

Grimoire



Spell points used

Base spell level + 2, Combat

Reflect

I, _____, a mage, do hereby cast Reflect. May thy spell of (*name spell to be reflected*) now affect thee instead. So let it be done! Initium!

Reflect

This counterspell, when cast during the spell freeze of a Combat spell that is in your spell book, changes the target of that spell to the spell caster who was interrupted by the *Reflect*. In the case of spells that affect multiple targets, the reflected spell will affect the previous spell caster and the creatures nearest that caster.

Base spell level x 2, Combat

Fortify

(Begin the incant for the spell you are fortifying. Before the spell name, say) fortified. (At the end of the description of the spell's effects, and before "So let it be done," add) Let none counter this magic.

Fortify

This meta-magic prevents the use of any counterspells upon a single Combat spell that you cast. (Defensive spell effects, such as *Magic Absorption*, will still work against the spell.) After casting a fortified spell, the caster will be fatigued for five minutes—fatigued characters are unable to fight, cast spells, or even stand.

Note that *Fortify* is not cast as a separate spell, but is conjoined with the spell to be fortified.

Base spell level, Combat

Nullify

I, _____, a mage, do hereby cast Nullify. May thy spell of *(name spell to be nullified)* now be canceled. So let it be done! Initium!

Nullify

This counterspell, when cast during the spell freeze of a Combat spell that is in your spell book, completely negates the effect of that spell. You may not use counterspells directly on other counterspells (e.g., you cannot nullify a *Reflect*, although you can nullify a spell that was reflected).

Base spell level + 4, Sight, Combat

Redirect

I, _____, a mage, do hereby cast the spell of Redirect. May thy spell of *(name spell to be redirected)* now affect *(specify new target)* instead. So let it be done! Initium!

Redirect

This counterspell, when cast during the spell freeze of a Combat spell that is in your spell book, changes the target of that spell to any target of your choice, as if the original spell were Sight range. In the case of spells that affect multiple targets, the caster must abide by any restrictions of the original spell (e.g., that the targets must be near one another).

Level 1, Touch, Noncombat

Ignite Fire

I, _____, a mage, do hereby cast Ignite Fire. Let this flammable material now burst into roaring flame. So let it be done! Initium!

Ignite Fire

This creates a magical fire that will ignite any one flammable item. The fire will consume an object within one minute unless the fire is put out. Corpses will burn to a crisp within five minutes. Magic items (except scrolls) will not burn. The caster should take any "burnt" item to the GMs as soon as is convenient; of course, it may not be stolen in the meantime.

Level 1, Touch, Noncombat

Mana Gift

I, _____, a mage, do hereby cast Mana Gift. Let thee now receive *(state your level)* spell points, while I lose the same number. So let it be done! Initium!

Mana Gift

This spell transfers spell points, of a number equal to or less than the caster's level, from the caster to the target, who must be a willing spell caster of the same type (mage, cleric, or mystic) as the caster. This spell will not allow the target to have more than their maximum number of spell points; any extra spell points given are wasted.

Level 1, Personal, Noncombat

Memorize

I, _____, a mage, do hereby cast Memorize. May I now be able to retain specific memories with complete accuracy, as if they were written. So let it be done! Initium!

Memorize

This spell lets the caster memorize information by using a pen and paper to record it. A single casting of this spell allows the caster to memorize up to five minutes' worth of experiences. The caster may only memorize written material as fast as the player can read the words out-of-game (e.g., you can not quickly memorize an entire book by flipping its pages). Since the notes the caster makes represent memories, they may not be stolen or given or shown to anyone. Such memories last for 48 hours. (Anyone who is not illiterate may write and take notes; this spell allows for "notes" that cannot be stolen.)

(Material component: pen and paper)

Level 1, Touch, Noncombat

Strong Grip

I, _____, a mage, do hereby cast Strong Grip upon thee, (*specify target*). Let nothing tear an item from thy grip for the next hour. So let it be done! Initium!

Strong Grip

This spell makes the target immune to all *Drop Item* and *Fling Item* (but *not Heat* spells) spells and prevents anyone from forcibly removing items from the target's hands. This effect is temporarily neutralized for a hand if the target loses consciousness, becomes fatigued, or the arm is wounded. This spell effect wears off in one hour.

