

Auntie Mollification – Stuff You Can Do

Your magical abilities – focussing on Divination, Physiomancy, and Psychomancy – give you a decent chance of casting spells such as:

Scry Shield (Divination): Base Spell Skill 14

To protect a person, an object, or a location from being magically spied on, draw a protective circle, scribe some runes on the wall, or make up a warding charm – whatever seems appropriate. Cost is 4 MP to cast on an individual or an item, or 1 MP per yard of radius to shield an area, with a minimum of 4 MP. Note the margin of success on the casting roll; any divination magic cast on the subject or into the area must succeed by at least the same amount or it discovers nothing. Duration is one day; the effect can be maintained.

Scrying (Divination): Base Spell Skill *varies*

Magic allows reasonably accurate and reliable viewing of remote scenes in the present or recent past. Specify an exact location relative to your current position (“307 miles in a direction 11 degrees spinwards of hubward from here”) – and, if desired, a time (“three days, four hours, and 19 minutes ago”). The GM may be moderately flexible about this if the intent is clear, especially if you have reasonable maps available, and the viewpoint can be moved around a bit when the spell is first cast. Alternatively, the spell can link to another crystal ball or mirror at the target location.

Your Base Spell Skill depends on the item used: a high-quality silvered mirror (\$25) normally gives you skill 6, but that becomes 10 for scenes which are visible from another mirror at the target location, while a good crystal ball (\$10, 1 lb.) gives you 11.

Scrying is subject to Long-Distance Modifiers – and, when looking into the past, takes a penalty of -1 per day or part thereof passed since the event. Multiple attempts to observe the same scene in the past generate thaumic interference, giving -1 to Modified Spell Skill for each unsuccessful attempt to view that scene, or -3 per successful attempt. All castings cost 3 MP, +1 MP per day or part thereof for events in the past. The spell has a duration of one minute, and can be maintained.

Only you can see the vision, unless you use a rare and insanely expensive enchanted mirror – and even then, things are often shimmery or shadowy.

Snap (Elementalism): Base Spell Skill 8

This magic causes a small quantity of unliving matter – a few ounces at most – to give way *if it's* either inherently fragile (e.g., delicate china) or being pushed toward its limits (e.g., a bowstring under tension). This costs 1 MP. Snapping or shattering something heavier, up to 5 lbs., is possible with -2 to skill and 3 MP.

Detect Magic (Magianism): Base Spell Skill 9

Although Magery gives magic-workers the ability to sense magical forces, a simple spell can make things far more certain and reliable. This spell can tell whether an object or a phenomenon is magical. If it's successful, a second casting can determine whether the magic is permanent or temporary. Critical success gives full details of the magic, insofar as you can understand them. Casting this spell costs you 1 MP.

Check Thaumic Flux (Magianism): Base Spell Skill 8

This spell determines the nature and level of local ambient magical energies. The procedures involved are simple enough that they don't usually cause trouble, even in high and/or unstable

magical flux levels, except on a critical failure. Provided that the local energies aren't doing anything too weird, a margin of success of 2+ also provides a sense of the orientation of the magical field, suggesting which direction is hubwards. The spell costs you 1 MP.

Detect Haunting (Necromancy): Base Spell Skill 9

A little careful testing can detect the presence of ghosts or similar invisible undead. The cost is 1 MP. Success by 5+, or a critical success, means that you also learn something detailed about the nature of what you detect.

Spolt's Forthright Respirator (Physiomancy): Base Spell Skill 15

This is the wizardly name for a spell that causes someone who isn't currently breathing to start again, taking at least one breath; thus, it's useful for treating respiratory difficulties, and can stand in for First Aid skill when dealing with, say, a drowning victim. However, it also has potential offensive uses – for instance, if cast on someone who's trying to hold his breath while underwater. In situations like that, it's resisted with HT. This spell normally costs 1 MP, reduced to 0 by your skill level.

Eringyas' Surprising Bouquet (Physiomancy): Base Spell Skill 12

This costs 2 MP, and creates a large bunch of roses in your hand. These last for 10 minutes, or longer, if the spell is maintained.

Transfer Pain (Physiomancy): Base Spell Skill 12

Touch a patient with one hand and an inert object (a large rock or an anvil is recommended) with the other; the casting costs 3 MP. Any pain currently being felt by the patient is transferred to the object, which becomes warm or even hot as a result. The patient remains comfortable for 12 hours, plus six hours per point of success – or one full week, on a critical success. The reduced stress can give from +1 to +4 on medical skill rolls to treat the patient during that period.

Catch Wound (Physiomancy): Base Spell Skill 11

This Blocking spell seems to negate physical harm to your body. In fact, it doesn't – it simply shifts the injury through time. That makes it easier and more reliable than most defensive magic, but with the snag that you must take the damage eventually. It costs 3 MP. It can block a single attack that would cause physical damage to you alone. It doesn't work against "large-area" damage: explosions, being plunged into acid or molten lava, and so on. You must specify some part of your body that can get in the way of the attack – usually a hand or a limb. The attack appears to fail, being stopped dead by your skin.

However, the spell must be maintained, and you'll take damage when it stops; treat it as having a duration of one day. Calculate the minimum damage that the blocked attack could have done, minus any DR that you have, plus one. This is the damage that you take to the relevant body part when you stop maintaining the spell (or if it should be dispelled), and is modified for damage type. For example, a 2d+3 cutting attack has a minimum damage of 5; if the victim is wearing DR 2 armour, the calculation gives $5 - 2 + 1 = 4$ points of damage, which becomes 6 HP of injury with the wounding modifier for cutting.

The effect is exactly as if you had been hit by the weapon at the moment the spell ends, complete with pain, shock, and any effects from poison or whatever. Magic-users who can reduce the effective maintenance cost to zero might try to defer the damage indefinitely. Remember that there are penalties to all other casting rolls while maintaining spells, though – and there's always the possibility that this magic will be dispelled or otherwise turned off involuntarily at an inconvenient

moment. Sensible casters clean and bandage the affected spot carefully, and then “accept” the damage when alone and somewhere safe.

Stacklady’s Morphic Resonator (Physiomancy): Base Spell Skill *varies*

Plain, old-fashioned turning something living into something else living. The effects are temporary, as reality reasserts itself in time. The best-known use is to transform people into frogs, but it can produce countless other effects. Pumpkins are popular, and show-off casters have been known to change frogs or cats into people. However, the spell cannot create a mind to modify, so ordinary vegetables or rocks cannot be turned into anything. The spell also has one fundamental limitation: it can never change the appearance of the target’s eyes.

Whether the subject’s clothes are included in the transformation is up to the GM, who should bear in mind the rule of universal comedy – but armour, valuable jewellery, and magic items are always excluded.

The spell is cast at a base -6 to Magical Form (Physiomancy) skill (in your case, that’s 15-6=9), and is resisted by the subject’s Will-4 (it’s sneaky and powerful magic) if they don’t want to change. The results endure for a number of hours equal to your margin of victory – or for hours equal to margin of success plus five, if the target didn’t try to resist – and cannot be maintained. If the subject succeeds exactly with the resistance roll, they flicker into the target shape for one second, and then return to normal. Base cost is 5 MP, but for subjects or transformed shapes with a Size Modifier greater than 0, multiply this cost by 1 + the SM of the larger of the initial or transformed shape. A simple casting of this spell, with no further modifiers than these, can also be used to cancel the effects of a previous working.

However, the spell has a number of peculiarities. Small changes are intrinsically harder than large – or rather, it’s difficult to specify fine details about the eventual form. This is because kicking a morphic field between shapes is one thing, but sculpting it precisely is quite another. Such transformations give from -2 to -8 to Base Spell Skill, at the GM’s discretion, while imitating a very specific existing form (such as a particular person) adds a further penalty as severe as -4. Further, because morphic fields have levels of similarity, changing a subject’s “kingdom” (animal, vegetable, or mineral) gives -2 to Base Spell Skill; turning people into vegetables suffers this penalty, as does turning trolls (walking rocks) into anything but troll animals (also made of rock). Also, less-intelligent subjects are harder to transform, because they don’t have as much mental power to control their morphic fields; Modified Spell Skill is at -1 for every level by which the subject’s IQ is below 8.

The target’s ST changes to something appropriate for his new shape, but his DX, IQ, and HT stay the same, and he may retain other features at the GM’s whim – again largely depending on what makes a good joke. For example, someone turned into a frog can only go “ribbit,” but someone transformed into a pumpkin might well become a talking pumpkin. Altering a subject’s base HP gives -1 to Base Spell Skill for every 2 HP of difference either way; you can say that the transformed shape is exceptionally tough or feeble in order to avoid this penalty, but the GM can put limits on this. Any damage carries over in proportion between forms, so the spell cannot be used to heal wounds; an injured human might become a tough-but-injured frog. Nonsapient creatures changed into sapient beings might gain a level or two of IQ from their newly enlarged brains, but no more than that. They also tend to retain their old instincts and habits.

Finally, because the whole business is mental trickery anyway, standard effects and clichés are easier to achieve. Changing a human into a frog grants +2 to Base Spell Skill for a wizard, or +3 for a witch; turning anyone into a pumpkin gives +2, cancelling the “kingdom change” penalty. A transformed

shape that's unknown to the subject gives -4 to Modified Spell Skill, as the trickery is much harder. ("He said he'd change me into an okapi, but it didn't work. What is an okapi, anyway?")

All transformations must be approved by the GM, who may demand that specific details and effects be included, or impose extra penalties for less-plausible ideas.

Detect Mind (Psychomancy): Base Spell Skill 14

This may sound trivial, but determining whether there's a mind in residence somewhere can save a lot of trouble sometimes. The only snag is that, occasionally, a mind can go wandering, leaving its body in a coma but retaining the option to return. Witches can cast this spell with a hard stare and maybe a careful touch of the hand; wizards tend to need a lot more messing about with alchemical preparations or dousing pendulums. This spell costs 1 MP.

Truth Tell (Psychomancy): Base Spell Skill 13

A basic psychic trick is to look at the surface of someone's mind as he speaks and determine whether he's consciously lying. This won't detect honest mistakes, but it can sense uncertainties and ambiguities (though never *why* the subject is confused or vague). Handling complex cases is left to the GM's judgement. This spell is resisted by Will, and costs 2 MP. If works, it has a duration of one minute, and can be maintained.

