

*The Tome of
Elmon the Magus*



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Credits

Referee Lead Designer: Marten Thieman

Writing: Marten Thieman

Editors: Christina Fuller, Dawn Hurst, Marten Thieman, David Hargis

Art Director: Marten Thieman

Graphics Designer: Marten Thieman, Christina Fuller, Open AI

Cover Illustration: Marten Thieman through the Use of OPEN ART AI

Concept Artists: Christina Fuller

Interior Illustrations: Marten Thieman, Christina Fuller, OPEN AI

Project Management: Marten Thieman

Production Services:

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Nickel T Enterprises

5651 N Long Rifle RD

Prescott Valley, Arizona 86314

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Introduction

The world's collection of Table Top Role-Playing Games (TTRPG) has become a mainstay of rest, relationship building, and entertainment all over the world. In every RPG it is the Magic and intrigue that makes the games inspiring and entertaining as well. To that end, it is often the practitioners of magic that add to the mystery and intrigue that draws many to RPG games and are fundamental to RPGs' successes.

In the Referee TTRPG System, it is no different. There are many forms of mystic characters to play, from the Wizards, Sages, Sorcerers, and the like, to the Druids and Myst Gazers. Collectively, they are called the Magic Using Classes (MUC). The Participant's Guide or Player's Handbook, as many games call it, gives all the necessary information required to play a MUC. In this tome, you will discover in-depth ideas and understanding of magic and how it works in the Referee System. We will describe many characteristics associated with schools of magic, bases of magic, what it is to be an Elementalist, styles of magic, and so much more.

For the Gaming Master, there are explanations of diverse possibilities that they can apply to their games in this tome. Focus use and creation, spell creation, variations of spell applications, places, and associations that occur in the realms of magic in the Referee System are included.

Preface

To wit, I have compiled the words of Elmon the Magus of Trilias Mordead in the Celestial Highlands.

To whomsoever follows his ways, take warning. His methods are not for the faint of heart, the careless student, nor the troublesome stranger.

Within this tome lies knowledge gathered through centuries of study, travel, hardship, and sacrifice. From the alcoves of Trilias to the depths of Koran's Deep, Elmon pursued understanding wherever it could be found. Hard lessons and harder choices, along with the memories of those lost along the way, are preserved within these pages.

At times, Elmon speaks directly to the reader. Such passages are marked with his personal symbol.



Elmon began his studies under Garick Ulman of Wense Shire of Firnland as a young Elf. His uncle Elmin eventually gave him formal Instruction.

Garick was a harsh master and unbending in matters of magical study. The scar upon Elmon's shoulder spoke of discipline. His missing finger reminded him to trust only what he could survive. The brace upon his leg taught caution in both path and purpose.

Though magic could have hidden these marks, he chose to keep them. They served as trophies of survival and reminders of mistakes already paid for.

His training was long and difficult. Yet when he finally departed on his own, he survived his first great journey with little more than wisdom gained and scars already earned.

Elmon was no ordinary scholar, but an Elvin Cion with a stubborn will and a dangerous understanding of war.

To his credit, he never lost a student to foolishness or reckless arrogance.

Today his name is known throughout many realms for his travels, discoveries, sorrows, and accomplishments. It is my hope that these collected writings will serve those who seek understanding of his wisdom and methods.

— Master Gaylord

Chief Mage of White Mountain Shire

This Book

This work is a collection of magical knowledge gathered throughout the Realms of Asherin, from the celestial city of Aseal Usar (Dawn Star) to the primal worlds of Cragnearth.

The opening chapters describe the foundations of MANA, the structures of magic, the principles of manipulation, and the distinctions between spells, dweomers, prayers, and other magical disciplines.

These are followed by discussions of spellcraft, magical theory, attunement, enchanting, implements, tools, rituals, and the mystic arts.

Finally, extensive tables of spells, runes, marks, magical materials, and related references are provided for the serious student.

May wisdom guide your studies, and may your mistakes be fewer than those who came before.





Section 1 Engagement of Creation

From the 'Book of Ages' to the 'Tome of Whiteheart', many assume magic is a gift, but it is as much a curse as a gift. All were led to believe that magic was not forbidden from the beginning.

It is a harsh reality to learn that indeed, it was so. Those that use magic, it will master them. Those who seek magic in heart will burn with magic.



In my journeys, I have discovered the sorrow that the use of magic brings; from deformities, curses, and wars to the death and destruction of the soul. I have found that Magic is the essence of Love. It is the pinnacle of tools for the mortal and an ending for the damned.

I have found the lands of Eyona, guarded by the High Celestials, that no creature may enter but he whose heart is true. True to what I say and still I seek what is true. Time is our enemy. It steals our chances, our options, our goals, only leaving us with no answers for that which is true.

Only he whose ways do not seek magic may understand its premise, purpose, and gifts. With magic, there is a pride, a passion, a longing, a thirst for more. To be true, it is a tool that only the humble may grasp properly.

According to the Book of Ages, Adama took fruit and substance from the sacred tree of Knowledge, Power, and Might. He was removed from the holy land where he planted the essence of the Tree. He knew not what he had done by its planting. The heart of it grew to every corner of the world, unseen by man. It brought forth all manner of things Good, Evil, Powerful, and Knowledgeable in Magic. Dragos took of this substance and created the Cendarus (Demons) to serve him. Some did serve, others revolted, and wars began amid the heavenly domains.

To this day, there are doors and gates to other realms and places where one should never venture.

There are 5 lands of the Heavens

- First, are the Celestial Highlands, where the Angels dwell: Guardians, Watchers, and Law-binders.
- Second, are the Crimson Depths where the forsaken go.
- Third, are the Planes of Darkness and Shadow.
- Fourth is the Great Expanse of the Ethereal.
- Finally, are the Lands of Whiteheart (Heaven)

There are 3 Planes of the Prime

- First and foremost is the MANA plane, which encompasses all of Creation.
- The Elemental Planes: Defined Later on
- The Gates plane

There are 8 guardian Realms

They exist in the vastness of the Ethereal

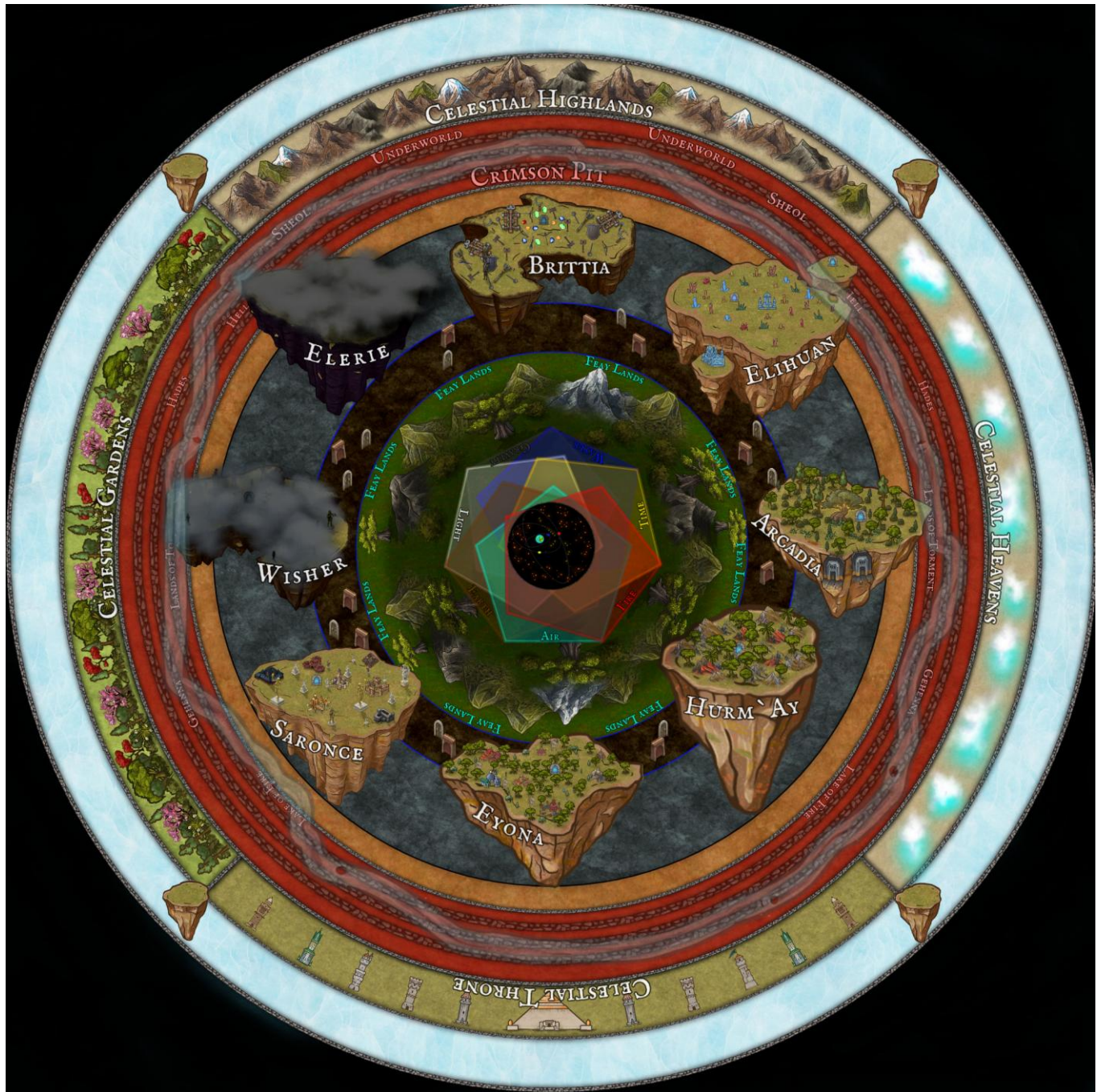
- Brittia
- Elihuan
- Acadia
- Hurm'Ay
- Eyona
- Saronce
- Whishar
- Elerie

Each one of these Planes, Realms, or places is a world unto its own, and as such, magic is similar but different in these various locations. Some forms of magic work the same, while others do not.

The Prime Material Plane consists of the Three Planes of the Prime listed in the bullets above. Only in specific locations can one pass between planes safely; these areas of passing are merged. The barriers that keep the worlds separate are also highly magical. The passages between dimensions and planes are called Spectral Gates. It is possible to force an opening, but that is risky given that where you enter will be unknown and could be very deadly.



The Worlds of Creation



For Further Details on Creation, see the “Book of Ages” and the “History of the Heavens.”

Lands of Whiteheart: The place where the God Whiteheart Dwells and contains the places of awards. It is a vast worlds of unimagined beauty. If evil enter it is instantaneously gone and removed from existence and sent to the lower planes of the crimson depths.

Halls of Honor is where those that have sacrificed all to serve whiteheart go. It is a place of pristine beauty and peace. Welcoming groves and streams. Evil does not exist there and can't. It brings the heart to a place serenity and ease. *Tranquill Gardens* is a place of visitation. Those in the heavens can go there and eat of the tree of life. The beauty of the garden is unmatched in all of creation. It is limitless for exploration and discovery.

Gardens of Peace This location is said to be inhabited by those whose existence brought forth peace in their domains. *Halls of Light* is where it is said only light exists and its purity is beyond comparison. No one can enter it. It is said this is the house of GOD.

Celestia: This is a place where the Angels and creatures who watch over all of the multiverse have their abode. There is duty, activity and requirements for those that go there. To visit will bring one to a realization that there is more in the multiverse than can be imagined.

Celestial Highlands is where most of the celestial beings live.

Celestial Heaven is where the high celestials and Guardians dwell.

Celestial Throne This is where the appointed one dwells who communes with Whiteheart and is assigned tasks that he renders to appointed guardians and watchers.

Celestial Gardens This is a place of peace, beauty and song exist. To be there renders the soul full and grants eternal peace.

Crimson Depths: This is the lands of the dead. Those that have died are brought here and are placed in holding lands awaiting their judgement. From here the dead are taken to one of the seven hells.

7 hells

Sheol is the lands of the dead. Those that have died go here for placement to their final resting place that have not served the great Whiteheart. Their future is bleak at best and eternity is horrid.

Hades Those mortals that are considered minor evil are tormented.

Gehenna is the place where devils are tormented.

Underworld is where mortals that are lost and demonic go for torment.

Lands of Torment This is a place of unspeakable horror.

Hell is the place where high fallen angels (demons) are tormented

Lake of Fire is the final judgment place that those above will someday, at the end of time, be cast into.

Crimson Pit is a bottomless pit that some have been cast into as a holding cell for the very wicked and unholy.

Ethereal: is a vast expanse of a strange and enigmatic realm or plane. It is mostly non material and a place where creature roam looking for what they can devour.

Falmar's Barrier this is place that is impenetrable and keeps the Ethereal and the Crimson Depths from mingling.

Dark Border is a thick darkness of an unknown depth or thickness. Things that enter here get stuck and is hard to get out of.

The Expanse a vast expanse or void and mind numbing worlds that float on small land masses each are in constant turmoil.

Depth of Darkness. There are seven guardians that exist in this domain. They are like planets sort of or worlds that orbit about a celestial star. Somewhat like a sun but not.

Ring of Guardians: are rich and vibrant no one is quite sure how these exist. They each have a solar star that is visible to them, but it is not like a sun.

Brittia. The land that calls up wars and strife. It is a land of mischievousness and strife.

Ellhuan. Land of crystal. Where everything has a resonance. This land bring with it those that hunt for fabled crystals and become lost in their own pursuits. It entangles the mind in the various resonances.

Arcadia. Land of vast Jungles and Primitive creatures. A myriad of resources that lure those expeditions and fool hardy patrons of the Prime material realm.

Hurm Ay. Land of Mountain and Thick forests. It is said that the Dragons call this realm their home. There are cities of refuge and mountain caves where many dragons do live.

Eyona. Some call it paradise while others call it hell. It is a world much like our own full of forests and cities and folks that have nothing to do at times live here. Every one seems to be in secret and not wanting to share what they know.

Saronce. Land of Guardians This place is remarkable. It has vast citadels with only statues and a few giants and unique beasts. There are forests but they are almost perfect and nothing lives in them.

Wishar. Land of Eternal night. One must be at peace with darkness to come here. Light seems so ineffective here where a torch may only illuminate 10 feet max. The darkness almost weighs on you. There always seems to be something just outside of one vision.

Elerie. Land of Shadow and clouds of light. A place where it shifts and turns and augments based on what is in an area. Creatures here are of the darkest kind and formidable.

Gate Realm: a vast place with arches and monoliths that is arid and has not plants or green anything. These arches are defined as follows. One can traverse all the realms of existence.

7 Gates to the Guardians realms: These are portals that one can use to traverse to the Planet like worlds that orbit in the Ethereality.

4 Gates to the shadow realm: These like all gates allow whomever to traverse into and out of the lands of shadow.

7 Gates to the elemental realms: These gates are portals to realms of the primary elements. Earth, Water, Air, Gravity, Fire, Light, Time.

4 gates to the Faery Wilds:

Crimson Darkness

Shadow Realm: this vast domain is forever in the edge of darkness. There is no true light here and darkness is something that is ever evasive. The creatures that dwell are unkind and for the most part featureless.

Dark Mound: is a city of terrible cruelty. Those that enter must forfeit a life.

Crimson Peak: the City with a red aura in its shadows. It is believed that death has stained the city.

Hellbulba: The city of beasts and bedrains.

Lands of the Elements: These areas all overlap and can be traversed easily if one knows the ways. They combine in places to form the prime material and such.

Earth: The vast lands of earth. Mostly rock some small cities that the gets enter in to.

Grave Stone: Greatest of the earthen cities.

Gaia: The Third City to be discovered of earth. It is filled with every sort of earthen and elemental one can imagine.

Terra Ki: the second city discovered it seems to be a vast area of scientific and mentally superior earthen.

Solia: a city of ruins and vast volcanic activity.

Water: Continuous world of water there are some cities associated where the Gates enter.

Callisto: A vast city kind of in a giant Air bubble.

Aquaia: The Gate city full of trade and commerce.

Atlantis: A metropolis of the water world. Technology is the greatest here.

Lemuria: A world that is caught in a ever cycling storm and chaos.

Oceia: a world of great water creatures and vast lakes of kelp and dangers.

As`Siriana: A watery realm full of merr folk and magics.

Air: The vast expanse of air with unknown depths. There are 7 floating cities.

Arian: The smallest of the Airian cities. Travel place lots of trade. Not very friendly

Aliziah: The Trade wind city. If you want it and it exists most of the time it can be found here and so does treachery.

Ti`foon: The city of the Storm Giants.

Celeste: A rather peaceful city were vast gardens float full of intriguing plants.

Era: The city of refuge. Many shady characters live here. Simple rule you cause a problem you die. Many come here to escape their judgements.

Mystral: The Guardian City. There are three Celestial creatures that monitor this city and maintain peace.

Enlil: The harvest lands. The city is vast and has some of the most beautiful gardens of almost every conceivable plant. Even ones that will eat you.

Gravity: A place where laws of physics as we know them are harsh and destructive. If you do not know how to exist there you will instantly be destroyed.

Galitus: The only known city. If it is large and small and vast and shifting.

Fire: Vast lands of the element of Fire. Mostly molten rock and arid lands that the gates enter in to.

Adar: A place of Healing.

Aiden: A small city full of crafty creatures.

Barbara: The twin city to Brandir. It is a refuge for female elementals learning and schooling.

Brandir: The City where many male elementals go for schooling and learning.

Cacus: The City of Fire giants.

Ebo: the Guardians of the Fire dwell here.

Pele: The city of Vulcans.

Light: A Place where light is a substance that can be handled, and manipulated. If you know not of the Eyes of the soul you will be forever blinded entering this realm.

Phoebe: The only known city of Light. They call it the land of the eternal sun.

Time: The place where all things start and stop and move. Its lands exist in moments and are gone to be cycled and reborn.

Aurora: the city of ends.

Day: a simple city that is very laid back like time is slow or something here.

Eon: A city where time seems to have stopped.

Mayano: The place of beginnings.

Phoenix: a place of Rebirth.

Material Plane: The physical universe consisting of the Planets, stars etc. Cragnearth exists here.

Astral Plane: This realm or plane consists of three planes. Spiritual, MANA Plans, Lands of Dreams. The MANA plane tends to be listed separate for the Ethereal and instead with the Prime plane. It is part of the ethereal.

Faey Realm: The 'e' in Faey is silent. The realm of Faie is a place of awe-inspiring natural beauty. It is perceived that the plane is a twilight world, with fireflies and mystical lights providing additional, haunting lights. When one arrives in the opportunity to be in the plane of the Faie it is mesmerizing. Things seem so much more alive, vivid, and dangerous. For many it causes a sensory overload as emotional understanding and reactions can become somewhat out of control. Smells are stronger, colors are more vivid, and sounds were clearer. A peculiarity is that the shadows and darkness seem so much more physical and darker. Emotions seem to cause changes in the fabric of the plane. Making a visit dangerous and unpredictable. This is the place where mythical and mystical creature dwell. Faeries and woodland spirits call this home.

Outer Darkness: A vast expanse of nothing. This is where the unholy are cast into.

MAGIC



Section 2 What is Magic

Refined magic is available in a variety of formats, such as in a memorized spell, a spell read from a tome or scroll, a unique enchantment on an object, a conjuration of the mind, or even an emblazoned implement. In any case, magic in the Referee system is performed via the manipulation of an essence called MANA.

MANA is a unique form of essence which intermingles with the entire universe. It is the soul of man, the lifeblood of the world, and the source of existence beyond the physical realms. MANA exists everywhere in every element of the cosmos. It can be called upon as a tool, cast as a spell, weaved in a dweomer, and be something to simply marvel over. As an essence, it is something like energy and matter at the same time. Its form can be altered to change the material world, and in rare cases, the spiritual--therefore the environment it is in. MANA, like energy, can never be destroyed, and unlike matter, it cannot be permanently changed. MANA was created in predefined formats and thus serves as different bases of magic.

We are thankful for those legendary wielders of Magic: the Sorcerers, Clerics, Wizards, and Witches of myth. They forged a path that we could follow and make better.

The ability to manipulate or use MANA depends on an individual's mental skills and their spirit. Most importantly, the levels of inner MANA are the final determining factor of one's magic abilities. The higher the concentration of MANA in an individual, the greater the strength of that individual to perform magic.

It is possible to shift MANA up and down an elemental base for a limited scale. The more substantial an individual is in understanding the principles of MANA manipulation, the higher their effects upon MANA will be.

MANA exists in parallel and in proportion to all thing's material. The essence of a spell caster's power comes from the manipulation of 'personal' MANA to affect an alteration in the physical or 'World' MANA. When MANA is modified or altered, anything aligned to the MANA in the physical world will be changed in a parallel fashion. Alterations in the physical

world, which do not change MANA, are short-lived at best and occur as a shapeshift or as an illusion. Morphing-type spells alter the MANA configuration of the target to cause a form change. Disintegration and destruction spells cause MANA to disband and become something new, like a nuclear explosion or a caterpillar's transformation, but with no energy. In some cases, it can cause wild and uncalculated events.

The five primary MANA forms are Earth, Water, Air, Fire, and Gravity. They can be mixed with some exciting results which are discussed later in this chapter.

How do Stats affect Magic

Magic in the world of Referee is based on the understanding of MANA. The capability to work with and manipulate MANA, and how to understand the process of spells and dweomers is reliant on one's stats

Every class that can cast spells has two stats that give them their abilities in dealing with magic. The Class Stat Listing chart, show MANA skills are gained or lost, and the types of earnable Magic Using Class (MUC) skills are discussed later in this tome.

. Let us first look at the base stats and how they play into all of this.

The higher the primary and secondary stat values, the more MANA one can possess or utilize.

INTELLIGENCE:

Definition: The ability to acquire and understand knowledge and skilled use of reasoning. To deal with new or trying situations, to apply knowledge, to manipulate one's environment or to think abstractly as measured by objective criteria.

Intelligence for MUCs is essential. It is the Primary stat for Wizards, Alchemists, Wards, Mystics, Rangers, Sages, and Selarian Knights.

Intelligence is a Secondary stat for the Elemental Ward, Enchanter, Fili, and the Blackguard.

WISDOM:

Definition: The ability to discern or judge what is correct, right, or lasting; insight based on accumulated philosophical or scientific knowledge or gift from a higher being.

Wisdom is the Primary stat for the Cleric, Druid, Mist Gazer, Healer, Magus, Blackguard, and the Shadow Hunters.

It is a secondary stat for the Alchemist, Celestial Cleric, Cleric, Hunter, Mage Ward, Sage, Warlock, and Wizard.

CHARISMA:

Definition: A personal magic of leadership that arouses popular loyalty or enthusiasm for one's self. A magnetic charm or appeal that affects environments or souls. It is also a divinely conferred gifting or power that can bestow virtues and authority on an individual.

Charisma is the Primary stat for Enchanter, Fili, Paladin, Sorcerer, and the Warlock.

Charisma is the secondary stat for the Druid, Healer, Holy Blade, Magus, Mystic, Paladin Knight, Ranger, Sigil Sage, Selarian Knight, and the Shadow Hunter.

SPIRIT:

Definition: Spirit is a pervasive or essential attitude, quality, or principle. It is the unstated representative force of oneself. Spirit is the source of extraordinary power, such as the ability to perform miracles.

Spirit is a Primary stat for the Celestial Cleric, Elemental Ward, Holy Blade, and the Manija.

Spirit is the Secondary stat of the Manija, Mist Gazer, and the Sorcerer.

ENDURANCE:

Definition: The ability or strength to continue or last, especially despite fatigue, stress, pain, or other adverse conditions, is one's Endurance.

Although endurance is not utilized directly in stats dealing with magic, it plays a significant role in understanding one's own mortality. It is one of the fundamental stats that one must watch, as it indicates potential exhaustion and physical damage that can occur if one goes too far.

Table 1 outlines the Primary and Secondary stats for each class that deals in magic. Later in this tome are other tables that allow these stats to cross to identify MANA and Other items.

Table 1 Class Stat Listing

Class Names	Stats	
	Primary	Secondary
Alchemist	Intelligence	Wisdom
Blackguard	Wisdom	Intelligence
Celestial Cleric	Spirit	Wisdom
Cleric	Wisdom	Wisdom
Druid	Wisdom	Charisma
Fili	Charisma	Intelligence
Healer	Wisdom	Charisma
Holy Blade	Spirit	Charisma
Hunter	Intelligence	Wisdom
Mage	Intelligence	Wisdom
Manija (monk)	Spirit	Spirit
Myst Gazer	Wisdom	Spirit
Mystic	Intelligence	Intelligence
Paladin Knight	Charisma	Charisma
Ranger	Intelligence	Charisma
Sage	Intelligence	Wisdom
Selarian Knight	Intelligence	Charisma
Shadow Hunter	Wisdom	Charisma
Sigil Sage	Intelligence	Charisma
Sorcerer	Charisma	Spirit
Wizard	Intelligence	Wisdom

This chart is found later associated with the MANA gain and Skills gain charts.

Races and Magic

Under each racial chart found in the participant's guide (Chapter 3 and 5) are tables listing all the modifications that may occur within a racial group. The racial selection may give bonuses or detriments to Primary and Secondary stats. Likewise, there may be bonuses or drawbacks to MANA values depending on race. Skills may thusly either be benefited or harmed, if associated with magic or MANA. One should take into consideration all these factors when selecting a MUC.

Classes and Magic

Each MUC has a certain amount of MANA based on their understanding and the tuning of their being with respect to MANA. Their various stats play a significant part in the calculation of MANA.

In the previous Class Stat Listing chart, there are classes that are highlighted in blue. These Classes are those for which Magic is a secondary facet, not the primary. Classes highlighted in orange have magic as its primary form through prayer and ritual.

Classes which have the same primary and secondary stats are called pure MUCs. There is nothing special for them other than they are always squared to the chart and their MANA levels are always in the middle of the road refer to Stat Chart from earlier on page 40.

Bases of Magic and the Why

Every element in the cosmos is made of some form of MANA. MANA was created in predefined formats and thus serves as the differing bases of magic.

Some spells can change the formation of MANA and thus affect the environment. It is possible to shift MANA up and down the base tree for a limited amount in each direction. The stronger one's understanding is of the principles of MANA, the more one can shift and alter the reality in which they dwell.

Magic comes in many forms; some forms are common, while some are unique. Some require special attunement to specific environmental occurrences. The ability to reach into the essence of an element and

manipulate results, as in a spell or dweomers, is the guise and training of the Elementalist. Those that specialize in this class of magic are called Wards as well. There are the Elemental Wards (Wards), Environmental Wards (Druids, Shadow Hunters), and the Essence Wards (Mystics).

Magic bases are broken down into the four (4) physical elements, Earth, Wind, Water and Gravity

The three (3) nonphysical bases, or spiritual bases, are Celestial, Ethereal/Shadow, and Mythical/Light.

The two (2) dimensional or environmental bases are Time and Gravity. This results in a total of nine bases of magic.

Any MUC can choose to either study magic generally or to focus only on a singular elemental base. Only a handful of MUCs have successfully mastered five or more bases completely in the Referee world: Master Ulrick, Ezmirelda, Caligarde, Echmalistol, Fnage, and Arialosas. In the Worlds of the Multiverse other realms have their greats as well.

If a choice to follow a distinct elemental path is made, the player must declare this to the Game Master (GM). The choice of a path will limit the available spells and skills the character can use to that path, however taken the narrow path enables one to gain skills or abilities that a general MUC does not learn that enhances the spell results they do have. The Referee system supplies a list of spells and their respective paths in **Section 11** from which to choose.

The five prime MANA forms (Fire, Earth, Wind, Water, Gravity) can be mixed with some exacting and exciting results.

Fire

The element of Fire is one of the 5 prime MANA forms. It comprises almost every form of fire, whether it be elemental or spiritual to shadow or air.

When combined with one of the other 5 base material elements, desired results may be as follows:

Fire and Earth: lava, hot rock, fiery stone, explosive earth and fire shard, as examples.

Fire and Wind: Flaming air, Dancing Fire, Hot air, Flaming gases and other such compositions.

Fire and Water: Boiling water, hot water, Steam, Steam jets, Explosive water, Acid water as well as many others.

Fire and Gravity: Meteors, Flame Strike, Fire Well, Fire Send, Acceleration and many other such fun effects.

Earth

The element of Earth is one of the 5 prime MANA forms. It is comprised of all forms of solid substance from Celestial to Shadow.

Earth and Wind: Sand Storm, invisibility, meteors, shards of various forms, Flying, Storms and so much more.

Earth and Water: Water Blade, Mud, Pools, Quicksand, Sundering Water, etc.

Earth and Gravity: Floating, levitation, Flying, Reverse Gravity, Gates, and Invisibility to name a few.

Wind

The element of Wind is one of the 5 prime MANA forms. This one is tricky as it can represent all forms of air but it does not include poisonous vapors or shadow.

Wind and Water: Water Blade, Walls of water, Part water, Sundering water, Water Weird, Water Shard, Cutting Streams and a few others.

Wind and Gravity: Flying, Throwing, Sending, Gates, Dense air, Force Walls, and Cyclones.

Water

The element of Water is one of the 5 prime MANA forms. As long as it is water, it falls into this base of magic. Compounds like solid Ether or Shadow Rivers are not water and thus are not affected by this base.

Water and Gravity: Sundering Water, Heavy Water, Water Weird, Storms, Water Twisters, and Piercing water.

Gravity

The Element of Gravity is one of the 5 prime MANA forms. This base is different in that for each of the other 4 physical bases, gravity is tied into their natural physics for how they function. By changing the gravity constant, you affect all material in an area tied to MANA. That is why you can reverse gravity in a selected area or even redefine

some physics in a selected environmental space.

Time

The element of time is nearly impossible to mess with. It is not intrinsic to MANA but instead controls MANA functionally. It requires a great mind to really learn its functional control and therefore is widely studied. There are few spells that affect time.

You can extend or shorten its effects and, in some rare cases, slow and even hold time. But it cannot be altered structurally like the 5 prime material bases can be.

Spirit (Celestial)

The house of celestial magic is unique in every way. It can affect all other forms of MANA except time. In its uniqueness, the Spirit cannot be altered at all. No form of spell, dweomer or such has been found to cause it to change. It appears to be eternally locked in its state.

Thus, even in death, it does not change. When a creature dies, three things occur; **First**, there is the memory of the event that is stored somehow in the Celestial order. This can be used to produce ghosts and the likes and can be manipulated in some fascinating ways.

Second, the Spirit leaves the material existence and enters a Celestial home: good to the Celestial Lands and bad to the lands of Crimson Depths. In the Celestial Lands are the Celestial heavens, Halls of honor, and the Lands of Whiteheart (Heaven). The Crimson Depths consists of the seven layers of hell, the aboussos and the Shadow Lands. These are discussed in depth in the book *Realms of Reality*.

The celestial sphere is also the realm in which one's Race is determined. These define such characteristics as what you look like. Even some of the skills one has are related to the Celestial base of Magic.

It is possible to give a skill to someone using a celestial base such as; Spider Climb, Gravity Walk, Diving, Flying, Striking and many others, including effects of the five senses.

Lastly, there is an absolution of the physical realm—that is, being set free from the “material self.” In some cases, the separation

is permanent and the corporeal body is left behind. In other cases, the Material can be possessed by something else and utilized for its gain. Vampires are a prime example of this occurrence. There is also the manifestation of another spirit taking control of the body. In some locations and under certain circumstances, protections need to be made to dead bodies to keep some of these aspects at bay.

Ethereal/Shadow Base

The realm of the Ethereal is closely associated to the realms of shadow. In fact, it is hard to separate them, so they have been categorized together.

This base of magic is very different from the material and spiritual realms in the fact that MANA is almost physical in this realm. Thus, in some situations, the realm of the Ethereal is a far deadlier place to deal in magic. For instance, Echmalistol was a master of this magic base. He once proved that he could draw in almost twice his normal MANA for some types of spells and was quite devastating. He said that he learned the trick from a Gorgon. Not my kind of mentor. mark

Ethereal magic affects things a little differently. It is far too dangerous to manipulate MANA in a direct assault as it can cause reactions that are hard to stop. One must build barriers and paths for better control before initiating a spell. Therefore, linking and binding are very prevalent in this magic unlike many other MANA form-based spells in the material world.

Mythical/Light

The Realm of Light is so pure and so Holy that few can exist in it. In the past, one individual tried to completely enter the domain of light but was never heard from again. They found only remnants of him in a pile in his study.

The magic of light is very attractive to clergy and those dealing in the hunting of the dead. Sunlight, Sunbeams, Star light, Holy light and Binding Light are all such spells originating from this realm and they are devastating to many of the undead and evils that exist.

There are two group of beings that light torments and, in some sense, destroys them

by energizing them far beyond their handling capacity. They are the Dispikable and the Lacrea. Another group are the Fallen are not destroyed by most of the light-based spells, it does bother them immensely.

Now that we understand the bases of magic and how stats affect character creation, let us get into the aspect of spell casting and the associated logistics of it.

Types of Checks

When dealing with events in a game, there needs to be a way to validate successes or failures of something that is occurring and not just leave it up to someone's choice. With that in mind there are different checks used to determine the outcomes of these events.

D°C or Dilemma of Circumstance

The Dilemma of Circumstance or DoC tends to be used for physical realm resolutions, but is not restricted there.

Whenever a creature attempts to perform an action, whose success is not guaranteed, he must make some sort of check (usually a skill or resolve check). The result of that check must meet or exceed the DoC of the action that the creature is attempting to perform for the action to be successful.

If an event or situation is not predefined, the chart below can be used to determine what level or hardship the Non-Playable Character (NPC) or Playable Character (PC) must overcome to be successful.

As stated in other books and chapters, the **D°C** is the level at which a roll must be greater than or equal to for the challenge to be overcome. It is determined by the rolling of a d20 and adding any required stat or skill bonuses to the roll. If an event does not have a **D°C** assign to it Table 8 will allow you a basic selection chart for definition.

Task Level	D°C	Task Level	D°C
Simple	4	Very Easy	8
Easy	12	Medium	16
Trying	20	Hard	24
Very Hard	28	Impossible	32

Table 2 D°C

Target Achievement or TA

The Target Achievement (TA) is used primarily for magical application type checks and links.

TA is used for spellcasting, enchanting, specialty magic, and mystic skills. These skills are rolled on a die for a success or failure similar to the previously discussed **D•C**. The skills are varied and fall under the guise of one of the following and thus require a TA roll, but a **TA** roll also affects checks in utilizing magical aspects. The **TA** roll comes in three forms: Chance roll with a d100, labeled as ##%, a Task check or Link, with a d10 and labeled as ##^ or as a Difficulty roll with a d20, labeled as ##*. Examples on how these appear in following charts are 45%, 5^, or 14*, respectively.

The Natural Skills that necessitate a **TA** roll are Arcana, Crafty, Mystic Lore, Magic Lore, and Stone Lore--all discussed later in more detail.

Below are several MUC skills that require the **TA** roll and the type of roll needed. This information is mentioned here for illustration purposes. More complete spell charts may be found in Spell Notes Tables.

Table 3 MUC Class Skills

Skill Area	TA	Die Type
Read Mystic Rune	%	d100
MANA link	*	d20
Spell Target	^	d10
Mystic Lore	*	d20
Gate (link)	%	d100
Magic step	^	d10
MANA Shift	*	d20
MANA Bond	^	d10

TA rolls are used primarily by MUCs. The skill areas stated above are also affected by Spirit, MANA, and Spell link values. Details of all that affect a spell are covered in the Spell description or Event.

Failure Mark (FM)

Finally, the Failure Mark (**FM**) checks are used in destroying things and anytime a spell, misfires, disastrous magical events resulting in general. All of these are discussed in detail that can be used for various circumstances in a game.

Failure Marks are not to be trifled with. It is a life saving roll against a failed magical aspect or a combat awareness during dire

consequences. To succeed, the roll must be below the stated value. If the roll is over the value, the failure is checked against the chart below for the resulting consequences.

Taking the Path of the Elements

When a MUC chooses to forgo the general studies in magic and instead seeks to master a Single Magic base, their understanding and their abilities in this area of expertise become refined.

When one chooses to master a base, they must really learn how that base works down to the fine details. This type of study and research, however, will open them up to abilities that the general MUC does not know since this takes the character into deeper study and precision learning of the base.

Once one chooses to take this elite path of magic, they will gain increased understanding in how basic spells can be modified and tuned to be more than general spells or tools

The first proficiency that is usually learned, is the ability to alter the consistency of the element or base (see Consistency chart below). This means the ability to change an element or base's density, temperature, energy and shape. Examples include bowing a wall, holding a spell effect to a shape like a sphere, or to that of a whip. This is usually mastered by the 6th level of study and is restricted by the ounces of matter equal to MANA used.

The second proficiency that is generally learned is how to combine features of an element, i.e., having a spell exert two forms of itself simultaneously (see Combining chart below). A diamond wall and a mass wall of stone being present at the same time is an example. This proficiency comes somewhere around the 14th level of study.

The third proficiency that is generally learned is how to alter the features of a spell itself in duration or targeting type (see Spell Features chart below). This is learned this after mastery of the other proficiencies noted previously.

You can cause the result to shift up or down a scale with study and practice and utilizing additional MANA. By using half as much MANA, you drop it down one effect. By

using half as much more up one level of effect. By doubling MANA, you can push a spell's effect to the extremes.

Table 4 Consistency

Earth	Fire	Wind	Water
Mud	Radiant heat	Light breeze	Mist
Sandstone	Flowing heat	Breeze	Light rain
Shale	Red flame	Light wind	Rain
Granite	Yellow to White flame	Storm wind	Heavy rain
Compressed Granite	Blue Flame	Hurricane	Monsoon
Crystal	Solar Flame	Tornado	River of water

Utilize the previous chart and combine any two consistencies next to each other vertically as well as with the items below to create combinations.

Table 5 Spell Form

Spell Form Select the Item the spell normally produces Using MANA shift it			
Spikes	Balls	Balls	Jets
Holes	Jets	Gusts	Whips
Teeth	Tentacles	Blades	River
Tentacles	Laser	Jet Stream	Pulsating

Spell Features

Spell features are a little different than the previous abilities in that it is generally the same across the board regardless of base type.

Table 6 Spell Features

Damage	Duration	Target	Range
Lesson -1 Die	Half	Object	Touch or Self
Standard	Standard	Standard	Standard
Improve +1 Die	Double	Narrow Area	Multidirectional Standard
Multiply x 2	Triple	Area Effect	Extend range
Cosmic + 1 die x 2	Suspend or Trigger	Substance (MANA Link)	Multidirectional Extended

Table 7 Specialized MUC Listing

Air Ward, Air Mage, Air Elementalist
Earth Ward, Earth Mage, Earth Elementalist
Fire Ward, Fire Mage, Fire Elementalist
Water Ward, Water Mage, Water Elementalist
Gravity Ward
Celestial Mage
Ethereal Mage
Mythical Mage
Time Ward

The Wards are watchers of their realms and the Elementalists are like the special forces. The Mages seemingly tend to be political facets of each realm.

Rituals of Affairs

There are 4 rituals that each of the specialized MUCs will be given the opportunity to complete in their studies. They must complete the Ritual of Craft and the Ritual of Dominion.

Ritual of Craft

This ritual is not anything special. It does, however, have to be performed in the presence of at least one Master Ward, Magus, or Elemental of the desired path of specialization. The ritual is an oath of warding to that element and all for which it stands.

It comes with a set of requirements:

1) You can never turn your back on the path you have chosen in the future. There is no going back. The MUC becomes a member of a sect council. *See Elemental Council.*

2) What you are entrusted with will always be yours until you are dead.

3) No one must know of your bindings, masters, or any preferences you take.

4) What you learn is yours but never turn your back to a wanting learner.

You will usually be given a Charge as a trial of devotion and the location of your demise.

Mage

For the Mage, it is a simple act of claiming allegiance to a particular group. There are 9 groups that are known: Sons of Light, Dark keepers, Foresters, Soul miners, Deep ones, Oracles of Power, Arm of Power, Barrier's Hold, and Vehement Hand.

Each of these groups is found throughout the world. It is usually through them that new Ageros are recruited. These groups are merely doorways into the depths of caustic power. Once in, few return to their old ways and if they do they have a memory that they must live with if they speak of it.

Sons of Light

Those that claim allegiance to holiness or are Lawful Good may belong to this group.

Dark keepers

These individuals are of an Evil nature or are Lawful Evil in alignment. They purpose in themselves the guardians of evil.

Foresters

These individuals tend to be neutral to the ways of man. Those with alignments that are neither good nor Evil may belong to this group.

Soul miners

Those individuals take to the Celestial or Time bases as a standard for their beliefs and actions.

Deep ones

These are the Earth binders and Gravity Wards.

Oracles of Power

These are those who are of one of the 4 physical elements.

Arm of Power

Those that are bound to the call of Fire and Air

Barrier's Hold

This group tends to have anyone who willingly believes that Cragnearth should be governed by man and not the elements.

Vehement Hand

Those that believe that the world must be protected from the creatures that roam on it.

Wards

Wards are trained in an element's sight and in the power of transformation. Once per Long Rest they may transform into an elemental being of their choosing; maintaining their life points and all their mental aptitudes and inheriting the primary skills of those elementals for up to 1 hour. Any magical weapon bonuses are added to your physical attacks and armor bonuses to your AD. If you encounter an elemental core, you can heal 1d6 per round. All elementals have a +4 to hit a target. Water and Air elementals can move through openings as small as 1-inch. At level 10 or more of experience you can cast the 1st through 3rd level Elemental spells.