Level 1, Touch, Combat

Stun Grasp

I, _____, a mage, do hereby cast the spell of Stun Grasp. If I touch a limb, let it fall numb and useless for 30 seconds. If I touch thy body, let thee be struck unconscious for 30 seconds. (*Touch target*.) So let it be done! Initium!

Stun Grasp

During the spell freeze, the caster attempts to touch the target. If the caster touches a limb, that limb is stunned and unusable for 30 seconds. If the caster touches the torso, the target will be stunned and unconscious for 30 seconds. This spell counts as one hit towards protection (e.g., it cancels out a *Barkskin* or removes one hit from armor).

Level 2, Sight, Combat (TOW)

Aversion

I, _____, a mage, do hereby cast Aversion upon thee, (*specify target*). If thy Will be less than (*state your Will*), thou shalt neither approach nor attack me for five minutes. If I advance, thou shalt back off. So let it be done! Initium!

Aversion

Any creature that this spell is cast upon whose Will is less than that of the caster will instantly feel a strong aversion to the caster. The target will not approach or attack the caster and will back off if the caster approaches. This effect lasts for five minutes.

Level 9, Sight, Combat

Disintegrate

I, _____, a mage, do hereby cast Disintegrate upon thee, (*specify target*). Let thy form be utterly destroyed, leaving nothing but a layer of lifeless dust. So let it be done! Initium!

Disintegrate

This spell utterly destroys the target and everything that the target was carrying, leaving nothing behind but a thin layer of black dust. The target's spirit is unaffected and may roam normally. This spell can also destroy inanimate objects, up to the mass of a large human. It will not affect certain magic items (e.g., blue-sock swords).

Level 9, Personal, Combat

Teleport

I, _____, a mage, do hereby cast Teleport. Let me now be removed from this location and transported to the destination of my choice. So let it be done! Initium!

Teleport

This spell allows the caster to travel instantaneously from the casting location to any location the caster knows by sight.

If the destination is an in-game location, the caster must proceed immediately towards it, not stopping for anything along the way. The caster reenters play immediately upon reaching the spot. While out-of-game, the player should display a Reality Flag. Parts of the game may remain in the spell freeze while the caster is in transit (to simulate the instantaneous effect of the spell).

If the destination is an out-of-game location, the caster has effectively left game play and must inform a GM. The character may not return in-game for the rest of the event without special GM permission.

Continuing Games only:

Teleport spells are less effective if the destination is not well-known or is very far away. If your destination is an out-of-game location, a *Teleport* may not work if your acquaintance with the destination is brief (less than a few days) or if the destination is more than 200 miles from your current location. In these cases, no spell points will be used up in the failed attempt. If you are using a potion to teleport, your intended destination can be no more than 50 miles.

Level 8, Sight, Combat

Mass Rootfoot

I, _____, a mage of the _____ circle, do hereby cast Mass Rootfoot upon you, (*specify targets*). Let your feet be rooted to the spot for the next five minutes. So let it be done! Initium!

Mass Rootfoot

This spell acts as *Rootfoot* but affects one target per level of the caster, provided the targets are all near one another.

Rootfoot

This spell causes one of the target's feet to remain rooted to the spot for five minutes. The target may not walk as the foot is *rooted* to the ground.

Level 8, Sight, Combat

Paralysis

I, _____, a mage, do hereby cast Paralysis upon thee, (*specify target*). Let thee now become completely motionless for five minutes. So let it be done! Initium!

Paralysis

This spell causes the target to be entirely motionless. In this state, the target is completely vulnerable. This spell effect wears off in five minutes.

Level 8, Touch, Noncombat

See Invisible

I, _____, a mage, do hereby cast See Invisible upon thee, (*specify target*). Let thine eyes become keen, able to see that which is invisible to others. Initium!

See Invisible

This spell lets the target see invisible creatures within sight range. This spell works for as long as the target holds both hands to their eyes, making "binoculars." The spell ends when the target removes their hands from their eyes or when 48 hours expire.

Level 2, Touch, Noncombat

Determine Potion

I, _____, a mage, do hereby cast Determine Potion. I call upon the knowledge of sages to let me know the full effects of this potion (*open one potion state-of-being scroll*). So let it be done! Initium!

Determine Potion

When this spell is cast on a single potion, it allows the caster to read the state-of-being scroll on the potion *without* drinking the potion. The caster may not show the state-of-being scroll to anyone else.

