; page 146
Hinder	Sorcery	<i>Comp</i> ; page 31
Hoax	Divine Magic	<i>RQSB</i> ; page 98
Holdfast	Sorcery	<i>Comp</i> ; page 32
Holy Bane	Sorcery	<i>RQSB</i> ; page 146
Horror of Self	Legendary Rune Magic	<i>LgH</i> ; page 56

T Spells

Ice Flesh	Divine Magic	<i>RQSB</i> ; page 99
Ice Mastery	Sorcery	<i>RQSB</i> ; page 146
Ice Storm	Divine Magic	<i>RQSB</i> ; page 99
Ice (Weapon)	Sorcery	<i>RQSB</i> ; page 146
Icon	Divine Magic	<i>RQSB</i> ; page 99
Idol	Divine Magic	<i>RQSB</i> ; page 99
Ignite	Rune Magic	<i>RQ</i> ; page 75
Illness	Sorcery	<i>RQSB</i> ; page 146
Illuminate	Rune Magic	<i>RQSB</i> ; page 49
Illusion (Motion)	Divine Magic	<i>Comp</i> ; page 18
Illusion (Odour)	Divine Magic	<i>Comp</i> ; page 18
Illusion (Sight)	Divine Magic	<i>Comp</i> ; page 18
Illusion (Sound)	Divine Magic	<i>Comp</i> ; page 18
Illusion (Substance)	Divine Magic	<i>Comp</i> ; page 18
Illusion (Taste)	Divine Magic	<i>Comp</i> ; page 18
Illustrate	Rune Magic	<i>RQSB</i> ; page 49
Imaginary Friend	Rune Magic	<i>RQSB</i> ; page 50
Imbibe	Sorcery	<i>RQSB</i> ; page 147
Immateriality	Divine Magic	<i>RQSB</i> ; page 100
Impenetrable Form	Divine Magic	<i>RQSB</i> ; page 100
Imperviousness	Sorcery	<i>RQSB</i> ; page 147
Improvised Weaponry	Sorcery	<i>RQSB</i> ; page 147
Infernal Inquiry	Legendary Rune Magic	<i>RQSB</i> ; page 163
Infinite Temper	Legendary Rune Magic	<i>LgH</i> ; page 57
Inflame	Sorcery	<i>RQSB</i> ; page 147
Inflammable Curse	Divine Magic	<i>RQSB</i> ; page 100
Inhibit	Rune Magic	<i>RQSB</i> ; page 50

Name of Spell	Type of Magic	Book Location and Page Number
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Inhuman Strength	Sorcery	<i>RQSB</i> ; page 147
Injure	Sorcery	<i>RQSB</i> ; page 148
Invisible Flame	Rune Magic	<i>RQSB</i> ; page 51
Invisibility	Divine Magic	<i>RQSB</i> ; page 100
Iron Flesh	Divine Magic	<i>RQSB</i> ; page 100
Irrefutable Offer	Rune Magic	<i>RQSB</i> ; page 51
Isthmus	Divine Magic	<i>RQSB</i> ; page 101

J' Spells

Jailer	Divine Magic	<i>RQSB</i> ; page 101
Jawbreaker	Sorcery	<i>RQSB</i> ; page 148
Jester's Mockery	Rune Magic	<i>RQSB</i> ; page 51
Jetsam Gift	Divine Magic	<i>RQSB</i> ; page 101
Jinx	Divine Magic	<i>RQSB</i> ; page 102
Join (Substance)	Sorcery	<i>RQSB</i> ; page 148
Jousting Strike	Sorcery	<i>RQSB</i> ; page 148
Judgment	Divine Magic	<i>RQSB</i> ; page 102
Jump	Rune Magic	<i>RQSB</i> ; page 51
Justice is Served	Divine Magic	<i>RQSB</i> ; page 102