Mental Adjustment (Psychomancy): Base Spell Skill 11

Psychomancy can be used to change how someone's mind works, at least temporarily and on a shallow level. (Most witches and wizards have enough respect for the concept of free will to insist that they couldn't make permanent changes – or at least to say that they wouldn't do so.) In game terms, this is a whole collection of spells, each of which implants or suppresses a standard mental quirk or disadvantage, or even a set of closely related traits of this kind. For example, someone could be cursed with Combat Paralysis, or have his Shyness temporarily cured. However, complex disadvantages generated by conscious decisions, such as Codes of Honour and Vows, aren't possible.

These spells cost 2 MP plus 1 MP per full 10 points of traits added or removed. For example, a spell of self-confidence which eliminates someone's Demophobia (12) [-15], Fearfulness 3 [-6], and Shyness (Severe) [-10], and also gives that same person Overconfidence (12) [-5], makes a total of 36 points' worth of changes, and thus costs 5 MP (2 MP base, +3 MP for 30-39 points of adjustments). The subject resists with his Will, regardless of whether he wants to – minds instinctively resist being changed. If the magic works, it has a duration of one hour, and can be maintained.

This is extremely versatile magic. Amoral and manipulative casters simply give victims a Sense of Duty to themselves or to groups to which they belong – although they may also have to eliminate some kind of Intolerance or at least quirk-level dislike, and the favours this gets can be grudging ("I can't say that I like this, but as it's you, I suppose . . ."). An Obsession with seeing the caster happy is a smart addition here. For entertainment value, though, planting Severe Delusions is often the most fun.

Hide from Minds (Psychomancy): Base Spell Skill 10

This spell makes people who might notice you not do so. It costs 3 MP, has a duration of one minute, and can be maintained. Success grants the margin of success, plus one, as a bonus to your Stealth skill; e.g., success by 4 means +5 to Stealth.

Mental Illusion (Psychomancy): Base Spell Skill 10

A skilled magic-user can plant sensory impressions (affecting any or all of the senses) in someone's mind, but making the results convincing requires extremely fine control. The spell is resisted with Will-3, and costs 4 MP. If it works, it has a duration of one minute, and can be maintained.

On a successful casting, roll an immediate Quick Contest of IQ with the subject. The illusion's complexity and plausibility modify your roll: from +3 for something trivial and plausible (an ordinary rock in a bit of wilderness that the target has never seen before, or a brief feeling of cold), through no modifier for a fairly straightforward and believable impression affecting a couple of senses (a plate of food with a simple-but-pleasant smell, a glass window suddenly and audibly breaking), down to -5 or worse for the complex and the flagrantly implausible (a group of specific people known to the target, dancing and singing in four-part harmony). If the subject wins, they spot flaws in the illusion – although it can still be distracting, and might cover or drown out other, real impressions – and may attempt to resist the spell again every 10 seconds, as their doubts break down the magic.

You can't produce an impression of something that you have never perceived yourself. An especially convincing illusion can cause psychosomatic damage – but this always gives you at least -2 in the Quick Contest of IQ. If the spell convinces the subject that they have taken damage (been stabbed with a sword, burnt by fire, etc.), they must roll at HT+2, with failure meaning 1d-2 HP of injury (minimum 0). An illusion can only inflict damage once every five seconds.

Borrowing/Psychoprocio (Psychomancy): Base Spell Skill *varies*

On working this spell, you project your mind into that of another being, and can use all of that creature's senses. You can also manipulate the subject, steering it gently toward places you wish to observe. This isn't absolute control, however – you must take care that the creature doesn't realise that it's being steered, or it will probably panic.

This spell works best on beasts with simple, straightforward minds, such as rabbits or small birds. Carnivores are a little harder, being intensely focussed. Intelligent beings – whose minds are a roiling mass of impulses, thoughts, urges and ideas – are extremely difficult. Ant communities and bee swarms are considered to have a single mind each; these are the hardest of all to Borrow, because even humans don't think about flying in several directions at once while also building a hive and laying eggs. Thus, skill penalty and MP cost depend on the type of creature being Borrowed:

Small herbivore, insectivore, or bird (e.g., mouse, rabbit, sparrow, bat): -4 to skill, 1 MP

Large herbivore (e.g., horse, sheep): -4 to skill, 2 MP

Carnivore or large bird of prey (e.g., cat, wolf, eagle): -7 to skill, 2 MP

Group mind: -10 to skill, 3 MP

Apply these additional modifiers as appropriate when calculating Base Spell Skill:

Creature has IQ 7 or greater: -4

Creature is magical or otherwise "unnatural": -2

Subject is insane or very "strange" (GM's decision): -2

Finally, apply Long-Distance Modifiers (p. 00) to Modified Spell Skill.

Success means you gain access to the subject's mind. The creature then rolls against IQ as if to resist the spell, at +3 if it has trained magical or psychic abilities. If the subject "resists," it doesn't eject you, but it does become aware that something is inside its head. It might become confused or skittish as a result, making it impossible for you to steer it or get much that's useful from its senses –

although there are situations where confusing a creature for a few seconds can be actively useful, and you may choose not to bother hiding, but just throw in some chaos. The subject might also have to make a Fright Check, if the GM thinks that it would find the experience disturbing enough. In any event, you must wait at least five minutes before trying again with the same creature.

If the casting is fully successful, though, you can use the creature's senses and begin trying to steer it. This process consists of placing impulses in its mind, not direct control; all ensuing actions use the subject's own abilities and mental processes. Each such impulse takes 10 seconds to place, and requires a Quick Contest of IQ between you and the creature. Cumulative modifiers apply to your IQ roll:

Impulse is very much in accord with creature's normal behaviour: +2

Impulse is slightly unusual but well within creature's normal behaviour patterns: no modifier

Impulse is slightly unusual but not totally alien to creature: -1

Impulse is significantly unusual for creature, but not actually worrying or unnerving for it: -3

Impulse is radically bizarre for creature: -6

Impulse appears obviously dangerous to creature: -10

Creature is a nonsapient magical creature or carnivore (or both): -2

Creature has IQ 7+: -4

Creature is insane or very "strange" (GM's decision, but includes group minds): -4

If you win by 5+, the impulse can be specific and complex; otherwise, it must be simple. If the subject wins by no more than 3, you can try again after 10 seconds. If the creature wins by 4+, however, it suspects that something odd is happening, and you must either leave immediately or spend five minutes lying low.

Two seconds after the spell is cast, your body falls deeply unconscious. It remains thus throughout the period of effect, in a state that's easily mistaken for death by the untrained. Duration is 10 minutes, and the spell can be maintained. When you wish to end the spell, you must make another roll against Base Spell Skill modified for Long-Distance Modifiers, the latter being doubled and with a minimum of -3 if the creature is out of sight of your body at the time. Failure means you must maintain the spell for another 10 minutes before trying again. If you are reduced to 0 MP before you can return to your body, it remains comatose and the spell remains active. You can only attempt to return once per day thereafter, with an additional -4 to the roll, and each failure costs you a level of HT – and if your HT falls to 0 this way, your body dies and your mind is lost in the wild.

During this time, your IQ rolls to influence the animal suffer a cumulative -1 per day passed, and the animal may well wander off if not controlled; Borrowing a goose or a swallow, getting lost, and then flying rimwards for the winter can be a tragedy.

Most witches – especially ethical ones, who tend to be best at Borrowing, being least inclined to force creatures to act in any particular way – feel a strong sense of obligation to creatures they Borrow, and usually make sure that they receive food or similar payment.

Follow the Plot, Damn You (Psychomancy): Base Spell Skill 9

Sometimes, a traditional story is well under way, but too many people aren't following the script. This area-effect spell gets them acting as they're supposed to, and hence is often cast with extra MP drawn from the narrative. The results usually count as either "moderate help" to the story or a "standard part."

The spell costs 1/5 MP per yard of radius. Everybody within the area can attempt to resist with Will. Individuals who succeed don't prevent others from being controlled – and anyone who has an important part in the story (GM's judgement) resists at -5. However, being influenced to act radically against one's nature, especially in ways contradictory to one's mental disadvantages, grants from +1 to +5 to Will, depending on the details. People can also be made to pause and pay no attention to their surroundings, if that would facilitate the plot; this gives no special Will modifier, but if they're physically injured or attacked, they get another chance to resist, at +5.

A Little Luck (Sortilege): Base Spell Skill 9

This spell costs 1 MP. Success grants +3 on the next skill or attribute roll that you must make, +3 on the next reaction roll made when you ask a random bystander for aid, or -3 on the next attack roll made against you. You can only cast it once per game session.

Gate Scan (Summonation): Base Spell Skill 9

This spell reveals all gates, dimensional portals, and weaknesses in reality within a number of yards equal to your margin of success, making them glow momentarily. It costs 1 MP.

Professor Armistead – Stuff You Can Do

Your magical abilities – focussing on Necromancy and Physiomancy – give you a decent chance of casting spells such as:

Snap (Elementalism): Base Spell Skill 8

This magic causes a small quantity of unliving matter – a few ounces at most – to give way *if* it's either inherently fragile (e.g., delicate china) or being pushed toward its limits (e.g., a bowstring under tension). This costs 1 MP. Snapping or shattering something heavier, up to 5 lbs., is possible with -2 to skill and 3 MP.

Detect Magic (Magianism): Base Spell Skill 9

Although Magery gives magic-workers the ability to sense magical forces, a simple spell can make things far more certain and reliable. This spell can tell whether an object or a phenomenon is magical. If it's successful, a second casting can determine whether the magic is permanent or temporary. Critical success gives full details of the magic, insofar as you can understand them. Casting this spell costs you 1 MP.

Check Thaumic Flux (Magianism): Base Spell Skill 8

This spell determines the nature and level of local ambient magical energies. The procedures involved are simple enough that they don't usually cause trouble, even in high and/or unstable magical flux levels, except on a critical failure. To get a numerical value, however, you'd need to employ a certain amount of fiddly instrumentation in the casting. Provided that the local energies aren't doing anything too weird, a margin of success of 2+ also provides a sense of the orientation of the magical field, suggesting which direction is hubwards. The spell costs you 1 MP.

Detect Haunting (Necromancy): Base Spell Skill 15

A little careful testing can detect the presence of ghosts or similar invisible undead. The cost is normally 1 MP, reduced to 0 by your skill level. Success by 5+, or a critical success, means that you also learn something detailed about the nature of what you detect.

Speak With the Dead (Necromancy): Base Spell Skill 13

Necromantic magic can temporarily grant you the equivalent of the Medium advantage, *plus* the ability to understand the languages spoken by any ghosts you contact (you enter into direct mental communication with them, but perceive this as speech). This spell is also routinely used to communicate with spirits of the dead which have been bound to locations or into physical objects; it's the magical equivalent of a polite knock on the door to them. It's cast at -2 to skill, and costs 2 MP. Duration is 10 minutes.