Level 2, Sight, Combat

Drop Item

I, _____, a mage, do hereby cast Drop Item upon thee, (*specify hand*). Let all items held by thy (*specify hand*) hand be struck to the ground. So let it be done! Initium!

Drop Item

This spell causes all items in the target's hand (left or right, specified by the caster) to be dropped to the ground immediately after the spell is cast. This spell is ineffective against any item strapped to the body, such as a shield. (Also, it may not be cast on spell books, as spell books are not in-game.)

Level 2, Sight, Combat

Slip

I, _____, a mage, do hereby cast Slip upon thee, (*specify target*). Let thee fall completely supine and sprawl onto the ground. So let it be done! Initium!

Slip

This causes the target to slip and fall backwards immediately after completion of the spell. Once lying completely supine (i.e., back touching the ground), the target may get up at will. Be careful with this spell—the target should not fall backwards if standing in an unsafe location.

Level 2, Sight, Combat (TOW)

Spell Block

I, _____, a mage, do hereby cast Spell Block upon thee (*specify target*). If thy Will be less than (*state your Will*), let thee be now unable to cast the spell (*state the spell*) for five minutes. So let it be done! Initium!

Spell Block

The target of this spell may not cast a single caster-specified spell (Combat or Noncombat) for five minutes. It affects all types of spell casting, but has no effect on magic items or the target's ability to use them.

Blocking a spell will block the Mass or fortified version of that spell, but not other similar spells.

Level 2, Missile, Combat

Stun Bolt

I, _____, a mage, do hereby cast the spell of Stun Bolt. If this bolt strikes a limb, let it fall numb and useless for 30 seconds. If thy body is hit, let thee be struck unconscious for 30 seconds. (*Toss component*.) So let it be done! Initium!

Stun Bolt

During the spell freeze, the caster tosses the material component at the target. If it hits a limb, that limb is stunned and unusable for 30 seconds. If it hits the torso, the target will be stunned and unconscious for 30 seconds. This spell counts as one hit towards protection (e.g., it cancels out a *Barkskin* or removes one hit from armor).

(Material component: a small beanbag or other approved item)

Level 2, Touch, Noncombat

Trap Resistance

I, _____, a mage, do hereby cast Trap Resistance upon thee, (*specify target*). For the next hour, let all traps be less effective against thee. So let it be done! Initium!

Trap Resistance

This spell partially protects the target against all traps during the next one hour. If the target triggers a trap, they will receive one less limb wound than stated on the trap.

Level 8, Touch, Noncombat

Magic Absorption

I, _____, a mage, do hereby cast Magic Absorption upon thee, (*specify target*). Let the next offensive spell cast upon thee be absorbed and canceled. So let it be done! Initium!

Magic Absorption

This spell causes the next offensive spell (even spells such as *Dispel Magic*) that would otherwise affect the target to be absorbed without effect. In the case of spells that affect multiple targets, only the target of the *Magic Absorption* will be protected—all other targets of the spell will be affected by it normally.

This effect will fade after 48 hours if no offensive spell is cast at the target.

Level 8, Sight, Combat (TOW)

Mass hallucination

I, _____, a mage of the _____ circle, do hereby cast Mass Hallucination upon you, (*specify targets*). If your Will be less than (*state your Will*), let you now see (*describe hallucination*). So let it be done! Initium!

Mass Hallucination

This spell acts as *Hallucination* but affects one target per level of the caster, provided the targets are all near one another. As with regular *Hallucination*, any targets upon whom the spell is successful will be unaware of the fact that the spell was cast upon them.

Hallucination

This spell lets the caster create a hallucination in the mind of any one sentient creature with a lower Will than the caster's. The hallucination must seem to be external to the target (i.e., targets can not be made to hallucinate that they are wounded or physically altered). The target will experience the hallucination completely and react appropriately; the hallucination may involve all of the senses. *It is essential that the target role-play reacting as if the hallucination actually existed.*

The spell lasts for five minutes. If this spell is successful, the target will be unaware that it was cast.

(Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

Level 7, Missile, Combat

Piercing Bolt

I, _____, a mage, do hereby cast the spell of Piercing Bolt. Whatever this bolt strikes shall be wounded, regardless of any protection thou hast (*toss component*). Any limb so wounded will be destroyed, requiring regeneration. So let it be done! Initium!