Air:

AD 16. Flight MR 90. Resistant to Lightning, Thunder, Bludgeoning, Piercing and slashing damage: Immunities –

Grappling, Exhaustion, Paralysis, Poisoning, and Knocked Prone: Gain 2 slam attacks 2d10 + Strength mod (16). With 5 levels of experience, you can use one cyclone attack per day 4d8 + Strength mod damage. Throwing- 1d8 per 10 feet based on Strength.

Celestial:

AD 18. Flight MR 60. Resistant to Poison, Fire, Air, Petrification. Double damage from elemental acids. Immune to Paralysis, Petrification, Knocked Prone, Exhaustion. Good alignment ~ Can create Sphere of Radiance 2d4 rounds doing 3d4 + Spirit Mod in damage to any creature Evil or with intent of malice within 10 feet. Evil alignment ~ Can create Sphere of Malice for 2d4 rounds doing 2d4 Damage + Spirit mod in damage to any creature within 5 feet. Gain 2 slam attacks 2d6 + Strength mod damage. Can use a vorpal attack one time while in shape. Always strikes doing (Strength mod + endurance mod) * 5 damage.

Earth:

AD 18: Earth shifting. MR 30. Endurance and Strength of 20. Resistant to Bludgeoning, Piercing, and slashing damage. double damage from Thunder attacks. Immune to Poison, Exhaustion, Paralysis, Petrification. Gain tremor sense 60'. Combat attacks ~ 3d8 + Strength Mod, reaches 10 feet. Your attacks do sundering type damage to all physical structures ~ 2d10 on chart below.

Table 8 Standard Sundering Damage

Sundering Damage	= Physical Damage	Sundering Damage	= Physical Damage
2	2	11	51
3	4	12	68
4	5	13	91
5	8	14	122
6	11	15	163
7	15	16	217
8	21	17	289
9	28	18	385
10	38	19	514
		20	686

Fire:

AD 14. MR 50. When in a fire, you can double your MR. Immune to Fire, Poisoning, Exhaustions, Paralysis, Petrification, Grappling, and restraining: Water attacks do double damage to you. When within 5 feet of anything combustible, it will catch fire and continue to burn taking 3d4 + Spirit Mod in

damage. Gain 2 touch attacks doing 4d4 + Spirit mod in damage.

Water:

AD 15. Resistance to Bludgeoning, Acid, Piercing, and Slashing damage. Immune to Exhaustion, Grappling, Paralysis, Petrification, Poison, Restraining, and Knocked Prone: Cold damage is temporary for 1 round. Gain 2 slam attacks doing 3d6 + Constitution mod: Engulfing attack causes Restraining, requires D°C15 to break free. No attack is possible until free of engulfing.

Elemental Sight:

Once per hour, up to 1 minute under full concentration, the character may gaze through the element itself to other locations. They can investigate the element and in any location that the element is present within a day's journey they may look out of it. Those with True Sight can see the eyes of the gazer peering out from within in the element. Those with True Sight can see the eyes of the gazer peering out from within the element.

Elementalists

Elementalists are trained to be extreme aggressive skills and abuse their power. They are taught three primary abilities that are caustic to their bodies but are devastating to an enemy.

Soul Forge

The Soul Fire ability will enable the caster to convert 1/3 of their Spirit Points into MANA and add to an Elemental Hail Storm of their base. This allows them to Round a 60 feet circular area with hail of their base doing 6d8 + Level of Elemental + converted MANA Points in damage. This does create a level of exhaustion each time it is performed. If it is done 3 consecutive times in less than 2 hours, the character will have 0 Spirit Points left. With 0 spirit, they go unconscious for up to 10 hours and then will gain 2 spirit back. Many dies in this state since they have no protection.

Foundations Forge

The Elemental can summon one primary elemental being of their base once a day, casting 6 MANA Points in a sphere of protection spell on the elemental. The

Elementalist's charge is to keep the "prime" alive that they summoned at all cost.

The Elemental being can elect to perform a merge with the Elemental. By combining their powers and all their resources, the Elemental is now in the hand of the Prime Elemental. The Elementalists tend to be used up and die since the Elemental sees them as servants in their eyes which are willfully sacrificing themselves. If the Elemental lives, per chance, they will gain 1 Spirit from the Elemental permanently in the separation.

Chaos Forge

The caster basically expends all the MANA they can muster, 40 + 1d100 MANA, to turn a 60 x 60-foot area into a solid realm of their base if Fire, Water, Air, Earth, or Light for 5 Minutes. Any creature caught in the area must make a D°C 16 Dexterity and Endurance checks to dodge this area. The dodge will enable them to exit the area, taking damage for 1 round.

If they fail either one of the checks, they are caught in the area and take full damage as long as they remain. They must make a check vs Intelligence or be stunned 1d4 rounds in the area of chaos. Each round that they are in the area, they will take 6d8 + the MANA points expended to make the area in damage.

They must dig, swim, run, or flee out in 1 minute or suffocate in the area. Celestial light/malice will cause those caught in it to be stunned unless they are Lawful Good/Lawful Evil respectively. If they are of the opposite alignment, they will take damage in Purification or Corruption.

Ritual of Insertion

This ritual is a binding to the element itself. Many do not survive this. For those that do, they are no longer what they used to be but are something else new. They become an Agranose. Roll in **Appendix C** for changes to the individual.

The Character must make a check against each of their stats on D°C 12. If Strength, Dexterity, Constitution or the Endurance stat rolls fail, that stat is limited to a 1d10 value when rolling new stats.

The GM will roll a check +2 for D°C 15. If that fails, the character dies. A player can

attempt to resurrect, reincarnate or raise the dead each time the character loses 5 points of Spirit.

The benefits of this insertion of the element into the caster is that it gives the caster free movement and a new home/world.

Air:

Flight ~ MR 90. Resistant to Lightning, Thunder damage. Immunities to Paralysis and Poisoning. Gain 2 slam attacks 2d10 + Strength mod. With 5 levels of experience, you can use one cyclone attack per day at 4d8 + Strength mod damage. Throwing- 1d8 per 10 feet based on Strength.

Earth:

Earth shifting. MR 30. No trace will appear on surface of movement underneath during earth shifting. Resistant to Bludgeoning, Piercing, and slashing damage. You receive 1 die extra damage from Thunder attacks. Immune to Poison, Petrification. Gain Tremor Sense 60'. Combat attacks ~ 3d8 + Strength mod, reaches 8 feet. Your attacks do sunder damage to all physical structures ~ 2d10 on chart below.

Table 9 Shifting Earth Sundering Damage

Sundering Damage	=	Physical Damage	Sundering Damage	=	Physical Damage
2		2	11		41
3		4	12		53
4		5	13		69
5		7	14		89
6		10	15		114
7		14	16		147
8		18	17		189
9		24	18		243
10		32	19		312
			20		400

Fire:

MR 50. When in a fire, you can double the MR. Immune to Fire, Poisoning, Petrification, Grappling, and Restraining. Water attacks do double damage to you. When within 2 feet of anything combustible, it will catch fire and continue to burn taking 3d4 + Spirit mod in damage until you distance yourself or someone douses the fire. Gain 1 touch attack doing 4d4 + Spirit mod in damage: 1 swarm attack ~ Breath Weapon 3d4 + Endurance mod in damage once per conflict or 1 hour.

Water:

MR 30 ~ Swim. MR 60 ~ Breathe Water. Resistance to Acid, and slashing damage. Immune to Petrification, Poison, and Knocked

Prone. Cold damage is temporary for 1 round. Gain 1 slam attack doing 3d6 + Constitution mod. Engulfing attack causes Restraining, requires D°C15 to break free. No attack is possible until freed of engulfing.

Ritual of Power

This Ritual will super-charge the Elementalist. It will increase the Elementalist's MANA manipulating abilities (of that element base) by increasing their MANA by a factor of 0.18

The Built Class Ritual Progression Through Sub-Class Ascension

In the Referee system, there exists a fourth path—neither Single Class, nor Multi-Class, nor Hand Option. It is the Built Class, a sacred structure of layered inheritance and ritual transformation. This path is rare, reserved for those called to deeper mysteries, and currently embodied by only two known archetypes: the Mystic and the Myst Gazer.

What Is a Built Class?

A Built Class is a sequential class structure, where the character evolves through multiple class identities, but never simultaneously. Each stage is completed, sealed, and inherited, rather than tracked or leveled in parallel.

Built Sub-Class Progression

Here's how the Built Class unfolds:

Initial Class Phase

The character begins with a predefined base class. They level this class normally up to a Level 4 if they so choose minimum of level 2. At this point, they select their next class structure. The original class is sealed—its abilities are retained, but it no longer gains experience or levels.

Second Class Phase

The character begins at Level 1 in the new class. Their Total Level becomes:

Current Class Level / Total Level

(e.g., 1/5 if they were Level 4 before and are now Level 1 in the new class).

They level this second class up to Level between 2 and 4 inclusive, then repeat the transition.

Final Class Phase

Before reaching level 5 in the third class, the character must seek out a temple,

perform rituals of transformation, and ascend into their final class identity.

This final class begins again at Level 1, but the Total Level continues to grow (e.g., 1/12).

From this point on, they are forever bound to this final class. They cannot multiclass, as their path is ritually sealed.

Key Mechanics of the Built Class

Feature	Description
Experience Tracking	Only the current active class tracks experience. Previous classes are sealed.
Total Level	Used for all checks, especially Spirit Checks and Resistances.
Inheritance	Abilities from previous classes are retained, but not advanced.
Ritual Requirement	Final transformation requires temple pilgrimage and ceremonial rites.
Subclass Lock	Once the final class is chosen and rituals completed, the character cannot multiclass.

Why Choose the Built Path?

For players who seek narrative depth, ritual significance, and layered identity. Those characters whose journey is one of transcendence, not accumulation. For those who wish to embody mystery, not manage mechanics.

Mystic Built Class

Once they have succeeded in their rituals to be a formally blessed Dark mystic of level 2 they may research the archive of the Temple for further abilities.

Archives: Much is covered in the class write ups on the abilities for the class. Her we will list only those unique items not given in the class write up.

Feature	Description
Veilwalk	This 10th level ability enables one to step between the fabric of realms allowing on to skirt by an obstacle or allow one to identify emotion degradation or corruption in a target. It lasts 6 rounds. At the end of the time, they will simply appear back in their original realm at what

Feature	Description
	ever distance they moved if any at all. If they are in a material, like a wall, door, or such, they will be pushed back to their original location.
Soul Blanching	This ability enables one, for 4 rounds, cause a living breathing creature, not an undead, to experience a sensation of being on fire. It causes 2d4 spirit damage to a target of opposing alignment. If the target is blessed or in an aura of protection this ability is voided.

Myst Gazer Built Class

Once they have succeeded in their rituals to be a formally blessed Mystic Gazer of level 2 they may research the archive of the Temple for further abilities.

Archives: Much is covered in the class write ups on the abilities for the class. Her we will list only those unique items not given in the class write up.

Feature	Description
	This 10th level ability enables one to step between the fabric of realms allowing on to skirt by an obstacle or allow one to identify emotion degradation or corruption in a target. It lasts 6 rounds. At the end of the time, they will simply appear back in their original realm at what ever distance they moved if any at all. If they are in a material, liker wall door or such, they will be pushed back to their original location.
Veilwalk	This 3 rd level ability enables one to cause any ritual that they are witnessing and understanding to be cast into a corrupted state for 2d4 rounds. The makers or ritualist must succeed on a wisdom check to maintain their Ritual activities DoC 15. IF they fail they will become confused and in a Stuper for the duration.
Ritual Haze	This 5 th level ability enables on to reveal one of the following truths. Reveal the true origin of a structure, relic, or ritual. Uncover hidden motives behind a character’s actions or a faction’s founding.

Foundation Reconning

Feature	Description
	Disrupt false foundations, illusions, glamours, or corrupted histories.

Factors in Magic

Components of Spells

Some spells require tuning and objects on which to function. This tuning is achieved in various forms that give synergy to function properly. Special devices have been found in ancient ruins, of which some have taken up studying and have found many secrets.

There are common items and then there are special items found in Appendix A.

Somatic or Inurement

The terms Somatic or Inurement describe the actions of a caster's body in attunement to the nature of the Magic. These actions can be certain gestures, definitive actions, rhythmic motions, or many other various forms. These are necessary when a spell, prayer, dweomer, or ritual requires some physical action to align or attune the MANA to the character first before performing a function.

Verbal or Utterings

Many spells need tonal resonations of MANA for desired results. Songs, humming individual tones, or words can all be used depending on the need or objective. Some spells and the like require special languages for them to work. Toreaz (Tor -AZ), Olien (O -le - An), and Krindish (Creen - Dash) are examples of such languages that might be used. There are other languages, such as those in the Outer lands, but these are the most notable in the common lands (Cragnearth).

Material Components

Some forms of magic need objects either to take on the characteristics of such to create in some form, take on the essence of its form to give a similar effect, or need the concentration of MANA found therein to fully produce the desired results. If MANA is required, the material is consumed by the spell. Sometimes in rare occasions there is residue that is left behind by the spell. Always of great value to someone.

Cast Time

This is the amount of time it takes to charge a spell and cause the results. Cast time may spread the breadth of a normal reaction time, 1 physical action time, a bonus action time, minutes, hours or even days. Some magic can be cast as a ritual as well as a simple spell, requiring more cast time than the base spell alone.

Range

The range of the spell is how far a target position may be from the caster. Some spells require direct touching, others may be positioned on the caster themselves, a radius from the caster, or have a range of several feet, hundreds of feet or miles. Some spells have definitive shapes to their spell range, as in a straight line, a cone, a sphere, a block, a point of origin, links or special ranges.

Duration

Duration is the definition of how long a spell's effects persists. Some durations can be nearly permanent while others are instantaneous and short lived. Some spells require some level of concentration to maintain the effects. This concentration can be a simple awareness of the spell's effect to a full-on, can-do-nothing else but concentrate on the spell type of focus for the effect.

Some spells can alter the duration of others by lengthening, shortening or countering the duration time altogether.

Duration can be instantaneous, 1 melee round, minutes, hours, days, months, or indefinite until dispelled or ended.

Area Of Effect (AOE)

This aspect describes indirect effect type spells. These are spells placed at a point that affects the environment. Anyone in that environment will have to deal with the area effects. They may be good or bad, as in Mass Healing, Shard Storm or perhaps Fire Ball.

Elemental Council

The Council consists of individuals of level 19 or higher in a particular element. They come together to discuss paths for the council to take with consideration of current events in the location and world. On occasion they will

accept new members. The types of councils are listed below.

Fire

Europiasal's Fire Council Assembles twice a year when the Three Moons Rising occurs in Raven Major and Brinkwater.

Galishole's Fire Council Assembles once a year on the Midnight of Moons in the hovel of Wishdoary.

Adanar has no council of Fire.

Arora's Council gathers in the Bridge of Seas when the entrance is known.

Freeland's Council is with Norister.

Norister's Council meets the same day as the Sacred Day of Autumn's fire ceremony.

Rhinland has no council of any element. They have strictly forbidden such councils and hunt Elementalists in their lands.

The Picture Island's Fir council gathers when the Maw of Fire opens in Crag's Peak.

Water

The Council of Many Waters meets in one location on the islands off the coast of Rhineland. During the Season of the Tri-moon, the force of the moon opens a door to a place called Orellis or (City of Water), where the council meets. It opens every 4 years and 9 months.

Earth

There are so many Earth Councils that they tend to go to war with each other for hierarchal positions frequently.

On Europiasal, in the city of Drenar and Lofty Raven, the Council has a chamber under the city found only by a hidden entrance. Unless you are invited, you will never find it. They meet at least once a year on months with Witch moons.

Air

Atop Mount Endersol, the winds often cause cyclones and other weird anomalies in the weather. On the day when there are dual full moons, the weather is particularly nasty there. This is when the Air Council meets.

Celestial

Given that Celestial magic is the power of purity, holiness and divine power, those in

this sphere come when summoned to the Celestial Highlands.

Ethereal

Europiasal has the only known council of the Ethereal. It meets when the shadows dance on Volnagar.

Time

On the Tri-equinox, this council gathers in the valley of Saith in Galishole, the Crystal Chasm in Europiasal, and Engander's Bluff in Rhineland.

Styles Magic

Magic comes in three forms or styles: Contagious, Imitative and Sympathetic Magic.

Contagious Magic

Magic that attempts to affect a person or creature through something once connected with him or her, as in a shirt once worn by the person or a footprint left in the sand. This branch of magic is based on the belief that things once in contact are in some way permanently so however far the object is separated geographically from the individual.

Imitative Magic

Magic that attempts to control the universe through the mimicking of a desired event, such as by stabbing an image of an enemy to destroy him or her, or by performing a ritual dance imitative of the growth of food to secure an abundant supply. A branch of magic based on the belief that similar actions produce similar results.

Sympathetic Magic

Magic predicated on the belief that one thing or event can affect another at a distance because of a sympathetic connection between them.

All MUCs must be at least 1st level and no greater than 3rd level to choose a specialization. They cannot abandon this specialty as it will cause them great difficulty to their careers if not make it impossible to advance with any real meaning or power.

Specialization in a particular school or house of magic gains one a +1 per every 8 levels to checks against that house of Magic cast at

you. Whatever level you start your specialization at that is your 1st level of specialization and you will need 8 more levels of specialization to gain the next +1 giving you a +2 on checks from that house of magic. The target also has a penalty of -1 on checks from your specialization magic per your 8 levels as well.

All Specialized MUCs must have at least half their spells in the specializations. When leveling the specializing MUC must learn 1 spell from their House of Magic. The MUC needs to succeed at a check of D°C 14 to be able to learn one additional spell that does not need to be of their specialization.

Studies in Magic

There are various schools that have become defined and structured in their teachings of these three forms of magic.

Abjuration

This school of Abjurers, as they are called, work on Repudiating, Blocking, Banishing, and Protecting type spells, as well as spells which cancel or interfere with other spells, magical effects or supernatural abilities.

Specialization: Humans, Knoolgal, Norgan, and Orc are the only racial groups that can specialize as an Abjurer.

The Primary and Secondary stats must both be at least a 14. The MUC must reach second level before they can specialize as an Abjuration.

Many that learn the house of Abjuration find it a need to protect people and cultures. The Abjurist cannot learn any alteration or illusion magic as it is a negative magic to them.

Alteration or Transmutation

Transmuters are those individuals who learn magic that alter the properties of their target. Examples include transmuting flesh to crystal, or spells like Polymorph, Living Steal, and Plant Growth.

Specialization: Darkling, Human, any Race that is partially Human, Dwarvin, Norgan, and Knoolgal are the only races that may specialize as a Transmuter.

The Secondary Stat must be equal to or greater than your Primary Stat to be a Transmuter.

The Transmuter cannot learn magic from the house of Abjuration or Divination as these are Negative to them.

Conjuration or Summoning

Conjurers focus on the use of supplication to receive things, calling things into existence, instantaneous transportation, conjuring creatures, energy or objects, and object creation. Teleporting objects to the caster's location and/or causing creatures to physically manifest at the caster's location are also included. They learn the nuances of channeling and gating to their skills.

Specialization: Humans, Norgan, Catar, any Race that has Human blood in them, Ildrol and (Centaur, Nocaren, Dornan) Beasts are the only races that may specialize as a Conjurers or Summoners.

The Primary and Secondary stats must be at least a 13 and the Primary stat must be at least 2 points above the secondary stat.

The Summoner cannot learn magic of the house of Divination nor Invocation as these are negative to their magic.

Divination

Diviners invest their time in acquiring information. There is Lesser Divination and Greater Divination, distinction is by levels. For both, many of these spell types create invisible magical sensors which provide the caster with information. These sensors may be detected by other parties, however and dispelled.

Specialization: Elves, Gnomes, Hobbits, Gelfling, any racial group that has Elvin blood in them and Darklings may specialize as a Diviner.

The Primary and Secondary stats must be at least a 14 and the Spirit must be at least a 16 to learn in this house of magic.

The diviner cannot learn magic in the house of Conjuration as this is an opposing magic to them.

Enchantment or Charm

Enchanters delve deep into the arcane arena of compulsion and charms. They impart magical qualities to things, objects, creatures,

and even people. They practice Entrancing & Beguiling people/creatures, charm spells, such as Charm Beast, or practice affecting a targets' attitude, usually by making them act more favorably toward the caster. Compulsion spells such as Confusion, Domination, Sleep, or Suggestion, which can force a target to act in a certain way or avoid actions, are also frequently used.

Specialization: Elves, Catar, Humans, any race with Human blood in them, Norgan, and Gelfling are the only racial groups that may specialize as an Enchanter.

The Primary and Secondary Stats must both be above a 12 with a Spirit of at least 15 to learn the House of enchanter magic.

The Enchanter cannot learn magic from the house of Invocation or Necromancy as it negates their magic.

Evocation or Invocation

A calling forth of something that was not there before. A summoning, or evocation, is manifested through the focusing on things, energies and events. Example spells include Fireball, Lightning Bolt, Shards, Cone of Cold, Gates and Voids Call. It also includes conjurations of magical energy, such as Wall of Force, Impeding Darkness, Celestial Light, and Cloak of Reality.

Specialization: Norgan, Human and Centaur Beasts are the only racial groups that may become an Invoker.

Their Primary and Secondary Stats must be above a 15 to learn magic in this House. Their Endurance also must be above a 14 as well.

The Invoker cannot study magic of Charm nor summoning as these are opposing magic.

Illusion or Phantasm

The Illusionists, or Phantasms as some of them like to be called, focus on the falsification of reality by creating things that seem real but are not. The better they are, the more minds can be tricked into believing the lie set before them and thus create the desired result. Figment spells create artificial sensations with no physical substance. Glamour spells alter the target's sensory properties and can cause invisibility. Pattern spells create insubstantial images which affect the minds of the viewers and can inflict

harm. Phantasm spells create hallucinations which can be harmful. Shadow spells use magical shadows to develop things with physical substance.

Specialization: Humans, Gnomes, Hobbit, Dwarves and Knoolgal may become and Illusionist.

The Primary Stat must be at least a 16 and a spirit of 14 to learn magic of the house of Illusions.

They cannot learn magic in the House of Necromancy or Charms as they are an opposition magic to them.

Necromancy

Necromancers study the unpalatable art of the dead. Their fascination in this art enables them to manipulate life energy, allowing them to control dead things to the extent of re-animation and more sophisticated control. Healing and life restoration spells are in the Necromancy school of study. However, these spells are generally restricted to clerics, some alchemists and/or druids. Necromancy can usually be divided into a few categories; spells that help or create the Undead, such as Animate Dead, spells that hurt the Undead, such as Disrupt Undead, spells that harm other people, like Enervation or Vampiric Touch, and spells that manipulate life to heal, such as Regenerate or Cure Serious Wounds.

Specialization: Humans, Horgan, Ildrol, AleDun, and Orcs have the necessary essence to become a Necromancer.

The Spirit must be above a 25 and their Primary and Secondary stats must be at least a 13 to qualify to learn Necromancy.

The Necromancers cannot learn magic from the houses of Illusions and Enchanting as these are opposing magic.

Universal

Universal spells have effects too broad to place in any one class. Their general usefulness restricts them to any specialization. They often result in multiple effects, or achieve definitive impacts that do not fit cleanly into a specific category. The most famous of these spells is Minin's Beacon or the Wish Spell. As universal spells are not categorized in a school of study per se, no one can specialize in them.

Some characteristic spells are the Soul Call, which causes healing, restoration as well as the reviving of a dead thing. Reinforce is also a good one to note, since it creates more material in a sense during the action of fortifying what is already there.

Specialization: These types of spells are usable by all specializations and Elementalists.

Universal SPELLS: Refer to the Spell Descriptions and lists for more information on each spell.

Magical Sight

Vision types can be confusing in the magics of Cragnearth. Creatures may see differing things under similar environmental circumstances depending on their vision type. These are physical characteristics, not spell or skills in themselves. However, they can sometimes be modified by skills, potions or other external factors.

Those listed as Magical Sights include the Celestial, Dimensional, Spectral, Far and Shadow sight.

Seeing at night, in fog, seeing heat, seeing spirits, etc. A character's sight can give advantages or detriments in different

scenarios. There are several types of sights defined below:

All sight types default to Human or standard vision capabilities under normal conditions.

Mystic Vision is a unique ability to see things in a trance-like state. This ability requires total concentration. Similar to Clairvoyance you can investigate distant areas you might not usually be able to see, up to 120'. If you can find someone who knows how to perform this ability, they can determine if you have the aptitude for it and then teach you.

To determine if you have the aptitude, any character can roll d100. If they are less than or equal to 2% or less at character creation time, they have that aptitude. Even still, you must find a teacher. If you find a teacher, they need make a check versus Intelligence roll. If successful, then the sight is teachable. When Mystic Sight is utilized, it works up to 1 minute per long rest.

True Sight is unique in that it can see everything as if nothing is blocking it. Invisibles, shades, dimension locked, projections, and spirits all become visible with True Sight. Works up to 60' or 120' depending on the description where applied.

Table 10 Vision or Sight Types

Roll	Options	Sight Name	Description
1-4	2	Shadow	This sight enables one to see a couple of different ways depending on the type of shadow sight. 1) The ability to see past events of someone or something you touch as watching a shadow movie. 1 to 2 years past. 5 + 1d10 minutes. 2) The ability to see into the shadow realm as if it was lighted. 35 feet.
5-9	1	True sight	You have the ability to see all things as the truly are regardless of their stance or abilities. You see anything invisible, spectral entities, camouflaged things, magic assertions and anything that is hidden by magic. However, you cannot see dimensional things unless they are on the same plane. 60' (1-90%) and 120' (91-100%)
11-14	2	Celestial	1) Closing your eyes you see Spiritual Entities (mostly dead) and spirits as greyish 2) Celestial entities (living not visible to anyone else) This sight works in low light to dark and with training even in daylight up to 35'
15-18	3	FarSight	1) You have the ability to see distance as if standing next to someone. 100 + 1d% in yards accurately. 90% chance 2) This concentrative sight gives the ability to look with the Mind in distant locations not viewable normally. Up to 1 Mile, but you have to have been in the location previously. 3% chance 3) Have normal human sight with an overlay. You can see gates, portals, magical barriers, rifts, Reality shifts, aberrations in time. Up to 25'. 7% chance
19-70	1	Normal	If a creature has eyes usually, they have sight. Excluding injury, age, circumstance generally can view up to 200 yards. Limited vision in low light. Blind in the dark.
71-80	1	Acute	The ability to see with clarity, greater distances above normal. 1d4 how acute. 1) is 75' 2) is 120' 3) is 170' 4) is 220' with sharp clarity as if you were standing 5 feet away.
81-86	2	Dark	The ability to see in complete darkness: 1) 2 tone outlines and edges of physical things. It is all black and white. 30' 30% chance 2) You see heat signatures. Cold is black to variable shades of gray as things get warmer. 70% chance
87-90	1	Dimensional	The ability to perceive entities, not from one's native dimension. 20'
91-95	2	Spectral Ultra -Vision	You can see anything with a spirit or is a spirit up to 60 feet. Light not necessary for biological bodies, but nonorganic objects and the physical realm must have light to be seen.
96-98	1	Poor	Your vision is difficult to deal with distances over 20 feet are unclear at best.
99-100	1	Blind	You can't see it. But your Hearing and Touch are 1d4 times better than others.
	1	True Sight	Is unique in that it can see everything as if nothing is blocking it. Invisibles, shades, dimension locked, projections, and spirits all become visible with True Sight. Works up to 60' or 120' depending on the description where applied.
	1	Mystic Vision	is a unique ability to see things in a trance-like state. This ability requires total concentration. Similar to Clairvoyance you can look into distant areas you might not usually be able to see, up to a distance of 120'.



Section 3 Mechanics of Spell Casting

Your Magic stats

Depending on the type of spell caster, there will be different Primary and Secondary spell channels from which your spell powers, saving types and other factors are determined.

In the realms of magic, one only needs to alter the MANA in their immediate area to cause a manifestation in the Prime Material realm. This is also done by affecting one's own, or another's MANA, to produce a physical effect such as altering one's strength, shape, or any other desired aspect. Most creatures are hard-locked into a particular form that causes all other realities to align to that definition. If you can find the key to modify that definition, you can create change. Some definitions are very hard to change while others are simple. MANA that is hard-locked resists change and necessitates a resistance to alteration roll: a Target Achievement roll. We call this a difficult check. A **TA*** Difficulty will be listed, (d20) defining the MANA Lock that must be overcome to cause the desired spell result. This difficulty is indicated as TA ## (example: written TA18).

Materials in which MANA is easily changed are called Shadowed. For materials in which MANA is so difficult to change, we call them crystaled or locked. Examples of a few items that are crystaled are the spirit of a being, Enchanted Quinline, Celestial Stone, Adamantium or free form MANA. Examples of some shadowed items are simple minerals, raw Quinline, unpurified Mythril, and common un-spirited organisms (bugs and some animals depending on GM wants).

Every spell caster has a **Spell Check** (SS), calculated as follows:

Base value + proficiency + stat modifier + Skills Modifiers.

They also have a **spell attack** (SA):

Proficiency + Stat modifier + Skill Modifiers.

It is best to write the SA next to each spell as your levels increase since the value can change for some spells. By acquiring new skills or improved stats and such you improve your MANA portfolio.

In some instances for a **TA***, you must roll a d20 to see if you can even link to the MANA before the spell can be cast at or on a target since there is such a lock on the MANA, you cannot change it. Such an item exists in a couple of forms. Amantias sword. Its' essence is an intelligence of unknown origins all Spells in its proximity simple diffuse and do not work. Then there is the Ring in Domain. No magic can function within 30 feet of it. Peculiar items indeed. They seem to be magical in and of themselves.

Spell Casting

Generally, speaking, spell casting is simple. You determine the spells you want to prepare first thing in the day. You then, when needed, select the most appropriate spell, which has been prepared. You determine the amount of MANA it will cost you. Depending on the spell, some spells may add to your MANA cost based on the damage created in the spell. This is listed in the spell info.

Minimum MANA required for a spell is calculated by

If the spell requires you to make a link for a **TA^**, then add your Primary stat modifier + Proficiency + Skills modifier + 8 + 1d10 and hope that you are over the target's AD and any protection items they may have or have invoked. If successful, the spell is down range and is a hit; rack up the effect, total out the MANA used and subtract it from your total. If not successful, you can still roll a 1d20. If it totals above the target's AD value, they need to roll a check in luck and the spell can only do half its normal ability on a hit. A check under these circumstances negates the magic effects of the unlinked spell.

If it is a ranged or **TA*** attack type spell, you take 8 + Proficiency bonus + Primary stat modifier + 1d20. If the roll is above the target AD and any protection items they may have or have invoked, you score a hit. Roll up your effects, total out the MANA used and subtract it from your total.

If the spell has a **TA%**, then you add up your (*Primary stat modifier + Proficiency + Skills modifier + 6*) times 2 + 1d100. Hope that it is above the required value. If successful, the target rates their check, you tally up the cost of the spell in MANA and subtract it from your total.

Some spells are just active spells that just cause an effect. The target must check against it and if successful, there is no effect. Again, the total sum of MANA used must be subtracted from your total.

Be aware of Magic exhaustion. You can technically cast spells until you are at ¼ of your MANA without any permanent damaging effects. See Exhaustion and Spells Page 38
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Metal and MAGIC

Many MUC classes would love to cast spells and wield swords and the likes in combat as it would give them a better than average survival rate. Metal has a fragmenting or scattering property to it when dealing with metal on a MUC.

Of the magic bases that are known, Celestial, Ethereal, and light are the only magics that tend not to be disrupted when being cast by a MUC wearing or wielding metal armor and implements.

One thing is consistent about magic casting, around Quinline or Mythril is a good way to screw up any spell and oneself. These metals have a high draw and effect on MANA, especially if they are raw or unenchanted or are not closed to spells. It is almost like they fiddle with the MANA particles themselves like a magnet and iron.

If a MUC is wearing metal classed armor or wielding metal weapon metal in general has a sporadic effect on magic, by blocking, refracting it, reflecting it, by absorbing it and worst of all is twisting it in unexplained ways.

One can wear small parts of metal armor like Pauldrons, Guard brace, Cuisse, Greaves, Sabaton or boots. The other aspect of wearing metal armor is that it restricts movement and could affect semantics of a spell.

For these reasons MUCs just do not wear metal armor or wield metal weapons when trying to cast spells.

If you try casting a spell around Metal you must understand the failures and malfunctions that can occur. First off metal reduces MANA gathering by around 70%. So, if you cast a spell with metal armor donned. Calculate your MANA loss if you even want to try. The process of ***

Ceremonial Spell Casting

Spells that are annotated as Ceremonial can be cast in a Ceremonial form simply mean that the spell is cast in a very formal manner under the guise of the Ember Cantrip. In many cases the Cerimonial casting may reveal more or do more for the caster. Some gaming systems call these Ritual or Devine castings.

The Ember cantrip supplies the resources needed for a ceremonial form of a spell. The Ember cantrip will alleviate any extra MANA cost to the caster that a spell's damage would normally increase.

Under ceremonial casting, some spells can give a slightly different result than under a standard casting, such as with the Time Walk spell. For example, a standard casting of the Time Walk spell would allow movement for only a few minutes while a ritual casting may last for a generation.

In general, the time to cast a spell in ceremonial form is roughly 10 times the stated cast time or 2 hours, whichever comes first.

Any MUC that has the cantrip Ember can use it to enable them to cast a spell in ceremonial form, given that the spell can be cast in that form in the first place. If the spell has a ceremonial form, it will also have a description of the differing results from that of a standard casting.

Things to remember about a ceremonial casting of a spell:

- Takes 10 times longer than the standard cast time of spell (Maximum of 2 hours cast time)
- You still need the required components for the spell
- Must be cast in a peaceful location with no enemies around
- The spell is bound to the level you learned it at

- Ceremonial castings require one to be remain in the same location until the caster has completed the spell
- Ceremonial spells must be a part of your known or learned spells
- Ceremonial spell casting should not be interrupted before they are finished. This could cause a MANA vacuum on the caster or in their location. See Ills of Magic

The Dweomer

The zweomer is like a spell but not quite the same. It can be read from a tome or scroll but rarely does a zweomer go forth and perform an action. It is instead like the essence of an action laid upon or in an object.

When an enchanter begins their work, they must make an object ready to receive the magic. They must choose to imbue an object with a preparation zweomer. Casting a spell with a zweomer converts the spell into a sort of “program” in a sense. This “program” can now be placed in or on an object. An example is a light spell placed in or on a crystal. Zweomer can also define the activation of a spell’s essence. It can simply allow the spell to work as if cast from a scroll or requiring a trigger.

When casting zweomers of a spell, it will consume all the spell materials record symbolic gestures and establish the power ability of the Spell like recording a movie and placing it in or on the object. The command, word, gesture, or action finishes the movie and you get the results.

The higher level of the enchanter the better reliability in general of the results. Enchanting and use of zweomers are not for every MUC. High skills and attributes make it an easier task with less painful failures.

Preparatory Zweomers: Purify, Conversion, Binding, Rift, Seal, Fortification, Drain, and Focus. See the Zweomer Chart for more details.

Completion Zweomers:

Hex and Curses

The Hex or Curse is a form of magic that falls under the category of Charm type spells. They are usually bad, as in the case with curses, but in some bizarre circumstances

may be good. To be cast, they follow the same processes as standard spell casting.

The nature of these types of spells generally has a lasting effect long after the event that brought them into being has passed. Diseases, bad luck, or an effect of any myriads of abilities can happen.

Rune

The Rune is a little different than a spell and, in some ways, far more powerful. The rune is a physical form of magic. In simplistic form, the Rune can be compared to a scroll. Everything for the spell is in the Rune as in the scroll. When a rune is read, the magical event that the rune holds will occur, just like with the reading of a completed magical scroll.

Runes can be physically embedded into the material of something through carving or molding. It may also be magically placed on something, either visibly or invisibly, and runes can be worn as pendants or other pieces of jewelry.

Regardless of its placement, runes all function in the same manner. Once a Rune is properly uttered, the ability locked away within the rune will begin to function or perform in the way that it was designed.

It may be a trap, may open a door, turn on protection or healing--the possibilities are endless. Several classes have Runic Magic in their arsenal of magic. They are the Shadow Hunters, the Sages, Celestial Clerics, Fili, Wards and Enchanters. Druids also have Rune Spells.

Spell Ills

Spell ills are the errors and problems that a MUC can have or cause. In all case, they are not good.

The first ill is spell backfire. This results when a higher-level MUC actively casts a counter spell against another MUC without that MUC being aware of the counter spell. Usually, the counter spell simply causes the original spell to fall to a 0-target range. No fun for the MUC at all.

The second ill is MANA sickness. It causes the personal MANA of the MUC to become unbound MANA. This makes it difficult to cast

spells since the caster no longer has locked or bound MANA, and this results in the MUC being cast into level 2 Exhaustion.

Another ill is a refracted spell. This is usually caused when an MUC casts a spell at a portal that does not allow active MANA to pass through its form. MANA is refracted into the portal. This can cause the portal to change the end location, resulting in an unknown starting and ending location; lock or trap whatever enters the portal; detonate the portal; or cause the portal to suck everything within a given range through it.

Detonating portals causes a rift in the realm, creating a pocket dimension. This is usually not a bad thing unless a creature in another realm was close enough to the rift when it occurred and gets sucked into the pocket dimension.

Dweomers Chart

The Dweomers types are abbreviated PD ~ Preparatory Dweomer, RD ~ Resolving Dweomer, AD ~ Augmentation Dweomer and finally the MD ~ Member Dweomer. The Preparatory dweomers are those used to prepare an item or object to receive enchantment or be enchanted. Resolving dweomers are how enchantments are finalized and completed, providing the trigger with which to activate an enchantment (s). Augmentation Dweomers are Dweomers that cause things, items, objects to have a temporary or permanent aid in the Creation of an enchanted Item, but can vary depending on a caster's wants such as defining a dimensional space for an enchantment. For example, defining a dimensional space of a 3-foot sphere to a 10 x 10 x 10-foot room.

Member Dweomers are those effects or spells that can be added to an enchantment to modify the results of spells/enchantments. Such dweomers include the color of a colored fog, speed of an arrow, type of an arrow, or perhaps the sphere of influence.

Table 11 Dweomer Chart

Level	Ideas	Type	Duration	Action Rounds	Description
1	Conversion	AD	1 Hour	10	A special dweomer used to prepare an Item to receive enchantments, spells and other dweomers. It converts the material for a limited time into a MANA container.
1	Fortification	AD	30 seconds	1	A special dweomer that causes a material to withstand immense cosmic forces for a temporary time. Usually about 30 seconds or 5 rounds
1	Spell Bind	PD	Length of Spell	Action of spell plus 1	This is a simple dweomer that enables one to embed a single spell into an object for later use. I  know a mage who made and carried a dozen rocks with Fire Balls bound on them in a pouch. Impact would release of the spell. Worked Well until he fell one day and landed on the bag. He did survive though thanks to the Fortify Spirit he had ready and a Shield spell. It took him a while to fully recover!
1	Reconstruction	MD AD	1 Hour	10	This enchantment can take something that was originally whole, purposely crush and then reassemble it. This has been used in Explosive Runes, Shattering Orb, as well as Lancer's rod.
1	Discernment	PD	3 rounds	2	This dweomer will encompass the entire surface of an object and within any flaw a reddish hue will glow. Used to validate an object for enchantments and Foci. The more often the dweomer is used, the deeper in an object the dweomer will discern.
2					
2	Sundering	SD	1 Round	2	This is a defamation spell. It can be used as a trap, can be the actual entrapment, or as an augmentation to a combat enchantment.
2	Purify	PD	6 hours	5	A special dweomer that causes a material to rid itself of bindings, natural enchantments, material impurities that could hamper a final product. This process requires a piece of the same material in its purest possible form--the purer the better. The pure material is rubbed onto the target item as the dweomer is placed on the object. The essence will be consumed by the dweomer. All impurities will be left as ash around the object.
2	Seal	RD	Permanent	C>2	A binding dweomer that causes an item to lock and bind any spells, dweomers, or enchantments in that object. In most cases, this is not reversible and is permanent.