Exorcise Ghost (Necromancy): Base Spell Skill 12

Although clearing out ghosts and negative energies is mostly seen as a job for priests, a competent necromancer can handle it. This spell makes its area of effect unpleasant and disconcerting for ghosts, and generally purges it of necromantic energies. Ghosts in the area at the time of casting, or trying to enter it later, can resist it with their Will. By default, they resist at -2, but if they're bound to the site (common among ghosts, who are often doomed to haunt particular places), make that +3 instead. A ghost who fails to resist simply won't consider going back to the exorcised site unless given an *exceptionally* good reason. In that case, it can try to resist again, but at a further -4 to the previous roll. Ghosts exorcised from places they're supposed to haunt may either go on to whatever afterlife is appropriate for them, or wander more widely with their powers much reduced, trying to fulfil some purpose or task (GM's option).

This spell takes five minutes to cast; cost is 1/10 MP per yard of radius; duration is one month. In practise, most casters rarely bother to maintain it (and suffer the -1 for a running spell) for more than a few minutes – either it drives off the problem or it doesn't.

Last Vision (Necromancy): Base Spell Skill 12

Necromancy is capable of extracting a little information from the physical remains of the dead. This is widely regarded as morbid, and no half-respectable watchman or lawyer would accept information from such a source. Still, it has its uses.

The traditional version of the spell is fairly straightforward: you gaze into the eyes of a corpse, work the magic, and see the last image that the dead person saw. This takes three seconds to cast, with -1 to Modified Spell Skill per full two days since the subject died (it's up to the GM how long a dead body's eyes remain sufficiently intact to work the magic on). Cost is 3 MP.

Chill Finger (Necromancy): Base Spell Skill 11

To cast this spell, point at someone (part of the Concentrate manoeuvre), roll with the usual -1 per yard penalty, and pay the 2 MP cost if you succeed. Your victim then feels a wave of terror and must make a Fright Check, at -1 per two full points by which you made your roll. The target must also resist the spell with HT or lose 1d FP to a supernatural chill.

Steal Zombie (Necromancy): Base Spell Skill 11

If you encounter a zombie or similar undead with the Arcane Automaton disadvantage, you can "reprogram" it to obey you by casting this spell, at a cost of 4 MP. The zombie resists with HT-3.

Spolt's Forthright Respirator (Physiomancy): Base Spell Skill 15

This is the wizardly name for a spell that causes someone who isn't currently breathing to start again, taking at least one breath; thus, it's useful for treating respiratory difficulties, and can stand in for First Aid skill when dealing with, say, a drowning victim. However, it also has potential offensive uses – for instance, if cast on someone who's trying to hold his breath while underwater. In situations like that, it's resisted with HT. This spell normally costs 1 MP, reduced to 0 by your skill level.

Eringyas' Surprising Bouquet (Physiomancy): Base Spell Skill 12

This costs 2 MP, and creates a large bunch of roses in your hand. These last for 10 minutes, or longer, if the spell is maintained.

Transfer Pain (Physiomancy): Base Spell Skill 12

Touch a patient with one hand and an inert object (a large rock or an anvil is recommended) with the other; the casting costs 3 MP. Any pain currently being felt by the patient is transferred to the object, which becomes warm or even hot as a result. The patient remains comfortable for 12 hours, plus six hours per point of success – or one full week, on a critical success. The reduced stress can give from +1 to +4 on medical skill rolls to treat the patient during that period.

Catch Wound (Physiomancy): Base Spell Skill 11

This Blocking spell seems to negate physical harm to your body. In fact, it doesn't – it simply shifts the injury through time. The snag is that you must take the damage eventually. It costs 3 MP, and can block a single attack that would cause physical damage to you alone. It doesn't work against "large-area" damage: explosions, being plunged into acid or molten lava, etc. You must specify some part of your body that can get in the way of the attack – usually a hand or a limb. The attack appears to fail, being stopped dead by your skin.

However, the spell must be maintained, and you'll take damage when it stops; treat it as having a duration of one day. Calculate the minimum damage that the blocked attack could have done, minus any DR that you have, plus one. This is the damage that you take to the relevant body part when you stop maintaining the spell (or if it should be dispelled), and is modified for damage type. For example, a 2d+3 cutting attack has a minimum damage of 5; if the victim is wearing DR 2 armour, the calculation gives $5-2+1=4$ points of damage, which becomes 6 HP of injury with the wounding modifier for cutting.

The effect is exactly as if you had been hit by the weapon at the moment the spell ends, complete with pain, shock, and any effects from poison or whatever. Magic-users who can reduce the effective maintenance cost to zero might try to defer the damage indefinitely; remember that there are penalties to all other casting rolls while maintaining spells, though – and there's always the possibility that this magic will be dispelled or otherwise turned off involuntarily at an inconvenient moment. Sensible casters clean and bandage the affected spot carefully, and then "accept" the damage when alone and somewhere safe.

Stacklady's Morphic Resonator (Physiomancy): Base Spell Skill *varies*

Plain, old-fashioned turning something living into something else living. The effects are temporary, as reality reasserts itself in time. The best-known use is to transform people into frogs, but it can produce countless other effects. Pumpkins are popular, and show-off casters have been known to change frogs or cats into people. However, the spell cannot create a mind to modify, so ordinary vegetables or rocks cannot be turned into anything. The spell also has one fundamental limitation: it can never change the appearance of the target's eyes.

Whether the subject's clothes are included in the transformation is up to the GM, who should bear in mind the rule of universal comedy – but armour, valuable jewellery, and magic items are always excluded.

The spell is cast at a base -6 to Magical Form (Physiomancy) skill, and is resisted by the subject's Will-4 (it's sneaky and powerful magic) if they don't want to change. The results endure for a number of hours equal to your margin of victory – or for hours equal to margin of success plus five, if the target didn't try to resist – and cannot be maintained. If the subject succeeds exactly with the resistance roll, they flicker into the target shape for one second, and then return to normal. Base cost is 5 MP, but for subjects or transformed shapes with a Size Modifier greater than 0, multiply this cost by $1 +$ the SM of the larger of the initial or transformed shape. A simple casting of this spell, with no further modifiers than these, can also be used to cancel the effects of a previous working.

However, the spell has a number of peculiarities. Small changes are intrinsically harder than large – or rather, it's difficult to specify fine details about the eventual form. This is because kicking a morphic field between shapes is one thing, but sculpting it precisely is quite another. Such transformations give from -2 to -8 to Base Spell Skill, at the GM's discretion, while imitating a very specific existing form (such as a particular person) adds a further penalty as severe as -4. Further, because morphic fields have levels of similarity, changing a subject's "kingdom" (animal, vegetable, or mineral) gives -2 to Base Spell Skill; turning people into vegetables suffers this penalty, as does turning trolls (walking rocks) into anything but troll animals (also made of rock). Also, less-intelligent subjects are harder to transform, because they don't have as much mental power to control their morphic fields; Modified Spell Skill is at -1 for every level by which the subject's IQ is below 8.

The target's ST changes to something appropriate for his new shape, but his DX, IQ, and HT stay the same, and he may retain other features at the GM's whim – again largely depending on what makes

a good joke. For example, someone turned into a frog can only go “ribbit,” but someone transformed into a pumpkin might well become a talking pumpkin. Altering a subject’s base HP gives -1 to Base Spell Skill for every 2 HP of difference either way; you can say that the transformed shape is exceptionally tough or feeble in order to avoid this penalty, but the GM can put limits on this. Any damage carries over in proportion between forms, so the spell cannot be used to heal wounds; an injured human might become a tough-but-injured frog. Nonsapient creatures changed into sapient beings might gain a level or two of IQ from their newly enlarged brains, but no more than that. They also tend to retain their old instincts and habits.

Finally, because the whole business is mental trickery anyway, standard effects and clichés are easier to achieve. Changing a human into a frog grants +2 to Base Spell Skill for a wizard, or +3 for a witch; turning anyone into a pumpkin gives +2, cancelling the “kingdom change” penalty. A transformed shape that’s unknown to the subject gives -4 to Modified Spell Skill, as the trickery is much harder. (“He said he’d change me into an okapi, but it didn’t work. What is an okapi, anyway?”)

All transformations must be approved by the GM, who may demand that specific details and effects be included, or impose extra penalties for less-plausible ideas.

Detect Mind (Psychomancy): Base Spell Skill 9

This may sound trivial, but determining whether there’s a mind in residence somewhere can save a lot of trouble. The only snag is that, occasionally, a mind can go wandering, leaving its body in a coma but retaining the option to return. Witches can cast this spell with a hard stare and maybe a careful touch of the hand; wizards tend to need a lot more messing about with alchemical preparations or dousing pendulums. The spell costs 1 MP.

Truth Tell (Psychomancy): Base Spell Skill 8

A basic psychic trick is to look at the surface of someone’s mind as he speaks and determine whether he’s consciously lying. This won’t detect honest mistakes, but it can sense uncertainties and ambiguities (though never why the subject is confused or vague). Handling complex cases is left to the GM’s judgement. This spell is resisted by Will, and costs 2 MP. If works, it has a duration of one minute, and can be maintained.

A Little Luck (Sortilege): Base Spell Skill 9

This spell costs 1 MP. Success grants +3 on the next skill or attribute roll that you must make, +3 on the next reaction roll made when you ask a random bystander for aid, or -3 on the next attack roll made against you. You can only cast it once per game session.

Gate Scan (Summonation): Base Spell Skill 9

This spell reveals all gates, dimensional portals, and weaknesses in reality within a number of yards equal to your margin of success, making them glow momentarily. It costs 1 MP.

Oswestry Vestiment – Stuff You Can Do

Your magical abilities – focussing on Magianism and Summonation – give you a decent chance of casting spells such as:

Snap (Elementalism): Base Spell Skill 9

This magic causes a small quantity of unliving matter – a few ounces at most – to give way *if* it's either inherently fragile (e.g., delicate china) or being pushed toward its limits (e.g., a bowstring under tension). This costs 1 MP. Snapping or shattering something heavier, up to 5 lbs., is possible with -2 to skill and 3 MP.

Detect Magic (Magianism): Base Spell Skill 16

Although Magery gives magic-workers the ability to sense magical forces, a simple spell can make things far more certain and reliable. This spell can tell whether an object or a phenomenon is magical. If it's successful, a second casting can determine whether the magic is permanent or temporary. Critical success gives full details of the magic, insofar as you can understand them. Casting this spell normally costs 1 MP, reduced to 0 by your skill level.