Piercing Bolt

During the spell freeze, the caster tosses the material component at the target. If it hits a limb, that limb is severed. If it hits the torso, the torso is wounded. Severed limbs can only be healed by *Regenerate* (*Heal* and *Knit* spells are too weak). This spell ignores armor and magical protection, and counts as five hits towards the natural protection of certain large or powerful beings.

(Material component: a large beanbag or other approved item)

Level 7, Touch, Noncombat

Wraith Form

I, _____, a mage, do hereby cast Wraith Form upon thee, (*specify target*). Let thee now become immaterial as if a spirit, unable to interact with the physical world but able to speak. So let it be done! Initium!

Wraith Form

This spell renders the target misty and insubstantial (like a spirit), represented by placing the grey spirit veil component over the target's head. Characters in wraith form cannot be harmed or affected by spells (even by others in wraith form). They may move about, speak, and continue to carry equipment; however, they may not fight, cast spells, pick up or drop items, or interact with the physical world in any way. (They may interact with food at mealtimes.) Like spirits, wraiths are not affected by winds, but may not pass through the soil—they stay on the ground and walk normally upon it.

This effect ends when the target wishes, when dispelled (i.e., by *Dispel Magic*), or when 48 hours pass.

(Material component: a grey spirit veil)

Level 3, Touch, Noncombat

Awareness

I, _____, a mage, do hereby cast Awareness upon thee, (*specify target*). Let thine eyes become keen. For the next hour, may thine Awareness be increased by five. So let it be done! Initium!

Awareness

This raises the target's Awareness by five for one hour.

Level 3, Touch, Noncombat

Barkskin

I, _____, a mage, do hereby cast Barkskin upon thee, (*specify target*). Let the next single blow that strikes thee not harm thee. So let it be done! Initium!

Barkskin

This spell gives the target one hit of magical protection. The next *one* blow that would otherwise affect the target is absorbed without damage. The target must acknowledge being hit by announcing that the blow was absorbed through protection.

Spells such as *Stun Bolt* will cancel out this spell, while *Lightning Bolt* (since it delivers two hits) will cancel the spell and allow one hit to penetrate.

This spell lasts until one hit is absorbed (as above) or until 48 hours pass.

Level 3, Personal, Combat

Blink

I, _____, a mage, do hereby cast the spell of Blink. Let me now be able to move unimpeded for five seconds. Let all who can hear me now close their eyes while thou shalt count aloud (*indicate counter*)! So let it be done! Initium!

Blink

This spell causes everyone in the area except the caster to close their eyes while one of them (caster's choice) slowly counts to five. During this period the caster may move to anywhere within line of sight of their original position, as long as the destination is not within six feet of another animate creature. At the end of five seconds, everyone opens their eyes and play resumes. The caster must remain in the same posture during this spell (i.e., whistle in mouth and spell book in hand).

Blink is a spell that allows fast motion, not teleportation. *Blink* cannot be used to travel through keyholes, up floors, through walls or solid objects—anywhere the caster cannot run to in five seconds. Moreover, the caster is not freed from movement restrictions such as lost legs or the *Lame* disadvantage. For example, if the caster would ordinarily have to crawl to pass through a space, they must crawl while in the *Blink* spell.

Level 3, Touch, Noncombat

Camouflage

I, _____, a mage, do hereby cast the spell of Camouflage on thee (*specify target*). Let thee now completely vanish from sight, becoming totally invisible, so long as thou remainst motionless. So let it be done! Initium!

Camouflage

This spell makes the target invisible, provided that the target is standing next to a large object during the casting. To remain invisible, the target must keep both feet still and hold both hands up in the "invisible" sign.

Once the target moves either foot or drops the invisible sign to attack, pick pockets, cast spells, etc., the spell is negated. In other words, once you remove one of your hands from your head to do anything, or move from the spot where the spell was cast on you, the spell ends. The spell expires regardless after 48 hours.

Remember also that this spell makes you invisible but not silent.

Level 7, Sight, Combat (TOW)

Command

I, _____, a mage, do hereby cast Command upon thee, (*specify target*). If thy Will be less than (*state your Will*), let thee now (*give two-word command*). So let it be done! Initium!

Command

This spell lets the caster issue any two-word command of the form "[verb] [object]" that the target must perform if the target's Will is lower than the caster's. For example, the caster might order "Stay here," "Kill them," or "Obey me."