3	Bind	RD	Until the next spell, bind, seal, or dweomer is cast, or 1 week, whichever comes first	C>5	A temporary binding dweomer that causes an item to go into a stasis-like condition for up to a week. It cannot be used in any form or function. Any spell, dweomer, or enchantment cast near it will negate the bind and, in some cases, could be apocalyptic. Every item is different in what near means with regards to distance. It could 1-inch, touching directly or up to 30 feet.
3	Focus	AD	Permanent	C>10	This permanent Dweomer is used in objects that require charging, draw something in from external sources, or to form traps. It has been used in Soul Stealing, MANA drain, Life Leach, Overload, and Gate seals. It requires solid concentration of the caster on the Dweomer until the object receives the dweomer completely.
3	Metanoia	SD	3 Hours	4	This spell-like enchantment results in a visitation of a creature that the holder reveres and to which it gives a blessing (All illusion).
4	Drain	PW AD	Special	C>2	This dweomer causes the object to convert a defined material, within a few inches of it, into an essence and absorb it as part of an enchantment. All properties of the consumed material that is not of the defined type is converted to its material base essence and left behind as pure dust.
4	Cage	AD	Function	2	This dweomer places in an object a domain of sorts for holding things. i.e. Souls, objects, spirits, etc. It is used in the magic bags, boxes, containers, jars etc. The Function placed with the dweomer will define how long it will last. Until MANA Runs out, until a specific Object is removed, etc. At that point the magic is negated, and it becomes dust. This has been used in various Focus.
4	Motion	MD	Special	C>1 Hour	This dweomer can be used to capture images like a movie camera to use as illusions or events to be used at another time. It requires full concentration for the entire duration of casting. It causes Level 1 Exhaustion. Once completed, the item can utilize any part of the Dweomer as the Lock or Seal defines. Examples of use are capturing an image of a dragon charging you or a hundred undead coming out of the ground. Great Illusions stuff.
5	Buoyancy	PD	1 Hour	3	This dweomer will cause an object to stay at whatever location it is set at until canceled. It is used when something needs to be isolated from other things to not experience interference. Was used in making the Iron bow of Death. The bow was placed about 100 feet above a lake, from where it could then absorb thousands of shards of pure diamond crystal with drain dweomers cast by a dozen Arch mages. However, once the project was done, the bow was more than they bargained for. It had to be locked away for safe keeping.
5	Lock	RD	Permanent	1	This dweomer will lock a single enchantment instead of sealing the entire item as finished. It can be used to place incidental enchantments on or in an object, or for making a simple item. The Lock will define command words, actions or triggers to activate release what is being locked.

5	Summoning	AD MD	Special	10	This dweomer will get you in trouble. It enables the object to cause a summoning of whatever is defined by the dweomer when placed. The definition may be a name, an object, or description of what is to be summoned. Once it is summoned, hopefully you have something else on hand to help deal with whatever was summoned. This has also been used to capture entities and drain their essence for some spells and enchantments. It can only affect or summon those things that can travel dimensionally, teleport, gate, or hop domains.
6	Rift	MD AD	Special	10	This dweomer is very different from all the others and is very dangerous. If cast on some enchantments or spells, it can cause a rending of the magic and is usually catastrophic. Its purpose, when used with certain spells, is to force an opening in the spell. The Rings of Gates were created using this Dweomer and it cost three students their lives in the making. The rift dweomer is usually cast as a first option in object making. The next spells and dweomers are what cause the above issues. If done in the wrong order, hope you have a towel! The rift usually has a binding placed on it before doing anything else. Some have successfully placed an enchantment in a seal on the rift without permanent harm. The Black Star Medallion is such an item. The purpose of the Rift and the invoking of is part of the Rift dweomer. This is a specialized area of magic.
6	Demise	AD	Instantaneous	5	This dweomer enables the enchanter to push the limits of the primary enchantment beyond its intended result. Usually brings a demise or cataclysmic result.
6	Absorption	AD	Special	3	This dweomer, when placed on an item, enables the item to store MANA up to a point equal to the base MANA of the caster. It must be locked afterward, or it will simply continue to absorb and store any and all MANA, making it a time bomb for the first accident. Once locked, but not sealed, the command can be given to store raw MANA or a spell for later use. You can also place another dweomer in it for use later, Absorption can also be made to perform one action and then dissipate.

The Hex

The Hex is a form of charm that curses an individual or thing. There is the Hex blade, Hex spell, and the Hex dweomer. This list contains options that a Hex can have based on the School of Magic. All these variants of a Hex allow for a target to roll checks against physical damage per round. A remove curse will end a Hex. A Minor Restoration will restore lost stat points within 1 hour.

To perform a hex, the caster places a curse on a target that they can see within range, beginning the process. Restoration spells without a Remove Curse will only slow down or postpone the Hex's results.

If a target drops to 0 hit points before this spell ends, the caster can use a bonus action on a subsequent turn of theirs to hex a new creature.

Table 12 List of Hexes

Level	Hex Name	School	Description of Results
1	Life Hex	Abjuration	This Hex causes the individual to stop healing for the duration of the spell. Any time that damage is done, an additional die of that damage is added to the hexed creature. The target will lose the usage of one of the abilities chosen by the Hexer for the duration of the spell. Implement Mastery or Target Mastery.
1	Cursed Hex	Evocation	The caster causes one of three things to occur to a target: movement reduction, reaction reduction or power reduction. Once the type has been defined, it cannot be changed. The caster must maintain concentration on the Hex to maintain the effect. At the beginning of each round, the target must succeed in a check to overcome the Hex's. Movement Reduction: The targets movement rate is cut in half and no dash is possible. Only one action allowed each turn. Reaction Reduction: The target gains no reaction moves, checks or attack, and no bonus actions each round. All other factors stay the same. Power Reduction: The target loses all bonus damage, damage modifiers, and strength feats or actions each round.
1	Unholy Darkness	Illusion	This is a curse which crowds the target's mind with darkness. The victim cannot see and they are haunted by voices and vile words, which can drive them mad and make them want to kill themselves. They must make a check or be terrified until the curse is removed. If they fail, they attempt to leave the area for a known safe location
1	Death Hex	Necromancy	Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target now has disadvantage on this ability's checks. A Remove Curse cast on the target ends this spell early.
3	Hell Hex	Conjuration	This Hex causes the individual to have a circle of brimstone placed around them. The target will take 1d4 damage each round for Hell Fire for the duration of the spell. The target cannot leave the circle as it will move with them. Only protection spells of a Holy nature can counter this Hex without a Remove Curse.
3	Rotting Hex	Conjuration	This Hex curse causes the target to stop healing and causes sores to slowly break out all over the body. Similar to Grave's disease (in the Book of the Undead) in that the flesh begins to rot, the curse or disease causes 1d4 damage of necrotic rot to the target. If the target reaches 0 hit points, they will become a Heckling undead.
4	Death Hex	Enchantment	Until the spell ends, you deal an extra 1d4 necrotic damage to the target whenever anyone hits the target with an attack. The target has disadvantage on ability checks dealing with Constitution or Endurance. A remove curse cast on the target ends this spell early.
5	Death Call	Divination	This curse is a delayed curse and gives only latent signs of one's eventual demise. It requires the caster to physically touch the individual. Initially, the target will experience a loss of 1 point of Strength and Constitution followed by 1d6 necrotic damage and whatever damages the Hexer hits him with. Thenceforth, every hour, the target will lose 1 point of Strength and 1 point of Constitution. This curse does not require concentration to be maintained after the target's skin turns a slight grayish hue in color from failing its initial check. Once this occurs, the Death call has been completed. The individual must fail their check three times in a row to have the death call answered. The individual will begin to receive 1d4 necrotic damage in addition to the Strength and Constitution loss. Once a character reaches 0 life points, they turn to dust. If they succeed in their initial check the HEX/Curse is negated.

5	Ash Hex	Enchantment	This Hex basically cause a target to begin drying up. It is a flesh to stone style of curse. It requires up to 1 day to complete the change. Once completed, the target is dead. The target slowly becomes stiffer and stronger with time. It appears that weight is not an issue anymore as the Stone morphing effect increase the strength of the character up to about 4 points of strength. The truth is that the target is turning to a sandy stone. The caster must maintain concentration of the target the entire time. This Hex can only be used above the 4th level. The target's AD will increase by 1 point every hour until their physical AD is a 20. Then it will begin to decrease to 10 by 1 point an hour. At the point when AD begins to decrease, the target's movement rate is cut in half. Only 1 action per turn is allowed, they cannot dash and when the target's AD remains at 10 for 1 hour they solidify and die. Remove Curse must be used before the stone is solidified.
5	Blights Hand	Transmutation	This curse is unnerving in that the victim does not know anything is wrong. It begins like a cold and then the target gets well. Then, very slowly, the victim begins to feel suspicious of everyone around them. This can take many months. The infected will come to believe that weapons are dangerous for anyone to have except for themselves down to that children are vile, evil goblin-like creatures and must be killed. This curse can be transmitted by the victim simply by wishing the curse they have received on someone else. The curse does 1d4 necrotic damage whenever the target is struck and receives damage.
6	Damnation Hex	Evocation	This Hex causes the target to have the feelings that death is coming after them from every shadow. Paranoia sets in. A check must be made every round to maintain control of one's mind. Each failure will increase the sense of impending doom. The caster must maintain concentration on this spell. If concentration is broken, the Hex ends. When a target fails twice in a row, they will take 1d4 necrotic damage and they will believe that they see a sickle slicing at them. If they fail three times in a row, the damage increases to 1d6. If they fail four times in a row, it increases to 1d8. Five times, it changes to 1d10 and does not get any worse. If the target reaches 0 hit points, they will collapse to the ground and receive no other damage. They are not dead.
6	Undead Hex	Necromancy	This curse sends a bolt of unholy energy at the target. When the caster strikes them, 1d10 is done in necrotic damage. The target must make a constitution check or be stunned for 1d4 rounds for each round that the caster maintains concentration. During such time, if the target can hear and understand the caster, the target will perform the actions the caster commands them to do. However, they gain none of their personal abilities, just their actions. If a constitution check fails twice in a row, they are stunned for 1d6 rounds. If the target reaches 0 hit points, they will remain in the seemingly stunned nature, becoming a mindless animation to the caster for the 1d6 rounds.
6	Undead Hex	Transmutation	This curse is a literal transformation of the target to an undead. The target will be cursed and until the transformation has started, the caster must maintain concentration. The curse starts with the caster striking them and causing 1d6 necrotic damage. They must succeed on a constitution check D°C 14. If they fail, they will contract the Life Corruption disease--horrible way to go--and become an undead. The Body slowly begins to rot in about 1 hour. The skin becomes a grayish color the individual will feel cold and weak and begin losing hit point over a 3-to-4-hour time span. The bodies healing abilities stop working. Magical healing in any form will delay the next events arrival. At the end of the 3 to 4 hours the individual will collapse and fall unconscious as their hit point have all been depleted. In about 2 hours his heart will stop and they will die. To awaken as a mindless walking dead. At any point before he dies a remove curse and Restoration will return the individual to the world of the living. Once dead no chance of restoration and all is lost.

Rune Magic

Runes use the user's/caster's personal MANA pool for empowerment. The level number is the level that you can start choosing the Rune at, not before. Runes listed as skills can be used as often as you have MANA to empower it, while those listed as spells may be used once per full rest.

Runes have levels as well. They gain levels by successfully deploying them 20 times, capping out at a max level of 18. Levels are the Rune's level; plus, the level you get the Rune at.

Table 13 Shadow Hunter Runes

Lvl	Subject	Skill Spell	Duration Rounds	Action Time in Rounds	Description
1	Befriend	Skill	Special	1	(Animal, Plant) If a target will allow it to place this Rune on it the target will receive a sense that the Shadow Hunter means them no harm and will not hurt them. The target must make a check D°C 16 to ignore the befriending. The befriending is accepted if the Shadow Hunter is not present when damage is delivered to the target.
1	Bless	Skill	Until it strikes something or 1 week	2	(Requires good alignment) Place a Bless on an arrow (can only be used if a Good Alignment) The bless damage is +3 per 4 levels of the Shadow Hunter Does normal weapon damage as well. Best against True Evil Undead.
1	Knockout	Skill	1 Minute	1/2	Places a Rune on an arrow that does no physical damage, but causes the target to make a check D°C 8 + 4 Level of Shadow Hunter. If failed, the target will receive a punch that will knock his lights out but no damage.
1	Reveal	Skill	10 Minutes	1/2	(Spectral Light -hidden, Stealth-Invisible) This rune, when placed on an object, will cause an invisible light to be present. Any creature that is hidden, in stealth or invisible that comes within 5 feet of it will be revealed. The target is not initially aware they are being seen. A check vs D°C 14 Dex roll is required. If successful, they are aware of their visibility. Thier ability is not negated, just seen through.
1	Speak with	Skill	1 minute	2	(Animal, Plant, Earth, Dead) Place a Rune on the target and within 15 seconds, the target will be able to speak and comprehend your questions with limited vocabulary. Only once per target per day.
1	Stance	Skill			(Defense, Stealth, Cover)
1	Summon Aid	Skill	1 minute	1	(Guidance, Help, Combat Help, War Weird) A Shadow Hunter must first inscribe on to themselves this Rune. If tattooed, it is always ready, otherwise the inscription will fade over three days. Strike the Rune and a cry on the wind for assistance is made. It may be responded to differently depending on the nature of the cry. Animal, Plant, Creature, or humanoid who can give aid. The type of aid depends on the Shadow Hunter's current level. Level 2 Guidance, Level 4 Physical Aid (noncombat), Level 6 Combat Aid (Alignment class [Evil-Good]), Level 8 Summon a Fey warrior or Elemental
1	Tracker	Skill	1 + 3 Levels in days	1	The Shadow Hunter places a Shadow Mark on a target. (This is only visible with Shadow Sight or True Sight). For 1 + each 3 levels of the shadow Hunter in days, the Shadow Hunter will know the exact location of the target for up to 100 miles away. If enhance is used with Clairvoyance also on the mark, then the Shadow Hunter will be generally aware of contacts the target has made at locations.
1	Trap Finder	Skill	2 Minutes	1	The Rune is placed on an object such as a pole stick or something. When the Shadow Hunter uses the object like a divining rod, it will indicate traps that are within 5 feet of them.

1	Wing Clip	Skill	3 rounds	1/2	This Rune, placed on an arrow that strikes a target, will cause the target to have a reduced movement rate by half.
1	Awareness	Spell	5	1	A rune is placed on a person or creature and for roughly 30 seconds that individual will be acutely aware of everything within 30 feet of them, even invisible, cloaked, stealthy or hidden creatures.
1	Immunity to	Spell	Till object enters that element	1	(Wind, Fire, Water, Earth, Celestial) Places a Rune on an item making it temporarily immune to an element based on level. Level 1 Wind, Level 5 Fire, Level 9 Water, Level 13 Earth, Level 17 Celestial This allows the item to pass through the chosen element without damage
1	Physical Blessing	Spell	1 + 1/3 level	2	(Endurance, Strength, Constitution, Mental Excellence, Intelligence, Stamina) This Rune enables the Shadow Hunter to augment a physical stat of a target. Level 1 Endurance, Level 3 Strength, Level 5 Constitution, Level 7 Intelligence, Level 9 Stamina, Level 11 Proficiency. The Shadow Hunter augments the target's stat by hunter's stat bonus +1.
1	Reveal Magic	Spell	1	1	The Rune, placed on a surface, will reveal an image in the Shadow Hunter's mind representing the element of a power held within a magical object set on the Rune. Below are suggestions: Ice ~ cold, Fire ~ Heat, Tree ~ Organic, Spark ~ Celestial, Tornado ~ Wind, lake ~ Water, Sun Dial ~ Time, Falling Brick ~ Gravity, Bird ~ Flight.
1	Silence	Spell	Until Removed or damaged	2	The Rune will create a 2 + 1/3 level foot sphere of silence when placed on something.
1	Stealth	Spell	2 Minutes per level	2	The Hunter places the Rune on a Willing target enabling them to enter a state of stealth if the ability duration is active. They must be perfectly still for 1 round for the stealth to activate. Even if there is no cover, the target will seemingly fade away. The target must be careful to not make noise as the Rune does not silence the target. Damage to the Rune or the target revokes it.
6	Empowering	Skill	5	2	(Source for MANA) This Rune, when placed on an object, will charge it with 1 point of MANA per round. Living creatures can replenish lost MANA at 2x the rate. This allows the capability of magical objects to be used once even if they have been dead for eons.
6	Enhance	Skill	As Application	1	Adds a +1 per 6 Levels of the Shadow Hunter to any Archery Rune, enables the binding of any other Runes to an initial Rune. (1 Round)
6	Explosive Arrow	Skill	30 minutes	2	Places a Rune of Fire and Earth on an arrow so that when it strikes anything, it explodes doing 1d8 + 1 per 6 levels of the Shadow Hunter in damage.
6	Shadow Word	Skill	3 Days per level of Shadow Hunter	Special	Place a message in a shadowy location. Anyone who passes the shadow will hear the message and see a ghost-like apparition in the shadowy area. Length of message Up to 60 seconds
6	Truth	Skill	1 minute	1	The Rune, when placed on an object or person, will cause the true appearance of the target to be seen. Also, can reveal hidden doors and markings that you normally cannot see within 2 feet of the Rune.
6	Define Location	Spell	Instantaneous	1	This enables a hunter to place a run on a location and mark it as a defined location. The Rune will fade away but the location remains marked for up to 1 year per level. It can be used in conjunction with the Gate Rune and the Refuge skill.
6	Guarantee shot	Spell	Until it strikes something or 1 week	1	(Only does weapon damage, used with other Runes) This Rune enables a shot to always strike a target, delivering the normal damage of the arrow only. Cannot be used on a kill shot or any other magical damage type shot. Can be used to send a message, or deliver other Runes to a target.

6	Know Direction	Spell	Instantaneous	1	Place this Rune on a flat surface. The Rune will form a sign indicating north.
6	Numb	Spell	Special	1	(emotion – Break Charm, Fear, Terror, Mind Control) This Rune, when placed on a target, can allow the target a Saving roll to Break Charms, Fear, Terror, Mind Control, or some types of curses. The Rune must make a check against the spell or whatever effect was placed on the target initially. If it fails, the Rune is destroyed. If it succeeds, then the target can make check rolls attempting to break the spell effect on them for up to 1 minute. On a success, the curse is broken and the target is immune to the same effect for 24 hours.
6	Prophecy	Spell	1 Minute	2	The Rune is pled on the forehead of an individual. If the target is willing, they must sit and relax. They will enter a trance like state that will reveal something that is coming in their future. If unwilling, the target must make a check D°C 14. If they fail, they will enter a trance-like state and they will also see something that is coming in their future. If they succeed, then they simply fall asleep.
6	Sanctuary	Spell	1 Hour + 1/3 of hour per level.	3	The Shadow Hunter places a Run on a flat suitable surface without shadow. Place a person or thing on the Rune. Then place a light somewhere to cast a shadow on the placed rune. The rune and 3 feet around the rune will fade into shadow realm. The light has no effect on the visual perception of the individual in sanctuary can see all around them. They cannot be touched except by the Caster, celestial object or entity. At the end of the duration, they will simply fade back into the material world.
6	Send Trap	Spell	Special	2	This Rune is placed upon a trap and the same rune upon an arrow or bolt. The trap is set, and when the Rune is evoked, it disappears, with a small version of it appearing on the bolt or arrow tip. The bolts or arrows may then be launched and wherever it lands, the trap is set at that location. Limitation of traps are 3 feet cubed in size. Traps may include snares, box traps, steel animal traps, dragon snares, etc. or perhaps a Trap spell.
6	Shadow Heal	Spell	30 minutes	2	Enables the caster to double the natural healing ability of a target for 4 rounds. The target must be laid down and in a full rest mode. The Rune is placed on the target's forehead. Lasts for approximately 30 seconds. At the end of the time the target must succeed on a constitution check D°C 12 or get Shadow sickness. Shadow sickness causes the target to get week -5 Strength and bleed 1d4 per round in darkness and in shadow for up to an hour at a time (roll 10d6 for time). Target Rolls d20 every 12 hours and if the target rolls <10 they will begin the shadow sickness symptoms.
6	Shield	Spell	20 + 2 per level	Special	(Earth, Wind, Water, Fire, Celestial) type determined by level Shield Rune: Makes a temporary invisible barrier between the placement of the runes, up to 10 feet apart and 6 feet high. The barrier is 1 foot thick. When something engages the barrier, it will materialize for about 3 seconds and then fade away into shadow. Level 1 Earth, Level 4 Water, Level 7 Fire, Level 10 Wind, Level 13 Celestial. The barrier can be broken through with a successful Strength check of D°C 18. 10 rounds per rune Up to four runes
6	Spell Breaker	Spell	Instant	1	The hunter places a Dweomer on an arrow that when it strikes someone will create a situation that can dispel last magic spell placed on the target. The target must succeed on a check vs the magic D°C 12 to break the spell. -1 to D°C per 6 levels of Dweomer.
6	Summon Dagger	Spell	Instant	1	Place this rune on a short-bladed weapon and scabbard that belongs together. When the Rune is invoked, the Weapon will materialize back in the scabbard if it is within 30 feet. The weapon cannot be used in the same round as it is summoned.
11	Binding	Skill	Instant	2	The Rune will force an object or living entity to be bound to a location for approximately half hour per level of Rune. However, any form of freedom of movement will negate this rune.

11	Know Thought	Skill	1 Thought	1	This Rune, when placed on a living or dead creature, will provide the Shadow Hunter with the last thought the creature had before the rune was placed on its forehead.
11	Restore peace	Skill	Instantaneous	2	This Rune is placed on an individual who is either feared, terrorized, mentally incapacitated, or any other aspect which removes the clarity of the Mind. The rune breaks the obscurity. It will give a target 1 + 1/4 the level of the mental skills needed to break the hold on their mind based on the check type. (Intelligence, Wisdom, or Charisma).
11	Reveal	Skill	Until it strikes something or 1 week	2	(True Self, Insight, Foresight) Shadow Hunter quills a Rune on his bow, and for one minute a shadow arrow will appear in the bow. The Shadow Hunter can shoot the arrow at any object, and on impact, anything that is hidden, invisible, stealthy or disguised will be made visible for 3 seconds. The shot only makes the sound of the bow strike when shot, a slight whistle akin to a bird chirp.
11	Balance of Soul	Spell	Instantaneous	2	The Rune makes the target to come to a point of rest in their spirit. If they are possessed or have any other such malady, the rune will force the malady into the open in the form of a shadow which becomes visible around the target. If charmed or beguiled, the rune will remove these from the target.
11	Infuse With	Spell	2 See table 15	1	(Fire, Earth, Wind, Water, Celestial) This Rune, when placed on a target item, will infuse it with an elemental aspect. If the item can consume the element, it will. If it cannot contain it, it will explode in 10 seconds, spreading the element in a 10-foot sphere. Anyone caught in the area will take damage based on the elemental substance. See Infuse Chart below. Level 1 Fire, Level 4 Earth, Level 7 Wind, Level 10 Water, Level 13 Celestial.
11	Mental Excellence	Spell	1 minute	3	The Shadow Hunter places a Run on a target person's forehead, chin and chest. They will have absolute clear thought, +3 Intelligence, +3 Wisdom, and +3 Charisma for about 1 minute. During this time, the idea is that the target may clarify or attempt to resolve some issue.
11	Protection	Spell	3 + Level/2	2	The Rune, placed on armor or any item, produces an aura of protection on said object. The protection is calculated at 1+ level/5.
11	Surge	Spell	15 seconds	1	A Rune, when placed on a target, empowers it for 15 seconds to move at 4 times their normal movement pace. The Rune fades afterwards.
11	Test Loyalty	Spell	Instantaneous	1	By placing this rune anywhere on a target's flesh and having another individual lay their hand on the Rune before evoking it will cause the Rune to burn any disloyal party. The one who is not loyal will receive 1d4 damage and have the Rune emblazoned in the flesh as a sort of permanent tattoo. Can only be removed with a Remove Curse.
16	Bind to Shadow	Skill	Special	1	The Rune, when placed on an object, will cause it to become physically bound to a shadow until the rune is damaged or fades away (1 to 3 weeks). Check D°C 16 roll. If roll succeeds, the bind fails. Can even bind dead things. Was once used on a Vampire's tomb to keep it locked down.
16	Insight	Skill	1 Event	2	The Shadow Hunter places the rune on a target. The target will receive knowledge that will aid in obtaining Insight as to the Targets issue-at-hand. The target must check D°C 16 to receive said usable info.
16	Pass On	Skill	Instantaneous 1 hour/5 level	2	This rune, when placed on a primary target, creates an enchanted link between the target and what they are concentrating on. A second target then may be linked, if they succeed on a check of Intelligence D°C 16, to receive the information that is passed on. Images, thoughts, language words or spell knowledge can be passed on. They must be within 100 feet of object and each other. The link will be retained for 10 Minutes per 5 levels.
16	Stay Death (Sacrifice)	Skill	Special	6	The target must have the runes placed on its head, chest, and each arm and leg. The Shadow Hunter must concentrate on the Runes to Stay Death. The Shadow Hunter transfers one of their hit points to the target each minute. This will cause bleeding to slow and stabilize a target until someone can perform Lifesaving first aid or until the

					Shadow Hunter cannot concentrate any longer and passes out from exhaustion.
16	Gate	Spell	30 seconds	1	The Shadow Hunter mystically traces a rune in the air or on an object like a wall and immediately a circular ring of blue light appears, and for 30 seconds, the rune gate will allow someone to pass in the direction of the Last Camp that Shadow Hunter defined. If none defined, they will go to the nearest city gate, Friend or Foe. If the Shadow Hunter has the Define destination skill, they can use that rune first, then place the gate upon it as well for a defined location. You could mark a rune on the underside of a ledge and then place the Gate rune on the floor to create a trap.
16	Shift Aid	Spell	Special	2	This Rune, when placed on a Shadow Hunter's Aid (See Class write up in player's handbook) will cause it to take a form like that of the Shadow Hunter in its gender. This form is its native shift. It will last for up to 1 hour or until it is removed. This shift does not change the nature, hostility, acuity or any aspect of the Aid other than the form it is in. Each time the Shadow hunter gains a level; they may choose to have the shift go to a variant. It cannot use anything that it could not use in its native form.

Table 14 Infuse Chart for Table 14

Infuse item with	Wood	Stone	Metal	Flesh
1st Lvl Fire	Start a fire until item is consumed, regardless of how wet	Stone will become red dot. If it is soft rock, it will become magma. Hard rock will become red hot and weaken; if load-bearing it will fail.	Becomes red to white hot as a branding iron. Depending on the metal's ability to hold shape, it may slag.	Cause it to dry out, catch fire and burn. Very Painful. 2d8 damage per round of fire
4th Lvl Earth	The wood will crystalize. Soft wood will break if struck. Hard wood will be like steel.	Hardens rock and makes it heavier.	Will cause metal to splinter or crack if not of superior quality.	Will cause the target to become stone and possibly die. Painful.
7th Lvl Wind	Cause an explosion of 100 fine knife-like splinters doing 2 points damage each on impact. Roll %/2 die to see how many strike a particular area	Will cause stone to crack and powder depending on how hard the stone is. Soft stone is a bomb. 2d4 damage.	Will sharpen metal's edges, adding +1 bonus to damage per 10 levels	Cause target to blow up like balloon and explode. Nasty painful. 3d4 per round
10th Lvl Water	Cause wood to dissolve into a sap tensed resin.	Will crack rock in to small stones. If hollow, will fill it with water.	Will cause metal to become extremely cold and possibly brittle.	Again, will cause blisters and bloating of target. Painful.
13th Lvl Celestial	If dead, wood will grow and root as if it was a tree, 1 inch per second. If live, will animate to a Trent-like creature for 1 Hour	Stone will glow as bright as the sun. Cover your eyes. Any who looks at it must make a D°C 16 check or be blinded 1d4 days.	Metal will glow red hot but put off no heat. For duration, it is considered holy. Evil cannot touch it.	Will cause it to be purified. If Evil, 1 cubic foot of evil material is destroyed and cannot be regenerated. If Good, it will heal it 2d4 +level/3 HP. With No alignment, will cause living beings to have a vision. If dead, will enable the m to speak.



Section 4: Magic and Prayer

As stated before, MANA is a unique form of essence which intermingles with the entire universe and more. MANA exists in parallel to, and proportionally to, all things material. The essence of a spell caster's power comes from the manipulation of 'personal' MANA to affect an alteration in the 'Universal' or 'World' MANA.

In the beginning of a MUC's life, there is the assumption that the MUC had some innate magic or manifestation of magical abilities, such as a wish or an ability to do some trick or such. A mentor might have taken them under their wing, perhaps to have an ally in the realms. The individual could have stumbled upon a tomb or scroll that enticed them to study. In some cases, they might have lived by some old ruins, and they found something that enabled them to perform some magic, increasing their interest in the subject. A background is everything to a MUC.

Depending on the class of MUC one chooses, will define what base characteristics empower the MUC (see Stats chart below for primary and secondary characteristics). A MUC's starting MANA is then calculated in the following Base MANA Chart.

A MUC starts out with far more MANA than they think they will need and this often has caused some to have a false sense of superiority, arrogance or perhaps pomposity.

Table 15 MUC Stat Chart

Class Name	Stats	
	Primary	Secondary
Alchemist	Intelligence	Wisdom
Blackguard	Wisdom	Intelligence
Celestial Cleric	Spirit	Wisdom
Cleric	Wisdom	Wisdom
Druid	Wisdom	Charisma
Ward	Spirit	Intelligence
Enchanter	Charisma	Intelligence
Fili	Charisma	Intelligence
Healer	Wisdom	Charisma
Holy Blade	Spirit	Charisma
Hunter	Intelligence	Wisdom
Mage	Intelligence	Wisdom
Manija (monk)	Spirit	Spirit
Mist Gazer	Wisdom	Spirit
Mystic	Intelligence	Intelligence
Paladin	Charisma	Charisma
Ranger	Intelligence	Charisma
Sage	Intelligence	Wisdom
Selarian Knight	Intelligence	Charisma
Shadow Hunter	Wisdom	Charisma
Sigil Sage	Intelligence	Charisma
Sorcerer	Charisma	Spirit
Warlock	Charisma	Wisdom
Wizard	Intelligence	Wisdom

Table 16 Base MANA Chart

		Secondary Stat																													
Primary Stat		5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	10	20	29	37	45	53	61	69	76	83	90				
	6	0	0	0	0	0	0	0	0	0	0	0	3	14	25	36	45	55	64	73	82	90	99	107	115	123	130				
	7	0	0	0	0	0	0	0	0	0	7	20	32	44	55	66	76	86	96	106	115	124	133	142	151	159	168				
	8	0	0	0	0	0	0	0	3	18	32	45	58	70	82	93	104	115	125	136	146	155	165	175	184	194	203				
	9	0	0	0	0	0	0	9	25	41	55	69	82	95	107	119	130	142	153	164	175	185	196	206	217	227	237				
	10	0	0	0	0	0	0	29	45	61	76	90	104	118	130	143	155	168	180	191	203	214	226	237	248	259	270				
	11	0	0	0	0	0	7	23	64	81	96	111	125	139	153	166	180	193	205	218	230	243	255	267	279	291	303				
	12	0	0	0	0	4	21	38	53	99	115	130	146	160	175	189	203	217	230	244	257	270	284	297	310	323	335				
	13	0	0	0	0	17	35	52	68	82	133	149	165	181	196	211	226	241	255	269	284	298	312	326	340	354	367				
	14	0	0	0	10	30	48	65	81	97	111	168	184	201	217	233	248	264	279	295	310	325	340	355	370	384	399				
	15	0	0	0	21	42	60	78	94	110	126	140	203	220	237	254	270	287	303	319	335	351	367	383	399	415	430				
	16	0	0	10	33	53	72	90	107	124	140	155	170	239	257	275	292	310	327	344	361	378	395	412	428	445	462				
	17	0	0	20	43	64	84	102	120	137	153	169	185	201	277	296	314	332	350	368	386	404	422	440	458	475	493				
	18	0	4	30	53	75	94	113	132	149	166	183	200	216	232	316	335	355	374	393	412	430	449	468	487	505	524				
	19	0	13	39	63	85	105	125	143	162	179	197	214	231	248	264	357	377	397	417	437	457	476	496	516	535	555				
	20	0	21	48	72	94	115	136	155	174	192	210	228	246	263	281	298	399	420	441	462	482	503	524	544	565	585				
	21	0	30	57	81	104	126	146	166	186	205	224	243	261	279	297	315	333	443	465	487	508	530	552	573	595	616				
	22	7	38	65	90	113	136	157	178	198	218	237	257	276	295	313	332	351	369	489	511	534	557	579	602	624	647				
	23	14	46	73	99	123	145	167	189	210	230	250	270	290	310	330	349	368	388	407	536	560	583	607	631	654	677				
	24	21	53	81	107	132	155	178	200	221	243	263	284	305	325	346	366	386	406	426	446	585	610	635	659	684	708				
	25	28	60	89	115	140	164	188	210	233	255	276	298	319	340	362	382	403	424	445	465	486	637	662	688	713	738				
	26	35	68	97	124	149	174	198	221	244	267	289	312	334	356	377	399	421	442	464	485	507	528	690	716	743	769				
	27	42	75	104	132	158	183	208	232	256	279	302	325	348	371	393	416	438	461	483	505	527	549	571	745	772	799				
	28	48	81	111	140	166	192	218	243	267	291	315	339	362	386	409	432	456	479	502	525	548	571	593	616	801	830				
	29	54	88	119	147	175	201	227	253	278	303	328	352	377	401	425	449	473	497	521	544	568	592	615	639	663	860				
	30	60	94	126	155	183	210	237	263	289	315	340	366	391	416	441	465	490	515	539	564	588	613	637	662	686	710				

Improvements in MANA occur in several Ways. First by creation or purchase of a Focus. A manufactured focus by the PC is usually more powerful and already attuned to the MUC. A focus creation is covered a little later with basic MUC skills.

The second way is to alter your stats thus improving your MANA.

The third way is by Spell, Augury or blessings by a deity.

A fourth way rarely discussed, as so not counted as a way, are Magical implements that will also improve the MANA base. Many a MUC makes it a major event in their lives seeking and finding at least one of these legendary items. This has caused a Mage war in the past.

In the Roller Program, this chart is modifiable to suit your wants.

Table 17 Leveling MANA Chart

Level % increase	1.83	1.59	1.68	1.63	1.712	1.72	1.72	1.72	1.75	1.83	1.666	1.69	1.722	1.56	1.6	1.785	1.833	1.72	1.611	1.666	1.833	1.6	1.722	1.777	1.666
Level	Alchemist	Blackguard	Celestial Cleric	Cleric	Druid	Elemental Ward	Enchanter	Fili	Healer	Holy Blade	Hunter	Mage Ward	Magus	Manija (monk)	Mist Gazer	Mystic	Paladin	Ranger	Sage	Selarian Knight	Shadow Hunter	Sigil Sage	Sorcerer	Warlock	Wizard
1	3	5	11	10	9	9	5	5	8	3	4	6	10	3	9	11	5	6	9	4	3	6	8	7	9
2	11	16	37	33	31	31	18	18	28	11	14	21	35	10	29	40	19	21	29	14	11	20	28	25	30
3	17	24	56	49	47	47	26	26	42	17	20	31	52	14	44	59	28	31	44	20	17	29	42	38	45
4	22	32	74	66	62	62	35	35	56	22	27	41	69	19	58	79	37	42	58	27	22	39	56	50	60
5	28	40	93	82	78	78	44	43	70	28	34	51	87	24	72	99	46	52	73	34	28	48	69	63	75
6	33	48	111	98	93	93	52	52	84	33	40	61	104	28	87	118	55	62	87	40	33	58	83	75	90
7	39	56	130	115	108	109	61	61	98	39	47	71	121	33	101	138	65	73	102	47	39	68	97	88	105
8	44	64	148	131	124	124	69	69	112	44	54	82	138	38	116	158	74	83	116	54	44	77	111	100	120
9	50	72	167	147	139	140	78	78	126	50	60	92	155	42	130	177	83	93	131	60	50	87	124	112	135
10	55	80	185	163	155	155	87	86	140	55	67	102	173	47	144	197	92	104	145	67	55	96	138	125	150
11	61	88	204	180	170	171	95	95	154	61	74	112	190	52	159	216	101	114	160	74	61	106	152	137	165
12	66	96	222	196	185	186	104	104	168	66	80	122	207	56	173	236	110	124	174	80	66	116	166	150	180
13	72	104	241	212	201	202	112	112	182	72	87	132	224	61	188	256	120	135	189	87	72	125	180	162	195
14	77	112	259	229	216	217	121	121	196	77	94	142	242	66	202	275	129	145	203	94	77	135	193	175	210
15	83	120	278	245	232	233	130	129	210	83	100	153	259	70	216	295	138	155	218	100	83	144	207	187	225
16	88	128	296	261	247	248	138	138	224	88	107	163	276	75	231	315	147	166	232	107	88	154	221	200	240
17	94	136	315	278	262	264	147	147	238	94	114	173	293	80	245	334	156	176	247	114	94	164	235	212	255
18	99	144	333	294	278	279	155	155	252	99	120	183	310	84	260	354	165	186	261	120	99	173	248	224	270
19	105	152	352	310	293	295	164	164	266	105	127	193	328	89	274	374	175	197	276	127	105	183	262	237	285
20	110	159	370	326	309	310	173	172	280	110	134	203	345	94	288	393	184	207	290	134	110	192	276	249	300
21	116	167	389	343	324	326	181	181	294	116	140	213	362	98	303	413	193	217	305	140	116	202	290	262	315
22	121	175	407	359	339	341	190	190	308	121	147	224	379	103	317	432	202	228	319	147	121	212	304	274	330
23	127	183	426	375	355	357	199	198	322	127	154	234	397	108	332	452	211	238	334	154	127	221	317	287	345
24	132	191	444	392	370	372	207	207	336	132	160	244	414	112	346	472	220	248	348	160	132	231	331	299	360
25	138	199	462	408	386	388	216	215	350	138	167	254	431	117	360	491	230	258	363	167	138	240	345	311	375
26	143	207	481	424	401	403	224	224	364	143	174	264	448	122	375	511	239	269	377	174	143	250	359	324	390
27	149	215	499	441	417	419	233	233	378	149	180	274	465	126	389	531	248	279	392	180	149	260	372	336	405
28	154	223	518	457	432	434	242	241	392	154	187	284	483	131	404	550	257	289	406	187	154	269	386	349	420
29	160	231	536	473	447	450	250	250	406	160	194	295	500	136	418	570	266	300	421	194	160	279	400	361	435
30	165	239	555	489	463	465	259	258	420	165	200	305	517	140	432	590	275	310	435	200	165	288	414	374	450

This Chart Shows the MANA that MUC gains at each level.

Depending on one's levels and the amount of MANA utilized, one can recoup about 25 MANA per hour as a general value. Sleep will increase it to about 32 MANA an Hour. In a 30-hour day, you can recoup about 750 and 1024 MANA a day without any effort.

However, when needed, this can be accelerated using a Focus, some skills, Dweomers cast on oneself and as mentioned sleep. Using a Link to the MANA realm and some soulful meditation it has been known to be increased up to 100 an Hour. This forced refilling can cause Level 1 Exhaustion.

Depending on the power of the Focus you could replenish nearly all their power forcing the focus to recharge. When things are critical you must do what you must do. Arch Wizard Narlishar created a focus with a permanent link to the MANA realm. It caused some problems is channeling too much power and nearly overloaded to exploded as well cause her to ignite in celestial fire. It is nice to watch people burn, and she did live.

It is nearly impossible to destroy a focus accept by crushing and of course, that would cause a huge MANA load and some wild magic and what else.

Standard Skills of a MUC

All MUCs have 4 innate magic skills that they can learn to use. Spell sight (SS1), Fortify Spirit (FS2), Soul Point Conversion (SPC3) and Enchanting (EN4).

The chart below shows the level at which these abilities can be learned by the various classes. They must find a teacher of the 12th level or better to teach them.

Table 18 MUC Skills

Class Name	Learning Level			
	SS1	FS2	SPC3	EN4
Alchemist	8	10		10
Blackguard		6		
Celestial Cleric	6	1	2	8
Cleric	6	1	2	10
Druid	5	4	6	8
Fili	6	6	8	10
Healer		1	1	2
Holy Blade		3	4	6
Hunter				
Manija (monk)	8	2	6	8
Mist Gazer	1	1	2	2
Mystic	1	3	2	4
Paladin Knight		3	4	
Ranger				
Sage	3	3	8	4
Selarian Knight		3	4	8
Shadow Hunter		3		8
Sigil Sage	3	2	4	4
Sorcerer	2	6	4	6
Wizard	1	8	2	2

Spell Sight (SS1)

This ability requires total concentration by the MUC. No other action can be performed while this is in use. The MUC creates a small but adequate magic circle and places the 9 collected base elements (Earth, Wind, Water, Time, Gravity, etc.) for the spell in to an obsidian bowl. They then cast the Dweomer of the Spell on an area or object. The caster will receive an image of the nature of target's magic, if any. Duration is 5 rounds. With skill and study, they can get very accurate in the understanding of the Sights.

The GM will describe the images containing some symbolic reference as to the Magic base's element, reactive element and soul effect. Success of the Sight is based on a saving versus Intelligence throw, D°C12.

For example, in the instance of a Hail Storm, the MUC might see the image of the ground covered in ice, with a jagged line slicing a light or dark sphere. A fireball trap may give the caster the image of a dry arid area, with a red sphere approaching.

This ability has also been used in combat situations. Sometimes MUCs would keep a target interested in them, buying the MUC time to learn the target's active base of magic, of any fortification spells, or active magic items they had on hand--Not the best use of the ability but it can help.

Fire based spells and dweomers are seen as arid places, steaming rocks or floating fire.

Water based spells and dweomers are seen as rivers, ponds or rain.

Air based spells and dweomers are seen as dust devils, flags waving, or trees bending against a wind.

Earth based spells and dweomers are seen as rock piles, stone cliffs, or a rocky pit.

Celestial based spells and dweomers are seen as white-lit empty rooms, suns, or as a Hand holding a glowing Bar.

Ethereal based spells and dweomers are seen as spherical dark orbs against white backgrounds, dead creature's hands, or as white orbs filled with dark jagged lines crossing the surface.

Mythical/Light based spells and dweomers are seen as white spheres on a colored background, an Angel looking

humanoid floating in the air, or as white flames.

Time based spells and dweomers are seen as hourglasses, a person aging rapidly, or as images of a setting sun.