Check Thaumic Flux (Magianism): Base Spell Skill 15

This spell determines the nature and level of local ambient magical energies. The procedures involved are simple enough that they don't usually cause trouble, even in high and/or unstable magical flux levels, except on a critical failure. To get a numerical value, however, you'd need to employ a certain amount of fiddly instrumentation in the casting. Provided that the local energies aren't doing anything too weird, a margin of success of 2+ also provides a sense of the orientation of the magical field, suggesting which direction is hubwards. Casting the spell normally costs 1 MP, reduced to 0 by your skill level.

Analyse Magic (Magianism): Base Spell Skill 13

This magic identifies the exact spells on an object or a person. It costs 4 MP, and the extended testing process involved means that it takes 30 minutes to cast. If the subject bears multiple spells, the first casting identifies the one that used the fewest MP and reveals that there are more, the next casting discloses the spell with the next-lowest cost, and so on. For spell-like effects such as elven mind control, the GM assigns MP-equivalent values to taste.

Octagram (Magianism): Base Spell Skill 13

A properly drawn and activated octagram – typically marked on the floor in chalk – generates a magical obstruction which prevents spells and certain magical creatures from passing in either direction. Drawing and empowering such a pattern is treated as an area spell. The resulting barrier projects about 10 to 20 feet up from the symbol traced on the ground, and is closed at the top. Drawing an octagram takes at least a number of seconds equal to five times its radius in yards (minimum five seconds) – longer, if using more robust materials. Activating it – the actual spell-casting – then requires a *further* five seconds. The cost is 3 MP per yard of radius.

Once successfully created, such a barrier is permanent until broken somehow. If part of the octagram is cut or erased, its power is lost until you can remake it. Repairs usually require just a second with a piece of chalk, although worse damage might take longer and/or require another roll. *Magic* can never damage an octagram, but an ordinary person can simply walk up and scuff important chalk lines with a shoe; thus, some wizards have octagram designs inscribed in more durable forms on the floors of their workrooms, ready for activation when needed. Wise spellcasters rarely assume that their octagrams will last forever.

Summoned and *most* extradimensional creatures can neither move, cast magic, nor shift any physical object across an octagram's border. Other beings – including mages and “natural” magical creatures considered “native” to the Disc, such as undead and golems – can cross it without difficulty. Nobody from any dimension can cast spells through an octagram or use magic to traverse it, however. Entities can be summoned *within* an octagram (a standard summoner's safety measure), but no being can be called up in an octagram that's too small for any shape it can adopt.

There are exceptions. An octagram will merely inconvenience Things from the Dungeon Dimensions for 1d seconds, as they can absorb its magic and carry on. Such a design will only stop Death (sometimes) if he's summoned into it using the Rite of AshkEnte; that particular traditional invitation aside, he can go wherever he has to be. Presumably, the same goes for other beings of similar rank, such as the other three Horsemen, and Auditors can simply stop being inside the octagram and be elsewhere instead.

Finally, some trapped entities may be able to *force* their way through an octagram. Roll a Quick Contest between the being's (ST+Will)/2 and the Base Spell Skill with which the octagram was cast. If the creature wins, it destroys the spell. No individual can “test” an octagram more than once per day, and rules-bound types might not even try. The GM decides which creatures make the attempt – but remember that demons in particular are horrendously unimaginative and hardly ever break rules.

Nul Zone (Magianism): Base Spell Skill 13

This spell creates an area in which spells simply don't work unless they successfully resist the casting with their own Base Spell Skill. The Nul Zone can be dispelled, but the Dispel Magic spell must resist it first. If you or your staff are outside the defined area at the time of casting, you're unaffected by it; otherwise, you have to overcome your own magic to cast any further spells within the area. If a spell manages to defeat the Nul Zone, you know immediately and must make a Will roll; failure means the Nul Zone collapses entirely. The Nul Zone only affects spells (and some spell-like effects); magical creatures can walk right through it without noticing, although they can't be magically summoned into it.

Considering its effectiveness, this spell is relatively easy to work. Casting takes five seconds; the cost is 1/10 MP per yard of radius; duration is one hour.

Dispel Magic (Magianism): Base Spell Skill 11

This spell suppresses or disrupts transient magical energies within its area of effect. It does nothing to magical devices, but each spell or spell-like effect present *may* be switched off. Each resists separately with the Base Spell Skill used when it was cast. You can say that any or all of your own effects caught in the area resist or turn off automatically, as you choose.

Dispel Magic costs 3 MP per yard of radius. It takes a second to cast for every MP put into it.

Emergency Power Drain (Magianism): Base Spell Skill 9

This spell works only in an area with at least somewhat above-normal thaumic flux *or* where there are three or more spells currently active, each with a duration of at least an hour. It's cast as an area spell, but always centred on yourself. Casting takes one second; cost is 1 MP per yard of radius.

Its first effect is to function exactly as a Dispel Magic on its area of effect, but your own pre-existing spells are automatically dispelled. That's not the main point of the exercise, though. Provided that the casting successfully dispels at least two other spells, *or* the area has significantly above-normal thaumic flux levels, you *gain* MP on your next turn. You get 5 MP for every point of success on your

casting, or 2 MP on an exact success. This can even raise your personal MP reserve above its usual maximum; if so, you start losing the excess after five seconds, at a rate of 1 MP/second.

Detect Haunting (Necromancy): Base Spell Skill 10

A little careful testing can detect the presence of ghosts or similar invisible undead. The cost is 1 MP. Success by 5+, or a critical success, means that you also learn something detailed about the nature of what you detect.

Spolt's Forthright Respirator (Physiomancy): Base Spell Skill 10

This is the wizardly name for a spell that causes someone who isn't currently breathing to start again, taking at least one breath; thus, it's useful for treating respiratory difficulties, and can stand in for First Aid skill when dealing with, say, a drowning victim. However, it also has potential offensive uses – for instance, if cast on someone who's trying to hold his breath while underwater. In situations like that, it's resisted with HT. This spell normally costs 1 MP, reduced to 0 by your skill level.

Detect Mind (Psychomancy): Base Spell Skill 10

This may sound trivial, but determining whether there's a mind in residence can save a lot of trouble. The only snag is that, occasionally, a mind can go wandering, leaving its body in a coma but retaining the option to return. Witches can cast this spell with a hard stare and maybe a careful touch of the hand; wizards tend to need a lot more messing about with alchemical preparations or dousing pendulums. It costs 1 MP.

Truth Tell (Psychomancy): Base Spell Skill 9

A basic psychic trick is to look at the surface of someone's mind as he speaks and determine whether he's consciously lying. This won't detect honest mistakes, but it can sense uncertainties and ambiguities (though not *why* the subject is confused or vague). Handling complex cases is left to the GM's judgement. This spell is resisted by Will, and costs 2 MP. If works, it has a duration of one minute, and can be maintained.

A Little Luck (Sortilege): Base Spell Skill 10

This spell costs 1 MP. Success grants +3 on the next skill or attribute roll that you must make, +3 on the next reaction roll made when you ask a random bystander for aid, or -3 on the next attack roll made against you. You can only cast it once per game session.

Gate Scan (Summonation): Base Spell Skill 16

This spell reveals all gates, dimensional portals, and weaknesses in reality within a number of yards equal to your margin of success, making them glow momentarily. It costs you 0 MP because of your skill level.

The Rite of AshkEnte (Summonation): Base Spell Skill 15

This spell summons Death himself, and supposedly binds him in the process. It's amazingly easy, partly because Death can and will go anywhere, sooner or later, and partly because it's such a well-tested and standard piece of magic. It normally costs 8 MP, reduced to 7 by your skill level. Magic-workers once believed that the Rite required ritual casting by eight wizards standing at the points of a ceremonial octagram (scribed and activated beforehand), using a lot of swaying, chanting, candles, and incense. Smug junior research wizards have since proved that it can be performed in five minutes by two wizards with three small bits of wood and 4cc of mouse blood. Both casters must have Magery, but they can share the MP cost, and only one needs to make the skill roll. In a pinch,

even one person with two bits of wood and a fresh egg can pull it off – although the egg must be fresh, and there's another -2 to Base Spell Skill.

Death will show up whenever the spell is cast correctly. If your margin of success is 5+, he cannot leave the central octagram. Less-successful castings leave him free to wander in and out. While he's usually too polite to do so (he generally just wants to get the thing over with and go about his business), he sometimes forgets. He is obliged to answer one question, to the limits of his ability. As he goes (almost) everywhere and is involved in most serious matters, this can be very useful.

In theory, he could stick at one question, but as he's polite and dislikes being pestered repeatedly, he usually finds it easier to answer any follow-up queries and expand any details when asked. Wizards who took part in the Rite cannot then do so again for at least 24 hours. In fact, most wizards try to avoid doing so at all, for the simple reason that attracting Death's attention feels like a bad idea. This is irrational, but there you are.

Death tolerates use of the Rite, which acts on him as an invitation that cannot be refused, but he is known to regard it as an inconvenience, and overuse will make him increasingly irritated and evasive. Also, a critical failure when attempting the Rite can land users in all sorts of amusing trouble involving involuntary extra-dimensional travel and lots of Fright Checks.

Exorcise Spirit (Summonation): Base Spell Skill 13

Compared to exorcising ghosts, casting other kinds of spirits out of places and people where they aren't wanted is seen as slightly more of a job for magic. This spell drives off one chosen immaterial spirit, making it return to wherever it considers home. If it's already there, it won't leave – although it can be expelled from a possessed mortal.

The spell takes a minute to cast. If you lack a clear idea of what you're dealing with, there's a penalty to Modified Spell Skill, ranging from -1 (you're a bit unsure exactly what sort of spirit you're dealing with) to -5 (you haven't a clue what's going on). Cost is 3 MP.

The spirit resists with Will-2. If it fails to resist, it won't even consider going near the exorcised area or person for at least a day. Many bothersome spirits have difficulty getting to the physical world anyway, so once they've been driven off, they must stay away.

Oracular Demon (Summonation): Base Spell Skill 13

Summoning a minor-but-knowledgeable demon to answer three questions, truthfully, is potentially more flexible than other "information spells" – although it suffers from the need to extract useful answers from a demon, which will feel obliged by its job description to twist everything and to be annoyingly literal-minded. This spell is one of the few acceptable uses for demons, in the opinions of most witches and wizards. Demons themselves find it irritating, if only because it demotes them from grand powers of evil to speak-your-weight machines.