This will affect any creature regardless of language difficulties. This spell will not cause instant death.

Profane words or concepts will result in a spell fumble. (Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

This spell effect wears off in one hour, whether or not the command has been completed.

Level 7, Sight, Combat

Heat Metal

I, _____, a mage, do hereby cast Heat Metal upon thee, (*specify target*). Let all metal on thee become searing hot and impossible to touch or hold for five minutes. Cast such items from thy person immediately. So let it be done! Initium!

Heat Metal

This spell causes all metal on the target to become *hot*. Hot items are unbearably painful to be near, and must be dropped or removed before any other action can be taken. (Exception: the target does not have to remove basic clothing, such as shoes with metal parts.) This effect lasts for five minutes or until dispelled (snow, water, and other mundane means will not help).

Level 6, Sight, Combat

Poison

I, _____, a mage, do hereby cast Poison upon thee, (*specify target*). Let thy bloodstream now be struck with a most painful and deadly toxin. So let it be done! Initium!

Poison

This spell causes the target to be poisoned.

Level 6, Sight, Combat

Shatter Limb

I, _____, a mage, do hereby cast Shatter Limb upon thee, (*specify target*). Let thy (*specify limb*) be destroyed, requiring regeneration. So let it be done! Initium!

Shatter Limb

This spell shatters the bones in a caster-specified limb of the target, rendering it unusable. Shattered limbs are treated like severed limbs, and can only be healed by *Regenerate* (*Heal* and *Knit* spells are too weak). This spell ignores all protection.

Level 6, Touch, Noncombat

Stoneskin

I, _____, a mage, do hereby cast Stoneskin upon thee, (*specify target*). Let the next two blows that strike thee not harm thee. So let it be done! Initium!

Stoneskin

This spell gives the target two hits of magical protection. The next *two* blows that would otherwise affect the target are absorbed without damage. The target must acknowledge being hit by announcing that the blows were absorbed through protection.

Spells such as *Stun Bolt* will only cancel half of this spell, leaving the target with one remaining hit of protection, while *Lightning Bolt* (since it delivers two hits) will cancel the spell completely.

This spell lasts until two hits are absorbed (as above) or until 48 hours pass.

Level 3, Sight, Combat

Fling Item

I, _____, a mage, do hereby cast Fling Item upon thee, (*specify target*). Let all items held by thy (*specify hand*) hand now fly from thy hand. Let it (them) land (*specify direction*). So let it be done! Initium!

Fling Item

This spell causes all items in the target's hand (left or right, specified by the caster) to be flung several yards away (being careful not to hit anyone) immediately after the spell is cast. The caster may specify where the item(s) are to be flung. If any item was strapped to a limb, the limb will be broken (and thus wounded) by the *Fling*. (Also, this spell may not be cast on spell books, as spell books are not in-game.)

Level 3, Sight, Combat (TOW)

Forget

I, _____, a mage, do hereby cast Forget upon thee, (*specify target*). If thy Will be less than (*state your Will*), let thee now forget (*indicate event or time span*). So let it be done! Initium!

Forget

This lets the caster specify one event, period of time (no more than five minutes) or piece of information (no spells or skills) that the target must forget. This forgetfulness lasts until a successful *Dispel Magic* is cast.

If this spell is successful, the target will be unaware that it was cast.

Level 3, Touch, Noncombat

Shrink

I, _____, a mage, do hereby cast Shrink upon thee, (*specify target*). Let thy body be shrunken and thy speed reduced, as if on thy knees. So let it be done! Initium!

Shrink

This spell causes a willing target to be shrunk, represented by the target being forced to their knees. (The character's legs are not actually wounded, but the player must walk about on their knees while the spell lasts.) The target may be able to fit into smaller places, be more easily carried, etc. The spell lasts until the caster or target end it, but no more than five minutes.

Level 3, Sight, Combat

Thunderclap

I, _____, a mage, do hereby cast Thunderclap upon thee, (*specify target*). Let thee be knocked supine for 10 seconds by the thunderous boom, during which thou may only defend thyself. So let it be done! Initium!

Thunderclap

This spell causes the target to be knocked fully down, onto the back. Furthermore, the target will be *dazed* for 10 seconds. (During this time, the target may not get up or attack (including dealing blows and casting Combat spells), but may still defend (including blocking blows and casting Noncombat spells).)