'K' Spells

Keel Haul	Divine Magic	<i>RQSB</i> ; page 102
Keen Edge	Sorcery	<i>RQSB</i> ; page 148
Keen Sense (Hearing)	Divine Magic	<i>RQSB</i> ; page 103
Keen Sense (Sight)	Divine Magic	<i>RQSB</i> ; page 103
Keen Sense (Smell)	Divine Magic	<i>RQSB</i> ; page 103
Keen Sense (Taste)	Divine Magic	<i>RQSB</i> ; page 103
Keen Sense (Touch)	Divine Magic	<i>RQSB</i> ; page 103
Keystone	Rune Magic	<i>RQSB</i> ; page 52
Killing Field	Divine Magic	<i>RQSB</i> ; page 104
Killjoy	Sorcery	<i>RQSB</i> ; page 149
Kiss of Death	Rune Magic	<i>RQSB</i> ; page 52
Knave's Strike	Sorcery	<i>RQSB</i> ; page 149
Knockdown	Sorcery	<i>RQSB</i> ; page 149
Kowtow	Divine Magic	<i>RQSB</i> ; page 104
Kudzu	Divine Magic	<i>RQSB</i> ; page 104

L' Spells

Labour of the Righteous	Divine Magic	<i>RQSB</i> ; page 104
Labyrinthine Prison	Divine Magic	<i>RQSB</i> ; page 105
Lacerate	Sorcery	<i>RQSB</i> ; page 150
Lambent Aura	Divine Magic	<i>RQSB</i> ; page 105
Lamprey's Touch	Sorcery	<i>RQSB</i> ; page 150

Name of Spell	Type of Magic	Book Location and Page Number
Landlock	Sorcery	<i>RQSB</i> ; page 150
Landslide	Divine Magic	<i>RQSB</i> ; page 105
Last Laugh	Sorcery	<i>RQSB</i> ; page 150
Lasting Eldritch Symphony	Legendary Rune Magic	<i>LgH</i> ; page 57
Laughter	Divine Magic	<i>RQSB</i> ; page 105
Leak	Divine Magic	<i>RQSB</i> ; page 105
Lectern Aloft	Divine Magic	<i>RQSB</i> ; page 106
Legal Balance	Rune Magic	<i>RQSB</i> ; page 52
Legerdemain	Divine Magic	<i>RQSB</i> ; page 106
Lenitive Touch	Divine Magic	<i>RQSB</i> ; page 106
Liberty's Stroke	Divine Magic	<i>RQSB</i> ; page 106
Lifestrike	Sorcery	<i>RQSB</i> ; page 150
Light	Rune Magic	<i>RQ</i> ; page 75
Light from the Heavens	Divine Magic	<i>RQSB</i> ; page 106
Lightblade	Rune Magic	<i>RQSB</i> ; page 52
Lighthearted	Divine Magic	<i>RQSB</i> ; page 106
Lightning Strike	Divine Magic	<i>Comp</i> ; page 19
Lion's Roar	Rune Magic	<i>RQSB</i> ; page 53
Liquid Constrictor	Rune Magic	<i>RQSB</i> ; page 53
Localise	Divine Magic	<i>RQSB</i> ; page 107
Lord of the Dragons	Legendary Rune Magic	<i>RQSB</i> ; page 163
Lucky	Rune Magic	<i>RQSB</i> ; page 53
Lullaby	Sorcery	<i>RQSB</i> ; page 151
Lunar Boon	Rune Magic	<i>RQSB</i> ; page 53
Lust	Divine Magic	<i>RQSB</i> ; page 107
'M' Spells		
Macabre Summons	Creation Rune Magic	<i>LgH</i> ; page 78
Maddening Sprites	Rune Magic	<i>RQSB</i> ; page 53
Madness	Divine Magic	<i>Comp</i> ; page 19
Maelstrom	Divine Magic	<i>RQSB</i> ; page 107
Magma Spray	Sorcery	<i>RQSB</i> ; page 151
Magnetic Curse	Divine Magic	<i>RQSB</i> ; page 107
Magnify	Divine Magic	<i>RQSB</i> ; page 107
Maim	Divine Magic	<i>RQSB</i> ; page 108
Marked for X	Legendary Rune Magic	<i>LgH</i> ; page 57
Mason's Boon	Rune Magic	<i>RQSB</i> ; page 54
Maul	Divine Magic	<i>RQSB</i> ; page 108
Meditate	Divine Magic	<i>RQSB</i> ; page 108
Melt	Sorcery	<i>RQSB</i> ; page 151
Menagerie	Divine Miracle	<i>RQSB</i> ; page 169