The working can take as little as 30 seconds, but it costs 8 MP, so it's often cast ritually. In theory, it also requires a cauldron, an octagram, candles, various spices, and so on. In fact, these props amount to a way of focussing the necessary willpower, and the spell has been successfully cast with a washing-bowl, a large spoon, and some cheap soap-flakes. Such cut-price equipment gives an extra -1 to -4 to Base Spell Skill, at the GM's whim.

Strictly speaking, the three questions should all have yes-or-no answers. However, a particularly good reaction from the demon – or a successful use of Intimidation at -3 (resisted by the demon's Will, which is typically 10) – can get more out of it. It will know a fair amount about current

supernatural and mundane events in the geographical area around the casting, and may even have a little knowledge of the future, but it cannot be omniscient. When in doubt, the GM should roll vs. Base Spell Skill for each question, treating the results as if these were rolls on a relevant Area Knowledge specialisation or similar skill.

Summon Demon (Summonation): Base Spell Skill 11

This is the definitive spell of fully qualified demonologists. As such, it's widely considered a bad idea. However, it's really quite safe if conducted correctly with the basic safety procedures followed. (The same can be said of scientific experiments with highly radioactive materials, of course – and plutonium doesn't actually want to pull your liver out through your ears.) It costs 4 MP.

The actual casting takes five minutes, but first you must inscribe a complicated magic circle on the floor, which takes an hour or so. If the spell succeeds, a demon appears within the circle, and can neither get out nor use abilities of any sort to affect anything outside. This entity can be either a specific, named demon (not one of the rulers of Hell, but something of moderate power by demon standards) or a typical specimen of some well-documented category of medium-powered demons (such as one that will act as a general-purpose servant or – oh dear, they do always ask – a succubus). What happens after that is up to the GM, depending what will work in the campaign and what's funny. Many demons can provide useful services and favours, and can be bound by their sworn word, reinforced by magical invocations, not to harm you even after being released from the circle.

However, one thing that demons won't do for a summoner, by and large, is fight or kill. This may seem odd, but the fact is that there are rules – some written, some not – which are designed to prevent all-out magical warfare in the human world, and which are enforced by much higher powers. Furthermore, most gods promise their human followers protection from demonic power, and seem to enjoy delivering on that promise. The priests of such deities are annoyingly good at detecting demonic activities and showing up with enough force to blast a demonic assassin back to a lower circle of Hell and the size and strength of a cockroach for a few millennia.

If the magic-user fails the casting roll, but by only 1-4, something may appear in the circle, and probably even be reliably contained there. This may be a totally useless petty demon or some other sort of spirit entirely. The GM should play this for maximum comedy, but with an edge of danger. Discworld demons are unimaginative and often inept, but they're still in the eternal damnation business.

On a critical failure, an unexpectedly powerful demon showing up outside the containment circle is certainly a possibility. However, Discworld demons don't always disembowel humans who come within reach, even if they believe that they could get away with it. They often think that there's a chance that they could make some more complicated use of a mortal. The really smart ones make sure that humans are actually damned to Hell before causing their deaths, although there aren't many that smart.

Teleportation (Magianism+Summonation): Base Spell Skill 11

Instantaneous travel over long distances is generally regarded as flashy wizard magic; relatively sensible wizards know that's tricky but sometimes fun. The spell is a multiple-Form working involving Summonation (which is partly about abstract dimensions and portals) and Magianism (needed to balance the complex metaphysics). Modified Spell Skill is subject to Long-Distance Modifiers for the distance travelled; cost is 5 MP.

Normally, you teleport yourself, along with anything you're wearing, carrying, or touching, up to Medium encumbrance; greater encumbrance costs +2 MP for Heavy or +5 MP for Extra-Heavy. Teleporting something else without going yourself gives another -2 to Base Spell Skill, and an additional -1 to Modified Spell Skill per yard from you to thing being teleported – and living beings can try to evade the magic by resisting with DX. This costs 5 MP for weights up to 200 lbs., +1 MP per extra 50 lbs. or fraction thereof. Really fancy workings can even lock onto something detected and located precisely by divination spells, and teleport it to yourself, but that gives -5 to Base Spell Skill.

If the casting succeeds by 5+, the teleport works perfectly. On success by 1-4, the GM will throw in a nonlethal-but-disruptive side-effect, typically related to the balance of energy or momentum; e.g., the teleport swaps the chosen object with something of similar mass at the destination, travellers become uncomfortably warm or freezing cold, or air explodes outward from the arrival point violently enough to knock bystanders off their feet. If you make the roll exactly, things can get truly bizarre.

Teleporting anything very long distances across the Disc runs into relative-velocity problems, and is potentially extra-messy. But if you take the trouble to work in balancing factors in those cases – such as deliberately sending an equal mass to replace the thing being teleported – the GM *might* grant you +1 or +2 to skill.

Joachim Swann – Stuff You Can Do

Your magical abilities – focussing on Elementalism and Psychomancy – give you a decent chance of casting spells such as:

Snap (Elementalism): Base Spell Skill 15

This magic causes a small quantity of unliving matter – a few ounces at most – to give way *if it's* either inherently fragile (e.g., delicate china) or being pushed toward its limits (e.g., a bowstring under tension). This costs 1 MP, reduced to 0 by your skill. Snapping or shattering something heavier, up to 5 lbs., is possible with -2 to skill and 3 MP.

Visual Illusion (Elementalism): Base Spell Skill 13

In principle, generating an intangible illusion using Elementalism is easy – you just manipulate a little light to make things look different. The tricky bit is making the effect *convincing*.

To fool others, you must win a Quick Contest of IQ with each person you want to deceive; the GM may apply modifiers for the image's complexity and plausibility, limited or extended times to examine it, and so on. Alternatively, you can generate a visual illusion to cover your position or movements, either gaining a bonus to Camouflage or Stealth skill rolls equal to your margin of success on the casting roll, or creating effective camouflage without physical materials. Visual illusions can never inflict physical damage, although a really convincing and horrible image might cause a Fright Check.

This spell costs 1/3 MP per yard of radius. Duration is one minute.

Fireball (Elementalism): Base Spell Skill 13

The classic Missile Spell costs 1 MP per die of damage, and lets you put up to your Magery level (2) in MP into it each turn.

Magic Lightning (Elementalism): Base Spell Skill 13

Wizards who want to blast things *quickly*, at a serious cost in range, can hurl electrical damage directly rather than as a missile spell, accepting the usual -1 to Modified Spell Skill per yard to the target. This spell costs 1 MP per die of damage.

Balanced Levitation (Elementalism): Base Spell Skill 13

Wizards say that levitation is harder than people think, because of that annoying conservation-law nonsense to which the universe seems indecently attached. *Smart* wizards know a way around this: They make something else fall to balance the upward impulse they require.

This spell costs 1 MP. Within 10 seconds after casting it, you must trigger or arrange the balancing fall. A human-sized mass falling from the height you wish to ascend is most straightforward, but it's just as good to get something twice as heavy to fall half as far, or a third as heavy to fall three times as far. The balance need not be perfect, but should be plausibly close.

For fiddly situations, the GM can require an IQ roll and get whimsical on a failure, having you shoot past your destination or not quite get there, or suddenly overheat or become extremely cold (HT roll to avoid being stunned, or maybe just lose 2d FP) as the energy inequalities find an alternate resolution.

Rock Soften (Elementalism): Base Spell Skill 13

Rendering a volume of rock or similar stuff semi-liquid and highly fragile costs 1 MP per cubic foot influenced. The effect has a duration of 10 seconds, and *can* be maintained. The GM determines the quantity that needs to be softened to achieve a given goal; e.g., affecting a couple of cubic feet of stone around a door's hinges and lock will usually allow it to be pushed or pulled away with little effort.

Gindle's Effortless Elevator (Elementalism): Base Spell Skill 12

This is a fancy wizard name for a simple spell. You levitate an object into the air and makes it move around, fairly slowly, by raw magical effort. Despite some problems, this spell is fairly reliable, because the motion it induces is slow and you concentrate continuously – but the need for the latter means that you can never cast it on yourself. It costs 1 MP per 20 lbs. or fraction thereof, has a duration of five seconds, and can be maintained.

Several wizards working together can combine castings to share the MP cost of moving a heavy object, but each must make an IQ roll to coordinate properly. A living and unwilling target can resist the spell with DX (*not* HT or Will). The magic can move the target at up to two yards per second – not enough to do significant damage, though lifting something over a long drop and then letting go is quite effective.

Wind (Elementalism): Base Spell Skill 12

This area spell costs 1/25 MP per yard of radius for each change of one "step." A single step can either change wind direction by 45° or shift the wind one notch up or down the following scale: *dead calm, light breeze, moderate breeze, wind, gale, storm*, and finally *hurricane*.

For example, a wizard could turn a light breeze into a gale (three steps) and reverse its direction (180°, another four steps) over a 50-yard radius by spending 14 MP. The spell has a duration of 10 minutes, and can be maintained.

Sumpjumper's Incendiary Surprise (Elementalism): Base Spell Skill 12

This area spell creates a dense random scattering of burning flares, springing up from often-unexpected places. These fires cover about a third of the area in total. Roll 1d for each individual within the spell's radius; on a 1 or a 2, they take 1d of burning damage. In addition, most large and many small flammable objects in the area will catch fire.

This spell costs 1 MP per yard of radius.

Herpetty's Seismic Reorganiser (Elementalism): Base Spell Skill 10

Basic earthquake spells are popular with some wizards and a few irascible witches (who of course just call it "Earthquake"). This one is an area spell that takes 30 seconds to cast. Cost is 1 MP per yard of radius if the earthquake is small, 3 MP/yard if moderate. (You can't manage anything stronger.) Duration is one minute, and the spell cannot be maintained.

A small quake is a slight swaying; it might topple poorly balanced things or people, but mostly it just gives -1 to all DX-based skills used in the area of effect. A moderate quake causes many things to fall over; people must make DX rolls every turn to avoid being shaken off their feet, and everyone in the area suffers -2 to all DX-based skills.

Detect Magic (Magianism): Base Spell Skill 10

Although Magery gives magic-workers the ability to sense magical forces, a simple spell can make things far more certain and reliable. This spell can tell whether an object or a phenomenon is magical. If it's successful, a second casting can determine whether the magic is permanent or temporary. Critical success gives full details of the magic, insofar as you can understand them. Casting this spell costs you 1 MP.