Gravity based spell and dweomers are seen as a funnel shaped pit, an object falling, or an object stuck to a wall.

Fortify Spirit (FS2)

This ability is a protection type ability. The caster places a small spectral/celestial energy that is part of their essence onto his outer garments. It is the casters spell check versus spiritual attack value per level. It takes 1 full action to initiate the ability and the caster must be aware that a spell has targeted them. This ability requires 8 points of MANA per level of enemy caster. Use of this ability negates the enemy's caster's ability to cast another spell while still active since it requires full concentration. The ability lasts for 1 minute or until canceled. No concentration type spells may be cast while Fortify Spirit is active.

This ability will protect the caster utilizing the FS2 ability if a spell targeting them from the enemy caster is one which takes life directly from the caster without damaging the physical form.

For example, this ability can defend against Life Leach, Soul Leach, Soul Lock, Spirit Bind, Celestial Shard, Holy or Unholy Shard, Soul Bind, Mesmerize, Spirit Rift, Mind Control and Possession. The targeting spell must already be in the process of being cast before the targeted MUC can initiate the ability.

The level of the spell plus the level of the caster that targets the individual is subtracted from the energy that is created to protect them. Once the protection is gone (0 energy left), the target is then susceptible to the spell. This line of defense cannot be stacked or re-initiated until the current protection has ended.

Soul point Conversion (SPC3)

A MUC can convert 1 Soul Point (Spirit) that they have into half the amount of MANA one is acquires for their current level. It costs 1 Soul Point, 1 point of Endurance and 1 point of Strength per conversion. Follow the

rules of exhaustion for any MUC that utilizes this ability. If a caster converts $\frac{1}{4}$ of their soul points to MANA they are considered Exhausted, level 2. If they convert $\frac{1}{2}$ of their Soul Points, they are considered Exhausted, level 3.

You regain 1 Soul Point, 1 point of Strength and half a point of Endurance for each full hour of rest.

Enchanting (EN4)

The enchanting ability enables a MUC to emblaze spell type abilities into or onto an object. To do this, they must prepare the object to receive the spell dweomer.

See Enchanting in section6. In most cases an object only needs to have a conversion dweomer cast upon it and the dweomer to be accepted by the object to enable a spell effect to be emblazoned in or on it. This conversion changes the state of the object from its natural state to an essence tomb. This enchanting must be employed for each spell ability that the enchanter wants to emblazon on or in an object. In some cases, the enchanter must make the item from scratch while this dweomer is cast.

Once an item is enchantable, one must be very careful not to cast another dweomer on or near the object in error, as it could take that spell's ability of which the MUC would be unaware. This is how the Cursed Axe of Elrin was made. Mortice cast Life Leach near the Axe. Unbeknownst to her, when she had placed another acceptance dweomer on the axe, she locked the Life Leach within and activated it on accident.

An object must fail a check against a D°C 16 spell effect to accept the conversion. Some materials give a bonus to receiving enchantments while others may give detriments. Check the Enchanting Materials chart listed at the end of this section.

Material	Bonus	Aid
Adamantium	1	3
Celestial Stone	3	4
Common bones	+3	0
Common crystals	0	2
Deceased Elemental Stone	4	-1
Earth Shard	-3	1

Material	Bonus	Aid
Elemental Dragon Bone	2	2
Elf Bone	4	1
Ethereal Stone	0	2
Fairy Tree wood	2	2
Fire Stone	6	-2
Gold	1	0
Harpy Feather	2	2
Iron	2	1
Iron Wood	0	-2
Magical beast hides	-3	0
Mythic creature bones	-2	-5
Mythic crystals	-2	-1
Mythril	3	6
Natural Dragon Bone	4	-1
Non magical beast hides	2	1
Platimun	2	2
Precious Stone (II)		
Precious Stone (IV)		
Precious stones (I)		
Precious Stones (III)		
Quinline	-2	3
Raw Mythril unenchanted	3	2
Raw Quinline	4	0
Silver	3	0
Steal		
Undead Bone	-2	3
Lich Dust	-3	+2
Ashes of a Corporal dead	3	2

The Spell

The casting of spells is an ability of a character to interface in the realm's essence and cause unique specialized effects to occur through the manipulation of their own MANA, a target's MANA or focused MANA, thus affecting the material of the realm they are in.

Such manipulations include creating a palm of fire, a firestorm, or a noise that drives one mad.

A spell, once discovered, is sort of like a chemical formula. Specific materials, gestures, harmonies are used to cause a reproducible event based on the Materials utilized.

The procedures and materials used to create said reproducible events, or magical effects, are then permanently recorded in spellbooks, tombs, scrolls, or etched into metal plates for future use. Such spell formulas have been recorded in common tongues, in unique or special tongues, or in specialized magical languages which restrict who can gain access to the magic inscribed in the pages--to protect them or be lost to antiquity.

Spell's effects may provide means of defense, discernment, identification of things, weapons, doors, and sustenance, to name a few uses.

Determine spell cost of a spell is done by taking the Casters Level times the Spells Level being cast at as MANA used.

Prayer

What is the difference between a prayer and a spell? In many ways, there is no difference, but when dealing with results the source of the power utilized to achieve the results are very different.

Prayers are a request of one's deity or higher power to bestow a desired ability, skill, effect or event. Examples include the creation of a trail of light to mark a path through a dangerous area, holy light to keep the Undead at bay, or perhaps a healing touch to restore life.

Keep in mind that it is not the character who is manipulating the MANA of an environment as MUC will do, but the deity, through a bestowing of a request upon the character. The same principles hold true for prayers as in magic the process of casting is similar.

Level of the Magic

In discussing the level of magic, we will use the term 'spell' here to refer to a spell, dweomer or Prayer for simplicity's sake. Every

spell concept in the Referee system has a power level rating from 0 to 9, as found in many other RPG systems. The power level of a spell defines how robust the spell's results are.

In simple terms, the higher the level of a spell, the greater the effect. Any improved effects of spells will be listed with each spell description along with their required levels. Some spells may not have an improved effect but the area of effect may become larger.

All spells, regardless of level, may be cast from a higher level. The player must be aware that the costs of MANA will change depending on the casting level.

For example, if the MUC is a 4th level MUC casting a 2nd level spell, the spell may have the option to cast it at a higher level say at 3rd level it would be 10 points of MANA for the spell.

Casting at lower levels may give a player the option to cast a spell repeatedly, if allowed. In the example above, for a MUC with 160 MANA points, the MUC technically could cast the 3rd level spell twelve times (10 x 9 times = 90 MANA points used) before exhaustion would set in (see Exhaustion and Spells).

Those spells that are a Level 0 are categorized as a Cantrip or inherent spell. In as such, they can be cast as often as there are points available to cast them.

Prepared Spells

A MUC must start off the day by familiarizing themselves with their arsenal of spells. They must choose the spells they wish to ready. It is a period in which they must spend etching the desired spells into their mind. Once prepared, a spell is castable up to half the MANA value a MUC can wield at one time. Example: if a MUC has 250 points of MANA, they could cast a spell using up to 125 MANA if the spell enables higher MANA values this will be described in the spell description.

The quantity of spells the MUC's class may ready for any one day are called Known spells.

Exhaustion and spells

In-depth information is found in the players handbook Section 16 Situation rules. When three quarters of a MUC's MANA is

used without a break between spells, exhaustion will set in (Exhaustion Level 1). If it took him 3 hours to cast the spells utilizing the 75% of their MANA a break of half that time 1.5 hours is required in a rest.

This places a MUC into a state of disadvantage in all that they do. They can overcome this by performing a short rest. If no rest occurs, the caster will lose a point of Endurance for each subsequent casting. Once half their Endurance is gone, they are considered Exhausted Level 2. Movement and concentration are greatly reduced. If they lose three quarters of their Endurance, they will collapse to the ground, Exhausted Level 3 and enter a deep slumber. Many never awaken from spell exhaustion. It will require an external event to bring them to awareness and awaken them after at least one hour of exhaustion. The awakening can be at the discretion of the GM or he may use a constitution check D°C 10 or better.

It is said that the symptoms of spell exhaustion are akin to that of an opiate withdrawal for a MUC. It can cause lasting magical illnesses and MANA dependencies. One way to help prevent such exhaustion from occurring is by resting, but when that is not an option, utilizing a focus or an implement to gain MANA from sources will reduce the chances of exhaustion.

Who can use the Spell

Anyone who can read a spell's written language can technically cast the spell when it is in the form of a scroll. However, unless an individual is a MUC of some level, they cannot cast a spell from a tome, manuscript, etching, or an incised plate. A caster requires the semantics materials listed for each spell, in some case harmonics of word song type training is in order for some spells to work properly.

Some scrolls have been known to purposely be made to lack one of the affecting components, thus making them useless to all excepting MUCs, who would know the missing component.

Spell Duration

A spell's duration is the time that a spell's effect persists, as described in the spell's lore.

However, a caster can increase the duration of a spell by a few ways without needing to cast it at a higher level. There is not any maximum restriction to which the length of a spell's duration may be manipulated. Primary means of increasing duration, is by focusing on the spell's duration and doubling the MANA utilized in the casting of the spell. It must be declared before the spell is cast. Depending on the level of spell and the caster's level, this can cause exhaustion in one spell. An 8th level spell cast at a 10th level by a level 17 MUC would cost 97 points, with another added 80 points, and could cause exhaustion to the MUC.

Activation Types

Spells can have a couple of types of activation or cause initiatives. They are Instantaneous and Concentration.

As the term implies, the spell activates or functions immediately for Instantaneous, leaving little to no time for anyone to do anything to thwart the spell. Unless, of course, a counter spell was already ready.

Other spells require a period of concentration to maintain the spell's duration and therefore allow for events or situations to break the concentration of the caster, thus ending the spell.

Breaking concentration can occur a couple of ways for a MUC.

First, by casting another spell requiring concentration, negating the first spell. Some rare individuals with exceptional mental aptitude have been known to be able to concentrate on two simple spells but only when isolated and safe from any external forces.

For the chance to even occur, the caster stats must have at least 90% on both primary and secondary stats and be fully rested. The spell must be cast at half or below the MUC's spell level if possible. Usually, 1st through 3rd level spells are the limits for most, as these are the simple spells noted above. They must make a check against their Wisdom at a D°C of 15 for each spell per round that the spell is active--not a simple feat to say the least.

Second, concentration is broken when the caster takes any form of damage. When damage is taken, the caster must succeed on

a Endurance saving throw check of D°C of 12 to maintain concentration on the spell.

Lastly, an event or situation renders the MUC unconscious, incapacitated, or at the worst, dead. No rolls are needed, the casting and results of the spell just turns off or if the spell has wild magic to it, it may perform some random event based on the chart for Wild Magic.

Area of Effect Spells

Some spells are not target-centric spells. They strike an area and thus everything must make appropriate checks and actions while in that designated area. This type of spell is called an Area of Effect spell (AOE). The better known of these AOE spells are the Fire Ball, Lightning Swarm, various Storms, and Rifts. Each spell description describes the area that is directly affected by the AOE spell. These types of spells are cast with a point of reference targeted by the MUC. A pillar, a mark on the floor or some other designated point from which the spell manifests, explodes, or originates from and expands are examples.

These types of spells also contain descriptors which designate how the expansion occurs. Such as the following of a pattern, a straight line, an ever expanding circle, hopping from target to target and so on. The spell will also note if it is along a line of sight or is a volume spell. Line of sight means the expansion moves out in a straight line and anything that blocks the path stops the advance of the spell from carrying on to the other side of the object. The spell does not wrap around the object. The volume type spells, depending on the speed of expansion, flow around objects. Such examples include the Stinking Cloud, Earthquake, Stone to Magma, and Stasis Air spells.

Line of sight spells have designated shapes in which they expand. They are the cone, cylinder, and line, while volume type spells have sphere, cube, and mass ways of expansion.

Focus creation and Usage

The Focus has been a mystery to the world of magic for eons. Why do some items store MANA for use and others do not? In this

section, we will discuss the notions of the Focus and how to make them.

The pure Focus can be any material that has a negative or 0 MANA value of its own. There are only two such substances known: Pure Celestial Crystals and Spheres of MANA found in the Ethereal Plane. The paths to obtain these are only for the experienced, high-level characters and are not practical for most people. They are also very expensive to purchase if someone unknowledgeable enough to be selling them is found.

So, the next best thing, is to make something that reacts like this negative or 0 MANA object. To achieve this is a costly and time-consuming event to say the least or it may be possible to find someone who makes them for a living. These individuals are few and far between and usually the objects are very, very, VERY costly.

Let's begin with the collection of items that will be needed. First and foremost, a form of Pure Raw Crystal. Yes Raw! Uncut! The caster must determine that there are no major flaws in the crystal via the dweomer of Discernment. The crystal should be at least 25 karats in size. Listed below are the crystals that are known to work in order of power.

Ideal crystals are Celestial Sun Stones, Rubies, Black Sapphires, Blue Sapphires, White Diamonds, White Sun Stones, Tourmalines, Elvish Aventurines, Grossular Garnets, Topazes, Yellow Sapphires, Star Sapphires, White Lava Glass, and Red Sun Stone.

The MUC will need a Silvers bath for the crystal (see Smithy [silver or gold]) valued at 250 gold, A vial of celestial crystal dust (3oz) valued at 500 gold, an ounce of enchanted silver dust per level of Focus, a suitable enchanting dweomer dust of the elemental base of the Focus(1 oz) worth 1000 gold, and finally a setting in which the crystal is to be mounted so that it can be worn or carried.

The caster must check for 5 days using enchantments of discernment to validate that the crystal is flaw free for the usage of the Focus (a roll of 5% or less is considered a flaw). Once no flaws are found, the Maker must clean and purify the crystal in the silvers bath for a week--tiresome to say the least, gently stirring every couple of hours and checking for flaws as it is being purified and

readied for enchantments and dweomers. A dweomer of Enchanting must be cast upon the crystal as the crystal enters the bath and when it is removed. The crystal can only be handled using a pure silver glove that has also been cleansed via a silvers bath.

Now for the hard work: the powdered celestial crystal dust must be placed in the silvers bath. The crystal is once again placed in the bath while casting a dweomer of Enchantment on it. It must soak in the bath for up to 6 hours then removed. This is repeated daily, for each level the Focus is being created for, enchanted silver dust mingled with the dust of the desired elemental base must be sprinkled with an enchantment of Receiving upon the crystal when removed from the Bath.

Again for 5 days, the caster must check using enchantments of Discernment to validate that the Crystal remains flaw free for the usage of the Focus (a roll of 6% or less is considered a flaw).

The next step in this procedure is typically regarded as the most dangerous to the caster, given that many MUC's lives have been lost in the past at this point. Sometimes Watchers are designated to guard the caster performing the creation of a Focus, since they must rest at this point, but many a Watcher have turned traitor and killed the MUC to sell the Focus at hefty price.

The caster must cast a Dweomer of Receiving onto the flawless, enchanted crystal and then convert half of their Spirit points or more into the Focus crystal. Before losing consciousness, the MUC must cast a Seal or Closing enchantment. Many MUCs fail to do so successfully or choose not to do this. An unbound focus is very dangerous as the user may not know what was placed in the Crystal. Without closing or sealing the Focus the MUC is attempting to make sure they will wake up to cast the closing or sealing dweomer upon the Focus. However, without the sealing, a Focus could simply begin causing Wild Magic events after several hours.

At this point, a Focus is usable by any MUC that can cast the base of magic of which the focus is attuned to. However, the Focus can be directly used by the creator as a means of drawing MANA for any spell they choose which uses that base. It requires a

Soul link with the crystal and all the power will be utilized from the Focus while the Soul link is active. The MANA used will restore at the same Rate the MUC will regenerate MANA.

Also, the creator can draw Spirit/Soul Points back to maintain life at the cost of its permanent removal from the Focus. It can not be restored.

Legend has it that Master Ulrich was the only MUC able to place four sets of Soul Points into a Focus within a full day. As this is the maximum time allowed in the charging of the Focus. After the day the Mana will begin to release in uncontrolled manner. Upon his death, it is said that he cast it off into the Ethereal plane to drift forever. (But no one ever saw Ulrich die either) curiously, Masters Elmon, Ezmirelda and Lumica all claim to have achieved similar results.

MANA Usage***

Miracles

Time

Wild Magic

Some spells have notes of wild magic. These spells are noted with [w!] and it stipulates that the spell caster must maintain concentration to manage it or it may perform some other action than that which the MUC desires.

It is based on the MANA base and spell type of a spell. The spell's duration and power type will not change only the effect could. A spell without concentration and a w! has a chance to go rogue/wild. This chance is the spell's rogue value + 25% - (level the MUC acquire the spell at times the difference of level the MUC is now)

If a spell has a rogue value of 8% +25 % = 33%. If the Spell was acquired at 4th level and the MUC is 8th Level now. That would give a -16% totaling a whopping 33 - 16 = 17% to malfunction and give a Different spell result. However if the MUC acquired the Spell at 6th level and he is now 6th level that is a 0% so he would have a 33% change of the spell malfunctioning if he failed concentration check.

Section 5: The Processes of Enchantments

Enchanting items is one of the oldest functions of the MUCs. It was one of the first discoveries that extended their power and influence in the world. Enchanting an object, device, or other implement generally follows the same course of Actions regardless of the type of enchantment or its power. We will, for simplicity's sake, call all devices, implements, and objects in the future as objects.

Creating an Enchanted object

Preparatory Process

The process of enchanting is simple. First, determine what purpose the object will serve. Next, choose all the abilities the object should have. Finally, gather all the items that will be needed in the enchantment, spells, and dweomers to include the object that will be necessary for its completeness. Don't forget that the process may need other caster classes as well as other worlders to complete the Item. Make sure to gain their aid earlier, for when the time comes.

When starting an enchantment process, the object's material should always be free of any imperfections or other maladies that could hamper or cause problems later in the process. One should use the Discernments and Purify dweomers in preparation for the enchanting of it. If items are found, they must be corrected before proceeding. Note that the process can be completed without these dweomers, but as stated, problems could arise.

Once we are pretty sure we have a sound object, we must determine what enchantments/spells will be in what order. Some Spells or enchantments can be made to work together and usually require multiple casters to achieve this aspect. How to know the spells/enchantments will work with each other. They should be of the same base, or if not of the same base, the same function. It should be practiced first for compatibility. You must convert the object into a MANA container using the Dweomer. Make sure it can contain all that you are placing in it.

Single Ability Object.

Once converted to a MANA vault, you are going to lay a member or Augmentation Dweomer for the first spell. Roll a Check TA4^ to see if it took. Usually, it takes on a faint bluish to reddish color, but it can fade quickly if it is not properly accepted. Once accepted, cast the Desired Spell with a MANA link to the MANA Vault again TA8^ - Casters level. The Glow will go out after receiving the Spell. You must make a closure on the MAN vault, or the Spell could go off. A decision has to be made on the closure: one-time use or recharging. One-time use; use the Enchain or Lock Dweomer. There you go, your first enchantment completed.

Rechargeable Single Ability Object

If the spell is going to be rechargeable, you must cast the Absorption, Drain, or Summoning dweomer with the charging type material needed to replenish the Lost/Cast MANA in the spell. You can use a summing directly to a MANA link of the physical host object itself. This does two things: 1) defines how much MANA it is to charge up to, and 2) secures that it does not get out of hand. As an object loses MANA, it gains it back at a given rate. The enchanted object will draw it off of the structure itself, forcing the structure to draw in more MANA to replenish itself. This continues until the MANA requirement is met. The Drain dweomer will drain MANA from everything in an Area, including the user of the object. It tends to take the MANA from the loosest MANA first. The absorption dome causes a fixed amount of MANA Per Day to be absorbed straight from the MANA realm (caster's daily MANA rate) into itself.

Once you have cast a recharge process on the object, you must seal the MANA Vault and enchantments with some command, word, or action. Wala Done, a rechargeable multi-use object at your disposal.

Multiple Ability Rechargeable Object

If you want to make an Object that has multiple abilities, they must all be in the Same Base of magic, or you will need to place wards between the enchantments/Spells to ensure their non-reactivity is maintained. The process of multiple abilities in an object is

just like above, except that you will not Seal each Spell/Enchantment after being cast.

Process

You create a MANA vault, cast a Spell Bind dweomer into the vault, and immediately cast the Spell/Enchantment into the vault, cast a Summoning/Dain/Absorption Dweomer to maintain the function, then use the Enchain dweomer to lock that Enchantment/Spell but not the object. Repeat this process until all

wants are completed. Then use a Seal dweomer on the object. The Seal will not allow any other MANA vaults to be created on or in the object.

The problem with the above process is that, depending on the Magic placed in each vault, they could react against each other, and you have a ticking time bomb.

The Chart below shows which spells are reactive with each other.

Table 19 Houses and Schools of Magic Differences

Contagious Magic	Imitative Magic	Sympathetic Magic
Magic that attempts to affect a person through something once connected with him or her, as a shirt once worn by the person or a footprint left in the sand	Magic that attempts to control the universe through the mimicking of a desired event, as by stabbing an image of an enemy in an effort to destroy	Magic predicated on the belief that one thing or event can affect another at a distance as a consequence of a sympathetic connection between them.
Abjuration spells/Enchantments have a problem working with all other types of magic spell's types accept Necromancy and Enchanting/Charms spells.	Abjuration spells/Enchantments have a problem working with all other types of magic spell's types accept Necromancy and Enchanting/Charms spells.	Abjuration spells/Enchantments have a problem working with all other types of magic spell's types accept Necromancy and Enchanting/Charms spells.
Alteration/Transmutation has a problem with Enchantment/Charm and Abjuration spells.	Alteration/Transmutation has a problem with Enchantment/Charm spells.	Alteration/Transmutation has a problem with Enchantment/Charm spells.
Conjuration has issues with Summoning, Evocation, Abjuration and Invocation Spells.	Conjuration has issues with Summoning, Evocation, Abjuration and Invocation Spells.	Conjuration has issues with Summoning, Evocation, Abjuration and Invocation Spells.
Summoning has issues with Conjuration, Evocation, Abjuration and some Necromancy Spell.	Summoning has issues with Conjuration, Evocation, Abjuration and some Necromancy Spell.	Summoning has issues with Conjuration, Evocation, Abjuration and some Necromancy Spell.
Divination does not work with Abjuration, Enchantment/Charm spells.	Divination does not work with Abjuration, Enchantment/Charm spells.	Divination does not work with Abjuration, Enchantment/Charm spells.
Enchantment/Charm spells have issue with Divination, Alteration/Transmutation type spells.	Enchantment/Charm spells have issue with Divination, Alteration/Transmutation type spells.	Enchantment/Charm spells have issue with Divination, Alteration/Transmutation type spells.
Evocation/Invocation spells do not work well with Abjuration Spells	Evocation/Invocation spells do not work well with Abjuration Spells	Evocation/Invocation spells do not work well with Abjuration Spells
Illusion or Phantasm spells have difficulties with Abjuration type spells	Illusion or Phantasm spells have difficulties with Abjuration type spells	Illusion or Phantasm spells have difficulties with Abjuration type spells
Necromancy has difficulty with some summoning spells,	Necromancy has difficulty with some summoning spells,	Necromancy has difficulty with some summoning spells,
Abjuration	Blocking, protecting	
Alteration/Transmutation	This area is to alter the properties of their target.	
Conjuration/Summoning	Calling things into existence, instantaneous transportation as well.	
Divination	Many of these spells create invisible magical sensors which provide the caster with detection, understanding and awareness.	
Enchantment or Charm	They impart magical quality to things, objects, creatures, and even people. They practice Entrancing & Beguiling people/creatures.	
Evocation or Invocation	This area is focused on manifesting of things, energies and events.	
Illusion or Phantasm	This focuses on the falsification of reality, by creating things that seem real but are not	
Necromancy	The manipulation of life energy. Thus, controlling dead things to the extent of animations and even sophisticated control of them. Healings, Some forms of restoration and alternate constructs.	

Universal	The universal spells have effects too broad to place in any one class	
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If you are using profound world shattering Magics for enchantments there are several other things that must be known and performed.

The Dweomer

The zweomer is like a spell but not. It can be read from a tome or scroll but rarely does it go out and perform an action. It is instead like the essence of an Action laid upon or in an object.

When an enchanter begins their work, they must make the object ready to receive the magic they must choose to imbue an object with as preparation zweomer. Casting the Spell with a zweomer to some extent converts the spell into a program sort of speaking. This program can now be placed in or on an object. A light spell in or on a crystal. Zweomer can also define the activation of a Spell's essence. It can simply allow the spell to work as if cast from a scroll or requiring a trigger.

When casting zweomers of a spell, it will consume all the spell materials record symbolic gestures and establish the power ability of the Spell like recording a movie and placing it in or on the object. The command, word, gesture, or action finishes the movie and you get the results.

The higher level of the enchanter the better reliability in general of the results. Enchanting and use of zweomers are not for every MUC. High skills and attributes make it an easier task with less painful failures.

Preparatory Zweomers: Buoyancy, Conversion, Discernment, Drain, Fortification, Purify, Rift

Working Zweomers: Absorption, Binding, Cage, Demise, Drain, Focus, Fortification, Motion, Metanoia, Reconstruction, Rift, Spell Bind, Summoning, Sundering,

Completion Zweomers: Bind, Enchain, Lock, Seal

See the Zweomer Chart for more details.

Zweomers Chart

The Zweomers types are abbreviated **PD** ~ Preparatory Zweomer, **RD** ~ Resolving Zweomer, or **AD** ~ Augmentation Zweomer, Spell Zweomer and last but not least the Actual **MD** ~ Member Zweomer. The Preparatory are those zweomers used to

prepare an item or object to receive or be enchanted. The Resolving are how you finalize an Enchantment and complete it supplying the trigger to activate the enchantment(s). While the Augmentation Zweomers are things that are required as part of the enchantment but can vary depending on the Caster's wants. Like a dimensional Space. Could be about 3-foot sphere to a [10 x 10 x 10] foot room. The Member Zweomers are those effects or spells that can be added to an enchantment to modify the results of spell/enchantment. Such as Colored Fog, speed of an arrow, Type of an arrow, or perhaps the Sphere of influence. The Spell Zweomer is indeed a Spell and can be used as such, however, it is special in it was designed as a Zweomer for the use in enchantments. Note all Spells can be used in enchantments but are not zweomers.

Table 20 Dweomer Chart Listing

Level	Purpose	Type	Duration	Action Rounds	Description
1	Conversion	PD	1 Hour	10	A special dveomer used to prepare an Item to receive enchantments, spells and other dveomers. It converts the material for a limited time in to a MANA container. The Value it can hold is listed in the chart and if not use the formula $50 + 10d10$ for MANA.
1	Fortification	AD	30 seconds	1	A Special dveomer that causes the material for a temporary time to withstand immense cosmic forces 30 sundering damage. Usually about 30 seconds or 5 rounds.
1	Spell Bind	MD	Length of Spell	Action of spell plus 1	This is a simple Dweomer that enables one to embed a single spell into an object for later use. I know a mage who made a dozen Rocks with Fire Balls on them, he carried in a pouch. The Seal dveomer was an impact releases mode. Worked Well until he fell one day and landed on the bag. He did survive though. Thanks to the Fortify Spirit he had Ready and a Shield spell. It took him a while to fully recover. Does not stop MANA vault creation.
1	Reconstruction	MD AD	1 Hour	10	This Enchantment can take something that was originally whole then purposely crushed and reassemble it. This has been used in Explosive Runes, Shattering Orb as well as Lancers rod.
1	Discernment	PD	3 rounds	2	This Dweomer will encompass the entire surface of the object within flaws the will glow with a reddish hue. Used in validate an object for Enchantments and Fouci. The more often the dveomer is used the deeper the dveomer will discern,
2	Enchain	RD	1Round	2	This Dweomer is an immediate Binding or sealing type. It is used when dealing with Reactive enchantments or other dveomers that are highly reactive or functioning and have no delay in their function and when cast must be Captured sort of speaking. Does not stop MANA vault creation.
2	Sundering	SD	1 Round	2	This is a Defamation Spell. It can be used as a trap, the actual entrapment, or as an Augmentation to a combat enchantment.
2	Purify	PD	6 hour	5	A Special dveomer that causes the material to rid itself of bindings, natural enchantments, material impurities that could hamper the final product. This process Requires a piece of the same material in its purest possible form. The Purer the Better. The pure material is rubbed onto the target item as the dveomer is place on the object. The essence will be consumed by the qweomer. All impurities will be left as ash around the oject.
2	Seal	RD	Permanent	C>2	A Binding dveomer that causes an item to lock and bind any spells, dveomers, or enchantments in that object. In most cases this is not reversible and is permanent. Removes any ability to create a MANA vault on an object. Can be used to make an object null to reactive magics.

3	Bind	RD	Until the next spell, bind, seal, or dweomers is cast or 1 week whichever comes first	C>5	A temporary binding dweomer that causes the item to go into a stasis like condition for up to a week. It cannot be used in any form or function. Any spell, dweomer, or enchantment cast near it will negate the bind and, in some cases, could be apocalyptic. Every Item is different to what near means. It could 1 inch, touch or up to 30 feet.
3	Focus	AD	Permanent	C>10	This permanent Dweomer is used in objects that require charging, draw in from external sources something, or to form traps. It has been used in Soul Stealing, MANA drain, Life leach, Overload, and Gate seals. It requires solid concentration of the Dweomer until the Object receives it.
3	Metanoia	SD	3 Hours	4	This Spell like enchantment causes a visitation of a creature that the holder revers and gives a Blessing (All Illusion).
4	Drain	PD AD	Special	C>2	This dweomer causes the object to convert a defined material the Dweomers is cast with within few inches of it into an essence and absorb it as part of an enchantment. All properties of the consumed material that is not of the defined type is converted to its Material base essence and left behind as dust.
4	Cage	AD	Function	2	This Dweomer places in an object a domain of sorts for holding things. i.e. Souls, objects, spirits, etc.. It is used in the magic bags, boxes, containers, jars etc.. The Function placed with the dweomer will define how long it will last. Until MANA Runs out, until a specific Object is removed, etc. At that point the magic is negated and it becomes dust. This has been used in various Focus.
4	Motion	MD	Special	C>1 Hour	This dweomer can be used to make or remember illusions or events. It Requires full Concentration for the entire duration. It causes Level 1 Exhaustion. Once completed the item can utilize any part of the Dweomer as the Lock or Seal defines. Capture a Dragon charging you or a hundred undead coming out of the ground. Great Illusions stuff.
5	Buoyancy	PD	1 Hour	3	This dweomer will cause the object to stay at whatever location it is set at, like levitation but not. It is used when it needs to be isolated from other things so as to not have interference from those things. Was used in making the Iron bow of Death. It actually placed about 100 feet above a lake and then had thousands of shards of pure diamond crystal absorbed into with the drain dweomer by a dozen Arch mages. Once the project was done the bow took on more than they bargained for. It had to be locked away for safe keeping.
5	Lock	RD	Permanent	1	This Dweomer will lock a single enchantment instead of Sealing the entire item as finished. It can be used to place incidental Enchantments on or in and object. Or for making simple item. The Lock will define command words, action or triggers for what is being locked.

5	Summoning	AD MD	Special	10	This Dweomer will get you in trouble. It enables the object to cause a summoning of whatever is defined by the Dweomer when placed. Definition is a Name, object, description of what is to be summoned. Once it is summoned hopefully you have something else to death with what every You summoned. It has been used to Capture Entities and drain their essence for some spells and enchantments. It can only effect or summon those things that can travel dimensionally, teleport, gate, or hop domains.
6	Rift	MD AD	Special	10	This dweomer is very different from all the others and is very dangerous. If cast on some enchantments or spells it can cause a rending of the magic and is usually catastrophic. Its purpose when used with certain spells to Force an opening in them. The rings of Gates were created using this Dweomer. And it cost three students their lives in making it. The Rift dweomer is usually cast as a first option in object making. The next spells and dweomers are what case the issues. The wrong order and hope you have a towel. The rift is usually having a binding placed on it before doing anything else. Some have successfully placed and enchantment in a seal on the Rift without permanent harm. The Black star medallion is such an item. The Purpose of the Rift and the invoking is part of the Rift Dweomer. This is a specialized area of magic.
6	Demise	AD	Instantaneous	5	This Dweomer enables the enchanter to push the limits of the primary enchantment beyond its intended result. Usually brings a demise or cataclysmic results most of the time.
6	Absorption	AD	Special	3	This Dweomer placed on an item enables the item to store MANA up to a point equal to the base MANA of the Caster. It must be locked afterward or it will simply absorb and store any and all MANA cast after word. Making it a time bomb for the first oops. Once locked but not sealed the command can be given to store Raw MANA or a spell for later use. You can also place another Dweomer in it for use later, The Absorption can also be made to perform one action and then dissipate.

Random Magical Charts

Wild Magic

Some spells have note of wild magic. This note [w!] stipulates that the spell must have concentration to Manage it or it may perform some other action the MUC does not desire.

It is based on the Power base and spell type of the spell itself. The spells duration and power type will not change only the effect could. A spell with out concentration and a w! has a chance to go rogue sort of speak. This chance is of going rogue value + 25% - (level the MUC acquire the spell at times the level the MUC is now)

If a spell has a rogue value of 8% +25 % = 33%. If the Spell was acquired at 4th level and the MUC is 8th Level now. That would give a -16% totaling a whopping 33 – 16 = 17% to malfunction and give a Different spell result. However if the MUC acquired the Spell at 6th level and he is now 6th level that is a 0% so he would have a 33% change of the spell malfunctioning if he failed concentration check.

Below is a chart designating various wild magic results for those MUC that lose concentration on a spell.

Wild Magic Result chart

Roll	Description
01	Roll an event on this chart for each character and encounter ignoring this on future rolls.
02	You begin draining MANA from all magical sources. Enchanted objects must check against resistance to the magical affect. If they fail their check roll on the next chart the Magic damage chart.
03	For 1 minute you see into the plane of fire
04	Roll 1d6 for level of spell and 1d20 for a spell from the spell tables. You cast this spell center on one's self.
05	You engulf yourself in shroud of Water for 3d10 rounds.
06-07	You gate in 1d12 level Undead
08-09	Roll percentage and you size change by that percentage. Even larger, Odd smaller,
10-11	For 1 minute you see into the plane of earth
12-13	You jump a random direction 6d20 feet. If you impact or fall calculate the damage.
14-15	You cast light strobe on yourself. All creatures with 30+3d10 feet make a Agility check or be blind for 1d4 rounds.
16-17	For 1 hour anything you touch worn or not that is burnable catches fire.
18-19	You engulf yourself in shroud of Earth for 3d10 rounds.
20-21	For 1 minute you see into the plane of water
22-23	Anything you touch for 1 hour will take 1d10 frost damage.
24-25	The farthest party member becomes invulnerable for 3d10 rounds.
26-27	You become invisible to all creatures within 60 feet of you. You cannot move.
28-29	Closest stranger you cast fly on them for 6d10 rounds.
30-31	All party members within 20 feet of you has mirror image on them.
32-33	You engulf yourself in shroud of Shadow or Darkness for 3d10 rounds
34-35	All creatures you touch become sickly is a disease for the next minute. 1d6 (1-acute flue, 2-plague, 3-Magic disease, 4-Graves' disease, 5-Barton's curse, 6-Crypts disease)
36-37	The closest creature to you become poisoned with a class 3 poison for 1d10 rounds.
38-39	A black and reddish cloud bellows out from you in all directions creating panic for all for 1d20 rounds.
40-41	All creatures within 30 feet of you gain 1d12 life points permanently.
42-43	All creature with 60 feet receives 3d10 necrotic damage.
44-45	Random creature within 30 feet of you becomes enraged and attacks the closest thing to them if they fail a D°C 14 Wisdom check.
46-47	All party members randomly teleport to an open new location within 60 feet.
48-49	Your MANA is fully restored to you.

50-51	All characters and target within 10 feet smell like rotten flesh for 10 * 5d10 rounds.
52-53	Roll 1d6 for level of spell and 1d20 for a spell from the spell tables. You cast this spell center on one's self.
54-55	You turn into a skeleton for 6d10 rounds.
56-57	For the next 3d10 rounds centered on you is a 30-foot sphere of silence.
58-59	All metal passes through your body for 1d20 rounds. Anything that is metal that is on you will fall to the ground.
60-61	Your skin becomes a flexible steel 5AD for 20 * 1d10 rounds.
62-63	Cast polymorph on self, if you fail your check you turn into 1d6. (1-Goat, 2-Sheep, 3-Rabbit, 4-Squirrel, 5-Guine Pig, 6-Bat)
64-65	The closest character to you gains 1d6 points to the 1d8 stat for 1d4 days.
66-67	Farthest target will take (3d10) d8 lightening damage.
68-69	The entire party gate to the nearest forest.
70-71	For one day everyone you meet likes you.
72-73	All rocks and loose items around you levitate until moved.
74-75	Farthest target will take (3d10) d8 fire damage.
76-77	You gain 1 additional action immediately.
78-79	You engulf yourself in shroud of swirling AIR for 3d10 rounds.
80-81	For 1 minute you see into the Shadow Lands
82-83	The closest creature to you has all their money turned to lead.
84-85	All creatures with 30 feet of you turn invisible until they attack or contact something.
86-87	You must make Intelligence check D°C 15 or become fearful of any creature that looks at you for 1d% rounds.
88-89	Farthest target will take (3d10) d8 percussion damage.
90-91	For 1 minute you see into the Fae Wilds
92-93	You engulf yourself in shroud of Fire for 3d10 rounds.
94-95	All attacks are at -1d4 for 1 hour.
96	You turn a 1d8 vibrant color. (1-Red, 2-Green, 3-Blue, 4-Orange, 5-Black, 6-Yellow, 7-White, 8-Clear) for 1d12 hours.
97	Roll 1d4 for level of spell and 1d20 for a spell from the spell tables. You cast this spell center on one's self.
98	For 1 minute you see into the Plane of Air
99	You gate in 1d8 level elemental. 1d4 (1-fire, 2 Earth, 3-water, 4-Air) Check to see if the elemental is favorable to you.
100	One polymorph for % of rounds the nearest party member in to a 1d10 (1-Ogre, 2-Goblin, 3-Ape, 4=Ildrol Dragon black, 5-Saber tooth tiger, 6-Minotaur, 7-Owlbear, 8-Troll, 9-Wearwolf, 10-Zombie)

Random Dragon Morph

The problem with Morphs is they cause an issue with the mind over time. Though one may become one of these types as a temporary event and is not a problem. However, when it is permanent it is as over time the creature that is morphed by what ever event will have to fight the nature of the creature they are morphed into. It starts simple as an intelligence check of D°C 5. As months pass this value increases by one on a D°C of 16. Eventually they revert alignment wise to the creature they are morphed to as well as some of the psychological traits of the beast. This can be slowed by having a major restoration performed ever so often which will cut the check value in half and always at least a one.

The good of it though they will also over time learn the magics of this beast and be able to use them as the creature itself using a D°C of 14 for the check. If one does not want to be this creature they usually will have to go to a deity or guide that has the power to change this, there are only three that can, and it is usually costly in events, monies and servitude. They are Whiteheart, Michael and Miras. It has been rumored that Tomar may be able to perform the act of restoration as well.

Roll	Type	Roll	Type
01, 40, 58	Faerie	27, 92	Red
02, 41, 59, 82	Pseudodragon	28, 93	Black
03-05, 42-44, 60, 83	Welp Of	29, 76	Gold
06-07, 45, 61-62, 84-85	Horned	30, 77	Silver
08-10, 46-48, 63-65, 86-88	Ridge Runner	31, 99	Celestial
11	White Guardian	32, 56, 78	Shadow
12, 49, 97	Cloud	33, 95	Mythril
13-15, 50-52, 66-68, 89	Silver Horned	34, 79	Blue
16-20, 53, 69-70, 90	Green Fir	35, 94	White
21-22, 54-55, 71-73	Stone	36, 57, 96	Fire
23, 91	Brass	37, 80	Ice
24, 74	Gold Ribbed	28, 81	Spell
25-26, 75, 98	Sparing	39, 100	Ocean

Random Beast Morph (Roll 1d6 on each line for selection) Roll (1d6) to determine which

1, 2	Type	3, 4	Type	5, 6	Type
Roll 1	Ape: Orangutan, Gorilla, Bonobo, Mountain Gorilla	Roll 2	Wolf: Silver back, Mountain, Shadow, Black	Roll 4	Dragon: Roll on dragon morph table
4	Baboon: Red, Guinea, Olive, Cape	3	Goat: Mountain, Common, Unicorn, Crested horn	6	Dog: Jackal, Fox, Coyote, Saber tooth
2	Badger: Ferret, Honey, Hog, Silver back	1	Reptile: Tegu, Monitor, Basilisk, Iguana	3	Steed: Roll on steed chart
3	Bear: Cave, Black, Brown, Grizzly	4	Snake: Cobra, Asp, Mamba, Viper	5	Cat: Lion, Tiger, Jaguar, Cougar
5	Lizard: Horned, Gecko, Agama, Armadillo	6	Panther: Black, Gold, Puma, Leopard	2	Your Choice
6	Night: Panther, Minotaur, Gorilla, Mountain Wolf	5	Magical: Owl bear, Chimera, Dragon, Gorgon	1	Bear, Jackal, Asp, Armadillo

Crystals for Spells

When dealing with spells, Primary or Standard elemental (Air, Earth, Water, Gravity) are opaque and single colored. While Mystic elements (Ethereal, Celestial or Faey) are Translucent. Those environmental Elements (Light, Fire, or Time) are usually clear. Colors can Also determine the element.