Name of Spell	Type of Magic	Book Location and Page Number
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Mercy Killing	Divine Magic	<i>RQSB</i> ; page 108
Mimicry of Action	Legendary Rune Magic	<i>LgH</i> ; page 57
Mindblast	Divine Magic	<i>Comp</i> ; page 19
Mindlink	Divine Magic	<i>Comp</i> ; page 20
Mindspeech	Rune Magic	<i>RQ</i> ; page 75
Mirage	Divine Magic	<i>RQSB</i> ; page 108
Mirrored Threat	Divine Miracle	<i>RQSB</i> ; page 169
Mishap	Divine Magic	<i>RQSB</i> ; page 109
Mobility	Rune Magic	<i>RQ</i> ; page 75
Mockingbird's Call	Divine Magic	<i>RQSB</i> ; page 109
Momentum	Rune Magic	<i>RQSB</i> ; page 54
Monsoon	Divine Magic	<i>RQSB</i> ; page 109
Moonbeam	Rune Magic	<i>RQSB</i> ; page 54
Moonstruck	Divine Magic	<i>RQSB</i> ; page 110
Mount Summons	Sorcery	<i>RQSB</i> ; page 151
Multimissile	Rune Magic	<i>RQ</i> ; page 75
Munitions Unending	Divine Magic	<i>RQSB</i> ; page 110
Musk	Divine Magic	<i>RQSB</i> ; page 110
Muzzle	Rune Magic	<i>RQSB</i> ; page 54
Myrmidon's Brutal Armour	Divine Magic	<i>RQSB</i> ; page 110
Mystic Vision	Sorcery	<i>Comp</i> ; page 32

'N' Spells

Narcolepsy	Divine Magic	<i>RQSB</i> ; page 111
Natural Abomination	Rune Magic	<i>RQSB</i> ; page 55
Nature's Bounty	Divine Magic	<i>RQSB</i> ; page 111
Nauseate	Sorcery	<i>RQSB</i> ; page 152
Naval Escort	Divine Magic	<i>RQSB</i> ; page 111
Nectar and Ambrosia	Rune Magic	<i>RQSB</i> ; page 56
Neutralise Magic	Sorcery	<i>Comp</i> ; page 32
Neutralise Toxin	Divine Magic	<i>RQSB</i> ; page 112
Newfound Strength	Divine Magic	<i>RQSB</i> ; page 112
Night Watchman	Divine Magic	<i>RQSB</i> ; page 112
Nightglow	Rune Magic	<i>RQSB</i> ; page 56
Nightmares	Divine Magic	<i>RQSB</i> ; page 113
Nightshade Blessings	Divine Magic	<i>RQSB</i> ; page 113
Noble Mantle	Divine Magic	<i>RQSB</i> ; page 114
Nocturnal Boon	Sorcery	<i>RQSB</i> ; page 152

'O' Spells

Oakstrike	Rune Magic	<i>RQSB</i> ; page 56
Oasis	Rune Magic	<i>RQSB</i> ; page 56

Name of Spell	Type of Magic	Book Location and Page Number
Oath of Ordeal	Rune Magic	<i>RQ</i> ; page 76
Oblivion	Divine Magic	<i>RQSB</i> ; page 114
Odyssey's Curse	Legendary Rune Magic	<i>RQSB</i> ; page 164
One Thousand Desert Summers	Divine Miracle	<i>RQSB</i> ; page 169
Open What is Closed	Sorcery	<i>RQSB</i> ; page 152
Orator of Many	Rune Magic	<i>RQSB</i> ; page 56
Ordershield	Rune Magic	<i>RQSB</i> ; page 56
Ordinary Guise	Divine Magic	<i>RQSB</i> ; page 114
Otherworld Sight	Sorcery	<i>RQSB</i> ; page 154
Oublette of Night	Rune Magic	<i>RQSB</i> ; page 57