Check Thaumic Flux (Magianism): Base Spell Skill 9

This spell determines the nature and level of local ambient magical energies. The procedures involved are simple enough that they don't usually cause trouble, even in high and/or unstable magical flux levels, except on a critical failure. To get a numerical value, however, you'd need to employ a certain amount of fiddly instrumentation in the casting. Provided that the local energies aren't doing anything too weird, a margin of success of 2+ also provides a sense of the orientation of the magical field, suggesting which direction is hubwards. The spell costs you 1 MP.

Detect Haunting (Necromancy): Base Spell Skill 10

A little careful testing can detect the presence of ghosts or similar invisible undead. The cost is 1 MP. Success by 5+, or a critical success, means that you also learn something detailed about the nature of what you detect.

Spolt's Fortright Respirator (Physiomancy): Base Spell Skill 10

This is the wizardly name for a spell that causes someone who isn't currently breathing to start again, taking at least one breath; thus, it's useful for treating respiratory difficulties, and can stand in for First Aid skill when dealing with, say, a drowning victim. However, it also has potential offensive uses – for instance, if cast on someone who's trying to hold his breath while underwater. In situations like that, it's resisted with HT. This spell normally costs 1 MP, reduced to 0 by your skill level.

Detect Mind (Psychomancy): Base Spell Skill 16

This may sound trivial, but determining whether there's a mind in residence can save a lot of trouble. The only snag is that, occasionally, a mind can go wandering, leaving its body in a coma but retaining the option to return. Witches can cast this spell with a hard stare and maybe a careful touch of the hand; wizards tend to need a lot more messing about with alchemical preparations or dousing pendulums. This spell normally costs 1 MP, reduced to 0 by your skill level.

Truth Tell (Psychomancy): Base Spell Skill 15

A basic psychic trick is to look at the surface of someone's mind as he speaks and determine whether he's consciously lying. This won't detect honest mistakes, but it can sense uncertainties and ambiguities (though never why the subject is confused or vague). Handling complex cases is left to the GM's judgement. This spell is resisted by Will, and normally costs 2 MP, reduced to 1 MP by your skill level. If works, it has a duration of one minute, and can be maintained.

Mental Adjustment (Psychomancy): Base Spell Skill 13

Psychomancy can be used to change how someone's mind works, at least temporarily and on a shallow level. (Most witches and wizards have enough respect for the concept of free will to insist that they couldn't make permanent changes – or at least to say that they wouldn't do so.) In game terms, this is a whole collection of spells, each of which implants or suppresses a standard mental quirk or disadvantage, or even a set of closely related traits of this kind. For example, someone could

be cursed with Combat Paralysis, or have his Shyness temporarily cured. However, complex disadvantages generated by conscious decisions, such as Codes of Honour and Vows, aren't possible.

These spells cost 2 MP plus 1 MP per full 10 points of traits added or removed. For example, a spell of self-confidence which eliminates someone's Demophobia (12) [-15], Fearfulness 3 [-6], and Shyness (Severe) [-10], and also gives that same person Overconfidence (12) [-5], makes a total of 36 points' worth of changes, and thus costs 5 MP (2 MP base, +3 MP for 30-39 points of adjustments). The subject resists with his Will, regardless of whether he wants to – minds instinctively resist being changed. If the magic works, it has a duration of one hour, and can be maintained.

This is extremely versatile magic. Amoral and manipulative casters simply give victims a Sense of Duty to themselves or to groups to which they belong – although they may also have to eliminate some kind of Intolerance or at least quirk-level dislike, and the favours this gets can be grudging (“I can't say that I like this, but as it's you, I suppose . . .”). An Obsession with seeing the caster happy is a smart addition here. For entertainment value, though, planting Severe Delusions is often the most fun.

Hide from Minds (Psychomancy): Base Spell Skill 12

This spell makes people who might notice you not do so. It costs 3 MP, has a duration of one minute, and can be maintained. Success grants the margin of success, plus one, as a bonus to your Stealth skill; e.g., success by 4 means +5 to Stealth.

Mental Illusion (Psychomancy): Base Spell Skill 12

A skilled magic-user can plant sensory impressions (affecting any or all of the senses) in someone's mind, but making the results convincing requires extremely fine control. The spell is resisted with Will-3, and costs 4 MP. If it works, it has a duration of one minute, and can be maintained.

On a successful casting, roll an immediate Quick Contest of IQ with the subject. The illusion's complexity and plausibility modify your roll: from +3 for something trivial and plausible (an ordinary rock in a bit of wilderness that the target has never seen before, or a brief feeling of cold), through no modifier for a fairly straightforward and believable impression affecting a couple of senses (a plate of food with a simple-but-pleasant smell, a glass window suddenly and audibly breaking), down to -5 or worse for the complex and the flagrantly implausible (a group of specific people known to the target, dancing and singing in four-part harmony). If the subject wins, they spot flaws in the illusion – although it can still be distracting, and might cover or drown out other, real impressions – and may attempt to resist the spell again every 10 seconds, as their doubts break down the magic.

You can't produce an impression of something that you have never perceived yourself. An especially convincing illusion can cause psychosomatic damage – but this always gives you at least -2 in the Quick Contest of IQ. If the spell convinces the subject that they have taken damage (been stabbed with a sword, burnt by fire, etc.), they must roll at HT+2, with failure meaning 1d-2 HP of injury (minimum 0). An illusion can only inflict damage once every five seconds.

Borrowing/Psychoproicio (Psychomancy): Base Spell Skill *varies*

On working this spell, you project your mind into that of another being, and can use all of that creature's senses. You can also manipulate the subject, steering it gently toward places you wish to observe. This isn't absolute control, however – you must take care that the creature doesn't realise that it's being steered, or it will probably panic.

This spell works best on beasts with simple, straightforward minds, such as rabbits or small birds. Carnivores are a little harder, being intensely focussed. Intelligent beings – whose minds are a roiling

mass of impulses, thoughts, urges and ideas – are extremely difficult. Ant communities and bee swarms are considered to have a single mind each; these are the hardest of all to Borrow, because even humans don't think about flying in several directions at once while also building a hive and laying eggs. Thus, skill penalty and MP cost depend on the type of creature being Borrowed:

Small herbivore, insectivore, or bird (e.g., mouse, rabbit, sparrow, bat): -4 to skill, 1 MP

Large herbivore (e.g., horse, sheep): -4 to skill, 2 MP

Carnivore or large bird of prey (e.g., cat, wolf, eagle): -7 to skill, 2 MP

Group mind: -10 to skill, 3 MP

Apply these additional modifiers as appropriate when calculating Base Spell Skill:

Creature has IQ 7 or greater: -4

Creature is magical or otherwise "unnatural": -2

Subject is insane or very "strange" (GM's decision): -2

Finally, apply Long-Distance Modifiers (p. 00) to Modified Spell Skill.

Success means you gain access to the subject's mind. The creature then rolls against IQ as if to resist the spell, at +3 if it has trained magical or psychic abilities. If the subject "resists," it doesn't eject you, but it does become aware that something is inside its head. It might become confused or skittish as a result, making it impossible for you to steer it or get much that's useful from its senses – although there are situations where confusing a creature for a few seconds can be actively useful, and you may choose not to bother hiding, but just throw in some chaos. The subject might also have to make a Fright Check, if the GM thinks that it would find the experience disturbing enough. In any event, you must wait at least five minutes before trying again with the same creature.

If the casting is fully successful, though, you can use the creature's senses and begin trying to steer it. This process consists of placing impulses in its mind, not direct control; all ensuing actions use the subject's own abilities and mental processes. Each such impulse takes 10 seconds to place, and requires a Quick Contest of IQ between you and the creature. Cumulative modifiers apply to your IQ roll:

Impulse is very much in accord with creature's normal behaviour: +2

Impulse is slightly unusual but well within creature's normal behaviour patterns: no modifier

Impulse is slightly unusual but not totally alien to creature: -1

Impulse is significantly unusual for creature, but not actually worrying or unnerving for it: -3

Impulse is radically bizarre for creature: -6

Impulse appears obviously dangerous to creature: -10

Creature is a nonsapient magical creature or carnivore (or both): -2

Creature has IQ 7+: -4

Creature is insane or very "strange" (GM's decision, but includes group minds): -4

If you win by 5+, the impulse can be specific and complex; otherwise, it must be simple. If the subject wins by no more than 3, you can try again after 10 seconds. If the creature wins by 4+, however, it suspects that something odd is happening, and you must either leave immediately or spend five minutes lying low.

Two seconds after the spell is cast, your body falls deeply unconscious. It remains thus throughout the period of effect, in a state that's easily mistaken for death by the untrained. Duration is 10 minutes, and the spell can be maintained. When you wish to end the spell, you must make another roll against Base Spell Skill modified for Long-Distance Modifiers, the latter being doubled and with a

minimum of -3 if the creature is out of sight of your body at the time. Failure means you must maintain the spell for another 10 minutes before trying again. If you are reduced to 0 MP before you can return to your body, it remains comatose and the spell remains active. You can only attempt to return once per day thereafter, with an additional -4 to the roll, and each failure costs you a level of HT – and if your HT falls to 0 this way, your body dies and your mind is lost in the wild.

During this time, your IQ rolls to influence the animal suffer a cumulative -1 per day passed, and the animal may well wander off if not controlled; Borrowing a goose or a swallow, getting lost, and then flying rimwards for the winter can be a tragedy.

Most witches – especially ethical ones, who tend to be best at Borrowing, being least inclined to force creatures to act in any particular way – feel a strong sense of obligation to creatures they Borrow, and usually make sure that they receive food or similar payment.

A Little Luck (Sortilege): Base Spell Skill 10

This spell costs 1 MP. Success grants +3 on the next skill or attribute roll that you must make, +3 on the next reaction roll made when you ask a random bystander for aid, or -3 on the next attack roll made against you. You can only cast it once per game session.

Gate Scan (Summonation): Base Spell Skill 10

This spell reveals all gates, dimensional portals, and weaknesses in reality within a number of yards equal to your margin of success, making them glow momentarily. It costs 1 MP.

Professor Opallescú – Stuff You Can Do

Your magical abilities – focussing on Divination and Elementalism – give you a decent chance of casting spells such as:

Scry Shield (Divination): Base Spell Skill 16

To protect a person, an object, or a location from being magically spied on, draw a protective circle, scribe some runes on the wall, or make up a warding charm – whatever seems appropriate. Cost is normally 4 MP to cast on an individual or an item, or 1 MP per yard of radius to shield an area, with a minimum of 4 MP; however, in all cases, the cost is reduced by 1 because of your skill level. Note the margin of success on the casting roll; any divination magic cast on the subject or into the area must succeed by at least the same amount or it discovers nothing. Duration is one day. The effect can be maintained.