Air tends towards Blues to white.	Celestial tends towards yellows, white, or gold.
Water tends towards blues and greens.	Light tends towards white, Yellow, or celestial blues.
Ethereal tends towards grays, dark blues or silvers.	Last Fire is a unique item in that it does not exist in a natural form but is a result of mingling of elements. So, these distinctions are very dependent on the colors.
Faey tends towards purples to odd off shade colors.	Fire as Earth and light. Reddish to yellowish mixture with yellow or white or celestial blue.
Time towards white or black depending on the sphere of influence.	Fire as Light and Faey. White, yellow, or celestial blue mixture with purples to odd off shades of reds.
Earth tends towards dark earthy tones.	Fire as Air and Earth. Blues to white mixture with Some earth tone with a probable dark reddish tone.
Gravity Tends towards Blacks to Grays.	

Crystals come in three densities or clarities. Opaque meaning you cannot see through it. Translucent meaning Light passes through it but can not see through it clearly. Clear meaning light and vision pass through it. When a spell calls for a particular density or clarity, pick a color in the element being cast in.

Crystals with terms associated with their base magic are for definitive usage listed below.

Term	Definition
Animosity	A strong dislike, ill will, or enmity that tends to display itself in action
Binding	The act of fastening, securing, uniting, or the like
Embodiment	A state of simulacrum or identifying with
Empowering	To give Authority to the Base
Empowerment	The giving of an ability; enablement or permission
Revoked	To withdraw, annul, cancel, or reverse
Shifter	To move from one state to another without a transition
Transcendent	Going beyond ordinary limits; surpassing; exceeding
Transitional	Going from one state, stage to another in steps or effects

Crystal List for sSpells, Mystics and Attunement

Image	Item	Element	General Information & Source
	Amazonite (Green)	Water	Commonly used for all forms of air spells. Found in most Alchemy chops and Enchanters Guilds. It is a healing Stone by elementals.
	Amber (Clear Yellow)	Celestial, Air	Unique crystal in that it gives clarity in the spell result. Found in abundance in most jewelry, Enchanters and Smithies.
	Amblygonite (Translucent Green)	Water	Commonly used, Typically Available in alchemy shops and Enchanters hubs.

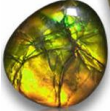
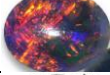
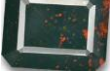
Image	Item	Element	General Information & Source
	Amethyst (Opaque Purple)	Faey, Ethereal, Gravity	Found mainly in Jewelry guilds and shops.
	Ammolite (Translucent Rainbow)	Air, Earth, Gravity, Water , Celestial, Ethereal, Faey, Time , Light, Fire	Rare Stone. Is quite versatile but works best In water and Time Bases. Found In alchemy Shops, and Miners Guilds and some Jewelry stores.
	Angelite (Opaque Celestial Blue)	Celestial, Time, Light	Commonly used. Found in most smithy shops for polishing and in Trash pits at miner sites.
	Apatite (Translucent Sea Blue)	Water, Ethereal	Comon found in Ornite Quarries and Trash pits at mines.
	Aquamarine (Translucent Blue)	Celestial, Air, Light, Time	Commonly used. Found in most jewelry stores, Alchemy Guilds, and Enchanter Hubs.
	Aragonite (Opaque Brown)	Earth, Fire	Found in Trash Pits in some Mineral rich mines. Enchanters and Jewelry Guilds occasionally have some.
	Aventurine (Opaque Green)	Faey to Air	Common crystal. Can be found on beaches, Tarten Pits and trash pits around copper and silver mines.
	Azotic Topaz (Translucent Red and yellow)	Fire (Earth and Light)	Very Rare. Horded By Enchanters, Mystics, and Alchemy Suppliers. Found in many rare Jewelry items.
	Barite (Translucent Golds)	Celestial (Empowerment)	Rare stone. Mistaken for Beryle by the untrained eye. Found in many Dwarves mines as a door stop or sharpening stone. To an enchanter it is the perfection in celestial spells.
	Beryl (Translucent Yellow)	Celestial	Highly sought after stone for its clarity and brightness in jewelry.
	Black Opal (Opaque Blacks and deep red)	Fire, Water (Revoked)	Common stone. Necromancers prize this stone for its Negative energy Boost in spells.
	Black Tourmaline (Opaque Black)	Gravity, Light, Earth	The Negator stone. It can, if used correctly, encase power enchanted stones keeping them from leaking magic as well. Found in many Alchemy shops and Mines trash pits.
	Blood stone (Opaque Deep Green Red Hue)	Earth, Celestial, Faey	A devilish stone that embodies darkness in its crystal lattice. Can amplify Faey spell results in in the right quantity.
	Blue Lace Agate (Opaque Shades of Blue)	Air (Transitional)	The Walking stone. This crystal can used in the right spell cause a transitioning effect on air spells. MANA MANA MANA
	Calcite (Opaque White to Blue)	Air, Earth, Gravity, Water , Celestial, Ethereal, Faey, Time , Light, Fire	Highly useful crystal. Works Very well with time and Water based spells. Is a common crystal found in most Quarry trash sites.
	Carnelian (Translucent Orange)	Fire, Air, Time	A warm stone like it wants to burst. A highly reactive crystal for spells. Common.
	Celestite (Opaque crusty Blue & White)	Water, Ethereal	Commonly found in with quartz and silver ores. Many Stone sharpening use this for a Polishing stone.
	Chalcedony (Opaque White to Blue)	Air, Fire, Celestial, Water	Common stone. Found about anywhere there are quarries and Jewelry.

Image	Item	Element	General Information & Source
	Charoite (Opaque Purples to Red)	Fire, Faey	Peculiar stone. Note very useful for much of anything but spells. Enchanters do not like it as it is hard to enchant.
	Chiastolite (Opaque Brown)	Earth, Gravity (Transitional)	A good stone for Sharpening. Found in many ore shops, mines, Alchemy, and jewelry guilds
	Chrysoprase (Opaque Green)	Water	Not well used in most jewelry locations but is prized by Elves, Darklings and Water master.
	Citrine (Translucent Yellow)	Celestial, Light	A beautiful stone with great luster and vibrance you can feel it. This stone is prized by Celestial Clerics and Jewelry makers it seems to capture light.
	Cuprite (Translucent Red)	Fire	The Fire Stone for the Common Mage. Found in about every Mage and alchemy supply guilds.
	Dalmatian Jasper (Opaque Whites and Blacks)	Time	A rare stone to find as it is horded by Time masters an Echo ward mystics.
	Diamond (Clear Blue)	Air, Ethereal (Transitional)	A common variety of diamond but is still rare. Jewelry makers prize this.
	Diamond (Clear Green)	Water, Earth	One of the rarest of the diamonds. Many a jeweler would kill for this one. They will even beat with a hammer to make sure it is real before cutting and shaping. That is also the way you get fragments they sell to MUCs.
	Diamond (Clear White)	Light (Embodiment)	The jewelry makers hob nob item.
	Diamond (Clear Yellow)	Celestial, Light	Beautiful item makes any crown standout. A prized Jewelry makers item.
	Emerald (Opaque Green)	Water, Earth	Precious stone in deed. Found in most Jewelers shops and Royalty Vaults.
	Fluorite (Translucent whites to reds)	Fire, Light	Commonly found in many Mine trash pits and dump sites as it is not good for jewelry.
	Garnet (Translucent Deep Red)	Fire, Earth, Faey	I highly prized stone by the Not so wealthy as it embodies virtue and money. It is good for most jewelry and found in about every mine and jeweler in any descent city.
	Hematite (Opaque Silver black)	Ethereal	Extremely Common mineral found in about any strata. It is an Iron based mineral.
	Howlite (Opaque White laced Black)	Time	Found near or in Gypsum (chalk) quarries. It is semi rare.
	Idocrase (Translucent Moss Green)	Earth, Water (Revoked)	Found in Limestone quarries and Fentor Ores. A Common Gem Stone.
	Iolite (Opaque Purpal)	Faey (Embodiment)	This mineral is unique in that it is made from Magnesium, Iron and Aluminium. Pore gem stone.
	Kyanite (Opaque Mixed rainbow)	Air, Earth, Gravity, Water, Celestial , Ethereal, Faey, Time , Light	Found Metamorphic Rocks and aluminium rocks. Can be clear to Opaque.

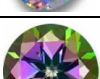
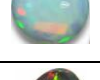
Image	Item	Element	General Information & Source
	Labradorite (Opaque iridescent blue to green)	Water	Used in processing of certain anti poisons and is heavy with Calcium.
	Lace Agate (Opaque layered Browns)	Earth to Fire (Translational)	A poor man's jewelry stone. A very Common stone found through the entire world.
	Lapis Lazuli (Opaque Blue with Gold)	Air to Celestial (Transitional)	A highly prized gem class stone. Found in many jewelry guilds and Healing stones and Mystics shops.
	Larimar (Opaque Blue)	Air, Water	A rare stone but not worthy of any high jewelry. Found in the Lands of Norister only.
	Lazulite (Opaque Dark blue)	Water (Embodiment)	Found in many iron mines and mining trash pits and quarries. Is prized as a gem quality rock.
	Lepidolite (Opaque Shades Purpal)	Faey to Ethereal (Transitional)	Found in many granite sites and around iron salts and magnesium mines.
	Malachite (Opaque Shades of green Layered)	Water (Transcendent)	Usually found in copper mines and from ore rich rare metals. Is Common gem stone.
	Moldavite (Translucent Green)	Water, Earth (Revoked)	A Unique mineral caused by meteorite impacts and High compression Heat sources. Volcanic mountains and Elemental Heart stores.
	Moonstone (Opaque White Glow)	Light (Inhibitor)	Moon stone is found in many places around the world but in small quantities. It is a Gem stone and is used by mystics to identify Lycan disease.
	Moss Agate (Opaque Twisted dark green and white)	Water (Animosity), Earth (Transitional)	Common stone made of many variable types of minerals. The Green or Moss is found in the Sediments in Galishole at Picture Mountain in large quantities.
	Mystic Quartz (Opaque Rainbow Shimmer)	Air, Earth, Gravity, Water, Celestial, Ethereal, Faey, Time, Light, Fire	A unique stone as it feels slippery all the time. Many mystics use this stone to help identify spirits that are inhabiting others. It is also a Gem quality stone. It is commonly found in the mines of Black Mountain and in the Cracks in Poryindon Nor's castles wall ruins.
	Mystic Topaz (Opaque Purple Shimmer)	Faey Fire	Topaz is a common Gem stone of marvelous clarity and beauty. This rare form has a mystic property that can help one identify spirit gates, active death gates, calm aggressive spirits and heal certain natural magical illnesses.
	Obsidian (Opaque Black)	Gravity	Volcanic Glas. Is still called the stone of darkness. Found near just about any volcano. It is used in spells that cause instability in the immediate environment. It is also used in some gate spells.
	Ocean Jasper (Opaque rainbow)	Air , Earth, Gravity, Water , Celestial, Ethereal, Faey, Time, Light, Fire	A beautiful marble stone. It is also used in many forms of barrier spells and natural gate magics.
	Opal (Opaque Blue)	Water, Air	Tends to be blue but does come in other hues and colors. This color seems to be the most reactive to magics and dweomers. If this stone is iridescent in nature, it is already a charged magical mineral. Careful.
	Opal (Opaque Red)	Celestial Fire	As stated about comes in a variety of colors. Celestials and Fire elementals prize this stone as it amplifies these magics and natural energies. This is a rare stone that is usually iridescent in nature.
	Opal (Opaque Golds)	Celestial	This Opal is the gem stone quality and is usually found in middle to upper class jewelry. Found in the Mountains of Freeland and in Picture Island.
	Peridot (Translucent shades of Green)	Water (Transitional)	This Semi rare gemstone can only be found in this color. Found primarily in the remanent of Norister and in the Western coastal region of Europiasal.

Image	Item	Element	General Information & Source
	Pink Opal (Opaque Pink)	Fire (Air and Earth)	This is a pretty stone and is usually only used in spells and enchantments.
	Pink Tourmaline (Opaque crusty Pink Hues to white)	Fire (Earth and Light) (Animosity)	Tourmaline is normally a clear mineral. When found in recent volcanic areas it is mixed with Salts and Calcites making the stone called unbalanced for many spell uses. It does however help in spells that cause, amplify or trigger aggressive natures.
	Pyrite (Opaque Gold)	Celestial (Empowering)	Been known as fools' gold as it looks similar. It is an iron-based mineral. Mystics call it Brazzle Flicker. It causes certain creatures and events to manifest auras.
	Quartz (Transparent White)	Light	There are two values of this crystal. Amina being used in jewelry and various grinding processes. The most common form. Then there is Aoreta class that can with stand extreme heat and is prized by fire Mages and Water elementals. Rare to be found in large quantities.
	Red Jasper (Opaque Red)	Fire (Embodiment)	This stone is iron laden and good in purification spells, Barrier spells and is also a Gem class stone.
	Rainbow Moonstone (Opaque Blue to white)	Air (Embodiment)	The stone of the Lycan Mar.. Those people that are naturally Lycan. This stone when enchanted helps them not forcibly change during new and full moons. Found in Fresh water lakes near volcanic activity or meteorite impacts.
	Rhodochrosite (Opaque red to white)	Fire (Earth and Light)	Typically rose colored. It is a relatively soft stone and easily powdered. Used in some Dwarve and Aluden Metal craft and forgings.
	Rhodonite (Opaque Reds, blacks, Whites)	Fire (Transitional), (Binding)	This is known as an ornamental stone by many. Not so much for jewelry but furniture, and decorative items. Is found near loose packed limestone and feldspar earths.
	Rose Quartz (Translucent Pink shades)	Fire	Used in certain special dwarf Metal forgings. Also, an Ornamental stone.
	Ruby (Translucent Red)	Fire, Time (Shifter)	Usually clear to transparent never opaque. It is a hard gem and is classed as an exemplary Gem stone prized by nobles and Banks. The redder the stone the better the results. It has a Unique function of storing light from heat and later manifesting it.
	Rutilated Quartz (Translucent (Golds and reds)	Celestial Fire	A prized rare gem stone. The Inclusions of that make is Rutilated is what vices it the Preface for celestial fire spells.
	Sapphire (Translucent Blue)	Air (Embodiment)	A prized rare gem stone for its blue color and clarity. It is a mystics stone of truth. It is also a guardian crystal. Rubies, sapphires, and Quinline are often found in the same ore beds.
	Selenite (Opaque White Glow)	Ethereal (Transitional), Celestial (Embodiment)	A Mineral salt for metal works and special enchantments. Mainly found on Adnar in the White Tailed Mountain.
	Shungite (Opaque Silver)	Ethereal (Embodiment)	A strange ore that is formed in watersheds by layered sedimentation at or near volcanic activity. The layers seemingly are bound by something unknown and mysterious.
	Smoky Quartz (Translucent Brown)	Earth (Transitional)	A common form of quartz and readily available most places in the world.
	Sodalite (Opaque Blues)	Water (Embodiment)	Due to its rarity, it was once used as a currency in Norister and Adna being measured in grams. It is found off the coast of these two continents.
	Sunstone (translucent marbling Orange)	Earth (Transitional), Fire (Embodiment)	Was usually discarded as a common pretty stone abundant in Silver and Mythril sites on
	Tiger's Eye (Opaque layered Browns)	Earth (Transitional)	A common ornamental decorative stone. It is found all over the world near or in high iron rich mineral deposit sites.
	Topaz (Translucent Gold)	Celestial	Some Mystic will claim that this stone cures lunacy or depraved soul when powdered and drank. It is used in

Image	Item	Element	General Information & Source
			enchanting as has been found in various mind stones and Arcane Sortic stones.
	Topaz (Opaque White)	Light	A purity stone used by mystics to test the truth of a substance or emotion. Very rare gemstone.
	Topaz (Opaque Blue)	Water, Air	The common Topaz stone. Ornamental as well as a prized gem stone. IS highly reactive to water based magics.
	Tourmaline (Translucent Green)	Water, Earth	Comes in a wide variety of colors but this deep green seem to be the only color that used highly reactive to these bases of magic. Found around tin mines and Sodium mines. Green is hard to find though.
	Turquoise (Opaque Blues shades of Green)	Water (Embodiment)	A prized stone for jewelry was for many years used as a currency in Arora An interesting stone in its variations of blues and green colors.
	Verdite (Opaque dark Green)	Earth, Faey, Water	Properly called Fuchsite. It a highly active Chromium mineral used in forges and in ornamental carvings for figure enchantments.
	Vivianite (Transparent Blue or green)	Water, Air, Ethereal, Faey	A crystal that comes in sheets almost like a glass. It forms many shapes that when cleaved come apart in sheets of the material. It has been used in mystics for purity plates and arcane for the pragmatic resistance to Elements not of the Water and Air Bases.
	Yellow Jasper (Opaque Yellow)	Celestial, Light, Fire (Transitional)	A fairly useless stone for much of any kinds of ornamentation or jewelry. It does react well with Light and celestial magic bases.
	Zebra Jasper (Opaque Black and White)	Time (Embodiment)	A stone that seems not used for much of anything. It does however have a distinct usage in the time base of magics.
	Zircon (Opaque Blue)	Air, Water, Ethereal, Light	This stone or crystal is rare to find in large quantities or pieces. When placed near magical items or objects over a period it will divulge the power of the magic as it changes colors. It can be used to measure the flow of a casters MANA level, the Level of an enchantment based on it color and pressure applied to it.
	Zircon (Opaque Orange)	Earth, Fire	This stone or crystal is rare to find in large quantities or pieces. When placed near magical items or objects over a period it will divulge the power of the magic as it changes colors. It can be used to measure the flow of a casters MANA level, the Level of an enchantment based on it color and pressure applied to it.
	Zircon (Opaque Pale Pink)	Faey Fire	This stone or crystal is rare to find in large quantities or pieces. When placed near magical items or objects over a period it will divulge the power of the magic as it changes colors. It can be used to measure the flow of a casters MANA level, the Level of an enchantment based on it color and pressure applied to it.
	Zircon (Opaque White)	Air, Light, Celestial	This stone or crystal is rare to find in large quantities or pieces. When placed near magical items or objects over a period it will divulge the power of the magic as it changes colors. It can be used to measure the flow of a casters MANA level, the Level of an enchantment based on it color and pressure applied to it.

Damaged Magic Item Damage

When the magical objects or items fail check for structural failure the item has a few possibilities of the results. Some objects that have pieces embedded in them and unless those pieces do not get damaged there is no form of magical damage to worry about. If an item that has been enchanted or has dweomers emblazoned on it fails there are repercussions that come.

First in the Referee system if an item is natural (Organic) that is magical and is damaged the base of the magic will cause a spherical detonation 3 yards radius per charge of the Object. Each event rates a successful Strength or Agility check D°C 15 to avoid full damage.

If the base is fire it will be a fire ball doing 3d8 fire damage per charge.

If it is water then things are washed away. 1000 gallons per charge.

If an item is air, you get a massive air burst, blowing everything away at 50MPH per charge.

If it is earth you get a shard storm. Each charge is 3d10 shards doing 3d12 damage.

If gravity everything will be thrown about will no reference to gravity for a moment. All things are moving at 150 MPH in a spherical direction at 30 feet per charge. Impact damage 3d8 per charge.

If Light you get a solar flare. Causing class 2 sunburn 2d12. 15000 lumens. If you fail an Agility check avoiding eye, contact you are blinded 1d12 days.

If Ethereal you get a negative pulse of energy pushing and shredding all material objects everything away from everything. 6d4 damage to nonmetal objects. If an item has charge requirements, it will fully charge it as well cause a negative event when used.

If Celestial you get daylight nova. Doing 3d12 holy light and percussion damage like a loud gong 110db. Deafening for 1d4 hours.

No if the item is non organic or no of the prime material plane and is or is not organic roll on this chart for results.

Magic Damage Chart

Roll	Description Checks are considered D°C 14
01	All magical implements within 10 meters will disenchant and turn to dust. Each requires a check. IF it fails roll on this chart again.
02	Every creature and only the creature within 6d10' radius will teleport to a random location. d% for range in feet. d12 for direction. Everything they are caring will be left where they were last located at.
03	All received 3d10 damage per charge of item destroyed. A successful Agility check will half the damage.
04	Primary stats Reduced 1d10 if they fail that stats check.
05	Closest creature has all non-magical implements become a +1d4.
06	Roll 1d20 creature that comes closest picks an element Air, Earth, Fire, Water, Celestial, Time, or Gravity become immune to any effect from that element.
07	Roll 1d20 creature that comes closest has ability to Gate to any known location on the same plane.
08-09	All creatures must make a constitution check or become poisoned with class 1 poison. For 2d4 rounds.
10-11	Roll 1d10 creature that comes closest inherits spider climb ability any distance up until exhaustion.
12-13	All creatures within a 6d10' radius who fail an Endurance Check of D°C 12 will lose 1d12 life points permanently.
14-15	Closest creature's body smells as if it is rotting. No matter what they do.
16	Roll 1d10 creature that comes closest gains 10 points to their dodge ability.
17	All creatures within 10d10' gain ability that any weapon they wield magical or otherwise does normal damage only in their hands.
18-19	All creatures are polymorphed (until dispelled) into a physical evil shape. 1 ~ Deamon, 2 ~ Ancient Black dragon, 3 ~ Minotaur, 4 ~ Zombie, 5 ~ Ghoul, 6 ~ Lycanthrope [1~ Wolf, 2~ Cat, 3~ Rat, 4~ Bear], 7 ~ Skeleton, 8 ~ Giant Spider, 9 ~ Banshee, 10 ~ Goblin, 11 ~ Pit Fiend, 12 ~ Death Hound, 13 ~ Blight, 14 ~ Ervile, 15 ~ Horg, 16 ~ Lacrea, 17 ~ Minor death, 18 ~ Shedor, 19 ~ Wight, 20 ~ Gargoyle.

20-21	Roll 1d10. The creature that comes closest to the number inherits the ability to never miss with a ranged weapon.
22-23	Each creature must make a check versus strength or lose 2d4 strength points.
24-25	All creatures within 6d10' will lose all but 1 point of endurance, Strength, and Agility for 1d10 days.
26	Every creature within 6d10' radius begins to bleed from every orifice for 3d20 damage.
27	All creatures within 100 yards radius are teleported to different location within 1 mile. 1d12 direction horizontal, 1d12 Vertical. 1d6 times 1000' in distance.
28-29	Roll 1d20 creature that comes closest picks an element: Air, Earth, Fire, Water, Celestial, Time, or Gravity which can passthrough it like air un hindered for 1 week.
30-31	Closest creature will enlarge 1+1d4 times their normal size. Not including their belongings.
32	You are constantly hearing random conversations in your head for a day. Intelligence checks every hour for insanity if you fail.
33	Roll 1d20 creature that comes closest gains the ability to triple their jump distance permanently.
34	Every creature within 10' hear random sounds and conversations and then deathly quiet. Nothing Happens.
35	All creatures with 10d10' have the problem that all terrain is difficult to them.
36	Magical item explodes doing 10d10 fire, shard and radiance damage in 100-yard radius. Agility checks for half damage D°C 17.
37	Nearest creature will be permanently changed to: [1~Troll, 3~Elf, 4~Dwarf, 5~Hoff Ogre, 6~ Orc, 7~Ildroll, 8~AleDun, 9~Centaur, 10~Catar, 11~Goblin, 12~Human, 13~Darkling, 14~Gelf, 15~Hobbit, 16~Knoolgal, 17~Norgan, 18~Gnome, 19~Choice, 20~Dragon]
38-39	All metal with 60 meters will magnetically come to the center of the destroyed magic item.
40	All creatures within 10d10 yards are knocked prone and unconscious for 1d10 minutes.
41	All creatures within 6d10' of item shrink to half their height if they fail their constitution check.
42-43	A random Spell will occur. 1d10 for spell chart. 1d% for spell. The spell level is 4+1d6.
44-45	All creatures with 6d10' that fail intelligence check fall to the ground acting like a baby for 1day.
46-47	Roll on Wild magic Chart
48	Roll 1d10, creature that comes closest has all female creatures adore them for 1 day.
49	All creatures within 10d10' are stunned for 2d4 rounds each.
50-51	All metal objects, not enchanted, will rust and loose 1d8 damage ability.
52	All creatures that are within 10d10' gain the ability; "No door is locked to them."
53	All creatures within 100 yards have true sight.
54-55	Least important stat to class is made Maximum (20).
56-57	Roll 1d10 creature that comes closest has armor restriction. All armor within 60' of the target will decay to dust in 5 rounds, enchanted or not. Magical destruction check.
58-59	All items of not enchanted will take on a random magical ability for 1d12 days. Uncharged magical implements will become fully charged.
60	All creatures within 10d10 feet loose 1d4 from their Total AD.
61	Roll % dice if you get 25, 50 or 75 you become so ugly that people will pass out at seeing you.
62-63	All creatures with 6d10' feet will be healed 6d20 damage.
64	A spherical area d% is size is permanently filled with a thick black (like being in a cave) darkness you can almost feel. At the epicenter of the destroyed item.
65	All creatures within 10d10' gain 1d6 life die permanently.
66-67	The closest creature absorbs all the magic lost by the damaged magical implement. Permanently increasing their MANA by that amount. Roll wild magic chart.
68	All creatures that are within 6d10' must succeed on a spirit check or become dust as with all there are carrying.
69	All creatures within 10d10' turn to stone for 1 day.
70-71	Roll 1d10 creature that comes closest inherits the ability to always miss with a ranged weapon unless it is a critical hit.
72	Unnatural fear 50+5d10 roll on fear chart.
73	Roll 1d20 creature that comes closest knows the alignment of any individual within 20' of them.
74-75	Awareness improved to 100' with direction and quantity of targets.
76-77	All creatures with 10d10' gain 1d4 to their total AD.

78-79	A spherical area d% is size is permanently filled with a brilliant white (like looking into the sun) light that will cause class 1 sunburn.
80-81	All item that can ignite and burn naturally within 6d10' will instantly vaporize worn or not.
82-83	Roll 1d20 creature that comes closest will draw enemies like a magnet.
84	A rift 100-foot circle of a fire storm will occur. 6d10 damage for 2d6 rounds. All burnable materials including what is worn will be ignited.
85	All creatures within 10d10' receive 20d20 damage. If they succeed on constitution check they take half damage.
86-87	Roll 1d20 creature that comes closest has ability to become spectral at will.
88-89	Nearest Creature will attack next nearest creature as a sworn enemy if they fail an Intelligence check of D°C 14.
90-91	Roll 1d20 creature that comes closest is always hit in an attack.
92-93	Each creature inherits one magical ability within 1d% distance from the damaged magic item. [1~Understand all languages, 2~Breathe underwater 3~Clarivoyance 100 yards, 4~Telepathy [1mile] 5~Maximum hearing, 6~Levitation 1d% in height 7~Natural Illusionist, 8~Conjure Fire or ice as a breath weapon 9~Shape Shifter 1d10 max a day, 10~Regeneration 3d8 per round unless dismembered 11~Enhanced memory: Recall any memory 12~30 Strength +8 Damage: lift 5037 [Light<863, Medium <2212, Encumbered <3198 lbs.] 13~RetroCognition (back to 1 year), 14~Movement Rate 60 [Jog 63, Run 134, Sprint 144] 15~Full Empath, 16~Far Sight 17~ Energy Vampire: A person who can use other people's powers as their own when they are in contact with that person. 18~Breath weapon 3d8 [1~Fire, 2~Ethereal, 3~poison, 4~Ice, 5~Water, 6~Earth, 7~Mystic, 8~Air]. Roll 1d6 check for type of breath weapon under genre. 19~Impervious to external damage, 20~Time Stop 1 Minute]
94	Cure any disease you touch.
95	Pass through earthen materials like water passing through a screen.
96	Roll on magic disease Chart.
97	All Stats Go to 6+1d12 if one fails their spirit Check that is closest to damaged magic item.
98	Able to teleport up to 3000 miles to know destinations. 500 miles to unknown.
99	All Stats go to Maximum 18 that is farthest from damage magical item within 6d10' if they fail their endurance Check.
100	Every creature has their primary Stat made max (20).

Magical Diseases

The world of magical diseases are not without concern in the MUCS mind. Many have little to any knowledge of them or that they even exist. To that end her is a compilation of diseases that are usually caused directly my magical results. Be it from a damaged magic item, spell gone aria, contaminated potions, Disease potions, or withdraws from a magical substance. The later occurs in some form of Magus.

Miracles, Paladin Cure disease, or the healers Petition on High are the only known cures for many of these diseases. Although there are a few of these diseases that only the Plea or a Miracle can cure.

Roll	Name	Description
01-03	Anthromedos	A rapidly mutating pathogen that causes near-instantaneous blood-clotting. 4d12 damage per round until cured. If 48 points are damaged occur in one round the target succeed on a constitution check or collapse with a heart attack or stroke. If they fail double the damage. and add an additional die roll.
04-07	Atlantis Complex	A psychosis common to those having been miss aligned with a magic aura. Is generally contracted by those dabbling in fairy magic. The symptoms include obsessive compulsive behavior, paranoia, multiple personality disorder.
08-10	Blood Fire	A viral infection that infects extremely fast and only affects those susceptible by those who lack resistance to constitution checks. It causes peoples blood to slowly heat up to boiling and causes the target to physically catch fire and burn up.
11-14	Bura Fire	A virus that gestated in wolves a few thousand years ago. It causes the symptoms usually associated with vampirism, photosensitivity and invincibility. The nation of Urnosa is infected, except for a few feral children. The virus can cause extreme mutation and disfigurements.
15-17	Booza Plague	Booza plague is a deadly, rapidly spreading disease with no known cure. Its symptoms include pustules that appear all over the body, and a yellowing of the whites of the eyes. Eventually causing them to scream and rage and bang their head on walls and hard objects trying to stop the pain going on in their bodies. Like every nerve is on fire. Many kill themselves.
18-21	Brain pox	A genetically recombinant virus made from the high pulse of un addressed magic pulse. It causes nightmares, fever, chills, runny nose, encephalitis (brain swelling), and herpes-like boils in the mouth and genitals, followed by a short period of aggression and auto cannibalism preceding death.
22-24	Brittle death	A disease caused by infection generated by earth magic misguided to another living creature and not earthen material. Symptoms include either stunting, growing abnormally large, glowing in the dark with an indescribable color and finally losing hair all over the body crumbling to dust. Insects become strangely bloated and oddly shaped before crumbling into dust. Livestock such as hogs grow abnormally large with tasteless meat before wasting away and crumbling to dust, while cattle and horses exhibit strange behavior followed by crumbling into a powder. In some of the wild animals, the disease causes animals to leave "strange footprints in the snow" that are recognizable as known animals but are off in anatomy and behavior, and rabbits have abnormally long strides. In humans, the disease causes its victims to slowly go insane and see things that are not there, talk incoherently, experience memory loss followed by walking on all fours. The victim then begins glowing in the dark with an indescribable color and becoming increasingly weak and thin before crumbling to dust.
25-28	Chivrel	Those affected experience premature extreme aging. Eventually dying of old age at a young age.

29-31	Collins' Syndrome	A mutating disease that often starts with pain and sensitivity in the affecter's face and eye, then forms a tumor in the brain as it feeds upon the brain cells, sapping away their critical thinking skills and intelligence, once it reaches its critical density, the tumor explodes. Generally Caused by undirected wild magic.
32-35	Coolga Virus	This plague was caused by a mad wizard attempting to cross breed a Dwarf and Catar. It acted like both a biological virus, and could be spread to each type of victim by the other type. High fever, blindness, bulging eyes, hair loss and madness leading to suicide.
36-38	Crossed Virus	A disease that transforms its victims into homicidal psychopaths who rape, kill and mutilate any living being in their sight or each other if there is nothing else to feast on. Individuals infected by the virus are marked by a distinctive red cross pigmentation on several parts of their body.
39-42	Demon Pox	Demon pox, is a rare but debilitating disease that affects Shadow hunters and is usually caused by sexual contact with demons. Can also be affected by high pulse in random summoning misdirected MANA.
43-45	Dorcray Fever	A disease directly associated with incorrectly linked fowl magics. Causes high fever, slow polymorph mutations, body parts begin to malfunction, the mind loses the ability to properly identify itself and insanity and lose of all mental capacities.
46-49	Dorthcadious	A gaseous disease that is a half-gated air elemental looking for the rest of itself. Will attempt to anchor itself into a humanoid hoping to merge with the target. Symptoms include indigestion, light headedness, neurological malfunctions, delusions voices in the head and insanity.
50-53	Dragon Flare	A highly contagious virus that infects the brain of its host, turning them into crazed blood-thirsty cannibals (essentially zombies).
54-57	Dragon Pox	Dragon pox is a potentially fatal contagious disease that occurs in wizards and witches. Its symptoms are presumably similar to like smallpox and chicken pox. However, in addition to leaving the victim's skin pockmarked, dragon pox causes a lasting greenish tinge. Simpler cases present with a green-and-purple rash between the toes and sparks coming out of the nostrils when the patient sneezes.
58-60	Dryditch Fever	A deadly disease-causing weakness, hot flashes, chills, and dizziness. The victim is usually bedridden until eventual death.
61-64	Ebola Gandi	Also known as "the Clench", due to the victims clenching their stomachs, and vomiting most of their guts out over time.
65-67	Foul-Drought	Disease caused from drinking poisoned water or malfunctioning water spells. Creatures who have it will have pain, blurry sight and some will eventually die. It decreases reaction time numbing one's agility.
68-71	Goblin Flu	A rare disease only contracted by goblins. Its symptoms include a "voracious" appetite, a craving for Dwarfish flesh, listlessness, crankiness, and a compulsion to wear fury shirts.
72-74	Gray Death	Disease created from the noxious gas from a defeated dragon stomach. It comes on with no warning and is not contagious. There are three stages of the disease. The first stage is the weakness, and it can last anywhere from a day to six weeks. The second stage is the sleeping, and it always lasts nine days. The last stage is fever, and it always lasts three days. At the end of the fever stage, the victim will die.
75-78	Great Plague	A mysterious disease that swept down through every single Human and Ildrol kingdom. It causes the infected to develop large boils eventually causing deformities, paralysis, bleeding from all one's orifices and then death.

79-81	Inferno virus	An airborne virus that incubates in water. The virus was similar to the Black Death. The Inferno virus can infect a human through damp air or water and fire spells improperly cast. The result is an individual begins sweating reddish clay like substance that is actually a liquid fire. Eventually the infected flesh will burn away leaving a living corpse with no flesh. Thirsting for blood and flesh.
82-85	Lazy Coda	Skin boils that erupt immediately leaving behind small craters in the skin that ooze. Eventually the skin and body rot and falls apart.
86-88	Letumosis	Carriers are noted to show boils and patches on their skin. Hair falling out, gray dry patches peel off and expose festering sores (Contagion), The boils pop splattering a small area the burns and smokes.
89-92	Lycanthropy	A disease the causes individual to under certain lunar cycles to change in to an animal. 1d4 (1-Bear, 2-Cat, 3-Wolf, 4-Rat)
93-95	Darkosis	Dar-kosis is a virulent, horrible, wasting disease and is similar in many ways to leprosy. Instead of white patches they are black like rotted gang green.
96-99	Vampirism	A disease that Causes the Victim to need to feed on humanoid creatures. Drinking their blood. Transmitting the disease to them. The disease within 24 to 48 hours makes the affected an undead.
100	Zombism	A disease that causes the affected to begin decaying. At a point the affected dies but keeps on exiting as an Undead. They can maintain their body by eating any living creature. Dog, Birds People etc..

Focus Creation and Usage

The Focus has been a mystery to the World of magic for eons. Why do some items store MANA for use and others do not. In this section we will discuss the notions of the Focus and how to make them.

The pure Focus can be any material that has a negative or 0 MANA value of its own. There are only two such Substances known. They are Pure Celestial Crystals and Spheres of MANA found in the Ethereal Plain. To get these are only for the experienced high-level characters and are not practical for most people and very expensive if you could find someone unknowledgeable enough to be selling them.

So, the Next best thing is to make something that reacts like this negative or 0 MANA object. To achieve this aspect is a costly and time-consuming event to say the least or find someone who makes them for a living. They are few and far between to say the least and usually are very, very, VERY costly.

Let's begin with the collection of items that will be needed. First and foremost a form of pure raw crystal. Yes Raw! Uncut! The Caster must determine that there are no Major flaws in the crystal via dweomer of discernment. The crystal should be at least 25 karats in size. Listed below are the crystal that are known to work in order of Power.

Ideal crystals are Celestial Sun Stone, Ruby, Black Sapphire, Blue Sapphire, White Diamond, White Sun Stone, Tourmaline, Elvish Aventurine, Grossular Garnet, Topaz, Yellow Sapphire, Star Sapphire, White Lava Glass, and a Red Sun Stone.

The MUC will need a silvers bath for the crystal (see smithy [silver or gold] 250 gold. A vile (3oz) of celestial crystal dust 500 gold. An ounce of enchanted silver dust per level of Focus. A suitable enchanting dweomer dust of the elemental base of the Focus 1000 gold an ounce. Finally, a setting for the crystal to be mounted in so it can be worn or carried, etc.

The caster must check for 5 days using enchantments of discernment to validate the crystal is flaw free for the usage of the Focus (roll of 5% or less is considered a flaw). Once no flaws are found the Maker must cleans the crystal in a silvers bath for a week, tiresome to say the least. At the beginning and the end

of the process a dweomer of enchanting must be cast upon the crystal as the crystal enters the bath and is removed. The crystal can only be handled via a pure silver glove that has also been cleansed via a silvers bath.

Now for the hard work: The powdered celestial crystal dust must be placed in the silvers bath. The crystal again is placed in the Bath with a dweomer of enchantment. Daily, for each level of the focus, Enchanted silver dust mingled with the suitable elemental base dust must be sprinkled under an enchantment of receiving upon the crystal.

Again for 5 days the caster must check for 5 days using enchantments of discernment to validate the crystal is flaw free for the usage of the Focus (roll of 6% or less is considered a flaw).

Now the caster will need someone to put the caster to bed after the next and final enchantments and possibly watch over him. This is where it usually costs a MUC his Life. The watcher kills the MUC and then sells the focus for a hefty cost.

The caster must cast a Dweomer of receiving unto the flaw free enchanted crystal and then convert half of their Spirit points or more into the crystal. Before loosing consciousness, the MUC must cast a seal or closing enchantment. Many MUCS fail or don't do this to make sure they will wake up to cast the closing or sealing dweomer upon the Focus. Without the sealing the Focus will simply begin causing wild magic events if the power is not managed and sealed.

At this point the focus is usable by any MUC that can cast the base of magic the focus is attuned too. However the focus can be directly used by the creator to draw of MANA for any spell they choose to use it with. It requires a soul link to the focus and all the power will be drawn from the Focus. Also the creator can draw back in soul points to maintain life at the cost of the permanent removal of power from the Focus. It can not be restored.

Master Ulrich was legend to be the only MUC that was able to place four sets of Soul Point in a Focus. On his death it is said he cast it off in to the ethereal plan to drift forever however, no one ever saw Ulrich die either.

Although master Elmon, Ezmirelda and Lumica all claim to have achieved similar results.

Crystal Attunement

There are many forms of Crystal. Some very unique and used in very specific ways. There are common crystals found in the next section and there are these special crystals listed here.

Some folks want to have magic but not spells they can take the path of an attuned. These individuals can vocally or mentally harmonize with the crystal. Mental is extremely rare but there have been some.

To start with you have an option before the start of the game take a chance of the die and roll less than 15% to have the natural talent.

Other ways that may give one the ability is that one has had a unique event happen to them during the Game that enables them to start down the path of an attuned. This happens in a few ways.

One is to be gifted the ability by an elder earth elemental.

Another is being gifted the ability by a celestial with the ability or Whiteheart.

A third is in killing a Crystal Golem. When they are killed, they shatter giving off a particular tone. About 15 to 20% of creatures who are struck by sound pulse acquire the attunement ability.

Once one can attune crystals usually by song or notes sang, begin to hear crystal tones as if they are speaking. It is very soft and easily missed. The tone heard is considered by earth elementals as the earth song. Usually, the attunement note is some sidetone of the note heard.

The nature of a crystal is based on its core type. There are Fire stones, Water stones, Power stones, the rare MANA stone, Sun stones, Energy stones, and the mind stones. These stones are having a power amount applied to them. The Ref will roll % dice to know its core power. 1-100 is what will be rolled. Each point expended weakens the stone. My using a song in attune with the stone produce its effect.

Certain stones have proficiency that dictates the number of Core points that can be utilized in a single use. Each level of

proficiency allows up to 10% of its core power to be available for use. At least 1 point under will cause some stones to turn to powder and be useless. Alchemy has a use though for these expended stones dust.

Fire Stones

The group of stones that fall into this category are generally found on the elemental domain of fire. They consist of the following



A **Fire Stone** that when attuned it generates an immense amount of heat that can melt just about anything based on its Core power. It will give off 1 point an hour up to that value's % of 2000 degrees F. If it is 86 core power then it would be .85 times

2000 or 1700 degrees. A good attunement can control the temp extending the length of time that a core Point will expire or be used up.



A **Hearth Stone** attuning will cause the crystal to burst in to a small ball of flame. Great for starting fires or the camp fire when the wood is wet. It will burn 5 points an hour at about a brightness of torch light. It is ice cold to the touch and is very sharp. If one is

not careful it can draw blood which will cause the stone to begin to breakdown.