'P' Spells

Pacifist's Warding	Rune Magic	<i>RQSB</i> , page 57
Palanquin of the Damned	Divine Magic	<i>RQSB</i> ; page 114
Palsy	Sorcery	<i>Comp</i> ; page 33
Panic	Divine Magic	<i>RQSB</i> ; page 115
Pause	Rune Magic	<i>RQSB</i> ; page 57
Penitent Sacrifice	Divine Magic	<i>RQSB</i> ; page 115
Perfect Bath	Rune Magic	<i>RQSB</i> ; page 57
Petrify	Sorcery	<i>RQSB</i> ; page 152
Phantasms and Hauntings	Legendary Rune Magic	<i>RQSB</i> ; page 164
Phantom (Sense)	Sorcery	<i>Comp</i> ; page 33
Pierce	Rune Magic	<i>RQ</i> ; page 76
Pincer	Rune Magic	<i>RQSB</i> ; page 57
Plaguestrike	Sorcery	<i>RQSB</i> ; page 153
Privacy	Sorcery	<i>RQSB</i> ; page 153
Protection	Rune Magic	<i>RQ</i> ; page 76
Protection of the Gods	Divine Magic	<i>RQSB</i> ; page 116
Protective Circle	Sorcery	<i>Comp</i> ; page 34
Push/Pull	Rune Magic	<i>RQSB</i> ; page 58
Pyreburst	Rune Magic	<i>RQSB</i> ; page 58

'Q' Spells

Quagmire	Divine Magic	<i>RQSB</i> ; page 116
Qualm	Rune Magic	<i>RQSB</i> ; page 58
Quarantine	Sorcery	<i>RQSB</i> ; page 153
Quicksilver	Rune Magic	<i>RQSB</i> ; page 58
Quill Enchanted	Rune Magic	<i>RQSB</i> ; page 58

'R' Spells

Radiate	Divine Magic	<i>RQSB</i> ; page 116
Rain	Divine Magic	<i>RQSB</i> ; page 116
Rampage	Sorcery	<i>RQSB</i> ; page 153

Name of Spell	Type of Magic	Book Location and Page Number
Recall Spell	Sorcery	<i>RQSB</i> ; page 154
Recognise the Risen	Rune Magic	<i>RQSB</i> ; page 58
Reconnaissance	Divine Magic	<i>RQSB</i> ; page 116
Reefstrike	Divine Magic	<i>RQSB</i> ; page 116
Reflection	Divine Magic	<i>Comp</i> ; page 20
Refraction	Rune Magic	<i>RQSB</i> ; page 59
Regenerate	Sorcery	<i>Comp</i> ; page 34
Regrow Limb	Divine Magic	<i>Comp</i> ; page 20
Rein	Divine Magic	<i>RQSB</i> ; page 117
Reincarnation	Divine Miracle	<i>RQSB</i> ; page 169
Repair	Rune Magic	<i>RQ</i> ; page 76
Replicate Spell	Rune Magic	<i>RQSB</i> ; page 59
Repulse	Divine Magic	<i>RQSB</i> ; page 117
Reservoir Flask	Sorcery	<i>RQSB</i> ; page 154
Resurrect	Divine Magic	<i>Comp</i> ; page 21
Retribution of the Dying	Divine Miracle	<i>RQSB</i> ; page 170
Risen Vengeance	Legendary Rune Magic	<i>LgH</i> ; page 58
Ritual Offering	Divine Magic	<i>RQSB</i> ; page 117
Rootbound	Rune Magic	<i>RQSB</i> ; page 59
Ruinous Blast	Rune Magic	<i>RQSB</i> ; page 59
Rust	Divine Magic	<i>RQSB</i> ; page 117

'S' Spells

Sabotage	Sorcery	<i>RQSB</i> ; page 154
Salamander Form	Rune Magic	<i>RQSB</i> ; page 60
Salamander Summoning	Divine Magic	<i>RQSB</i> ; page 118
Salt Spray	Sorcery	<i>RQSB</i> ; page 154
Sand Flesh	Divine Magic	<i>RQSB</i> ; page 118
Scythe of Winter	Legendary Rune Magic	<i>LgH</i> ; page 58
Seaweed Web	Rune Magic	<i>RQSB</i> ; page 60
Second Sight	Rune Magic	<i>RQ</i> ; page 77
Sense (Projection)	Sorcery	<i>Comp</i> ; page 34
Sense (Substance)	Sorcery	<i>Comp</i> ; page 35
Sever Spirit	Divine Magic	<i>RQSB</i> ; page 118
Severing The Ties Of Magic	Legendary Rune Magic	<i>RQSB</i> ; page 164
Shade Form	Rune Magic	<i>RQSB</i> ; page 60
Shade Summoning	Divine Magic	<i>RQSB</i> ; page 119
Shadow Armour	Rune Magic	<i>RQSB</i> ; page 61
Shadow Slide	Legendary Rune Magic	<i>LgH</i> ; page 58
Shaft of Light	Divine Magic	<i>RQSB</i> ; page 119
Shamanbane	Rune Magic	<i>RQSB</i> , page 62