Level 4, Sight, Combat (TOW)

Charm

I, _____, a mage, do hereby cast Charm upon thee, (*specify target*). If thy Will be less than (*state your Will*), let thee now be filled with friendship and adoration toward me for five minutes. So let it be done! Initium!

Charm

This spell lets the caster charm any one sentient creature whose Will is weaker than the caster's. The target will honor and adore the caster and be friendly and helpful, assisting the caster in any reasonable request. This spell ends if the caster orders the charmed target into danger or to do something that strongly conflicts with the target's moral values.

The spell ends after five minutes, and the target will leave the spell with a positive opinion of the caster. If this spell is successful, the target will be unaware that it was cast.

Level 4, Missile, Combat

Lightning Bolt

I, _____, a mage, do hereby cast the spell of Lightning Bolt. Whatever this bolt strikes shall be hit with two wounds (*toss component*). So let it be done! Initium!

Lightning Bolt

During the spell freeze, the caster tosses the material component at the target. If it hits a limb, that limb is damaged. If it hits the torso, the torso is wounded. This spell counts as two hits toward protection (e.g., it cancels out a *Stoneskin* or removes two hits from armor).

(Material component: a large beanbag or other approved item)

Level 5, Sight, Combat (TOW)

Suggestion

I, _____, a mage, do hereby cast Suggestion upon thee, (*specify target*). If thy Will be less than (*state your Will*), thou shalt implicitly believe this: (*state one-sentence suggestion*). So let it be done! Initium!

Suggestion

This spell lets the caster instill a one-sentence belief into the mind of a target with a Will less than the caster's. This belief will last until a *Dispel Magic* spell is cast or evidence that contradicts the suggestion is clearly presented to the target.

If this spell is successful, the target will be unaware that it was cast.

(Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

Level 6, Touch, Noncombat

Invisibility

I, _____, a mage, do hereby cast Invisibility on thee, (*specify target*). Let thee now completely vanish from sight, becoming totally invisible. So let it be done! Initium!

Invisibility

This spell allows the target to move around an area without being seen. To signify you are invisible, make "antlers" on your head with your hands: with each hand in a fist, put your thumbs to your temples, and point your pinkies up. Attacking, attempting to pick pockets, casting spells, or any such action requiring your hands will negate the spell. In other words, once you remove one of your hands from your head to do anything, the spell ends. Remember also that this spell makes you invisible but not silent.

Invisibility lasts until canceled (as above) or when 48 hours pass.

Level 6, Sight, Combat

Lightning Strike

I, _____, a mage, do hereby cast the spell of Lightning Strike upon thee, (*specify target*). Let thy torso be struck with two wounds. So let it be done! Initium!

Lightning Strike

This spell causes lightning to fly from the caster's hand and strike the target's chest, causing a torso wound. This spell counts as two hits towards protection (e.g., it cancels out a *Stoneskin* or removes two hits from armor).

Level 5, Sight, Combat

Mass Thunderclap

I, _____, a mage of the _____ circle, do hereby cast Mass Thunderclap upon you, (*specify targets*). Let you now be struck supine and stunned for 10 seconds by the thunderous boom, able to defend yourselves but not attack. So let it be done! Initium!

Mass Thunderclap

This spell acts as *Thunderclap* but affects one target per level of the caster, provided the targets are all near one another.

Thunderclap

This spell causes the target to be knocked fully down, onto the back. Furthermore, the target will be *dazed* for 10 seconds. (During this time, the target may not get up or attack (including dealing blows and casting Combat spells), but may still defend (including blocking blows and casting Noncombat spells).)

Level 5, Touch, Noncombat

Spell Immunity

I, _____, a mage, do hereby cast Spell Immunity upon thee, (*specify target*). Let thee be immune to all castings of the spell (*specify spell to be immune to*) for one hour. So let it be done! Initium!

Spell Immunity

This renders the target completely immune to all castings of a single caster-specified spell (even spells such as *Dispel Magic*). In the case of spells that affect multiple targets, only the target of the *Spell Immunity* will be protected—all other targets of the spell will be affected by it normally. This spell effect wears off after one hour.

An immunity to a spell will provide immunity to the Mass or fortified version of that spell, but not to other similar spells.

Level 4, Touch, Noncombat

Poison Absorption

I, _____, a mage, do hereby cast Poison Absorption upon thee, (*specify target*). The next toxin to enter thy body shall be rendered harmless. So let it be done! Initium!