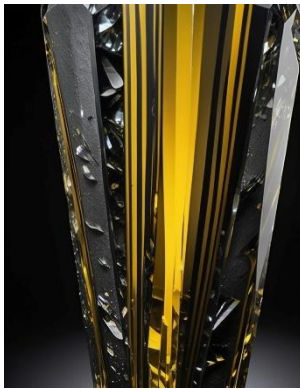
The **Ruby** is a beautiful stone when cut and polished. Its beauty is almost not of this world. It has an echo of another world. It is suitable for a focus but it has a drawback it can at times lose its power to were

many a wizard are not sure.



A Fire Scarab Crystal this unique stone looks somewhat like beetle hence its name. This stone when attune will cause a fire bolt about 15 feet in length to a desired target doing (core point used) d8 damage. Maximum points are based on 6% per

Proficiency level.



Hornet Stone is a fun sort of stone in that it tends to be a onetime use. When one attunes it will shatter into 1d100 small flares shooting away up to 10 feet. Causing any burnable material in the area to ignite into flame. Any creature caught in the flash will

take 2d4 burn damage. A dexterity check is used to see if the creatures within 10' of the flash are blinded. A successful check blinds for 2 rounds and on a failed check blind for 3d4 minutes.

Any creature within 2' of the flash will take 2d4 Shard damage as well leaving hundreds of burn scars on their body. If they fail their check they are permanently blinded.



Last is the **Fire Heart** a very rare stone in that only two have ever been recorded to exist. This stone when attune causes most rock near it to form a golem like creature with the Fire Heart inside it. The golem will obey most of the commands it understands. Each

action will expend a point. For each proficiency level of the user, it enables the golem to do 2d8 damage in the event classed as Martial Mace (Hercules club or Maul).

Water Stones



My favorite is the Water stones. They can save your life or take it. They come in three general types. Doors, Eyes, or Maws.

The doors are many times a single use item. When the door opens it is hard to close it with all that water coming out. The attunement

takes a small amount of time but makes it, in many cases, a onetime use item. In basic the dweomer attunes the door (links) magically to a water source.



Eyes are Crystals that when shattered begin filling the area with water as each gram of the crystal holds about 10 gallons of water depending on the density of the crystal. The aspect of this enchantment is it makes the crystal very week and fragile. Once

the crystal is even cracked it will explode severing every gram spraying water everywhere. A gram is roughly 5 carats of crystal. Or 1 Ounce is 141 Carats. Generally, 1 Stone weight is 224 Ounces. Very dangerous stuff.

In Essence the crystal once enchanted become a sponge of sorts. It is dropped into a water source. Once it has consumed the water it can, the crystal must be sealed with the enchantment. Now keep them well-padded and safe. The size of the crystal must be measured and calculated for size. The enchantment tends not to work above about 100 ounces (2834 Grams) of crystal. That is possibly 28,340 gallons of water.

Finally, there is the Maw. This is an opening of some sort. It can be a statue, or a puppet or monolith, a carving or a cave entrance. When the MAW is breached the water source comes flooding out. This too is an enchantment attuning the MAW to a water source. Distance is an Issue the source must

be within 3 leagues (9 miles). The MAWS opening must be coated with water from the Source when creating the enchantment. When the enchantment is sealed a force barrier covers the Maw. With the strength of a thin piece of cloth. It is invisible.

Power Stones



A power stone is a crystal that has been charged like a battery or a capacitor with some form of power. It can be thunder, lightning, pure light, heat, electromagnetic, Molecular types of

energy.

Whatever the Energy one wants to place within the crystal must be present for the enchanting to store it. Once it is enchanted the stone is placed or tossed or hung in the area and the enchantment is then invoked. Make sure one is not near it when invoked. It will draw in the energy in a 360-degree sphere around the stone up to a mile in distance. The stone will glow with a color like the energy stored in it. Remember this is raw and uncontrolled. When released hopefully you are not within its reach. A witch named Tabatha quelled a hurricane class storm that threatened her king's lively hood. When the king would not recompense her, she released it in his keep. Only rubble remains to this day.



stone will release the energy stored in it once awakened.

Once the energy is stored in the stone. The enchantment must be sealed or bound with a power word or a defined action that will release it. One usually has about 5 to 10 minutes before the

MANA Stones



Thes are very special stone or crystals. They tend to be pure no flawed items. Within the lattice of the crystal the enchanter places a link to the MANA world (The essence of all things). It will draw in

MANA equal to its flawless section. Those areas with flaws will ignite and explode doing 4d8 damage for each piece that explodes to anything within 10 feet. Once the crystal glows a vibrant white, regardless of the crystal, it is ready to be sealed. Problem with this crystal is it can take essence from all things around it including the enchanter. Most stones will only hold about 300 MANA. Again, based on how flawless it is.

Now that the stone is charged it must be enchanted to the enchanter or it will become a bomb of sorts.

The Enchanter may draw off MANA as needed or channel it as needed. Be careful to not exceed the MANA level of the crystal or it and the enchanter will explode. Roll 5d100 for amount of MANA stored in the crystal. For every 10 point the crystal can do 3d12 explosive damage. At some point, it varies, the crystal detonates it can cause a rift between dimensions of random locations.

Sun Stones



I simple 4-to-10-ounce stone of white Celarian marble or a pure celestial sun stone crystal. One cleans the stone with elemental cleansing spells and such to make it as pure as

possible. Take it out at high noon after keeping in a dark place and enchanting the stone with a dweomer of solar flare, brilliance,

sunburst, star light, or perhaps solar radiance.

Then make a pillar of polished silver to which to set the crystal on at high noon. When the stone is ready it is kept in a thick black type of covering of darkness by spell or material. The stone is placed on the pillar and the covering then removed. Keep one's eye closed and facing away. For a moment 3 to 15



seconds the stone will wink extremely bright and then dim. When it dims place the darkness covering again over the crystal. The stone will feel warm. Now the crystal when uncovered will multiply the light around it by a factor of 10 for approximately for the 3 to 15 seconds. Great to take in to lairs of the undead.



Hopefully they will not sense that one has one. As they may try to make you pull it out away from them and look at the stone/crystal. Not a pretty picture.

Mind Stones

The Mind stone requires psionics or one that has exceptional mental powers. In general, the stone has placed in it during the

enchancing process an ability of the individual with the metal abilities or a Spell or Dweomer of mental skill. I.e. clairvoyance, divided mind, Illusion, memory absorption, mind exchange, precognition, telepathy, telekinesis, emotion implanting (fear, hate, wonder, etc), psionic distortion, psychic shield, telepathic perception, unconscious inducement.

Mind reading is one of the most popular. It will begin speaking the surface thoughts of any one within 20 feet of it. Can cause people to go mad.

The **Black Sapphire** is a rare stone and when found makes one's heart just rejoice and somehow makes one want more. It is highly prized for many things as well as for making a focus. It stores more energy than many other stones of similar structure.



The **White Sun Stone** is a marvelous crystal jewel. It has a fire in it that sparks one's interest and greed. One of the rarest stone known to exist. It emanates some form of power

that entices the mind to stare at it. One can get lost in its mesmerizing light. It is ideal for a focus.

Section 6 Spell Creation

In the process of creating a spell one must consider many concepts and properties about the spell in question. What is its purpose, defining the base and how it changes the spell, are Semantics required, does the spell have Components, are their songs, tones or words or just thought to its focus, A Range of effect and affect, the base desires, and what events could curtail its function or effects.

Each of these are required before the spell can even be conceived. One these topics are understood and decided on how to make it happen.

First the REF will roll percentile dice and hopefully they get a value that is desired. In the Referee it is 75% or better for the spell to become real and usable in the game.

Next the Charts below are those items that must be rolled and determined for the spells function.

result. It usually Drains most non-MUC and exhaustion level set in but that is a Spirit Check for determination.

How can you cast spells and not be a MUC

Every creature has some amount of MANA. IF you take their intelligence and Charisma and cross them on the base MANA chart divide by 2 you come up with the amount they have. In some cases, it could be a fair amount. Regardless something in them or not in them just does not give the function ability to cause an effect to that MANA to make a spell event happen.

That is why some magically endowed objects can be used by a non-MUC. The object is already tuned to MANA and the user has some so it can proceed to function. But that is also why some objects won't work is the user does not have enough MANA for it to Function or be Attuned to.

That begs the question; Can anyone cast a spell? Yes and No. If they cannot attune to their MANA no they can't. Some may by use of an item called an Bronwser Wand. This costly item (700 to 800 platinum in most shops that have them) acts as the catalyst or the attune to their own MANA in order to affect a spell



Section 7 Spell Tables

Spell Table Notes

Most spell tables give you a number of spells that are known. The value increases as you improve your level. What this means is that your character can learn any number of spells from any level if the quantity selected does not exceed your total known spell count. Reference players handbook for MUC classes.

These tables will tell you how many casting slots you have available to use at any level. Your character can take a lot of lower-level spells and cast them at higher slots. They can only cast a spell up in slots, never down.

In the charts below, the class designations are listed.

AL ~ Alchemist	Bg ~ Black Guard	Cl ~ Cleric	Cc ~ Celestial Cleric
Dr ~ Druid	Ec ~ Enchanter	Fe ~ Fili	Hl ~ Healer
Hb ~ Holy Blade	Ht ~ Hunter	Ma ~ Mage	MJ ~ Manija
Mg ~ Myst Gazer	My ~ Mystic	Pk ~ Paladin Knight	Rg ~ Ranger
Sg ~ Sage	Ss ~ Sigel Sage	Sk ~ Selarian Knight	Sh ~ Shadow Hunter
Sr ~ Sorcerer	Wl ~ Warlock	Wb ~ War Blade	Wz ~ Wizard

Column Descriptors

The **'DR'** is the duration of the spell, while the **'CT'** is the cast time of the spell. The columns with the V, S, and M refer to a **(V)** verbal spell requirement, **(S)** spell Action requirement, and **(M)** material item requirement.

(V) The verbal requirement indicates if a spell must be audibly spoken to be cast. Some spells need to be cast in a specific language, rhythm or by active word.

(S) Spell Action refers to any particular action such as a dance, touch or perhaps a gesture that the spell needs to focus with.

(M) The material item of the spell dictates the physical components needed by the spell and for the spell. These components are usually some form of crystal that are usually consumed by the spell upon activation/casting of the spell, while those items by which a spell focuses on are the items the spell actuates on.

TA% Chance, TA* difficulty, TA^ Link

Class of Spell Users

AL ~ Alchemist	Bg ~ Black Guard	Cl ~ Cleric	Cc ~ Celestial Cleric
Dr ~ Druid	Ec ~ Enchanter	Fe ~ Feli	Hl ~ Healer
Hb ~ Holy Blade	Ht ~ Hunter	Ma ~ Mage	MJ ~ Manija
Mg ~ Myst Gazer	My ~ Mystic	Pk ~ Paladin Knight	Rg ~ Ranger
Sg ~ Sage	Ss ~ Sigel Sage	Sk ~ Selarian Knight	Sh ~ Shadow Hunter
Sr ~ Sorcerer	Wl ~ Warlock	Wb ~ War Blade	Wz ~ Wizard

Table 21 Cantrip Spells

Name	Lv	School	Information	Class	V	S	M
Booming Blade							
DR:							
CT: 1 ACTION							
Rg: 10 Feet	0	Evocation	As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the spell ends. This spell's damage increases when you reach higher levels. At higher level At 5th level, the melee attack deals an extra 1d8 thunder damage to the target, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.		x		x
TA:							
Control Flames							
DR: 3 Round	0	Transmutation	The Caster takes control of an existing flame. They can double its brightness, Snuff it out, Cause to grow (as long as there is Fuel to maintain it.) Change the color of the flames or restrict the flame from igniting something.		x	x	
CT: 1 ACTION							
TA:							
Cost: 2	Spell Base: A,E,F,W,Et,Ce,Fe,Gr,Ti,Lt		Range: 30'	Add Costs: 0			
Cracked Glass							
DR:	0	Evocation					
CT: 1 ACTION							
TA:							
Create Bonfire							
DR:	0	Conjuration	Create Bonfire				
CT: 1 ACTION							
TA:							
Ember							
DR: >2 Hour	0	Evocation	This Cantrip creates a distortion in the immediate realm around them and a field of MANA begins to collect around the MUC for up to 2 hours. This spell is dangerous in that the MANA is raw and someone casting a spell at the MUC in the field would cause a manifold catastrophic increase in the spell's result. The field is used to cast spells in a ceremonial form and nothing more. Roughly speaking, the field will collect a full day's MANA in about 5 minutes.	SR, Dr, SG, CL, CC, EW, WZ	x	x	
CT: 1 ACTION (120')							
Fire Bolt							
DR: Instantaneous	0	Evocation	You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).	SR, WZ	x	x	
CT: 1 ACTION (120')							
Frostbite							
DR: Concentration up to 1 Minute	0	Conjuration	You cause a Target within range to have the sensation of bitter numbing cold to a hand or foot or ear etc. They will need to make a agility Check of loose bonuses to their actions that they would normally have in movement.		x	x	
CT: 1 ACTION							
Cost: 2	Spell Base: A,E,F,W,Et,Ce,Fe		Range: 60'	Add Costs: 0			
Gust							
DR: 1 Round	0	Transmutation	The caster causes a slight gust of air at a target area no larger than 5' cube. This gust will extinguish any candle or other small lights or flames in that area. The air has a slight chill to it and can have direction based on the caster's choice.		x	x	
CT: 1 ACTION							
Cost: 2	Spell Base: A,F,Et,Ce,Fe,Gr,Ti,Lt		Range: 30'	Add Costs: 0			

Name	Lv	School	Information	Class	V	S	M
Ta							
Infestation							
DR: Instantaneous	0	Conjuration	The caster using a small dead tick, flea or other small insignificant bug causes a target to have the sensation of these critters crawling all over them. They critters do not bite or cause damage bug can make one itch or loose concentration for up to a minute.		x	x	x
CT: 1 ACTION							
Cost: 2	Spell Base: A,E,F,W,Et,Ce,Fe,Gr,Ti,Lt	Range: 30'	Add Costs: 1				
Ta							
Lightning Lure							
DR: 1 Hour	0	Evocation	The caster will cause an objected that is touched to take on a negative charge that slowly builds' If there is a storm or someone who can cast lightening it will jump to the target touched. Vise any other point initially and once only.		x	x	
CT: 1 ACTION							
Cost: 2	Spell Base: A,E,F,W,Et,Ce,Fe	Range: Touch	Add Costs: 5				
Magic Stone							
DR: Instantaneous	0	Transmutation	You cause a small stone to become enchanted for up to 1 hour. Anything that passes by the stone or handles the stone the caster will be aware of it.		x	x	
CT: 1 ACTION							
Cost: 2	Spell Base: A,E,F,W,Et,Ce,Fe,Gr,Ti,Lt	Range: Touch	Add Costs: 0				
Mend							
DR: Instantaneous	0	Transmutation	The spell will repair simple damage to an object that you touch. Only the individual broken piece. A staff, an Arrow, a link in a chain, tear in a shirt etc. as long as the damage does not sever the item from the main piece or removes the form of the damaged item. The spell can be used to repair a magical item that was damaged, but it cannot restore the lost magic.		x	x	x
CT: 2 Rounds per inch of mending							
Cost: 5	Spell Base: A,E,F,W,Et,Ce,Fe,Gr,Ti,Lt	Range: Touch	Component: two Earth Core shards	Add Costs: 2			
Mold earth							
DR: Concentration Up to 1 minute	0	Transmutation	The caster can target an area of earth that they can see within range and cause its shape to change to whatever they desire as long as it does not exceed 1 cubic foot of mass. The shape takes on the properties of the earthen material used.		x	x	x
CT: 1 ACTION			At 3 rd level that object can be made to move at an MR of 10. At 7 th level the shape can move at an MR of 30. One could make a sphere or a box or a worm etc...				
Cost: 2	Spell Base: E,W,Ce,Fe,Gr	Range: 30'	Component: 1 Cubic foot of earth	Add Costs: 1			
Poison Cloud							
DR: Concentration, Up to 1 Minute	2	Conjuration	You extend your fist toward an area 10' x 10' x 10' you can see within range and opening the hand as to project a puff of noxious gas from your palm. All creatures in the area must succeed on a constitution check or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).	DR, SR, WL,WZ	x	x	
CT: 1 ACTION (60')							
Cost: 11	Spell Base: A,E,F,W,Et,Ce,Fe,Gr,Ti,Lt	Range: 45'	Add Costs:				
Feral Savagery							
DR: 1 Minute	0	Transmutation	You channel beastly energies to cause your teeth or fingernails to sharpen, ready to deliver a ferocious attack. Make a melee attack against one creature within 5 feet of you. On a hit, the target takes 2d6 bleeding damage. <i>At Higher Levels.</i> The spell's damage increases by 1d6 when you reach 3rd level (4d6), 7th level (5d6), 11th level (6d6), at 16 th level (7d6) and at 20 th level (8d6).		x	x	
CT: 1 ACTION							
Cost: 2	Spell Base: Et,Ce,Fe	Range: Self	Add Costs: 0				
Flaming Finger							
DR: 1 Minute/5 levels	0	Conjuration	A flickering flame appears on your index finger. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius	DR	x	x	

Name	Lv	School	Information	Class	V	S	M
CT: 1 ACTION			and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, by pointing your finger at a target. Make a ranged attack if successful a flare light a flame thrower for 8 feet erupts from your finger in the direction you are pointing doing 3d4 damage. This spell's damage increases by 2d4 when you reach 4th level (5d4), 9th level (7d4), 14th level (9d4), and at 19th level (11d4).				
Cost: 2	Spell Base: A,E,F,W,Et,Ce,Fe,Gr,Ti,Lt	Range: Self	Add Costs: 0				
Frosty Finger							
DR: Instantaneous							
CT: 1 ACTION	0	Evocation	A frigid beam of frost streaks toward a creature within range. Make a ranged attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by half until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).	SR, WZ	x	x	
Cost: 2	Spell Base: A,F,W,Et,Ce,Fe,Gr	Range: Self	Add Costs: 0				
Shadow Blend							
DR: Instantaneous							
CT: 1 ACTION (Self)	0	Illusion	When cast, the caster will blend into the shadow they are in. Technically becoming invisible. They cannot move, any contact of any form with them the spell ends.		x	x	
Cost: 2	Spell Base: A,E,F,W,Et,Ce,Fe	Range: Self 5'	Add Costs: 0				
Shape Water							
DR: Up to 1 minute							
CT: 1 ACTION	0	Transmutation	The caster can cause a small amount of water to change its shape for duration. It will hold this shape for up to duration then return to its natural shape.		x	x	
Cost: 2	Spell Base: A,W,Et,Ce,Fe,Gr	Range: 30'	Component: 1 liter of water	Add Costs: 1			
Shard surface							
DR:							
CT: 1 ACTION	0	Transmutation					
Shillelagh							
DR: 1 Minute (Mistletoe, club, staff)							
CT: 1 ACTION (Touch)	0	Transmutation	The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the Attack and Damage Rolls of Melee Attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.	DR	x	x	
Shocking Grasp							
DR: Instantaneous							
CT: 1 ACTION (Touch)	0	Evocation	Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).	SR, WZ	x	x	
Spare the Dying							
DR: Instantaneous							
CT: 1 ACTION (touch)	0	Necromancy	You touch a living creature that has 0 Hit Points. The creature becomes stable. This spell has no effect on Undead or constructs.	CL	x	x	
Sword Burst							
DR:							
CT: 1 ACTION	0	Conjuration					
Thaumaturgy							
DR: Up to 1 Minute	0	Transmutation	You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range.	CL	x		

Name	Lv 	School	Information	Class	V	S	M
CT: 1 ACTION (30')			• Your voice booms up to three times as loud as normal for 1 minute. • You cause flames to flicker, brighten, dim, or change color for 1 minute. • You cause harmless tremors in the ground for 1 minute. • You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. • You instantaneously cause an unlocked door or window to fly open or slam shut. • You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.				
Thorn Whip							
DR:	0	Transmutation					
CT: 1 ACTION							
Thunderclap							
DR:	0	Evocation					
CT: 1 ACTION							
Toll the Dead							
DR:	0	Necromancy					
CT: 1 ACTION							
True Strike							
DR: Concentration, Up to 1 Minute	0	Divination	You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.	FÊ, SR, WL, WZ		x	
CT: 1 ACTION (30')							
Vicious Mockery							
DR: Instantaneous							
CT: 1 ACTION (60')	0	Enchantment	You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom check or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).	FÊ	x		
Word of Radiance							
DR:	0	Evocation					
CT: 1 ACTION							

Class of Spell Users

HB ~ Holy Blade	PL ~ Paladin Knight	SR ~ Sorcerer	DR ~ Druid
SH ~ Shadow Hunter	RG ~ Ranger	WZ ~ Wizard	WL ~ Warlock
SG ~ Sage	FE ~ Fili	CL ~ Cleric	MG ~ MAGUS
EW ~ Elemental Ward	SK ~ Selarian Knight	SD ~ Shadow	AL ~ Alchemist
CC ~ Celestial Cleric	HT ~ Hunter	MW ~ Mage Ward	HL ~ Healer
EC ~ Enchanter	MY ~ Mystic	BG ~ Black Guard	MJ ~ Manija

Table 22 Level 1 Spells

Name		L v L	School	Information	Class	V	S	M
Absorb Elements	1	Abjuration	You cause an element that is in your sphere of influence to be converted and absorbed into your physicality to either raise your MANA temporarily or to heal you. MANA = 1 volumn 20 point, Healing = 1 volumn 1d8. Volumn = 2'x'2x'2 area. Increase area per spell slot above it	EW(All), SG, MG, Spec AL	x	x	x	
DR: Instantaneous (Volume of material)								
CT: 1 ACTION (Self)								
Affect Fire	1	Abjuration	The caster may affect the fire in one of the following ways for the duration of the spell. 1) Expand: 1 additional area per Spell Slot, 2) Thermal Shift 1 scale: increase damage by 1 die per spell slot or decrease by ½ die damage, 3) Shrink it: ½ area per spell slot, 4) Extinguish it: if no larger than 1 area. Area = 5' x 5'	HB, EW(F),	x	x	x	
DR: 1 Round								
CT: 1 ACTION								
Agile Attack	1	Abjuration	The Caster gains free movement as if in a spell. +1 to their attack adjust. Bonus to attack improved for each spell slot above the 1 st .	HB, SH, ,DR, SG, PL, RG, FÊ, CL, CC	x	x		
DR: 1 Round								
CT: 1 ACTION								
Alarm	1	Abjuration	You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is transmitted to the spellcaster telepathically or by an audible sound. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.	RG, WZ, SH	x	x	x	
DR: 8 Hours (Tiny Bell & Silver Wire)								
CT: 1 ACTION (30')								
Animal Friendship	1	Enchantment	This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom check or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends. At higher levels: When you cast this spell using a 2nd level spell slot or higher, you can affect one additional beast level above the 1 st .	FÊ, DR, RG, SH, HT	x	x	x	
DR: 24 Hours (Piece of food)								
CT: 1 ACTION (30')								
Audible Glamer	1	Illusion	The spell causes a sound to arise from a space within range, audible to any within the normal hearing range of the sound. This sound can be anything the caster desires, from talking, singing, shouting, walking, marching, running, (i.e. a hoard of running rats) to a roaring lion or a roaring dragon. The sound can be made to recede, approach, or remain fixed in place. Anyone hearing the sound who does not believe it is real can make a check to hear no sound, or perhaps just a faint noise. The volume of sound is based on the level of the caster. The caster can produce a volume equal to four people per caster level (a hoard of rats is equal to 8 people, a roaring lion is equal to 16, and a roaring dragon is equal to 24 -- the DM may base other sounds on this estimate).	WZ, EW(All), SG	x			
DR: 2 Round/ Lvl								
CT: 1 ACTION (60')								
Armor or Mage Armor	1		You touch a willing creature who isn't wearing armor, and a magical protective force surrounds them until the spell ends. The target's base AD becomes 13 + its dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.	SR, WZ, EW	x	x	x	
DR: up to 10 Minutes (Cured leather)								
CT: 1 ACTION (Touch)								
Armor of Agathy	1	A b				x	x	x

Information									
Name	L v L	School		Class	V	S	M		
DR: Concentration Up to 1 Minute (Aborny Hyde) CT: 1 ACTION (Touch)			You touch a willing creature who is wearing organic armor, and a magical force alters the fabric of the armor by enhancing its characteristics for the duration of the spell. The base armor value doubles, it is resistant to piercing damage (half on check), and it is resistant to elemental damage (earth)	SG, EW(E), DR, FÊ, MG, SK					
Arms of Hadar			You touch a willing creature who is wearing cloth-based armor, and a magical force imbues the fabric by enhancing its characteristics for the duration of the spell. The base armor value triples, it is resistant to piercing damage (half on check), and it is resistant to elemental damage (All).	SG, MG, EW(All)	x	x	x		
DR: 1 Round per spell slot CT: 1 ACTION (Touch)	1	Conjuration	At higher levels: When you cast the spell using a spell slot above 2 nd level or higher, you increase the duration of the spell by 1 round.						
Bane			Up to three creatures of your choice that you can see within range must make Charisma check. Whenever a target fails this check, makes an attack roll or a check before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or check.	FÊ, CL	x	x	x		
DR: Concentration, Up to 1 Minute (Drop of Blood) CT: 1 ACTION (30')	1	Enchantment	At higher levels: When you cast this spell using a 2nd level spell slot or higher, you can target one additional creature for each slot level above the 1st.						
Barney's Dweomer			Causes an area of confusion and clumsiness. Each target within the 10' x 10' target area must make an Intelligence check to ignore the spell's effects. If they fail, the clumsiness lowers all AD by 1 and rolling on the chart below will determine the level of confusion. 1) Stand and stare wondering what to do 2) Throw weapon at target with best attempt to cause damage 3) Sheath weapon 4) Charge nearest enemy 5) Drop weapon 6) Attack nearest creature 7) Retreat to rear of group area 8) Attempt to make use of handiest magical item 9) Normal action 10) Opponent is seen as long-lost friend 11) Sit down and plan a better strategy 12) Attempt to kill self At higher levels: The AD is lowered by 1 per spell slot above the 2 nd level when cast.	SG, MG, EW(All)	x	x	x		
DR: 1 Round CT: 1 ACTION (30')	1								
Beast Bond			This spell indefinitely binds a willing creature you touch mystically between you and the target until the spell effect ends. While the target is within your level * 120 feet of you, it gains a +1 bonus to AD and all checks, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. You can hear, smell, taste, and see under full concentration what the Beast does. The beast is not bound to your command, but if willing will perform them to the best of its ability. Any healing done to you also heals the bonded beast.	DR, SH, RG, STG, EW(All), SD	x	x	x		
DR: Special (Pair of blessed Platinum Rings worth 50G) CT: 1 ACTION (touch) (120' per Spell slot)	1	Divination	The spell ends if you or the target drop to 0 hit points, if you and the target become separated by more than the defined distance, if the spell is cast again on either of the connected creatures, the beast leaves your plane or the beast rejects the bond. You can also dismiss the spell as an action. Caution must be made as to the beast's ability. If the selected beast is dimensionally attuned or has a different alignment than the caster, the caster must make a check vs Spirit or receive recompense. See alignment changes. At higher levels: The distance increases per spell slot above the 1 st , up to a max of 4.						
Bind			For the duration of the spell, the target is bound by something--initially by a single strange cord. A target with strength above 15 can use its next action turn to break the hold. If strength is less than 15, a strength check is required. If succesful, the binding is broken. If failed, they are bound for up to 1 minute Rating a Check at end of each round.	EW(A,E,E T,C), WZ, SR, FÊ	x	x	x		
DR: Concentration, Up to 1 Minute (Thin cord) CT: 1 ACTION (30')	1	Enchantment	At higher levels: When the spell is cast using a higher spell slot above the 1 st , the strength required to break the binding is increased.						
Bless	1	Enchantment		HB	x	x	x		

Information									
Name	L v L	School			Class	V	S	M	
DR: Concentration, Up to 1 Minute (Sprinkle Holy Water) CT: 1 ACTION (30')				You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a check before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or check.					
Burning Hands									
DR: Instantaneous									
CT: 1 ACTION (Self 15' Cone)	1	Evocation		As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity check. A creature takes 3d6 fire damage on a failed check, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. At higher levels: When you cast this spell using a 2nd level spell slot or higher, the damage increases by 1d6 for each slot level above the 1st.	SR, WZ	x	x		
Chameleon									
DR: Up to 10 Minutes									
CT: 1 ACTION (Touch)	1	Transmutation		When the caster touches a willing target, it can cause the physical form to become transparent, but not the items that they are carrying. Their outline is still visible to someone with a perception check. The target will remain this way for the duration of the spell, even if a dispel magic is cast or damage is inflicted from an outside source. At higher levels: When cast at a higher spell slot, the time is increased 5 minutes per each spell slot above the 1 st .	EW(All), WZ, SR, SG		x		
Carl's Can									
DR: Instantaneous (1 Hour per Level of caster) (Small Crystal)									
CT: 1 ACTION (30')	1	Transmutation		The caster may entrap creatures in small crystals valuing about 100G. Small creatures up to half the hit die of the caster and only animals of lower intelligence may be affected. The creature rates a Check vs Spirit or Wisdom to ignore the spell. If the roll fails, the creature will be bound for up to 1 Hour with no harm. The crystal will release the entrapped creature when damaged or when the spell ends. The released creature will be enraged and angered and attack the next nearest creature. At higher levels: When cast with a higher spell slot above the 1 st , the caster can increase the number of creatures within the entrapment.	SR, WZ		x		
Catapult									
DR: Instantaneous (Object <=5 lbs.)									
CT: 1 ACTION (60')	1	Transmutation		Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 60 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object might strike a creature, that creature must make a dexterity check. On a failed check, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage. At higher levels: When you cast this spell using a 2nd level spell slot or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8 for each slot level above the 1st.	SR, WZ		x		
Cause Fear									
DR: Concentration, Up to 1 Minute									
CT: 1 ACTION (60')	1	Necromancy		You awaken the sense of mortality in one creature that you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom check or become frightened of you until the spell ends. The frightened target can repeat the check at the end of each of its turns, ending the effect on itself if the roll is a success	WZ, WL	x	x		
Ceremony									
DR: Instantaneous (25G powdered silver)	1	Abjuration		You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Atonement. You touch one willing creature whose alignment has changed, and you make a D+C 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment.	CL, PL	x	x	x	

Information									
Name	L	v	School					Class	V S M
CT: 1 ACTION (Touch)									
Chaos Bolt									
DR: Instantaneous	1		Evocation						
CT: 1 ACTION (120')									
Charm Person/Creature									
DR: 1 Hour	1		Enchantment						
CT: 1 ACTION (30')									
Chromatic Orb									
DR: Instantaneous (Diamond worth 50G)	1		Evocation						
CT: 1 ACTION (90')									
Claw									
DR: Up to 10 Minutes (Claw or Talon)	1		Evocation						
CT: 1 ACTION (Touch)									
Climb									
DR: Up to 1 Minute	1		Evocation						
CT: 1 ACTION (Touch)									
Color Spray									
DR: 1 Round (Pinch of red, yellow, blue sand)	1		Illusion						

Information									
Name	L	V	L	School		Class	V	S	M
CT: 1 ACTION (self – 15' cone)					Starting with the creature that has the lowest current hit points, each creature affected by this spell is Blinded until the spell ends. Subtract each creature's Hit Points from the total before moving on to the creature with the next lowest Hit Points. A creature's Hit Points must be equal to or less than the remaining total for the creature to be affected. At higher levels: When you cast this spell using a 2nd level spell slot or higher, roll an additional 2d10 for each slot level above the 1st.				
Command					You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom check or follow the command on its next turn. The spell has no effect if the target is Undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends. Approach: The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop: The target drops whatever it is holding and then ends its turn. Flee: The target spends its turn moving away from you by the fastest means available. Grovel: The target falls prone and then ends its turn. Halt: The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At higher levels: When you cast this spell using a 2nd level spell slot or higher, you can affect one additional creature for each slot level above the 1st. The creatures must be within 15 feet of each other when you target them.	CL, PL, WL	x		
DR: 1 Round									
CT: 1 ACTION (60')			1	Enchantment					
Compelled Duel					A creature you can see makes a Wisdom check. If they fail, they have disadvantage when attacking a creature beside you, and they must pass a Wisdom check to move more than 30 feet from you. They only have to pass the check once in order to move freely for the rest of their turn. If you try to harm any creature besides the target, if a friendly creature tries to harm the target, or if you end your turn more than 30 feet away from the target, the spell ends.	PL, HB, SK(LG)	x		
DR: Concentration, Up to 1 Minute									
CT: 1 ACTION			1	Enchantment					
Comprehend Languages					For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.	FÊ, SR, WL, WZ	x	x	x
DR: 1 Hour (pinch of soot & salt)									
CT: 1 ACTION (Self)			1	Divination					
Create & Destroy Water					You either create or destroy water. Create Water: You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water: You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At higher levels: When you cast this spell using a 2nd level spell slot or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above the 1st.	CL, DR	x	x	x
DR: Instantaneous (Drop of water, grain of sand)									
CT: 1 ACTION (30')			1	Transmutation					
Cure Wounds					A creature you touch regains a number of Hit Points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on Undead or constructs. At higher levels: When you cast this spell using a 2nd level spell slot or higher, healing increases by 1d8 for each slot level above the 1st.	FÊ, CL, DR, PL, RG	x	x	
DR: Instantaneous									
CT: 1 ACTION (Touch)			1	Evocation					
Detect Evil & Good					For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or Undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically	CL, PL, HB	x	x	
DR: Concentration, UP to 10 minutes			1	Divination					

Information									
Name	L v L	School						Class	V S M
CT: 1 ACTION (SELF)			consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.						
Detect Magic	1	Divination	For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.	FÊ, CL, CC, DR, PL, RG, SR, WZ	x	x			
DR: Concentration Up to 10 Minutes			The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.						
CT: 1 ACTION (Self)									
Detect Undead	1	Divination	For the duration, you sense the presence of Undead within 30 feet of you. You can use your action to see a faint aura around any invisible or visible undead or an item that houses an undead. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.	CL, CC, DR, PL, RG, SR, WZ, WL	x	x			
DR: Concentration Up to 10 Minutes									
CT: 1 ACTION (Self)									
Detect Poison and Disease	1	Divination	For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.	CL, DR, PL, RG	x	x	x		
DR: Concentration (Yew Leaf)			The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.						
CT: 1 ACTION (Self)									
Disguise Self	1	Illusion	You make yourself, including clothing, armor, weapons, and other belongings on your person, look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.	FÊ, SR, WZ	x	x			
DR: 1 Hour			The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.						
CT: 1 ACTION (Self)			To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell check D°C.						
Dissonant Whisper	1	Enchantment	You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain.	FÊ, SG, SD	x				
DR: Instantaneous			The target must make a Wisdom check. On a failed check, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful check, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the check.						
CT: 1 ACTION (60')									
Divine Favor	1	Evocation	Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.	PL, HB	x	x			
DR: Concentration Up To 1 Minute									
CT: 1 ACTION (10')									
Dolan's Disc	1	Evocation	The spell produces a disk of garish color that can support twice the caster's physical weight for the duration of these. The disk can move at a rate of 12 speed directed by the caster. It floats approximately 2.5 feet above the ground and can pass over water or any surface that does not change in altitude. Cannot go upstairs unless they are 2 feet deep, minimum. When the spell ends, everything on the disk simply falls to the floor.	PL, HB	x	x			
DR: Concentration Up TO 1 Minute									
CT: 1 ACTION (Self)									
Earth Tremor	1	Evocation	You cause a tremor in the ground within range. Each creature other than yourself in that area must make a Dexterity check. On a failed check, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or	FÊ, DR, SR, WZ, SG, EW(E)	x	x			
DR: Instantaneous									

Information									
Name	L v L	School			Class	V	S	M	
CT: 1 ACTION (10')			stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand. At higher levels: When you cast this spell using a 2 nd level spell slot or higher, the damage increases by 1d6 for each slot level above the 1st.						
Enlarge									
DR: Up To 1 Minute									
CT: 1 ACTION (Touch)	1	Evocation	The caster causes a touched item or person to enlarge to twice the original height. It does not technically cause them to become stronger except to the extent necessary to sustain the new height and proportionate weight. At higher levels: When you cast this spell using a 2 nd level spell slot or higher, the height gains 3 feet.	FÊ, SR, WZ, SG, EW(All)	x	x			
Ensnaring Strike									
DR: Concentration, Up to 1 Minute									
CT: 1 ACTION (Self)	1	Conjuration	The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appear at the point of impact, and the target must succeed on a Strength check or be restrained by the magical vines until the spell ends. A large creature has advantage on this check. If the target succeeds on the check, the vines shrivel away. While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell check D°C. On a success, the target is freed. At higher levels: If you cast this spell using a 2 nd level spell slot or higher, the damage increases by 1d6 for each slot level above the 1st.	RG, SH, HT	x				
Entangle									
DR: Concentration, Up to 1 Minute									
CT: 1 Bonus Action (Self)	1	Conjuration	Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. When you cast the spell, any creature in the area must succeed on a Strength check or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell check D°C. On a success, it frees itself and no other action is available until the next round. When the spell ends, the conjured plants wilt away.	RG, SH, HT	x				
Erase									
DR: Instantaneous									
CT: 1 ACTION (Touch)	1		The spell enables the caster to erase any standard inscription made with standard ink or something equivalent. They can erase magical inscriptions if their level is higher than the inscriber's level and it was written with non-enchanted ink.	AL, WZ, SR, SG, FÊ	x	x			
Expeditious Retreat									
DR: Concentration, Up to 1 Minute									
CT: 1 ACTION (Self)	1	Transmutation	This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the dash action.	SR, WL, WZ, EW(all), SG	x	x			
Faerie Fire									
DR: Concentration, Up to 1 Minute									
CT: 1 ACTION (60')	1	Evocation	Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity check. For its duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.	FÊ, DR, SH	x				
Faithful Steed									
DR: Up to 1 Minute (Piece of Horse Hoof)									
CT: 1 ACTION (10')	1	Conjuration	The spell manifests an invisible steed (i.e. Horse) to everyone except the caster. The horse can pass over water and any material item as long as it would not cause elemental damage (i.e. fire, shard stone, etc.) The horse can also pass any material substance of the Prime Material Plane. This spell can only be cast on the Prime Material Plane.	WZ, SG, FÊ, EW(all)	x	x	x		
False Life									
DR: 1 Hour (Distilled Spirits)									
CT: 1 ACTION (Self)	1	Necromancy	Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary Hit Points for the duration. At higher levels: When you cast this spell using a 2 nd level spell slot or higher, you gain 5 additional temporary Hit Points for each slot level above the 1st.	SR, WZ, SG	x	x	x		
Feather Fall									
DR: 1 Minute (small Feather or down)	1	Transmutation	This is a reaction spell. You can choose up to five falling creatures within range. - When you or a creature within 60 feet of you falls their rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature. If the	FÊ, SR, WZ, MG, SG, SH	x		x		

Information									
Name	L	v	L	School				Class	V S M
CT: 1 ACTION (60')					spell ends before the targets reach solid surface, they will take appropriate damage for the rest of the distance, less 30'.				
Find Familiar (Celestial)									
DR: Instantaneous (Charcoal, Incense, Herbs consumed by spell, & Brass Brazier)									
CT: 1 Hour (10')	1			Conjuration	You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, <u>l</u>izard, octopus, owl, poisonous snake, fish (quippers), rat, raven, sea Horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a Celestial being, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own <u>i</u>nitiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 Hit Points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own Senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action, while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Finally, when you Cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.	WZ, EW (E), SG	x	x	x
Flaming Finger									
DR: Up to 1 Minute (Piece of Horse Hoof)	1			Conjuration	When the caster points his finger, a torch spewing forth fire up to 5 foot will manifest from the end of the finger. Any creature failing a dexterity check will take 1d4 damage. The distance the fire spews forth increases 1 foot per level. At higher levels: When cast at a spell slot higher than the 1st, the damage increases 1d4 per each spell slot.				
CT: 1 ACTION (10')									