Name of Spell	Type of Magic	Book Location and Page Number
Shapechange (Species) to (Species)	Sorcery	<i>Comp</i> ; page 35
Shield	Divine Magic	<i>Comp</i> ; page 21
Shimmer	Rune Magic	<i>RQ</i> ; page 77
Shock	Rune Magic	<i>RQSB</i> ; page 62
Siege of One	Divine Miracle	<i>RQSB</i> ; page 170
Silencing the Spoken	Sorcery	<i>RQSB</i> ; page 155
Sink	Rune Magic	<i>RQSB</i> ; page 62
Skin of Life	Sorcery	<i>Comp</i> ; page 35
Skulking	Rune Magic	<i>RQSB</i> ; page 62
Skybolt	Rune Magic	<i>RQ</i> ; page 77
Slash	Rune Magic	<i>RQSB</i> ; page 62
Slavery	Rune Magic	<i>RQSB</i> ; page 63
Slow	Rune Magic	<i>RQ</i> ; page 77
Smite	Divine Magic	<i>RQSB</i> ; page 119
Smother	Sorcery	<i>Comp</i> ; page 35
Solarmissile	Legendary Rune Magic	<i>LgH</i> ; page 58
Soul Sight	Divine Magic	<i>Comp</i> ; page 21
Soulstrike	Rune Magic	<i>RQSB</i> ; page 63
Speedart	Rune Magic	<i>RQ</i> ; page 77
Spell Resistance	Sorcery	<i>Comp</i> ; page 36
Spirit Block	Divine Magic	<i>Comp</i> ; page 21
Spirit Resistance	Sorcery	<i>Comp</i> ; page 37
Spirit Tracker	Rune Magic	<i>RQSB</i> ; page 63
Spiritual Journey	Divine Magic	<i>Comp</i> ; page 22
Spiritual Projection	Sorcery	<i>Comp</i> ; page 36
Spore	Divine Magic	<i>RQSB</i> ; page 119
Stormcall	Divine Magic	<i>RQSB</i> ; page 120
Strength	Rune Magic	<i>RQ</i> ; page 77
Strength of Truth	Legendary Rune Magic	<i>LgH</i> ; page 59
Stone (Weapon)	Sorcery	<i>RQSB</i> ; page 155
Stronghold	Rune Magic	<i>RQSB</i> ; page 63
Summon (Creature)	Sorcery	<i>RQSB</i> ; page 155
Sunder the Blow	Divine Miracle	<i>RQSB</i> ; page 170
Sunspear	Divine Magic	<i>Comp</i> ; page 22
Sunstrike	Rune Magic	<i>RQSB</i> ; page 64
Sureshot	Divine Magic	<i>Comp</i> ; page 22
Suspend Death	Rune Magic	<i>RQSB</i> ; page 64
Sylph Form	Rune Magic	<i>RQSB</i> ; page 64
Sylph Summoning	Divine Magic	<i>RQSB</i> ; page 120