Poison Absorption

This spell causes the next dose of poison that would otherwise affect the target to be absorbed without harm. This effect will fade after 48 hours if the target is not poisoned.

Level 4, Sight, Combat

Rootfoot

I, _____, a mage, do hereby cast Rootfoot upon thee, (*specify target*). Let thy foot remained rooted to the spot for five minutes. So let it be done! Initium!

Rootfoot

This spell causes one of the target's feet to remain rooted to the spot for five minutes. The target may not walk as the foot is *rooted* to the ground.

Level 5, Touch, Combat (TOW)

Dispel Magic

I, _____, a mage, do hereby cast Dispel Magic. I remove from thee any mind-influencing magics cast on thee by one whose Will is less than or equal to (*state your Will*), plus all other magics cast upon thee. (*Touch target*). So let it be done! Initium!

Dispel Magic

This spell removes the lasting effects of all non-TOW spells affecting the target (including beneficial spells such as *Stoneskin*, *Strengthen Will*, and *Wraith Form*). It will remove the lasting effects of all TOW spells (such as *Mana Block*) that were cast with a Will less than or equal to the caster's Will. It will *not* cancel out *Safe Retreat* spells, *Mana Vortex*, or any other "immune to magic" spells or effects. This spell has no effect on most magic items.

Level 5, Sight, Combat (TOW)

Hallucination

I, _____, a mage, do hereby cast Hallucination upon thee, (*specify target*). If thy Will be less than (*state your Will*), let thee now see (*describe hallucination*). So let it be done! Initium!

Hallucination

This spell lets the caster create a hallucination in the mind of any one sentient creature with a lower Will than the caster's. The hallucination must seem to be external to the target (i.e., targets can not be made to hallucinate that they are wounded or physically altered). The target will experience the hallucination completely and react appropriately; the hallucination may involve all of the senses. *It is essential that the target role-play reacting as if the hallucination actually existed.*

The spell lasts for five minutes. If this spell is successful, the target will be unaware that it was cast. (Remember not to cast spells that would violate the Player Conduct code or that would force other players to do so.)

Level 5, Sight, Combat

Heat Item

I, _____, a mage, do hereby cast Heat Item upon thee, (*specify target*). Let all items held by thy (*specify hand*) become searing hot and impossible to touch or hold for five minutes. Cast such items from thy person immediately. So let it be done! Initium!

Heat Item

This spell causes all items in the target's hand (left or right, specified by the caster) to become *hot*. Hot items are unbearably painful to be near, and must be dropped before any other action can be taken. This effect lasts for five minutes or until dispelled (snow, water, and other mundane means will not help).

Level 5, Touch, Noncombat

Identify

I, _____, a mage, do hereby cast Identify. I call upon the knowledge of sages to let me know the full effects of this item (*open and read a single state-of-being scroll*). So let it be done! Initium!

Identify

This lets the caster read the state-of-being scroll on any item without actually using the item. The caster may not show the item description to anyone else.

Level 5, Touch, Noncombat (TOW)

Interrogate

I, _____, a mage, do hereby cast Interrogate upon thee, (*specify target*). If thy Will be less than (*state your Will*), thou shalt answer these three questions with a truthful yes or no. So let it be done! Initium!

Interrogate

If the caster's Will is greater than the target's, this spell lets the caster ask three yes/no questions that the target must answer truthfully. If the target's Will is equal or greater, the target may choose to pretend that the spell took effect but answer the three questions with either answer. Action does not stop for the questions to be asked (thus, this spell would be difficult to use effectively in combat). The target *will* be aware that of the interrogation, even if the Test of Will succeeds.

Level 5, Sight, Combat (TOW)

Mass Aversion

I, _____, a mage of the _____ circle, do hereby cast Aversion upon thee, (*specify target*). If thy Will be less than (*state your Will*), thou shalt neither approach nor attack me for five minutes. If I advance, thou shalt back off. So let it be done! Initium!

Mass Aversion (TOW)

This spell acts as *Aversion* but affects one target per level of the caster, provided the targets are all near one another.

Aversion

Any creature that this spell is cast upon whose Will is less than that of the caster will instantly feel a strong aversion to the caster. The target will not approach or attack the caster and will back off if the caster approaches. This effect lasts for five minutes.