Name		L v L	School	Information					Class	V	S	M																																										
Find Familiar (Elemental)	DR: Instantaneous (Charcoal, Incense, Herbs of the Domain of influence consumed by spell, & Brass Brazier)	1	Conjuration	You gain the service of a familiar, a physical creature from the domain of your influence. The familiar will appear in an unoccupied space within range. It rolls its own initiative and acts on its own turn. These familiars can attack or use any of its abilities on its turn. When the familiar drops to 0 Hit Points, it dies, causing the MUC damage equal to the max HP of the familiar. If a resurrection spell is available before the familiar begins to decay (2 days) it can be revived. A new familiar spell may be cast on or after the next new moon. As an action, you can temporarily dismiss your familiar. It disappears to the location from which it was conjured or where a gathering spell was last cast, and remains there to await your summons. As an action, while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you with your awareness of the circumstances you are in. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf, blind, and unaware with regard to your own senses. Alternatively, you can dismiss it forever and wait until a new moon before summoning a new one. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to die, causing you damage. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier or that of the familiar if it has a modifier for the roll. Refer to the Familiar Chart for roll outcomes. E ~ Earth, F ~ Fire, A ~ Air, W ~ Water, C ~ Celestial, ET ~ Ethereal, L ~Light, T ~ Time, G ~ Gravity <table><thead><tr><th>Creature</th><th>% Die Roll</th><th>Type</th><th>Element</th><th>MUCs Bonus</th><th>Familiars Notes</th></tr></thead><tbody><tr><td>Faerie Dragon</td><td>1, 34, 67</td><td>Red, Orange, Yellow, Green, Blue, Indigo, Violet</td><td>E, F, C</td><td>+2 spell damage per die</td><td>Invisible, Tricksters, Charisma Spell Caster</td></tr><tr><td>Gala Harpy</td><td>2, 35, 68</td><td>Male or Female, 20" tall</td><td>F, C, ET, E</td><td></td><td>Charisma (Clerical) Spell Caster</td></tr><tr><td>Fire Bat</td><td>3, 36, 69</td><td></td><td>F, C</td><td>-1/4 damage from fire</td><td></td></tr><tr><td>Snip</td><td>4, 37, 70</td><td>Magic, Shadow, Hunting, Burrowing</td><td>All</td><td>+2 Spell attack</td><td>Intelligence Spell Caster</td></tr><tr><td>Badger</td><td>5, 38, 71</td><td>Silver, Banded, Grey, Crested</td><td>E, C</td><td>+4 on Fortitude checks</td><td></td></tr><tr><td>Weasel</td><td>6, 39, 72</td><td></td><td>E, C</td><td>+3 Reflex checks</td><td></td></tr></tbody></table>					Creature	% Die Roll	Type	Element	MUCs Bonus	Familiars Notes	Faerie Dragon	1, 34, 67	Red, Orange, Yellow, Green, Blue, Indigo, Violet	E, F, C	+2 spell damage per die	Invisible, Tricksters, Charisma Spell Caster	Gala Harpy	2, 35, 68	Male or Female, 20" tall	F, C, ET, E		Charisma (Clerical) Spell Caster	Fire Bat	3, 36, 69		F, C	-1/4 damage from fire		Snip	4, 37, 70	Magic, Shadow, Hunting, Burrowing	All	+2 Spell attack	Intelligence Spell Caster	Badger	5, 38, 71	Silver, Banded, Grey, Crested	E, C	+4 on Fortitude checks		Weasel	6, 39, 72		E, C	+3 Reflex checks		EW(All), SG, WZ	x	x	x
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CT: 1 Hour (10')			Blink Dog	7, 40, 73	Black, Grey, Brown	E, ET C	+2 Dex checks, +1 dodge	+5% chance to gifted blink ability
			Fishing Cat	8, 41, 74		E, W, T	+2 to Dex checks and dodges	
			Bat	9, 42, 75	Fruit, Black, Shadow, Gypsy	E, A, C, ET,	+3 Hearing checks	
			Mouse	10, 43, 76	Running (T), Black, Brown, Thunder (A)	E, T, A, C, ET	+2 Hearing and smell checks	
			Cat	11, 44, 77	Korat (E, C, G), Sabine (L, G), Bengal (C, E, T, G), Rex (F, G, C)	E, C, F, T, G, L	+3 Move silently or +3 Hearing checks	
			Shadow Cat	12, 45, 78		C, T, L, G, ET	+2 Dex checks	+5% chance to gifted shadow walk
			Small Lizard	13, 46, 79	Chameleon (E, C, ET, T), Fire Newt (F, C), Black Tongue (E, G, W)	E, C, ET, T, F, G, W	+2 Con checks	
			Toad	14, 47, 80	Black, Spotted, Horned, Spy	E, W, T, C	+3 Climb checks	
			Gecko	15, 48, 81	Leopard (E, W, C, ET, L), Crested (E, ET), Blue (E, A, W), Fire (F, ET, C)	E, W, C, ET, L, A, F	+3 on disguise	
			Owl	16, 49, 82	Elf, Great Grey, Burrowing, Hawk	A, C, ET, E, L, T	+3 Sight low light check	
			Flying Snake	17, 50, 83		E, A, C	+3 Reaction checks	
			Rat	18, 51, 84	Great, Black, Spitting, Sleeping	E, C, ET, T, L	+2 Fortitude checks	
			Asp	19, 52, 85	Red, Rainbow, Yellow, White	E, A, C, T, G	+3 Bluff checks	
			Hawk	20, 53, 86	Black, Crested, Ferruginous, Harrier	E, A, ET, G	+3 Sight bright light checks	
			Blood Hawk	21, 54, 87		E, A, C, G, ET, L	2	
			Raven	22, 55, 88	Common (E, A), Grackle (A, T, ET), Red Wing (A, F, T, L), Horned (A, E, C, ET, L, T, G)	A, E, T, ET, C, F, T, L, G	+3 Appraise check	
			Horned Owl	23, 56, 89		E, A, C	+3 Sight low light check	
			Stoat	24, 57, 90	Brown, Grey, Striped, Tan	E, A, C	+2 Reflex checks	
			Tiger Frog	25, 58, 91	Blue or Green	E, A, G, C, ET, F, W	3	
			Pseudo dragon	26, 59, 92		E, A, C, ET, F, W, T	+3 Awareness checks	Charisma Spell Caster
		Goshawk	27, 60, 93		E, A, C	+1 Reflex and awareness checks		
		Ferret	28, 61, 94	Red, Black, Grey, Blonde	E, C, ET, T	+3 Reflex checks		
		Chirp	29, 62, 95	Grey, Horned, Fishing, War	C, ET, T, G, L	+4 Reflex checks	Intelligence Spell Caster	
		Shadow Hawk	30, 63, 96		E, A, C, ET, T, L	+4 Awareness checks		

Name		L v L	School	Information				Class V S M			
				Monkey	31, 64, 97	Capuchin, Macaque, Guenons, Squirrel	E, G, C, ET	+3 Dexterity checks			
				Mastiff	32, 65, 98		E, C, ET, L	+2 Con check, +2 Dodge checks			
				Black Adder	33, 66, 99		E, A, C, T, G	+3 Awareness checks			
				Electric Crawler	100		A, E, C, ET, L		Intelligence Spell Caster		
Fog Cloud				You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and visibility in its area is heavily obscured. It lasts for the duration of spell or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.				DR, RG, SR, WZ, EW(A,F,W)			
DR: Concentration, Up to 1 Hour	1	Conjuration		At higher levels: When you cast this spell using a 2 nd level spell slot or higher, the radius of the fog increases by 20 feet for each slot level above the 1st.							
CT: 1 ACTION (120')											
Galard's Blister				Large fiery boils and blisters cover a target who fails his constitution check. They receive 1d6 damage per round from the blisters. The blisters makes all movement painful, reducing MR by half, eliminating bonus actions and halving any damage delivered by the target. At the end of every other round the target makes another check. Any damage inflicted on the target causes the blisters in the damaged area to burst, causing more damage (1d6) and more blisters to form.				DR, RG, HT, SH,			
DR: Concentration, Up to 1 Minute (Hot pepper or Lye)	1										
CT: 1 ACTION (Touch)											
Goodberry				Up to ten berries appear in your hand and are infused with magic for the duration of the spell. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.				DR, RG, HT, SH,			
DR: Instantaneous (Sprig of Mistletoe)	1	Transmutation									
CT: 1 ACTION (Touch)											
Grease				Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration of the spell. When the grease appears, each creature standing in its area must succeed on a Dexterity check or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity check or fall prone. Each step taken by characters within the area also necessitates a Dexterity Check or fall prone if failed.				WZ, EW(e,w)			
DR: 1 Minute (Pork Rind/Butter)	1	Conjuration									
CT: 1 ACTION (60')											
Guiding Bolt				A flash of light streaks toward a creature of your choice within range. Make a ranged attack spell against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. At higher levels: When you cast this spell using a 2 nd level spell slot or higher, the damage increases by 1d6 for each slot level above the 1st.				CL, CC			
DR: 1 Round	1	Evocation									
CT: 1 ACTION (120')											
Hail of Thorns				You create a 20-foot-radius circle target area centered on a point within range. A hail of thorns, the type selected by the caster, rains down in the target area. It lasts for the duration of the spell. The thorns will remain for up to 1 minute after the storm ends. Each creature in the target area must make a Dexterity check or be struck with the thorns in the target area. Each creature rolls a 1d10 to determine how many thorns have struck them. Each step they take while in the target area also requires a check throw for the thorn's duration. Fire, wind, or fire stone will destroy all thorns on the ground in the target area, but using fire will result in some characters having hot feet, of course.				RN, DR, HY, SH, EW (E), SG, FÊ			
DR: 1 Round Hail, 1 minute for thorns (Thorn of your choosing)	1	Conjuration									

Name		L v L	School	Information	Class	V	S	M
CT: 1 ACTION (120')				Thorn types: 1) Black Oak Thorns: 0.5 to 1-inch with barbed tip. These get into small places. Does 1 Point of damage upon entrance, 2 points on exit. 2) Crown of Thorns: Roughly 1-inch, hard-as-nail thorns. Can pierce soft leathers, doing 2 points of damage. 3) Rose Spines: Roughly half an inch, very sharp, cause 1 point of damage when stepped on with anything other than metal boots. 4) Parlor Spines: Roughly 2.5-inch spines, act as darts, straight and pointed. They set into any crevice because it minor thorns are reversed it slowly walks it ways into any material other than Plate metal. Doing 1d4 damage upon entrance and 1d6 damage on exit. See extra damage. 6) Cactus Spines: 1-inch-long bone-like spines. Will pierce any soft tissue like a knife, doing 1 point of damage on entrance and on exit. 7) Cion Thistles: A particularly nasty thorn about 3 to 4 inches, hard-as-nails and resembling an Archer's Barbed arrow. It does 1d6 damage in, and 2d4 damage out. See extra damage 8) Boxwood thorns: These thorns are long and thin with small barbs which allow it to lock into materials. It is very hard to get out and if not removed with 1 days' time, will start growing spines to form a spherical ball 1.5 inches in diameter. Requires a remove curse and restoration to extract it after grown. See extra damage. 9) Agenten Thorns: Hooked thorns with poisonous bark that can cause local paralysis for up to 1 hour. A Constitution check Constitution is required, or the target will move as if in difficult terrain for 1 hour, even if it is just the motion of a single limb. 10) Iron Tree Thorns: Twisted, bent, har- as-steel, 3-inch-long thorns that have small barbs on it sides. It does extra damage (see below). EXTRA DAMAGE: Extra damage applies to the types of thorns or spines which cause additional damage the longer they are left unattended to (and are stated above). Unless otherwise noted, these are reverse-barbed or covered in nodular barbs, causing them to walk deep into materials. These types need to be cut out for safe removal. If the thorny item is allowed to walk its entire length into the flesh, a constitution check is required each day it remains. If failed, the body will become diseased with rot and gangrene will set in, killing the host within a month. At higher levels: When you cast this spell using a 2nd level spell slot or higher, the radius of the target area increases by 10 feet for each slot level above the 1st.				
Healing Word	DR: Instantaneous CT: 1 Bonus Action (60')	1	Evocation	A creature of your choice that you can see within range regains Hit Points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on Undead or constructs. At higher levels: When you cast this spell using a 2nd level spell slot or higher, healing increases by 1d4 for each slot level above the 1st.	FÊ, CL, DR, CC, SG	x		
Hellish Rebuke	DR: Instantaneous CT: 1 ACTION (60')	1	Evocation	You point your finger and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity check. It takes 2d10 fire damage on a failed check, or half as much damage on a successful one. At higher levels. When you cast this spell using a 2nd level spell slot or higher, the damage increases by 1d10 for each slot level above the 1st.	WZ, SG	x	x	
Heroism	DR: Concentration, Up to 1 minute CT: 1 ACTION (Touch)	1	Enchantment	A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being Frightened and gains temporary Hit Points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary Hit Points from this spell. At higher levels: When you cast this spell using a 2nd level spell slot or higher, you can target one additional creature for each slot level above the 1st.	FÊ, PL, HB,	x	x	
Heavenly Wings	DR: Concentration, Up to 1 Minute (Eagle Feather)	1	Enchantment	When the caster touches a willing target, a pair of ghostly wings will appear on them allowing them to fly. The wings are not restricted to physical (?) materials but cannot be (?) celestial or ethereal materials. Flight down corridors and such are not	CL, CC, DR, SR, WZ, FÊ	x	x	x

Name		L v L	School	Information	Class	V	S	N
CT: 1 ACTION (Touch)				a problem unless you encounter something Celestial. The wings avail you to a MR of 60', a hovering and vertical lift of up to 20' or the ability to glide from cliffs. At higher levels: When cast using a spell slot higher than 1 st , you gain an additional minute per level of slot. At the 4 th and 7 th level spell slots, your MR is improved by 30 feet.				
Hex								
DR: Concentration, Up to 1 Hour (Petrified Eye of Newt)								
CT: 1 ACTION (90')	1	Enchantment		You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A Remove Curse cast on the target will end this spell early. At higher levels: When you cast this spell using a 3 rd or 4 th level spell slot, you can maintain your concentration on the spell for up to 8 hours. When you use a 5 th level spell slot or higher, you can maintain your concentration on the spell for up to 24 hours.	WL	x	x	x
Hunter's Mark								
DR: 1 Hour								
CT: 1 ACTION (90')	1	Divination		You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn to mark a new creature. At higher levels: When you cast this spell using a 3 rd or 4 th level spell slot you can maintain your concentration on the spell for up to 8 hours. When you use a 5 th level spell slot or higher, you can maintain your concentration on the spell for up to 24 hours.	RG, HT, SH, SG	x		
Ice Knife								
DR: Instantaneous (drop of water or Ice)								
CT: 1 ACTION (60')	1	Conjuration		You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity check or take 2d6 cold damage. At higher levels: When you cast this spell using a 2nd level spell slot or higher, the cold damage increases by 1d6 for each slot level above the 1st.	EE(All), DR, SR, WZ, SG		x	x
Identify								
DR: Instantaneous (100 G Pearl & Owl feather)								
CT: 1 Action (Touch)	1	Divination		You choose one object that you must touch throughout the casting of the spell. If it is a magical item or some other magically-imbued object, you learn its properties and how to use them, whether it requires Attunement to use, and how many Charges it has, if any. You learn whether any spells are affecting the item and what they are as well as any spells that may have created the item. If you touch a creature instead throughout the casting, you learn what spells, if any, are currently affecting it.	FÊ, WZ, EW(All)	x	x	x
Illusory Script								
DR: 10 Days (10g Lead based ink)								
CT: 1 ACTION (Touch)	1	Illusion		You write on parchment, paper, or some other suitable writing material and imbue it with a potent Illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing will appear normal, written in your hand, and conveying whatever meaning you intended it to have when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand or language, although the language must be one you that you know. Should the spell be dispelled, the original script and the Illusion both disappear. A creature with True Sight can read the hidden message.	FÊ, WL, WZ, SG, EW(Al), CC		x	x
Inflict Wounds								
DR: Instantaneous								
CT: 1 ACTION (touch)	1	Necromancy		Make a melee spell attack against a creature within reach. On a hit, the target takes 3d10 necrotic damage. At higher levels: When you cast this spell using a 2nd level spell slot or higher, the damage increases by 1d10 for each slot level above the 1st.	CL, CC	x	x	
Inscribe	1					x	x	x

Name		L v L	School	Information	Class	V	S	M
DR: 1 Page/ Scroll (Enchanted Quill)				When the caster touches a page or a scroll to be used with the Quill, it will animate. The Quill will write whatever the caster says, implies, or thinks to be written. The Quill is an extension of the MUC's mind and thus the format and textual structure is as if the caster was writing it down themselves. If the caster loses concentration for any reason before a page is complete, the page will be blank when they start again. At higher levels: When using a spell slot above the 1st you gain an additional page or scroll per spell slot.	DR, RG, SH, HY,SR, WZ, EW(ALL)			
CT: 1 ACTION (Touch)								
Jump								
DR: 1 Minute (A Grasshoppers hind leg)	1		Transmutation	You touch a creature. The creature's jump distance is tripled until the spell ends.	DR, RG, SH, HY,SR, WZ, EW(ALL)	x	x	x
CT: 1 ACTION (Touch)								
Longstrider								
DR:1 Hour (pinch of dirt)	1		Transmutation	You touch a creature. The target's speed increases by 10 feet until the spell ends. At higher levels: When you cast this spell using a 2nd level spell slot or higher, you can target one additional creature for each slot level above the 1st.	FÊ, DR, RG, WZ, HT, SH, SG	x	x	x
CT: 1 ACTION (Touch)								
Magic Missile								
DR: Instantaneous	1		Evocation	You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4+1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several. At higher levels: When you cast this spell using a 2nd level spell slot or higher, the spell creates one more dart for each slot above the 1st.	SR, WZ, EW(ALL)	x	x	
CT: 1 ACTION (120')								
Metal Align								
DR: Up to 1 Minute (lodestone & Iron bar)	1		Transmutation	Until the spell ends, all metal within a 30' radius will be magnetically attracted to each other. Objects heavier than 5 pounds won't move unless they are round or on a slope. If a creature is holding a weapon or other metal object within the 30' radius, they must make a Strength check or have the object yanked out of their hands. If it's over the weight limit, it will fall to the ground. At higher levels: At each spell slot above the 1st, the weight of the item that can be moved is increased by 5 pounds. So, at level 9, all 50-lb items can be moved.	DR, RG, SH, HY,SR, WZ, EW(ALL)	x	x	x
CT: 1 ACTION (60')								
Mount								
DR: Task less than 1 day	1		Transmutation	The spell summons a local creature within range of a steed class. The creature can roll a wisdom check and ignore the spell if successful. The steed will perform one task if it is within its capabilities and one task only before returning to its previous location. If the creature is of an Evil alignment, it may come to do battle as well. At higher levels: 1 additional mount can be summoned for each spell slot above the 2nd level or higher.	ALL	x	x	x
CT: 1 ACTION (5 miles)								
Portal								
DR: Up to 10 Minutes	1			The spell opens a portal to a location that is safer than the current location within 100 feet in any direction.	EW(All), SR, WZ, SG,	x	x	
CT: 1 ACTION (10')								
Protection from Evil & Good								
DR: Concentration, Up to 10 Minutes (Holy Water/ Powder silver & Iron)	1		Abjuration	Until the spell ends, one willing creature you touch is protected against certain types of creatures: Aberrations, Celestials, Elementals, Fey, Fiends, and Undead. The Protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be Charmed, Frightened, or possessed by them. If the target is already Charmed, Frightened, or possessed by such a creature, the target has advantage on any new checks against the relevant effect.	CL, PL, WL, WZ, CC, SD	x	x	x
CT: 1 ACTION (Touch)								
Purify Food & Drink								
DR: Instantaneous	1		Transmutation	All non-magical food and drink within a 5-foot-radius sphere, centered on a point of your choice within range, is purified and rendered free of poison and disease.	CL, DR, PL, HB, CC	x	X	
CT: 1 ACTION (10')								
Ray of Sickness								
DR: Instantaneous	1		Necromancy	Make a ranged spell attack. On hit, the target takes 2d8 poison damage and must make a Constitution check. On a fail, it is poisoned until the end of your next turn.	SR, WL, WZ, SG	x	x	
CT: 1 ACTION (60')								
Reinforce door	1				All	x	x	

Name		L v L	School	Information	Class	V	S	N
DR: 1 Week (Metal Bar)				When a door is touched with this spell, the metal bar is consumed binding the door to the surrounding frame as well as strengthening the door's material. The door will be strengthened by 10 + points of Strength, depending on the type of metal. 1) Copper 2) Iron 3) Steel 4) Hardened Steel 5) Dwarven/Elvin Steel 6) Mythril				
CT: 1 ACTION (Touch)								
Rend				With a Twisting action to his spell action, the caster will rend an object within range that is made of wood or other soft material. Only affects physical material objects. At higher levels: 1 object can be affected per spell slot above the 2 nd level.	SR, WZ, SG,	x	x	
DR: Instantaneous	1							
CT: 1 ACTION (60')								
Rune Mark				The caster places a Rune on an object that they touch. The Rune can be enchanted as well with a spell but is not required. The Rune will last 1 week. If the Rune is enchanted when the spell ends it will invoke the enchantment regardless of the nature of the Rune. At higher levels: The Rune will last an additional week per spell slot used above the 1st.	EW, MG, SG	x	x	
DR: Instantaneous								
CT: 1 ACTION (Touch)	1							
Sanctuary				You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom check. On a failed check, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a Fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.	CL, CC	x	x	x
DR: 1 Minute (Small Silver Mirror)	1		Abjuration					
CT: 1 ACTION (30')								
Searing Smite				The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a constitution check. On a failed check, it takes 1d6 fire damage. On a successful check, the spell ends. If the target, or a creature within 5 feet of it, uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends. At higher levels: When you cast this spell using a 2nd level spell slot or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot	PL, HB, EW(F, C)	x		
DR: Concentration, Up to 1 Minute								
CT: 1 ACTION (Self)	1		Evocation					
Shield				An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from Magic Missile.	SR, WZ, EW(All), MG, SG	x	x	
DR: 1 Round								
CT: 1 ACTION (Self)	1		Abjuration					
Shield of Faith				A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AD for the duration.	CL, PL, cc			
DR: Concentration, Up to 10 Minutes								
CT: 1 ACTION (60')	1		Abjuration					
Silent Image				You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter it so that it appears to be walking. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell check D ^o C. If a creature discerns the illusion for what it is, the creature can see through the image.	FÊ, SR, WZ, SG, EW(A,C)	x	x	x
DR: Concentration (Piece of Fleece)								
CT: 1 ACTION (60')	1		Illusion					
Show Magic				When the caster touches objects that have magical properties, it will glow for a few seconds, for all to see, in the color of its base magic, denoting that it has some form of magical property. Nothing More is known.	WZ, ZR, EW(All),	x	x	x
DR: 1 minute (Crystal Flakes)	1		Enchantment					

Name		L v L	School	Information	Class	V	S	M
CT: 1 ACTION (Touch)					SG, AL, MG, CC			
Sleep								
DR: 1 Minute (Pinch fine sand, Rose Petal, or a cricket)								
CT: 1 ACTION (90')	1		Enchantment	This spell sends creatures into a magical slumber. Roll 5d8; the total is how many Hit Points of creatures this spell can affect. Creatures within 20 feet of a point you choose, the point being within range, are affected in ascending order of their current Hit Points (ignoring Unconscious creatures). Starting with the creature that has the lowest current Hit Points, each creature affected by this spell falls Unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's Hit Points from the total before moving on to the creature with the next lowest Hit Points. A creature's Hit Points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being Charmed aren't affected by this spell. At higher levels: For each spell slot of the 2nd level or higher, roll an additional 2d8 for affected Hit Points.	FÊ, SR, WZ, SG	x	x	x
Snare								
DR: 8 Hours (-25 feet of Rope)								
CT: 1 ACTION (Touch)	1		Abjuration	As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap. This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell check D°C to be discerned. The trap triggers when a small, medium, or large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity check or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends. A restrained creature can make a Dexterity check at the end of each of its turns, ending the effect on itself if a success. Alternatively, the creature, or someone else who can reach it, can use an action to make an Intelligence (Arcana) check against your spell check D°C. On a success, the restrained effect ends. After the trap is triggered, the spell ends when a creature is no longer restrained by it or no creature is trapped.	DR, RG, WZ, SH, HT, SG			
Speak with Animals								
DR: 10 Minutes								
CT: 1 ACTION (Self)	1		Divination	You gain the ability to comprehend and verbally communicate with Beasts for the spell duration. The knowledge and awareness of many beasts is limited by their Intelligence, but at minimum, beasts can give you information about nearby locations and Monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.	FÊ, DR, RG, HT, SG	x	x	
Tasha's Hideous Laughter								
DR: Concentration, Up to 1 Minute (feather, tiny tarts)								
CT: 1 ACTION (30')	1		Enchantment	A creature of your choice, that you can see within range, perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom check or fall prone, becoming Incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom check. The target has advantage on the checks if it's triggered by any form of damage. On a Success, the spell ends.	BR, WZ, SG	x	x	x
Tenser's Floating Disk								
DR: 1 Hour (drop of Mercury)								
CT: 1 ACTION (30')	1		Conjuration	This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.	WZ, EW(E,A, G,)	x	x	x
Thunderous Smite	1	E	V	O			x	

Name		L v L	School	Information	Class	V	S	N
DR: Concentration, Up to 1 Minute				The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength check or be pushed 10 feet away from you and knocked prone.	PL, HB, CC, SK			
CT: 1 Bonus Action (Self)								
Thunder wave				A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution check. On a failed check, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful check, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At higher levels: When you cast this spell using a 2nd level spell slot or higher, the damage increases by 1d8 for each slot level above the 1st.	FÊ, DR, SR, WZ, MG, EW(A, E)			
DR: Instantaneous								
CT: 1 ACTION (Self- 15' Cove)	1		Evocation					
Unseen Servant				This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AD 10, 1 Hit Point, a Strength of 2, and it can't attack. If it drops to 0 Hit Points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.	FÊ, WL, WZ, SG			
DR: 1 Hour (piece of string or wood)								
CT: 1 ACTION (60')	1		Conjuration			x	x	x
Witch Bolt				Make a ranged spell attack against a creature you can see. On a hit, the target takes 1d12 lightning damage, and on your turn, you can use your action to deal 1d12 lightning damage to the target. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you. At higher levels: The initial damage increases by 1d12 for each slot level above the 1st.	SR, WL, WZ, EW(A,F, C)			
DR: Concentration, Up to 1 Minute (Twig struck by lightning)								
CT: 1 ACTION (30')	1		Evocation			x	x	x
Wrathful Smite				The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom check or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell check D°C to steel its resolve and end this spell.	PL, HB, CC			
DR: Concentration, Up to 1 Minute								
CT: 1 Bonus Action (Self)	1		Evocation			x		
Write				This spell will duplicate a spell or information from one location to another that is never been written on. The Quill and ink are consumed by the spell. The MUC does not have to watch the task in order for it to be completed.	WZ, SG, WL, FÊ, EW(All)			
DR: Concentration for task								
CT: 1 Bonus Action	1		Evocation			x	x	x
Zephyr Strike				You move like the wind. Until the spell ends, your movement doesn't provoke opportunity attacks. Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.	RG, HT			
DR: Concentration, Up to 1 Minute								
CT: 1 ACTION (Self)	1		Transmutation			x		

Class of Spell Users

HB ~ Holy Blade	PL ~ Paladin Knight	SR ~ Sorcerer	DR ~ Druid
SH ~ Shadow Hunter	RG ~ Ranger	WZ ~ Wizard	WL ~ Warlock
SG ~ Sage	FE ~ Fili	CL ~ Cleric	MG ~ MAGUS
EW ~ Elemental Ward	SK ~ Selarian Knight	SD ~ Shadow	AL ~ Alchemist
CC ~ Celestial Cleric	HT ~ Hunter	MW ~ Mage Ward	HL ~ Healer
EC ~ Enchanter	MY ~ Mystic	BG ~ Black Guard	MJ ~ Manija

Table 23 Level 2 Spells

Name	Lv	School	Information	Class	V	S	M
Aganazzar's Scorchers	2	Evocation	A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose.	EW(F), WZ, SR,	x	x	x
DR: Instantaneous (Red Dragon Scale)			Each creature in the line must make a Dexterity check. A creature takes 3d8 fire damage on a failed check, or half as much damage on a successful one.				
CT: 1 Action (Self-30' Line)			At higher levels: When you cast this spell using a 3rd level spell slot or higher, the damage increases by 1d8 for each slot level above the 2nd.				
Aid	2	Abjuration	Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increases by 5 for the duration.	CL, CC, DR, EW(all)	x	x	x
DR: 8 Hours (Tiny Strip white cloth)			At higher levels: When you cast this spell using a 3rd level spell slot or higher, a target's Hit Points increases by an additional 5 for each slot level above the 2nd.				
CT: 1 Action (30')							
Alter Self	2	Transmutation	You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.	SR, WZ, MG	x	x	
DR: Concentration, Up to 1 Hour			Aquatic Adaptation: You adapt your body to an aquatic environment, sprouting gills, and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.				
CT: 1 Action (Self)			Change Appearance: You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also don't appear as a creature of a different size than you, and your basic shape stays the same. For instance, if you're bipedal, you can't use this spell to become quadrupedal or if classified as a small creature cannot transmute into a large creature. At any time for the duration of the spell, you can use your action to change your appearance in this way again.				
Animal Messenger	2	Enchantment	By means of this spell, you use an animal to deliver a message. Choose a tiny beast you can see within range, such as a squirrel, a blue jay, or a bird. You specify a location, which you must have visited, and a recipient who matches a general description, such as a man or woman dressed in the uniform of the town guard or a red-haired dwarf wearing a pointed hat. You may speak a message of up to twenty-five words. The target beast travels for the duration of the spell towards the specified location, covering about 50 miles per 24 hours for a flying messenger or 25 miles for other animals.	FÊ, DR, RG, SH, HT	x	x	x
DR: 24 Hours (Morsel of Food)			When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.				
CT: 1 Action (30')			At higher levels: If you cast this spell using a 3rd level spell slot or higher, the duration of the spell increases by 24 hours for each slot level above the 2nd.				
Arcane Lock	2	Abjuration	You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is	WZ, SG, EW(all)	x	x	x
DR: Until Dispelled (-25G of gold Dust)							

Name	Lv l	School	Information	Class	V	S	M
CT: 1 Action (Touch)			impassable until it is broken or the spell is dispelled or suppressed. Casting Knock on the object suppresses the arcane lock for 10 minutes. While affected by this spell, the object is more difficult to break or force open; the D°C to break it or pick any locks on it increases by 10.				
Augury							
DR: Instantaneous (Tokens of Fortunes)	2	Divination	By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens. • Weal: for good results • Woe: for bad results • Weal and woe: for both good and bad results • Nothing: for results that aren't especially good or bad The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next Long Rest, there is a cumulative 25% chance for each casting after the first that you get a random reading. The DM makes this roll in secret.	CL, CC,	x	x	X
CT: 1 ACTION (Self)							
Barkskin							
DR: Concentration, Up to 1 Hour (Oak Bark)	2	Transmutation	You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AD can't be less than 16, regardless of what kind of armor it is wearing.	DR, RG, HT,	x	x	x
CT: 1 ACTION (Touch)							
Beast Sense							
DR: Concentration, Up to 1 Hour	2	Divination	You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears and continue to do so until you use your action to return to your normal senses.	DR, RG, HT, SH		x	
CT: 1 ACTION (Touch)							
Blur							
DR: Concentration, Up to 1 Minute	2	Illusion	Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with Blind Sight, or can see through illusions, as with True Sight.	SR, WZ, EW(AL L), MG	x		
CT: 1 ACTION (Self)							
Branding Smite							
DR: Concentration, Up to 1 Minute	2	Evocation	The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, the target sheds dim light in a 5-foot radius and can't return to being invisible until the spell ends. At higher levels: When you cast this spell using a 3rd level spell slot or higher, the extra damage increases by 1d6 for each slot level above the 2nd.	PL, HB, SG	x		
CT: 1 ACTION (Self)							
Calm Emotions							
DR: Concentration, Up to 1 Minute	2	Enchantment	You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma check. A creature can choose to fail this check if it wishes. If a creature fails its check, choose one of the following two effects. The effect causes any other emotions or effects to become suppressed, leaving the target Charmed or Frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice towards which it is currently hostile. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.	FÊ, CL, CC, SK	x	x	
CT: 1 ACTION (60')							
Cloud of Daggers							
DR: Concentration, Up to 1 Minute (Sliver of Glass)	2	Conjuration	You fill the air with spinning daggers in a cube, 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.	FÊ, SR, WL, WZ, EW(AL L), MG	x	x	x

Name	Lv	School	Information	Class	V	S	M
CT: 1 ACTION (60')							
Continual Flame							
DR: Until Dispelled (50g Ruby Dust)	2	Evocation	A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.	CL, WZ, CC, SK	x	x	x
CT: 1 ACTION (Touch)							
Cordon of Arrows							
DR: 8 Hours (4 or more arrows)							
CT: 1 ACTION (5')	2	Transmutation	You plant four pieces of nonmagical ammunition – arrows or crossbow bolts – in the ground within range and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than yourself comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity check or take 1d6 piercing damage. The piece of ammunition is then destroyed. The spell ends when no ammunition remains. When you cast this spell, you can designate any creatures you choose, and the spell ignores them. At higher levels: When you cast this spell using a 3rd level spell slot or higher, the amount of ammunition that can be affected increases by two for each slot level above the 2nd.	RG, HT	x	x	x
Crown of Madness							
DR: Concentration, Up to 1 Minute							
CT: 1 ACTION (120')	2	Enchantment	One humanoid of your choice that you can see within range must succeed on a Wisdom check or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom check at the end of each of its turns. On a success, the spell ends.	FÊ, SR, WL, WZ, SG	x	x	
Darkness							
DR: Concentration, Up to 10 Minutes (Bat Fur and Coal)							
CT: 1 ACTION (60')	2	Evocation	Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. Even creatures with Darkvision can't see through this darkness, and non-magical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.	SR, WL, WZ, EW(E, L, ET)	x		x
Darkvision							
DR: 8 Hours (Agate)							
CT: 1 ACTION (Touch)	2	Transmutation	You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has Darkvision and may see out to a range of 60 feet.	DR, RG, HT, SR, WZ, SG, EW(all)	x	x	x
Detect Thoughts							
DR: Concentration, Up to 1 Minute (Copper Coin)	2	Divination	For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature - what is most on its mind in	FÊ, SR, WZ, AL, EW(T, C)	x	x	x

Name	Lv l	School	Information	Class	V	S	M
CT: 1 ACTION (Self)			that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom check. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check. If it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during its duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above even if you can't see it, but it must still be within range.				
Dragon's Breath							
DR: Concentration, Up to 1 Minute (Hot Pepper)	2	Transmutation	You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity check, taking 3d6 damage of the chosen type on a failed check, or half as much damage on a successful one.	SR, WZ	x	x	x
CT: 1 ACTION (Touch)							
Dust Devil							
DR: 1 Minute (Pinch of Dust)	2	Conjuration	Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration. Any creature that ends its turn within 5 feet of the dust devil must make a Strength check. On a failed check, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful check, the creature takes half as much damage and isn't pushed. As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area. At higher levels: When you cast this spell using a 3rd level spell slot or higher, the damage increases by 1d8 for each slot level above the 2nd.	DR, SR, WZ, HT	x	x	x
CT: 1 ACTION (60') (5')							
Earthbind							
DR: Up to 1 Minute	2	Transmutation	Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength check, or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell safely descends at 60 feet per round until it reaches the ground or the spell ends.	DR, SR, WL, WZ, EW(E, G)	x		
CT: 1 ACTION (300')							
Enhance Ability							
DR: Concentration, Up to 1 Hour (Fur or Feather)	2	Transmutation	You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects - the target gains the effect until the spell ends. Bear's Endurance: The target has advantage on Constitution checks. It also gains 2d6 temporary Hit Points, which are lost when the spell ends. Bull's Strength: The target has advantage on Strength checks, and his or her carrying capacity doubles. Cat's Grace: The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't Incapacitated. Eagle's Splendor: The target has advantage on Charisma checks. Fox's Cunning: The target has advantage on Intelligence checks. Owl's Wisdom: The target has advantage on Wisdom checks. At higher levels: When you cast this spell using a 3rd level spell slot or higher, you can target one additional creature for each slot level above the 2nd.	FÊ, CL, CC, DR, SR, AL	x	x	x
CT: 1 ACTION (Touch)							
Enthral	2				x	x	

Name	Lv	School	Information	Class	V	S	M
DR: 1 Minute	2	Enchantment	You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom check. Any creature that can't be Charmed succeeds on this check automatically, and if you or your companions are fighting a creature, it has advantage on the check throw. On a failed check, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are Incapacitated or can no longer speak.	FÊ, WL, SG			
CT: 1 ACTION (60')							
Find Steed	2	Conjuration					
DR:							
CT: 1 ACTION							
Find Traps	2	Divination					
DR:							
CT: 1 ACTION							
Flame Blade	2	Evocation					
DR:							
CT: 1 ACTION							
Flaming Sphere	2	Conjuration					
DR:							
CT: 1 ACTION							
Fleet Foot	2		Double the MR of a touched target. Roll a dexterity check D°C12 on each movement or stumble taking 1d4 damage.	HB	x	x	
DR:							
CT: 1 ACTION							
Forced Blade	2		This spell causes a target to forgo any preparation and confront their target immediately. They make a Wisdom Check D°C14 to ignore the Spell. If they fail, all spells or preparatory actions are stopped for 1 round, and they confront the target	NB	x	x	
DR:							
CT: 1 ACTION							
Gentle Repose	2	Necromancy					
DR:							
CT: 1 ACTION							
Gust of Wind	2	Evocation					
DR:							
CT: 1 ACTION							
Healing Spirit	2	Conjuration					
DR:							
CT: 1 ACTION							
Heat Metal	2	Transmutation					
DR:							
CT: 1 ACTION							
Hold Person	2	Enchantment					
DR:							
CT: 1 ACTION							
Invisibility	2	Illusion					
DR:							
CT: 1 ACTION							
Knock	2	Transmutation					
DR:							
CT: 1 ACTION							
Lesser Restoration	2	Abjuration					
DR:							
CT: 1 ACTION							
Levitate	2	Transmutation					
DR:							
CT: 1 ACTION							
Locate Animals or Plants	2	Divination					
DR:							
CT: 1 ACTION							
Locate Object	2	Divination					
DR:							

Name	Lv l	School	Information	Class	V	S	M
CT: 1 ACTION 1 ACTION							
Magic Mouth	2	Illusion					
DR:							
CT: 1 ACTION							
Magic Weapon	2	Transmutat ion					
DR:							
CT: 1 ACTION							
Maximilian's Earthen Grasp	2	Transmutat ion					
DR:							
CT: 1 ACTION							
Melf's Acid Arrow	2	Evocation					
DR:							
CT: 1 ACTION							
Mind Spike	2	Divination					
DR:							
CT: 1 ACTION							
Mirror Image	2	Illusion					
DR:							
CT: 1 ACTION							
Misty Step	2	Conjuration					
DR:							
CT: 1 ACTION							
Moonbeam	2	Evocation					
DR:							
CT: 1 ACTION							
Nystul's Magic Aura	2	Illusion					
DR:							
CT: 1 ACTION							
Pass Without Trace	2	Abjuration					
DR:							
CT: 1 ACTION							
Phantasmal Force	2	Illusion					
DR:							
CT: 1 ACTION							
Prayer of Healing	2	Evocation					
DR:							
CT: 1 ACTION							
Protection from Poison	2	Abjuration					
DR:							
CT: 1 ACTION							
Pyrotechnics	2	Transmutat ion					
DR:							
CT: 1 ACTION							
Ray of Enfeeblement	2	Necromanc y					
DR:							
CT: 1 ACTION							
Rope Trick	2	Transmutat ion					
DR:							
CT: 1 ACTION							
Scorching Ray	2	Evocation					
DR:							
CT: 1 ACTION							
See Invisibility	2	Divination					
DR:							

Name	Lv	School	Information	Class	V	S	M
CT: 1 ACTION							
Shadow Blade	2	Illusion					
DR:							
CT: 1 ACTION							
Shatter	2	Evocation					
DR:							
CT: 1 ACTION							
Silence	2	Illusion					
DR:							
CT: 1 ACTION							
Skywrite	2	Transmutat ion					
DR:							
CT: 1 ACTION							
Snillloc's Snowball Swarm	2	Evocation					
DR:							
CT: 1 ACTION							
Spider Climb	2	Transmutat ion					
DR:							
CT: 1 ACTION							
Spike Growth	2	Transmutat ion					
DR:							
CT: 1 ACTION							
Spiritual Weapon	2	Evocation					
DR:							
CT: 1 ACTION							
Suggestion	2	Enchantme nt					
DR:							
CT: 1 ACTION							
Warding Bond	2	Abjuration					
DR:							
CT: 1 ACTION							
Warding Wind	2	Evocation					
DR:							
CT: 1 ACTION							
Web	2	Conjuration					
DR:							
CT: 1 ACTION							
Zone of Truth	2	Enchantme nt					
DR:							
CT: 1 ACTION							

Class of Spell Users

HB ~ Holy Blade	PL ~ Paladin Knight	SR ~ Sorcerer	DR ~ Druid
SH ~ Shadow Hunter	RG ~ Ranger	WZ ~ Wizard	WL ~ Warlock
SG ~ Sage	FE ~ Fili	CL ~ Cleric	MG ~ MAGUS
EW ~ Elemental Ward	SK ~ Selarian Knight	SD ~ Shadow	AL ~ Alchemist
CC ~ Celestial Cleric	HT ~ Hunter	MW ~ Mage Ward	HL ~ Healer
EC ~ Enchanter	MY ~ Mystic	BG ~ Black Guard	MJ ~ Manija

Table 24 Level 3 Spells

Name	Lvl	School	Information	Class	V	S	M
Animate Dead	3	Necromancy					
DR:							
CT: 1 ACTION 1 ACTION							
Aura of Vitality	3	Evocation					
DR:							
CT: 1 ACTION 1 ACTION							
Beacon of Hope	3	Abjuration					
DR:							
CT: 1 ACTION 1 ACTION							
Bestow Curse	3	Necromancy					
DR:							
CT: 1 ACTION 1 ACTION							
Blinding Smite	3	Evocation					
DR:							
CT: 1 ACTION 1 ACTION							
Blink	3	Transmutation					
DR:							
CT: 1 ACTION 1 ACTION							
Call Lightning	3	Conjuration					
DR:							
CT: 1 ACTION 1 ACTION							
Catnap	3	Enchantment					
DR:							
CT: 1 ACTION 1 ACTION							
Clairvoyance	3	Divination					
DR:							
CT: 1 ACTION 1 ACTION							
Conjure Animals	3	Conjuration					
DR:							
CT: 1 ACTION 1 ACTION							
Conjure Barrage	3	Conjuration					
DR:							
CT: 1 ACTION 1 ACTION							
Counter spell	3	Abjuration					
DR:							
CT: 1 ACTION 1 ACTION							
Create Food & Water	3	Conjuration					
DR:							