'T' Spells

Name of Spell	Type of Magic	Book Location and Page Number
Table of Plenty	Divine Magic	<i>RQSB</i> ; page 120
Tap (Characteristic)	Sorcery	<i>Comp</i> ; page 37
Tapeworm's Hunger	Divine Magic	<i>RQSB</i> ; page 120
Tarnish	Rune Magic	<i>RQSB</i> ; page 65
Taskmaster	Divine Magic	<i>RQSB</i> ; page 120
Teleport Beacon	Sorcery	<i>RQSB</i> ; page 155
Teleport Travel	Sorcery	<i>RQSB</i> ; page 156
Tenebrous Flesh	Divine Magic	<i>RQSB</i> ; page 121
Thorny (Weapon)	Sorcery	<i>RQSB</i> ; page 156
Thunder's Voice	Rune Magic	<i>RQ</i> ; page 78
Thunderbolts From the Heavens	Divine Miracle	<i>RQSB</i> ; page 170
Thunderclap	Divine Magic	<i>RQSB</i> ; page 121
Tornado	Rune Magic	<i>RQSB</i> ; page 65
Total Immersion	Rune Magic	<i>RQSB</i> ; page 65
Touch of the Gorgon	Rune Magic	<i>RQSB</i> ; page 66
Trap	Rune Magic	<i>RQSB</i> ; page 67
Treat Wounds	Sorcery	<i>Comp</i> ; page 37
Trick	Rune Magic	<i>RQSB</i> ; page 67
True (Weapon)	Divine Magic	<i>Comp</i> ; page 22
Twilight	Divine Magic	<i>RQSB</i> ; page 121
'U' Spells		
Ulcerate	Divine Magic	<i>RQSB</i> ; page 122
Umbra	Divine Magic	<i>RQSB</i> ; page 122
Unarmed Appearance	Sorcery	<i>RQSB</i> ; page 156
Undead Bane	Rune Magic	<i>RQ</i> ; page 78
Understanding	Rune Magic	<i>RQSB</i> ; page 67
Undine Form	Rune Magic	<i>RQSB</i> ; page 67
Undine Summoning	Divine Magic	<i>RQSB</i> ; page 122
Unshakable Belief	Rune Magic	<i>RQSB</i> ; page 68
Ursine Might	Divine Magic	<i>RQSB</i> ; page 122
'V' Spells		
Valorous Stand	Divine Magic	<i>RQSB</i> ; page 123
Vanish Into Darkness	Divine Miracle	<i>RQSB</i> ; page 171
Veil of Midnight	Rune Magic	<i>RQSB</i> ; page 68
Venom	Sorcery	<i>Comp</i> ; page 37

Name of Spell	Type of Magic	Book Location and Page Number
Venomous Spray	Legendary Rune Magic	<i>LgH</i> ; page 59
Verdant Surge	Rune Magic	<i>RQSB</i> ; page 68
Versatility	Rune Magic	<i>RQ</i> ; page 78
Vessel of Elemental Storage	Rune Magic	<i>RQSB</i> ; page 69
Vigilance	Divine Magic	<i>RQSB</i> ; page 123
Vigour	Rune Magic	<i>RQ</i> ; page 78
Vinelash	Sorcery	<i>RQSB</i> ; page 157
Volcanic Cloud	Rune Magic	<i>RQSB</i> ; page 69
Vulpine Cunning	Divine Magic	<i>RQSB</i> ; page 123
'W' Spells		
Wall of (Creature)	Sorcery	<i>RQSB</i> ; page 158
War Cry	Divine Magic	<i>RQSB</i> ; page 124
Ward	Divine Magic	<i>RQSB</i> ; page 124
Warmth	Rune Magic	<i>RQ</i> ; page 78
Water Breath	Rune Magic	<i>RQ</i> ; page 78
Waterwalk	Divine Magic	<i>RQSB</i> ; page 124
Weather Ward	Rune Magic	<i>RQSB</i> ; page 69
Wetting	Rune Magic	<i>RQSB</i> ; page 69
Wild Magic Burst	Rune Magic	<i>RQSB</i> ; page 70
Wildfire	Divine Magic	<i>RQSB</i> ; page 125
Winning Gambit	Rune Magic	<i>RQSB</i> ; page 70
Wintering Shield	Sorcery	<i>RQSB</i> ; page 157
Word of Ending	Rune Magic	<i>RQSB</i> ; page 70
Wordwind	Rune Magic	<i>RQSB</i> ; page 70
Worms in the Apple	Rune Magic	<i>RQSB</i> ; page 71
Wrath	Divine Magic	<i>RQSB</i> ; page 125
'Y' Spells		
Yawning Maw of the Devourer	Legendary Rune Magic	<i>RQSB</i> ; page 165
Year of Plenty	Rune Magic	<i>RQSB</i> ; page 71
Yoke the Beast	Rune Magic	<i>RQSB</i> ; page 71
Yowl	Divine Magic	<i>RQSB</i> ; page 125
'Z' Spells		
Zombify	Rune Magic	<i>RQSB</i> ; page 72

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