Scrying (Divination): Base Spell Skill *varies*

Magic allows reasonably accurate and reliable viewing of remote scenes in the present or recent past. Specify an exact location relative to your current position (“307 miles in a direction 11 degrees spinwards of hubward from here”) – and, if desired, a time (“three days, four hours, and 19 minutes ago”). The GM may be moderately flexible about this if the intent is clear, especially if you have reasonable maps available, and the viewpoint can be moved around a bit when the spell is first cast. Alternatively, the spell can link to another crystal ball or mirror at the target location.

Your Base Spell Skill depends on the item used: a high-quality silvered mirror (\$25) normally gives you skill 8, but that becomes 12 for scenes which are visible from another mirror at the target location, while a good crystal ball (\$10, 1 lb.) gives you 13.

Scrying is subject to Long-Distance Modifiers – and, when looking into the past, takes a penalty of -1 per day or part thereof passed since the event. Multiple attempts to observe the same scene in the past generate thaumic interference, giving -1 to Modified Spell Skill for each unsuccessful attempt to view that scene, or -3 per successful attempt. All castings cost 3 MP, +1 MP per day or part thereof for events in the past. The spell has a duration of one minute, and can be maintained.

Only you can see the vision, unless you use a rare and insanely expensive enchanted mirror – and even then, things are often shimmery or shadowy.

Snap (Elementalism): Base Spell Skill 15

This magic causes a small quantity of unliving matter – a few ounces at most – to give way *if it's* either inherently fragile (e.g., delicate china) or being pushed toward its limits (e.g., a bowstring under tension). This normally costs 1 MP, reduced to 0 by your skill. Snapping or shattering something heavier, up to 5 lbs., is possible with -2 to skill and 3 MP.

Visual Illusion (Elementalism): Base Spell Skill 13

In principle, generating an intangible illusion using Elementalism is easy – you just manipulate a little light to make things look different. The tricky bit is making the effect *convincing*.

To fool others, you must win a Quick Contest of IQ with each person you want to deceive; the GM may apply modifiers for the image's complexity and plausibility, limited or extended times to examine it, and so on. Alternatively, you can generate a visual illusion to cover your position or movements, either gaining a bonus to Camouflage or Stealth skill rolls equal to your margin of success on the casting roll, or creating effective camouflage without physical materials. Visual

illusions can never inflict physical damage, although a really convincing and horrible image might cause a Fright Check.

This spell costs 1/3 MP per yard of radius. Duration is one minute.

Fireball (Elementalism): Base Spell Skill 13

The classic Missile Spell costs 1 MP per die of damage, and lets you put up to your Magery level (3) in MP into it each turn.

Magic Lightning (Elementalism): Base Spell Skill 13

Wizards who want to blast things *quickly*, at a serious cost in range, can hurl electrical damage directly rather than as a missile spell, accepting the usual -1 to Modified Spell Skill per yard to the target. This spell costs 1 MP per die of damage.

Balanced Levitation (Elementalism): Base Spell Skill 13

Wizards say that levitation is harder than people think, because of that annoying conservation-law nonsense to which the universe seems indecently attached. *Smart* wizards know a way around this: They make something else fall to balance the upward impulse they require.

This spell costs 1 MP. Within 10 seconds after casting it, you must trigger or arrange the balancing fall. A human-sized mass falling from the height you wish to ascend is most straightforward, but it's just as good to get something twice as heavy to fall half as far, or a third as heavy to fall three times as far. The balance need not be perfect, but should be plausibly close.

For fiddly situations, the GM can require an IQ roll and get whimsical on a failure, having you shoot past your destination or not quite get there, or suddenly overheat or become extremely cold (HT roll to avoid being stunned, or maybe just lose 2d FP) as the energy inequalities find an alternate resolution.

Rock Soften (Elementalism): Base Spell Skill 13

Rendering a volume of rock or similar stuff semi-liquid and highly fragile costs 1 MP per cubic foot influenced. The effect has a duration of 10 seconds, and *can* be maintained. The GM determines the quantity that needs to be softened to achieve a given goal; e.g., affecting a couple of cubic feet of stone around a door's hinges and lock will usually allow it to be pushed or pulled away with little effort.

Gindle's Effortless Elevator (Elementalism): Base Spell Skill 12

This is a fancy wizard name for a simple spell. You levitate an object into the air and makes it move around, fairly slowly, by raw magical effort. Despite some problems, this spell is fairly reliable, because the motion it induces is slow and you concentrate continuously – but the need for the latter means that you can never cast it on yourself. It costs 1 MP per 20 lbs. or fraction thereof, has a duration of five seconds, and can be maintained.

Several wizards working together can combine castings to share the MP cost of moving a heavy object, but each must make an IQ roll to coordinate properly. A living and unwilling target can resist the spell with DX (*not* HT or Will). The magic can move the target at up to two yards per second – not enough to do significant damage, though lifting something over a long drop and then letting go is quite effective.

Wind (Elementalism): Base Spell Skill 12

This area spell costs 1/25 MP per yard of radius for each change of one “step.” A single step can either change wind direction by 45° or shift the wind one notch up or down the following scale: *dead calm, light breeze, moderate breeze, wind, gale, storm*, and finally *hurricane*.

For example, a wizard could turn a light breeze into a gale (three steps) and reverse its direction (180°, another four steps) over a 50-yard radius by spending 14 MP. The spell has a duration of 10 minutes, and can be maintained.

Sumpjumper’s Incendiary Surprise (Elementalism): Base Spell Skill 12

This area spell creates a dense random scattering of burning flares, springing up from often-unexpected places. These fires cover about a third of the area in total. Roll 1d for each individual within the spell’s radius; on a 1 or a 2, they take 1d of burning damage. In addition, most large and many small flammable objects in the area will catch fire.

This spell costs 1 MP per yard of radius.

Herpetty’s Seismic Reorganiser (Elementalism): Base Spell Skill 10

Basic earthquake spells are popular with some wizards and a few irascible witches (who of course just call it “Earthquake”). This one is an area spell that takes 30 seconds to cast. Cost is 1 MP per yard of radius if the earthquake is small, 3 MP/yard if moderate. (You can’t manage anything stronger.) Duration is one minute, and the spell cannot be maintained.

A small quake is a slight swaying; it might topple poorly balanced things or people, but mostly it just gives -1 to all DX-based skills used in the area of effect. A moderate quake causes many things to fall over; people must make DX rolls every turn to avoid being shaken off their feet, and everyone in the area suffers -2 to all DX-based skills.

Detect Magic (Magianism): Base Spell Skill 10

Although Magery gives magic-workers the ability to sense magical forces, a simple spell can make things far more certain and reliable. This spell can tell whether an object or a phenomenon is magical. If it’s successful, a second casting can determine whether the magic is permanent or temporary. Critical success gives full details of the magic, insofar as you can understand them. Casting this spell costs you 1 MP.

Check Thaumic Flux (Magianism): Base Spell Skill 9

This spell determines the nature and level of local ambient magical energies. The procedures involved are simple enough that they don’t usually cause trouble, even in high and/or unstable magical flux levels, except on a critical failure. To get a numerical value, however, you’d need to employ a certain amount of fiddly instrumentation in the casting. Provided that the local energies aren’t doing anything too weird, a margin of success of 2+ also provides a sense of the orientation of the magical field, suggesting which direction is hubwards. The spell costs you 1 MP.

Detect Haunting (Necromancy): Base Spell Skill 10

A little careful testing can detect the presence of ghosts or similar invisible undead. The cost is 1 MP. Success by 5+, or a critical success, means that you also learn something detailed about the nature of what you detect.

Spolt's Fortright Respirator (Physiomancy): Base Spell Skill 10

This is the wizardly name for a spell that causes someone who isn't currently breathing to start again, taking at least one breath; thus, it's useful for treating respiratory difficulties, and can stand in for First Aid skill when dealing with, say, a drowning victim. However, it also has potential offensive uses – for instance, if cast on someone who's trying to hold his breath while underwater. In situations like that, it's resisted with HT. This spell costs 1 MP.

Detect Mind (Psychomancy): Base Spell Skill 10

This may sound trivial, but determining whether there's a mind in residence can save a lot of trouble. The only snag is that, occasionally, a mind can go wandering, leaving its body in a coma but retaining the option to return. Witches can cast this spell with a hard stare and maybe a careful touch of the hand; wizards tend to need a lot more messing about with alchemical preparations or dousing pendulums. This spell costs 1 MP.

Truth Tell (Psychomancy): Base Spell Skill 9

A basic psychic trick is to look at the surface of someone's mind as he speaks and determine whether he's consciously lying. This won't detect honest mistakes, but it can sense uncertainties and ambiguities (though never why the subject is confused or vague). Handling complex cases is left to the GM's judgement. This spell is resisted by Will, costs 2 MP, has a duration of one minute, and can be maintained.

A Little Luck (Sortilege): Base Spell Skill 10

This spell costs 1 MP. Success grants +3 on the next skill or attribute roll that you must make, +3 on the next reaction roll made when you ask a random bystander for aid, or -3 on the next attack roll made against you. You can only cast it once per game session.

Gate Scan (Summonation): Base Spell Skill 10

This spell reveals all gates, dimensional portals, and weaknesses in reality within a number of yards equal to your margin of success, making them glow momentarily. It costs 1 MP.

Professor Bruce – Stuff You Can Do

Your magical abilities – focussing on Physiomancy and Sortilege – give you a decent chance of casting spells such as:

Snap (Elementalism): Base Spell Skill 8

This magic causes a small quantity of unliving matter – a few ounces at most – to give way *if* it's either inherently fragile (e.g., delicate china) or being pushed toward its limits (e.g., a bowstring under tension). This costs 1 MP. Snapping or shattering something heavier, up to 5 lbs., is possible with -2 to skill and 3 MP.

Detect Magic (Magianism): Base Spell Skill 9

Although Magery gives magic-workers the ability to sense magical forces, a simple spell can make things far more certain and reliable. This spell can tell whether an object or a phenomenon is magical. If it's successful, a second casting can determine whether the magic is permanent or temporary. Critical success gives full details of the magic, insofar as you can understand them. Casting this spell costs you 1 MP.

Check Thaumic Flux (Magianism): Base Spell Skill 8

This spell determines the nature and level of local ambient magical energies. The procedures involved are simple enough that they don't usually cause trouble, even in high and/or unstable magical flux levels, except on a critical failure. To get a numerical value, however, you'd need to employ a certain amount of fiddly instrumentation in the casting. Provided that the local energies aren't doing anything too weird, a margin of success of 2+ also provides a sense of the orientation of the magical field, suggesting which direction is hubwards. The spell costs you 1 MP.