Name	Lvl	School	Information	Class	V	S	M
CT: 1 ACTION 1 ACTION							
Crusader's Mantle							
DR:	3	Evocation					
CT: 1 ACTION 1 ACTION							
Daylight							
DR:	3	Evocation					
CT: 1 ACTION 1 ACTION							
Dispel Magic							
DR:	3	Abjuration					
CT: 1 ACTION 1 ACTION							
Elemental Weapon							
DR:	3	Transmutation					
CT: 1 ACTION 1 ACTION							
Enemies abound							
DR:	3	Enchantment					
CT: 1 ACTION 1 ACTION							
Erupting Earth							
DR:	3	Transmutation					
CT: 1 ACTION 1 ACTION							
Fear							
DR:	3	Illusion					
CT: 1 ACTION 1 ACTION							
Feign Death							
DR:	3	Necromancy					
CT: 1 ACTION 1 ACTION							
Fireball							
DR:	3	Evocation					
CT: 1 ACTION 1 ACTION							
Flame Arrows							
DR:	3	Transmutation					
CT: 1 ACTION 1 ACTION							
Fly							
DR:	3	Transmutation					
CT: 1 ACTION 1 ACTION							
Gaseous Form							
DR:	3	Transmutation					
CT: 1 ACTION 1 ACTION							
Glyph of Warding							
DR:	3	Abjuration					
CT: 1 ACTION							
Haste							
DR:	3	Transmutation					
CT: 1 ACTION							
Hunger of Hadar							
DR:	3	Conjuration					
CT: 1 ACTION							

Name	Lvl	School	Information	Class	V	S	M
Hypnotic Pattern	3	Illusion					
DR:							
CT: 1 ACTION							
Leomund's Tiny Hut	3	Evocation					
DR:							
CT: 1 ACTION							
Life Transference	3	Necromancy					
DR:							
CT: 1 ACTION							
Lightning Arrow	3	Transmutation					
DR:							
CT: 1 ACTION							
Lightning Bolt	3	Evocation					
DR:							
CT: 1 ACTION							
Magic Circle	3	Abjuration					
DR:							
CT: 1 ACTION							
Major Image	3	Illusion					
DR:							
CT: 1 ACTION							
Mass Healing Word	3	Evocation					
DR:							
CT: 1 ACTION							
Meld into Stone	3	Transmutation					
DR:							
CT: 1 ACTION							
Melf's Minute Meteors	3	Evocation					
DR:							
CT: 1 ACTION							
Non-detection	3	Abjuration					
DR:							
CT: 1 ACTION							
Phantom Steed	3	Illusion					
DR:							
CT: 1 ACTION							
Plant Growth	3	Transmutation					
DR:							
CT: 1 ACTION							
Protection from Energy	3	Abjuration					
DR:							
CT: 1 ACTION							
Remove Curse	3	Abjuration					
DR:							
CT: 1 ACTION							
Revivify	3	Necromancy					
DR:							
CT: 1 ACTION							
Sending	3	Evocation					
DR:							
CT: 1 ACTION							
Sleet Storm	3	Conjuration					
DR:							
CT: 1 ACTION							
Slow	3	Transmutation					

Name	Lvl	School	Information	Class	V	S	M
DR:							
CT: 1 ACTION							
Speak with Dead	3	Necromancy					
DR:							
CT: 1 ACTION							
Speak with Plants	3	Transmutation					
DR:							
CT: 1 ACTION							
Spirit Guardians	3	Conjuration					
DR:							
CT: 1 ACTION							
Stinking Cloud	3	Conjuration					
DR:							
CT: 1 ACTION							
Summon Lesser Demons	3	Conjuration					
DR:							
CT: 1 ACTION							
Thunder Step	3	Conjuration					
DR:							
CT: 1 ACTION							
Tidal Wave	3	Conjuration					
DR:							
CT: 1 ACTION							
Tiny Servant	3	Transmutation					
DR:							
CT: 1 ACTION							
Tongues	3	Divination					
DR:							
CT: 1 ACTION							
Vampiric Touch	3	Necromancy					
DR:							
CT: 1 ACTION							
Wall of Sand	3	Evocation					
DR:							
CT: 1 ACTION							
Wall of Water	3	Evocation					
DR:							
CT: 1 ACTION							
Water Breathing	3	Transmutation					
DR:							
CT: 1 ACTION							
Water Walk	3	Transmutation					
DR:							
CT: 1 ACTION							
Wind Wall	3	Evocation					
DR:							
CT: 1 ACTION							
What went here?							
DR:							
CT: 1 ACTION							

Class of Spell Users

HB ~ Holy Blade	PL ~ Paladin Knight	SR ~ Sorcerer	DR ~ Druid
SH ~ Shadow Hunter	RG ~ Ranger	WZ ~ Wizard	WL ~ Warlock
SG ~ Sage	FE ~ Fili	CL ~ Cleric	MG ~ MAGUS
EW ~ Elemental Ward	SK ~ Selarian Knight	SD ~ Shadow	AL ~ Alchemist
CC ~ Celestial Cleric	HT ~ Hunter	MW ~ Mage Ward	HL ~ Healer
EC ~ Enchanter	MY ~ Mystic	BG ~ Black Guard	MJ ~ Manija

Table 25 Level 4 Spells

Name	Lvl	School	Information	Class	V	S	M
Arcane Eye	4	Divination					
DR:							
CT: 1 ACTION							
Aura of Life	4	Abjuration					
DR:							
CT: 1 ACTION							
Aura of Purity	4	Abjuration					
DR:							
CT: 1 ACTION							
Banishment	4	Abjuration					
DR:							
CT: 1 ACTION							
Blight	4	Necromancy					
DR:							
CT: 1 ACTION							
Charm Monster	4	Enchantment					
DR:							
CT: 1 ACTION							
Compulsion	4	Enchantment					
DR:							
CT: 1 ACTION							
Confusion	4	Enchantment					
DR:							
CT: 1 ACTION							
Conjure Minor Elementals	4	Conjuration					
DR:							
CT: 1 ACTION							
Conjure Woodland Beings	4	Conjuration					
DR:							
CT: 1 ACTION							
Control Water	4	Transmutation					
DR:							
CT: 1 ACTION							
Death Ward	4	Abjuration					
DR:							
CT: 1 ACTION							
Dimension Door	4	Conjuration					
DR:							
CT: 1 ACTION							
Divination	4	Divination					
DR:							
CT: 1 ACTION							
Dominate Beast	4	Enchantment					
DR:							
CT: 1 ACTION							
Elemental Bane	4	Transmutation					
DR:							
CT: 1 ACTION							

Name	Lvl	School	Information	Class	V	S	M
Evard's Black Tentacles	4	Conjuration					
DR:							
CT: 1 ACTION							
Fabricate	4	Transmutation					
DR:							
CT: 1 ACTION							
Find Greater Steed	4	Conjuration					
DR:							
CT: 1 ACTION							
Fire Shield	4	Evocation					
DR:							
CT: 1 ACTION							
Freedom of Movement	4	Abjuration					
DR:							
CT: 1 ACTION							
Giant Insect	4	Transmutation					
DR:							
CT: 1 ACTION							
Grasping Vine	4	Conjuration					
DR:							
CT: 1 ACTION							
Greater Invisibility	4	Illusion					
DR:							
CT: 1 ACTION							
Guardian of Faith	4	Conjuration					
DR:							
CT: 1 ACTION							
Guardian of Nature	4	Transmutation					
DR:							
CT: 1 ACTION							
Hallucinatory Terrain	4	Illusion					
DR:							
CT: 1 ACTION							
Ice Storm	4	Evocation					
DR:							
CT: 1 ACTION							
Leomund's Secret Chest	4	Conjuration					
DR:							
CT: 1 ACTION							
Locate Creature	4	Divination					
DR:							
CT: 1 ACTION							
Mordenkainen's Faithful Hound	4	Conjuration					
DR:							
CT: 1 ACTION							
Mordenkainen's Private Sanctum	4	Abjuration					
DR:							
CT: 1 ACTION							
Otiluke's Resilient Sphere	4	Evocation					
DR:							
CT: 1 ACTION							

Name	Lvl	School	Information	Class	V	S	M
Phantasmal Killer	4	Illusion					
DR:							
CT: 1 ACTION							
Polymorph	4	Transmutatio n					
DR:							
CT: 1 ACTION							
Shadow of Moil	4	Necromancy					
DR:							
CT: 1 ACTION							
Sickening Radiance	4	Evocation					
DR:							
CT: 1 ACTION							
Staggering Smite	4	Evocation					
DR:							
CT: 1 ACTION							
Stone Shape	4	Transmutatio n					
DR:							
CT: 1 ACTION							
Stone skin	4	Abjuration					
DR:							
CT: 1 ACTION							
Storm Sphere	4	Evocation					
DR:							
CT: 1 ACTION							
Summon Greater Demon	4	Conjuration					
DR:							
CT: 1 ACTION							
Vitriolic Sphere							
DR:							
CT: 1 ACTION							
Wall of Fire	4	Evocation					
DR:							
CT: 1 ACTION							
Watery Sphere	4	Conjuration					
DR:							
CT: 1 ACTION							
What went here?							
DR:							
CT: 1 ACTION							

Class of Spell Users

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CC ~ Celestial Cleric	HT ~ Hunter	MW ~ Mage Ward	HL ~ Healer
EC ~ Enchanter	MY ~ Mystic	BG ~ Black Guard	MJ ~ Manija

Table 26 Level 5 Spells

Name	Lvl	School	Information	Class	V	S	M
Animate Objects	5	Transmutatio n					
DR:							
CT: 1 ACTION							
Antilife Shell	5	Abjuration					
DR:							
CT: 1 ACTION							
Awaken	5	Transmutatio n					
DR:							
CT: 1 ACTION							
Banishing Smite	5	Abjuration					
DR:							
CT: 1 ACTION							
Bigby's Hand	5	Evocation					
DR:							
CT: 1 ACTION							
Circle of Power	5	Abjuration					
DR:							
CT: 1 ACTION							
Cloud kill	5	Conjuration					
DR:							
CT: 1 ACTION							
Commune	5	Divination					
DR:							
CT: 1 ACTION							
Commune with Nature	5	Divination					
DR:							
CT: 1 ACTION							
Cone of Cold	5	Evocation					
DR:							
CT: 1 ACTION							
Conjure Elemental	5	Conjuration					
DR:							
CT: 1 ACTION							
Conjure Volley	5	Conjuration					
DR:							
CT: 1 ACTION							
Contact Other Plane	5	Divination					
DR:							
CT: 1 ACTION							
Contagion	5	Necromancy					
DR:							
CT: 1 ACTION							
Control Winds	5	Transmutatio n					
DR:							
CT: 1 ACTION							
Creation	5	Illusion					
DR:							
CT: 1 ACTION							

Name	Lvl	School	Information	Class	V	S	M
Danse Macabre	5	Necromancy					
DR:							
CT: 1 ACTION							
Dawn	5	Evocation					
DR:							
CT: 1 ACTION							
Destructive Wave	5	Evocation					
DR:							
CT: 1 ACTION							
Dispel Evil and Good	5	Abjuration					
DR:							
CT: 1 ACTION							
Dominate Person	5	Enchantment					
DR:							
CT: 1 ACTION							
Dream	5	Illusion					
DR:							
CT: 1 ACTION							
Enervation	5	Necromancy					
DR:							
CT: 1 ACTION							
Far Step	5	Conjuration					
DR:							
CT: 1 ACTION							
Flame Strike	5	Evocation					
DR:							
CT: 1 ACTION							
Geas	5	Enchantment					
DR:							
CT: 1 ACTION							
Greater Restoration	5	Abjuration					
DR:							
CT: 1 ACTION							
Hallow	5	Evocation					
DR:							
CT: 1 ACTION							
Hold Monster	5	Enchantment					
DR:							
CT: 1 ACTION							
Holy Weapon	5	Evocation					
DR:							
CT: 1 ACTION							
Immolation	5	Evocation					
DR:							
CT: 1 ACTION							
Infernal Calling	5	Conjuration					
DR:							
CT: 1 ACTION							
Insect Plague	5	Conjuration					
DR:							
CT: 1 ACTION							
Legend Lore	5	Divination					
DR:							
CT: 1 ACTION							
Maelstrom	5	Evocation					
DR:							

Name	Lvl	School	Information	Class	V	S	M
CT: 1 ACTION							
Mass Cure Wounds							
DR:	5	Evocation					
CT: 1 ACTION							
Mislead							
DR:	5	Illusion					
CT: 1 ACTION							
Modify Memory							
DR:	5	Enchantment					
CT: 1 ACTION							
Negative Energy Flood							
DR:	5	Necromancy					
CT: 1 ACTION							
Passwall							
DR:	5	Transmutation					
CT: 1 ACTION							
Planar Binding							
DR:	5	Abjuration					
CT: 1 ACTION							
Raise Dead							
DR:	5	Necromancy					
CT: 1 ACTION							
Rary's Telepathic Bond							
DR:	5	Divination					
CT: 1 ACTION							
Reincarnate							
DR:	5	Transmutation					
CT: 1 ACTION							
Scrying							
DR:	5	Divination					
CT: 1 ACTION							
Seeming							
DR:	5	Illusion					
CT: 1 ACTION							
Skill Empowerment							
DR:	5	Transmutation					
CT: 1 ACTION							
Steel Wind Strike							
DR:	5	Conjuration					
CT: 1 ACTION							
Swift Quiver							
DR:	5	Transmutation					
CT: 1 ACTION							
Synaptic Static							
DR:	5	Enchantment					
CT: 1 ACTION							
Telekinesis							
DR:	5	Transmutation					
CT: 1 ACTION							
Teleportation Circle							
DR:	5	Conjuration					
CT: 1 ACTION							
Transmute Rock							
DR:	5	Transmutation					
CT: 1 ACTION							

Name	Lvl	School	Information	Class	V	S	M
Tree Stride	5	Conjuration					
DR:							
CT: 1 ACTION							
Wall of Force	5	Evocation					
DR:							
CT: 1 ACTION							
Wall of Light	5	Evocation					
DR:							
CT: 1 ACTION							
Wall of Stone	5	Evocation					
DR:							
CT: 1 ACTION							
Wrath of Nature	5	Evocation					
DR:							
CT: 1 ACTION							
What went here?							
DR:							
CT: 1 ACTION							

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Table 27 Level 6 Spells

Name	Lvl	School	Information	Class	V	S	M
Arcane Gate	6	Conjuration					
DR:							
CT: 1 ACTION							
Blade Barrier	6	Evocation	You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can conjure a straight wall up to 100-feet long, 20-feet high, and 5-feet thick, or a ringed wall up to 60-feet in diameter, 20-feet high, and 5-feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain. When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity check. On a failed check, the creature takes 6d10 slashing damage. On a successful check, the creature takes half as much damage.	HB 1	x	x	
DR: Conc, <1 Min							
CT: 1 ACTION 1 Action							
Bones of the Earth	6	Transmutation					
DR:							
CT: 1 ACTION							
Chain Lightning	6	Evocation					
DR:							
CT: 1 ACTION							
Circle of Death	6	Necromancy					
DR:							
CT: 1 ACTION							
Conjure Fey	6	Conjuration					
DR:							
CT: 1 ACTION							
Contingency	6	Evocation					
DR:							
CT: 1 ACTION							
Create Homunculus	6	Transmutation					
DR:							
CT: 1 ACTION							
Create Undead	6	Necromancy					
DR:							
CT: 1 ACTION							
Disintegrate	6	Transmutation					
DR:							
CT: 1 ACTION							
Drawmij's Instant Summons	6	Conjuration					
DR:							
CT: 1 ACTION							
Druid Grove	6	Abjuration					
DR:							
CT: 1 ACTION							
Eyebite	6	Necromancy					
DR:							
CT: 1 ACTION							
Find the Path	6	Divination					
DR:							
CT: 1 ACTION							
Flesh to Stone	6	Transmutation					
DR:							
CT: 1 ACTION							
Forbiddance	6	Abjuration					

Name	Lvl	School	Information	Class	V	S	M
DR:							
CT: 1 ACTION							
Globe of Invulnerability	6	Abjuration					
DR:							
CT: 1 ACTION							
Guards and Wards	6	Abjuration					
DR:							
CT: 1 ACTION							
Harm	6	Necromancy					
DR:							
CT: 1 ACTION							
Heal	6	Evocation					
DR:							
CT: 1 ACTION							
Heroes' Feast	6	Conjuration					
DR:							
CT: 1 ACTION							
Investiture of Flame	6	Transmutation					
DR:							
CT: 1 ACTION							
Investiture of Ice	6	Transmutation					
DR:							
CT: 1 ACTION							
Investiture of Stone	6	Transmutation					
DR:							
CT: 1 ACTION							
Investiture of Wind	6	Transmutation					
DR:							
CT: 1 ACTION							
Magic Jar	6	Necromancy					
DR:							
CT: 1 ACTION							
Mass Suggestion	6	Enchantment					
DR:							
CT: 1 ACTION							
Mental Prison	6	Illusion					
DR:							
CT: 1 ACTION							
Move Earth	6	Transmutation					
DR:							
CT: 1 ACTION							
Otiluke's Freezing Sphere	6	Evocation					
DR:							
CT: 1 ACTION							
Otto's Irresistible Dance	6	Enchantment					
DR:							
CT: 1 ACTION							
Planar Ally	6	Conjuration					
DR:							
CT: 1 ACTION							
Primordial Ward	6	Abjuration					
DR:							
CT: 1 ACTION							

Name	Lvl	School	Information	Class	V	S	M
Programmed Illusion	6	Illusion					
DR:							
CT: 1 ACTION							
Scatter	6	Conjuration					
DR:							
CT: 1 ACTION							
Soul Cage	6	Necromancy					
DR:							
CT: 1 ACTION							
Sunbeam	6	Evocation					
DR:							
CT: 1 ACTION							
Tenser's Transformation	6	Transmutation					
DR:							
CT: 1 ACTION							
Transport via plants	6	Conjuration					
DR:							
CT: 1 ACTION							
True Seeing	6	Divination					
DR:							
CT: 1 ACTION							
Wall of Ice	6	Evocation					
DR:							
CT: 1 ACTION							
Wall of Thorns	6	Conjuration					
DR:							
CT: 1 ACTION							
Wind Walk	6	Transmutation					
DR:							
CT: 1 ACTION							
Word of Recall	6	Conjuration					
DR:							
CT: 1 ACTION							
What went here?							
DR:							
CT: 1 ACTION							

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Table 28 Level 7 Spells

Name	Lvl	School	Information	Class	V	S	M
Conjure Celestial	7	Conjuration					
DR:							
CT: 1 ACTION							
Crown of Stars	7	Evocation					
DR:							
CT: 1 ACTION							
Delayed Blast Fireball	7	Evocation					
DR:							
CT: 1 ACTION							
Divine Word	7	Evocation					
DR:							
CT: 1 ACTION							
Etherealness	7	Transmutation					
DR:							
CT: 1 ACTION							
Finger of Death	7	Necromancy					
DR:							
CT: 1 ACTION							
Fire Storm	7	Evocation					
DR:							
CT: 1 ACTION							
Forcecage	7	Evocation					
DR:							
CT: 1 ACTION							
Mirage Arcane	7	Illusion					
DR:							
CT: 1 ACTION							
Mordenkainen's Magnificent Mansion	7	Conjuration					
DR:							
CT: 1 ACTION							
Mordenkainen's Sword	7	Evocation					
DR:							
CT: 1 ACTION							
Plane Shift	7	Conjuration					
DR:							
CT: 1 ACTION							
Power Word Pain	7	Enchantment					
DR:							
CT: 1 ACTION							
Prismatic Spray	7	Evocation					
DR:							
CT: 1 ACTION							
Project Image	7	Illusion					
DR:							
CT: 1 ACTION							
Regenerate	7	Transmutation					

Name	Lvl	School	Information	Class	V	S	M
DR:							
CT: 1 ACTION							
Resurrection	7	Necromancy					
DR:							
CT: 1 ACTION							
Reverse Gravity	7	Transmutation					
DR:							
CT: 1 ACTION							
Sequester	7	Transmutation					
DR:							
CT: 1 ACTION							
Simulacrum	7	Illusion					
DR:							
CT: 1 ACTION							
Symbol	7	Abjuration					
DR:							
CT: 1 ACTION							
Teleport	7	Conjuration					
DR:							
CT: 1 ACTION							
Temple of the Gods	7	Conjuration					
DR:							
CT: 1 ACTION							
Whirlwind	7	Evocation					
DR:							
CT: 1 ACTION							
What went here?							
DR:							
CT: 1 ACTION							

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Table 29 Level 8 Spells

Name	Lvl	School	Information	Class	V	S	M
Abi-Dalzim's Horrid Wilting	8	Necromancy					
DR:							
CT: 1 ACTION							
Animal Shapes	8	Transmutation					
DR:							
CT: 1 ACTION							
Anti-magic Field	8	Abjuration					
DR:							
CT: 1 ACTION							
Antipathy/Sympathy	8	Enchantment					
DR:							
CT: 1 ACTION							
Clone	8	Necromancy					
DR:							
CT: 1 ACTION							
Control Weather	8	Transmutation					
DR:							
CT: 1 ACTION							
Demiplane	8	Conjuration					
DR:							
CT: 1 ACTION							
Dominate Monster	8	Enchantment					
DR:							
CT: 1 ACTION							
Earthquake	8	Evocation					
DR:							
CT: 1 ACTION							
Feeblemind	8	Enchantment					
DR:							
CT: 1 ACTION							
Glibness	8	Transmutation					
DR:							
CT: 1 ACTION							
Holy Aura	8	Abjuration					
DR:							
CT: 1 ACTION							
Illusory Dragon	8	Illusion					
DR:							
CT: 1 ACTION							
Incendiary Cloud	8	Conjuration					
DR:							
CT: 1 ACTION							
Maddening Darkness	8	Evocation					
DR:							
CT: 1 ACTION							
Maze	8	Conjuration					
DR:							

Name	Lvl	School	Information	Class	V	S	M
CT: 1 ACTION							
Mighty Fortress							
DR:	8	Conjuration					
CT: 1 ACTION							
Mind Blank							
DR:	8	Abjuration					
CT: 1 ACTION							
Power Word Stun							
DR:	8	Enchantment					
CT: 1 ACTION							
Sunburst							
DR:	8	Evocation					
CT: 1 ACTION							
Telepathy							
DR:	8	Evocation					
CT: 1 ACTION							
Trap the Soul							
DR:	8	Conjuration					
CT: 1 ACTION							
Tsunami							
DR:	8	Conjuration					
CT: 1 ACTION							
What went here?							
DR:							
CT: 1 ACTION							

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Table 30 Level 9 Spells

Name	Lvl	School	Information	Class	V	S	M
Astral Projection	9	Necromancy					
DR:							
CT: 1 ACTION							
Foresight	9	Divination					
DR:							
CT: 1 ACTION							
Gate	9	Conjuration					
DR:							
CT: 1 ACTION							
Imprisonment	9	Abjuration					
DR:							
CT: 1 ACTION							
Invulnerability	9	Abjuration					
DR:							
CT: 1 ACTION							
Mass Heal	9	Evocation					
DR:							
CT: 1 ACTION							
Mass Polymorph	9	Transmutation					
DR:							
CT: 1 ACTION							
Meteor Swarm	9	Evocation					
DR:							
CT: 1 ACTION							
Power Word Heal	9	Evocation					
DR:							
CT: 1 ACTION							
Power Word Kill	9	Enchantment					
DR:							
CT: 1 ACTION							
Prismatic Wall	9	Abjuration					
DR:							
CT: 1 ACTION							
Psychic Scream	9	Enchantment					
DR:							
CT: 1 ACTION							
Shape change	9	Transmutation					
DR:							
CT: 1 ACTION							
Storm of Vengeance	9	Conjuration					
DR:							
CT: 1 ACTION							
Time Stop	9	Transmutation					
DR:							
CT: 1 ACTION							
True Polymorph	9	Transmutation					
DR:							
CT: 1 ACTION							
True Resurrection	9	Necromancy					

Name	Lvl	School	Information	Class	V	S	M
DR:							
CT: 1 ACTION							
Weird	9	Illusion					
DR:							
CT: 1 ACTION							
Wish	9	Conjuration					
DR:							
CT: 1 ACTION							
DR:							
CT: 1 ACTION							
DR:							
CT: 1 ACTION							

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WL ~ Warlock
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Table 31 Level 10 Spells

Name	Lvl	School	Information	Class	V	S	M
	10						
DR:							
CT: 1 ACTION							
	10						
DR:							
CT: 1 ACTION							
	10						
DR:							
CT: 1 ACTION							
Cinder Soul	10						
DR:							
CT: 1 ACTION							
Eternal Rest	10						
DR:							
CT: 1 ACTION							
	10						
DR:							
CT: 1 ACTION							
	10						
DR:							
CT: 1 ACTION							
Negate Force	10						
DR:							
CT: 1 ACTION							
Negate Light	10						
DR:							
CT: 1 ACTION							
Negate Missiles	10						
DR:							
CT: 1 ACTION							
Sphere of Necrosis	10						
DR:							
CT: 1 ACTION							
Summon the Land	10						
DR:							
CT: 1 ACTION							
Sundering Sphere	10		This spell produces a orb about 6 inches in diameter. The sphere can be moved to any location. when it comes into contact with something solid it impact the object like a 100 pound hammer just struct them. It delivers 20d10 Sundering points of damage. The item struct must make a resistance check or take the damage.				
DR: 3 Rounds							
CT: 1 ACTION							
	10						
DR:							
CT: 1 ACTION							
Tergiversate	10		This spell causes the mind of the target to become totally distracted if they fail an intelligence check of 16. They will be stuck in a		x	x	x
DR:							

Name	Lvl	School	Information	Class	V	S	M
CT: 1 ACTION			quandary of having their position of the battel to be various. For the duration they are not sure if the battle is right, wrong, wrong target, wrong weapon, wrong time, to Rest or retreat etc...				

Appendix A Components of Magic

Siege Hammer

Tuning Fork

Wind Chime



Appendix B The Lexicon for Magic

Term	Definition or Description
	The Mark or Symbol of Elmon Magus. It is comprised of s Fey Dragon eye in the background. Covering the eye is the Elemental Cinder Hawk that has a tail of a Naga. The Hawk is rising out of the Sun. Elmon does not define what all this means. There are a lot of speculations to define it.
Aboussso	Also call the Abyss. The exact location is unknown for the Aboussso, however it is believed that it is a place in the land of the dead where those creatures whose evil is so great that it would destroy creation if freed are kept. It space is multidimensional and seemingly without end. Once placed there, there is no way out.
Ageros	In the Earthen tongue, it means fledgling, to the Fire tongues it means both 'it is' and 'ember', in the Water words it means both 'it is' and 'antagonist', and in the Air tongue it is 'fresh'. A new joining member, apprentice, greenhorn, a plebe, or postulant.
Agranose	One who is of the mortal sphere but has merged with an elemental Essence. Once in that new form, they must reroll their physical stats. The Agra can alter its form to and from their previous form and their elemental form 6 times a day. It requires concentration to change or alter to these pure forms: elemental or previous. Their new form must be rolled up. See Appendix C for roll up.
Airpra	The Airpra is an Elvin term meaning 'of the Air'. It is a generic term for the creatures that inhabit the Realms of Air. The Human call them Oolair. Dwarves call them wind bags. The Orc call them Otair'oon or shadows of air.
A'sherin	An area of the celestial plane that is the home of Meracia and her celestial dragons. It is a vast expanse of floating islands, rocks, Flying boats and of course celestial dragons.
Aseal Usar	Translates to Dawn Star, It is the only city scape in the Celestial Highlands that mortals may venture into safely. It has a population of about 2 million.
Ashtar [Ash-Tōr]	A bluish to lavender hue from this moon. It is slightly smaller than Es'ilo. It has a 5 year and 8 month orbit (2916 days).It hangs around for 942 days before it is just a bright spot in the sky.

Bileon stone	This rare stone never cools; it is referred to as the Alchemist Pyre, Soul Stone, Ember's Deep or the Hell's Touch (as it is called on Cragnearth). It must be contained in an airless void or it will burn to a cinder and everything within 10 feet of it. Elementalists use it for practice in melding with fire. It is the essence of the realm of Fire. The wizards Marecus and Gile created a device and spells that enabled one to bring it in to the lands of Cragnearth with little concern. If you go to Helnor's Keep and spy at the south wall, the molten stone that still glows there is evidence of this stone's merciless heat.
Celestial Highlands	It is the Highest point in the Celestial realm; a huge mountain plateau they say you could climb for all eternity and never reach the top. Atop the mountain plateau lays the city of Kings, White Haven and the Temple of Whiteheart. Those that have seen the temple say nothing compares to its majesty, prominence, or beauty. To enter the temple means that you must pass through the veil of holiness. If you are not holy, there is no possible entrance and/or your existence will end (Death) and assignment to the Cursed Halls.
Celestial Plane	A world whose beauty, colors, sounds and noble people which live within surpass description. The primary location of the Angelic Host. These are the lofty lands of the Holy Ones which lie around the Celestial Highlands in the city of Light. It is also home to those who hold, or held positions in the high heavens and chose to walk away from their first house of Duty. Mortals who enter this world, mind my warnings: only the holy will survive.
Crimson Depth (Plane)	The Realm of the Dead and the Cursed. Here you will find Hades, 9 levels of Hell, Shadows Mau, and the crimson halls of the Cursed. The Crimson Halls are no place for the righteous and no place in which to end. The halls are cursed into forming a maze of torment from which there is no way out. Shadows Mau has a gate keeper who does not allow anything out: a 7-headed Celestial hydra, with teeth of quinline and scales of mythrill.
Dweomers	Spells of control and alignment of MANA in the material realm. It is formula or program that is placed into or onto something. When acted upon by commands or gestures the Magic within the Dweomers activates and perform the Program or formula. It is the means by which one can alter the reality of some things without destroying others.

Elemental Plane Air	This realm is boundless sky. There is no physical world here and thus no gravity. There are storms that are as vast as the oceans of the Prime Plane and are devastating to common man. To be here is to float in vast empty space. Without flight or some means of motion, you can go nowhere. There are three cities in this realm: Highrem, Furltwin, and Bataris.
Elemental Plane Fire	Vast oceans of lava, fire, extreme heat, and brimstone. Be prepared to die if you enter here. This is no place for a mere man; to swim in the oceans of lava and breathe the scorching, sulfur-laden air will kill almost anyone. There is one city that Prime Plane creatures can enter with some protection--that of Gaulkindle. It is a large city, and much magic was used to establish it. It is the only place one can get Essence of Fire and pure Bileon stone. The locals call their world Heltus.
Elemental Plane of Earth	The lands of rock, dirt, and stone. Unless you can move through solid earth, this is no place to be. There are several large chasms here that house cities. The heat is tremendous, and the air is stale and acrid. Blackrock is the largest of the towns and is the seat of power in these lands. Cadar is the cleanest and most beautiful of the cities, made almost entirely of crystal and precious stone. The Temple to Urmendis is a sight to behold. It is wholly made of a gleaming gold-hued crystal. Fargop is the Gate realm entrance to the Earthen realm and is the city of business and commerce. It is one of two places' outsiders can come and trade goods, the other being Flantarg. Flantarg is the largest of the two trade cities.
Elemental Plane Water	The realms of water or Mearcien, as the locals call it. In a vast expanse of ocean, there is an island called Eterrestars. It has the only city that is not underwater-- Shimmers Clue. This area is also a gate realm to the Lands of Air. The locals do not take kindly to fishing here. There are many underwater cities. Again, it is best to have the capability to breathe water or drown. There is a Hobbit call Mecky Nool who has created an underwater boat to get around the plane. His fees are not cheap, though--he does have quite a monopoly on travel there.
Es'ilo [Is'ĒLŌ]	The redish moon 1/3 larger than Menuva and it has 184.615 day orbit.

Free form MANA	Free form MANA is rare in the Prime Material Plane. It is recognizable by flickering things, whether it be light, shape, density, or motion. In simple terms, the MANA is unbound and has no pattern to it. Therefore, it drifts to something similar in the area. Free-form MANA is a dream to find for a MUC. With a simple conjuration under concentration, they can absorb it. Be careful, however, because there are cursed MANA that do the same thing, and when one attempts to absorb it, the curse manifests itself.
Gate Plane	This realm is dangerous, less because of the environment than because of those who wander there. This bewitched reality-bender land has caused many a creature to lose their mind. Normal laws of physics come and go here. One minute you are walking upstairs, and in the next you are on the ceiling, looking at swinging doors that go nowhere. There are hundreds of doors, gates, and portals to just about anywhere one would want to go or not go, depending on one's point of view. You must know how to read the door and know the proper spell to open it to the right location. Some of these locations are predefined, therefore the doors never change. There is a city called Whatsall that lies amid this land of chaos and altered reality. It is as the say: 'The only sane spot out there in in the gate plane.' Be careful of Maligia, she has no patience for mortals or the damned.
Gorgon	Any of the humanoid female monsters commonly represented as having Snakes for hair, or Wings, and Brazen claws, or Poisoned stinger, and eyes that turn anyone looking into them to stone.
Highrem	The City of Spires in the Lands of Air. Here you will find a large population of Elves, Hobbits and the Oogrell. They sell flying contraptions and other commodities (that we would not call safe).
Maligia Graven	Be careful of Maligia. She has no patience for mortals or the damned. She is a fallen Celestial who is working on grace to reenter the City of Light. She was once one of the Soul watchers in the City of Light. She overstepped her duties, made an unauthorized decision, and was kicked out of Heaven's Gate to the lands of Chaos. She only has 1000 millennia to regain her place in the City of Light once again.

MANA	An essence and material that aligns all things in existence to a standard Format. By altering MANA, one can modify or change the realm or plane they are on. MANA is a unique form of essence that intermingles with the entire universe and more. It is the Soul of man, the lifeblood of the world, the source of existence beyond the physical realms. MANA exists everywhere in every element of the cosmos. It can be called upon as a tool, cast as a spell, woven in a dweomer, and simply something to marvel over. As an essence, it is something like energy and matter at the same time. Its form can be altered to change the material world, and, in rare cases, the spiritual world, as well as the environment it is in. MANA, like energy, can never be destroyed, and unlike matter, it cannot be permanently changed. MANA was created in predefined formats and thus serves as the differing bases of magic.
MANA Plane	This plane is not for the faint of heart or the ordinary mind. The very environment will twist you, shape you, and destroy you if you cannot maintain a strength of mind. Many a powerful mage has fallen here to their own mind's eye and has been lost for all eternity. There is no here or there, only essence. In the Prime Material Plane, everything is defined by MANA and very structured. In the realms of essence, nothing is defined, and everything is unbound. If you cannot keep your mind locked/focused, be conscious you belong to the Material plane and also who you are, at peace, controlled, and un-diverted by the inner self. You too will become unbound, undefined, and be lost forever, but not dead, with a conscious awareness of nothing. No one has ever come back from the loss of oneself. What you make in the mind exists in the realm, but only as a shadow of reality since there is no matter. There is a legend of a city of Copar somewhere amid the MANA realm. One must know of it to be able to find it.
Menuva [menŏvā]	A silvery Moon that orbits the Planet of Cragnearth. It is the Smallest of the three moons. It orbit is 39.6548 day orbit.

Mythril	A grayish-blue metal in its natural state, or a yellow-hued metal in an enchanted state, mythril is one of the rarest and most powerful metals. It was discovered by the first son of Dwarna: Finebar. He noted in his writings that it (mythril) knows its own power. That is a little bewitching to think about. The metal shines with a gleaming luster that seems never to go away, even when you are waist-deep in the blood, the mud, and tears of battle. It is as strong as diamond when enchanted or as soft as shale when unenchanted. It absorbs spells without any resistance. Some have said it is the devil's metal. One must be careful around it, as words can make it do things on its own, and songs cause your death.
Oogrell	The Oogrel are half breeds of Elves and the Airpra, (air elementals). They are beautiful and dangerous, as it is said they have a stormy temperament.
Plane	A primary marine or terrestrial biogeographic area within a dimension or space.
Planes of Darkness/Shadow	The lands of eternal night and of the things that knock in the night. There is no safe haven here. Few creatures here have a physical form, and they manifest themselves from the fears of one's heart. The most significant harm here is sorrow. The Lands of Promise are found in the darkness. As well as the Endless Wandering Road and the Torch of Night. There are places where there are gatherings of creatures native to the realm, but rarely are they hospitable.
Primal Plane	The realms of Cragnearth. In simple terms, a composite of all the realms tied in balance and proportion. Governed by the Gate realm, manifested by Whiteheart, and held by the laws of MANA.
Prime	The top tier of any group, place, or the point that all things manifest.
Primary Stat Secondary Stat	This stat determines the Power level one starts from. The Secondary Stat is one's ability to draw on bound MANA within themselves. The two stats give one the understanding of what they can practically manipulate for spells, dweomers, and the likes.
Reality	Something that is neither derivative nor dependent but exists necessarily
Soul/Spirit Point	The total of one's true essence. The Spirit Value represents it on your character sheet.
Trilias Mordead	The Citadel at the gates of the Celestial Highlands. Is it ruled by a Celestial by the name of Trilias. He is considered immortal and Ancient—lawful Good guardian of unparalleled power.

Urmendis	He is the High Lord of Earth. He is an Earthen celestial. Some say the High Lord is the realm of earth itself. He is not one to be crossed as the real responds to his will. His genuine persona is not known. He shows himself how he chooses: a man, a woman, a child, a bear, a stone tiger, or whatever he desires. He is the ruler of the realms of earth.
Volnagar	The Mountain pass where King Loridar Executed his daughter for witchery. It seems that when a full Moon occurs on the Mountain, there appears to be a pathway into the mountain itself.
Witch moons	Whenever there is a New Moon and a Full Moon on the same evening, it is referred to as a witch moon. It came to be during the second sundering. Margay the Shadow witch was said to have her most excellent power during these special nights. She was finally hanged, quartered, and burned on the night of the double Witch moon. Even after all of that, she did not die. Her remains were cast in the Lands of the Cursed, to roam there for all eternity.
A'sherin	An area of the celestial plane that is the home of Meracia and her celestial dragons. It is a vast expanse of floating islands, rocks, flying boats, and of course, celestial dragons.
Aseal Usar	Translates to Dawn Star, It is the only city scape in the Celestial Highlands that mortals may venture into safely. It has a population of about 2 million.
Eyona	A forest in the Celestial Highlands about the Size of Finland.
Inurement	The process of Adaptive Change to something that may not be desired. A stress response triggered by: ❖ Anger ❖ Extreme emotion ❖ Loss of control Causes involuntary shifting between: ❖ Flesh form ❖ Partial elemental expression ❖ Full elemental form This is not voluntary shapeshifting. It's identity strain under pressure.



Appendix C Agranose Change

Rolls for the new natural physical form:

- 1 Joint areas have cracks in the flesh that reveal the elemental form
- 2 The above + nails and teeth are of elemental form
- 3 The above + eyes are of elemental form
- 4 The above + hair is of elemental form (except beards)
- 5 The above + mid-limb areas are patchy and of elemental form
- 6 The above + When clothing is removed, their core body is of an elemental cage-like structure

When angry or during extreme emotion, the Agra will convert to their new natural form, rolled above, from either the full elemental form or their flesh form.

(-) means throw out lowest roll as shown in charts below

	Earth	Air	Fire	Water
Str	8 + 3d6 (-)	4 + 4d4 (-)	4 + 3d4 (-)	8 + 3d6 (-)
Dex	6 + 3d6 (-)	8 + 4d6 (-)	4 + 5d4 (-)	6 + 3d6 (-)
Con	8 + 3d6 (-)	4 + 4d4 (-)	6 + 3d6 (-)	8 + 4d6 (-)
End	8 + 4d6 (-)	4 + 4d6 (-)	8 + 4d6 (-)	6 + 3d6 (-)
Int	Stays the same			
Wis				
Spi				
AD	12 + STR Mod	10 + Dex Mod	10 + End Mod	10 + Con Mod
Height	Current + 1d10 -1d4			
Sensitive	Water	Fire	Water	Earth
Attack 1	Slam 1d10 Sundering	Cyclone 1d10	Fire Stream 1d10	Water Jet 1d10
Attack 2	Implement or Spell			
Attack 3	Bludgeoning 2d8	Air Blast 3d6	Touch 2d6 Burn	Sphere of Water
Healing	Mythril	Helix Spore	Fire or Ember stone	Water Crystal
Life	40 + 1d10 per level			
Sight	Dark	Spectral	True	Dark
Color	Dark brown +	Clear +	Clear Blue +	Sea Green +
1	Tome	Stormy Black	Brilliant Red	Sandy
2	Crystal Red	Clear Blue	Dusky Orange	Clear Foam
3	Opal Blue	Misty Black	White	Dark Blue
4	Sapphire Green	Green	Canary yellow	Murky
5	Clear	Yellow	Ember Red	Green speckles
6	Ruby Red	Dusty Orange	Choice	Opal Blue