Detect Haunting (Necromancy): Base Spell Skill 9

A little careful testing can detect the presence of ghosts or similar invisible undead. The cost is 1 MP. Success by 5+, or a critical success, means that you also learn something detailed about the nature of what you detect.

Spolt's Forthright Respirator (Physiomancy): Base Spell Skill 15

This is the wizardly name for a spell that causes someone who isn't currently breathing to start again, taking at least one breath; thus, it's useful for treating respiratory difficulties, and can stand in for First Aid skill when dealing with, say, a drowning victim. However, it also has potential offensive uses – for instance, if cast on someone who's trying to hold his breath while underwater. In situations like that, it's resisted with HT. This spell normally costs 1 MP, reduced to 0 by your skill level.

Eringyas' Surprising Bouquet (Physiomancy): Base Spell Skill 12

This costs 2 MP, and creates a large bunch of roses in your hand. These last for 10 minutes, or longer, if the spell is maintained.

Transfer Pain (Physiomancy): Base Spell Skill 12

Touch a patient with one hand and an inert object (a large rock or an anvil is recommended) with the other; the casting costs 3 MP. Any pain currently being felt by the patient is transferred to the object, which becomes warm or even hot as a result. The patient remains comfortable for 12 hours, plus six hours per point of success – or one full week, on a critical success. The reduced stress can give from +1 to +4 on medical skill rolls to treat the patient during that period.

Catch Wound (Physiomancy): Base Spell Skill 11

This Blocking spell seems to negate physical harm to your body. In fact, it doesn't – it simply shifts the injury through time. That makes it easier and more reliable than most defensive magic, but with the snag that you must take the damage eventually. It costs 3 MP. It can block a single attack that would cause physical damage to you alone. It doesn't work against "large-area" damage: explosions, being plunged into acid or molten lava, and so on. You must specify some part of your body that can get in the way of the attack – usually a hand or a limb. The attack appears to fail, being stopped dead by your skin.

However, the spell must be maintained, and you'll take damage when it stops; treat it as having a duration of one day. Calculate the minimum damage that the blocked attack could have done, minus any DR that you have, plus one. This is the damage that you take to the relevant body part when you stop maintaining the spell (or if it should be dispelled), and is modified for damage type. For example, a 2d+3 cutting attack has a minimum damage of 5; if the victim is wearing DR 2 armour, the calculation gives $5-2+1=4$ points of damage, which becomes 6 HP of injury with the wounding modifier for cutting.

The effect is exactly as if you had been hit by the weapon at the moment the spell ends, complete with pain, shock, and any effects from poison or whatever. Magic-users who can reduce the effective maintenance cost to zero might try to defer the damage indefinitely. Remember that there are penalties to all other casting rolls while maintaining spells, though – and there's always the possibility that this magic will be dispelled or otherwise turned off involuntarily at an inconvenient moment. Sensible casters clean and bandage the affected spot carefully, and then "accept" the damage when alone and somewhere safe.

Stacklady's Morphic Resonator (Physiomancy): Base Spell Skill *varies*

Plain, old-fashioned turning something living into something else living. The effects are temporary, as reality reasserts itself in time. The best-known use is to transform people into frogs, but it can produce countless other effects. Pumpkins are popular, and show-off casters have been known to change frogs or cats into people. However, the spell cannot create a mind to modify, so ordinary vegetables or rocks cannot be turned into anything. The spell also has one fundamental limitation: it can never change the appearance of the target's eyes.

Whether the subject's clothes are included in the transformation is up to the GM, who should bear in mind the rule of universal comedy – but armour, valuable jewellery, and magic items are always excluded.

The spell is cast at a base -6 to Magical Form (Physiomancy) skill, and is resisted by the subject's Will-4 (it's sneaky and powerful magic) if they don't want to change. The results endure for a number of hours equal to your margin of victory – or for hours equal to margin of success plus five, if the target didn't try to resist – and cannot be maintained. If the subject succeeds exactly with the resistance roll, they flicker into the target shape for one second, and then return to normal. Base cost is 5 MP, but for subjects or transformed shapes with a Size Modifier greater than 0, multiply this cost by $1 + \text{the SM of the larger of the initial or transformed shape}$. A simple casting of this spell, with no further modifiers than these, can also be used to cancel the effects of a previous working.

However, the spell has a number of peculiarities. Small changes are intrinsically harder than large – or rather, it's difficult to specify fine details about the eventual form. This is because kicking a morphic field between shapes is one thing, but sculpting it precisely is quite another. Such transformations give from -2 to -8 to Base Spell Skill, at the GM's discretion, while imitating a very

specific existing form (such as a particular person) adds a further penalty as severe as -4. Further, because morphic fields have levels of similarity, changing a subject's "kingdom" (animal, vegetable, or mineral) gives -2 to Base Spell Skill; turning people into vegetables suffers this penalty, as does turning trolls (walking rocks) into anything but troll animals (also made of rock). Also, less-intelligent subjects are harder to transform, because they don't have as much mental power to control their morphic fields; Modified Spell Skill is at -1 for every level by which the subject's IQ is below 8.

The target's ST changes to something appropriate for his new shape, but his DX, IQ, and HT stay the same, and he may retain other features at the GM's whim – again largely depending on what makes a good joke. For example, someone turned into a frog can only go "ribbit," but someone transformed into a pumpkin might well become a talking pumpkin. Altering a subject's base HP gives -1 to Base Spell Skill for every 2 HP of difference either way; you can say that the transformed shape is exceptionally tough or feeble in order to avoid this penalty, but the GM can put limits on this. Any damage carries over in proportion between forms, so the spell cannot be used to heal wounds; an injured human might become a tough-but-injured frog. Nonsapient creatures changed into sapient beings might gain a level or two of IQ from their newly enlarged brains, but no more than that. They also tend to retain their old instincts and habits.

Finally, because the whole business is mental trickery anyway, standard effects and clichés are easier to achieve. Changing a human into a frog grants +2 to Base Spell Skill for a wizard, or +3 for a witch; turning anyone into a pumpkin gives +2, cancelling the "kingdom change" penalty. A transformed shape that's unknown to the subject gives -4 to Modified Spell Skill, as the trickery is much harder. ("He said he'd change me into an okapi, but it didn't work. What is an okapi, anyway?")

All transformations must be approved by the GM, who may demand that specific details and effects be included, or impose extra penalties for less-plausible ideas.

Detect Mind (Psychomancy): Base Spell Skill 9

This may sound trivial, but determining whether there's a mind in residence can save a lot of trouble. The only snag is that, occasionally, a mind can go wandering, leaving its body in a coma but retaining the option to return. Witches can cast this spell with a hard stare and maybe a careful touch of the hand; wizards tend to need a lot more messing about with alchemical preparations or dousing pendulums. This spell costs 1 MP.

Truth Tell (Psychomancy): Base Spell Skill 8

A basic psychic trick is to look at the surface of someone's mind as he speaks and determine whether he's consciously lying. This won't detect honest mistakes, but it can sense uncertainties and ambiguities (though never why the subject is confused or vague). Handling complex cases is left to the GM's judgement. This spell is resisted by Will, and costs 2 MP. It has a duration of one minute, and can be maintained.

A Little Luck (Sortilege): Base Spell Skill 15

This spell normally costs 1 MP, but that's reduced to 0 by your skill. Success grants +3 on the next skill or attribute roll that you must make, +3 on the next reaction roll made when you ask a random bystander for aid, or -3 on the next attack roll made against you. You can only cast it once per game session.

Mechanical Failure (Sortilege): Base Spell Skill 13

Most complicated machines on the Disc are perpetually somewhere near going wrong; canny spellcasters can push them over the brink. This spell costs 3 MP. The target device gets to resist; roll

against 12 if it's well made, 10 if it has obvious and common failure patterns, or 8 if it involves tightly wound springs or delicately balanced weights. If the spell prevails, the thing fails in some plausible way.

Magical Fortune-Telling (Sortilege): Base Spell Skill 13

You can foretell something about someone's near future, possibly using standard equipment for some specialisation of the Fortune-Telling skill: Caroc cards, the Ching Aling, etc. Such paraphernalia helps, if only by making the process more flexible; e.g., reading someone's future in their palm requires the subject to be present, while staring into a fire gives flickering, single-colour visions which are hard to interpret. Advanced practitioners get drunk on alcoholic beverages made from re-annual grapes or other fruit which grows before it's planted; this can give very useful memories of the drinker's own future, but the person receiving them is of course drunk. Sufficient re-annual drink for one casting of this spell costs at least \$1.50; frequent users may prefer more pleasant, and thus expensive, beverages.

Whatever the details, props are simply a way of focussing your mind on the future – albeit an important one. Except for something like palmistry, magical fortune-telling can work for people who aren't present, but you need their name and a mental image of their appearance (from a personal meeting or a very good portrait). Some versions require more information. In particular, astrology calls for an accurate date and place of birth. The spell costs 3 MP. Apply Long-Distance Modifiers if the subject isn't present, unless you're using a technique which runs entirely on personal information, such as astrology. Casting always takes some time; reading someone's palm requires just a couple of minutes of examination, whereas preparing a horoscope takes 20-30 minutes.

Whatever the method, success gives clues about probabilities and threats. It doesn't negate causality or free will – this magic is more about warnings than certainties, and the results are always a bit hazy and ambiguous in some way. The GM will try to come up with something that provides enough wiggle room for the game to veer in whatever direction the players and the dice decide. Indeed, the GM should fine-tune the props, requirements, and revelations of any version of the spell to fit the circumstances.

Cursing (Sortilege): Base Spell Skill 12

A spell that afflicts the victim with Unluckiness is a basic but effective curse. This is cast at -3 to skill, and the subject resists with Will-2. If the target is unaware that he's being cursed, Modified Spell Skill is at -4.

Cost is 2 MP if the curse is intended to have a duration of one day with the option to maintain it. The effect can instead be set to last a fixed period without further input, in which case cost is 4 MP for one day, 8 MP for one week, or 15 MP for one month. Unluckiness curses aren't cumulative, but a longer-term curse thrown at someone already suffering from a short-term one takes precedence. Even a non-maintained version *might* be broken if the caster dies, at the GM's option – certainly, enough people on the Disc believe this that witches must be careful about using this spell, lest victims get desperate enough to turn murderous.

Gate Scan (Summonation): Base Spell Skill 9

This spell reveals all gates, dimensional portals, and weaknesses in reality within a number of yards equal to your margin of success, making them glow momentarily. It costs 1 MP.