

### **Interdictions**

Due to similar magical properties, spells of this group are unable to be deferred except as stated in the paragraph below. A side effect of this property is that items cannot be made of most of the spells of this group. Some spells may also be less or not at all effective against spells cast from items. Higher-ranked spells may have lasting effects and may get around these difficulties, but such exceptions will be stated within the individual spells.

In this group, when Duration: special (see above) appears, the following is the explanation: Upon casting these spells, they are effectively “deferred” for a period of two minutes until they are activated (by caster or automatically, see spells for details). Only one of these spells may be activated at a time.

#### **Rank 1: Resist Magic**

Time to cast: 1R

Resist Check: 3D6 vs. PWR negates

Range: Touch

Duration: special (see above)

Activates the next time another spell or magic-based effect specifically targets the person protected by this spell. That target must attempt to resist that spell if possible, and any resist checks are made at one die less. If there is no resist check, then this spell activates to no effect.

#### **Rank 2: Identify Magic**

Time to cast: 1R

Resist Check: 3D6 vs. PWR negates

Range: Touch (to cast), LOS 30' + 5'/F (activate)

Duration: special (see above)

Activates the next time a spell is cast within the range. That spell's name is immediately known to the one under this spell (this spell activates on spells cast by the one under this spell as well). No further information about the spell being cast is given to the user of this spell. If (due to simultaneous action) more than one spell is cast at once, the user of this spell knows only the first announced.

#### **Rank 3: Energy Sink**

Time to cast: 1R

Resist Check: 4D6 vs. PWR negates

Range: Caster only, spell targeted within LOS 60' + 10'/F

Duration: special (see above)

This spell is activated by the caster upon a spell within range. If that spell's caster fails the power check, he or she must spend an additional 1 + 1/F EU or their spell has no effect (the units originally used to cast the spell are still used). Has no effect against spells cast from items, or against divine spells.

**Rank 4: Spell Block**

Time to cast: 1R

Resist: none

Range: caster only

Duration: special (see above)

Activates the next time a spell specifically targeting the caster of this spell is cast within a 180 degree arc of where he/she is facing. That spell's caster rolls the spell rank in D6 vs. your 4D6. If you win, that spell has no effect (its caster's units are still spent).

**Rank 5: Protect from Magic**

Time to cast: 2R

Resist: 3D6 vs. PWR negates

Range: touch

Duration: special (see above)

The same as Resist Magic (again, activates against the very next spell that targets the one protected by this spell), but any checks are made at two dice less rather than one.

**Rank 6: Lesser Counterspell**

Time to cast: 1R

Resist: none/special

Range: caster only, LOS 90' + 15'/F (activated)

Duration: special (see above)

Caster activates upon a spell cast from within the range. Roll 6D6, and the spell's caster rolls the spell rank in D6. Each adds up the total. If you lose, the spell has effect as normal. If you win, that spell has no effect (its caster's units are still spent).

**Rank 7: Lesser Rebound**

Time to cast: 1R

Resist: none/special

Range: caster only, activation LOS 60' + 10'/F

Duration: special (see above)

Caster activates upon a spell specifically targeting him or her that is being cast from within the range. Roll 6D6, and the spell's caster rolls the spell rank in D6. Each adds up the total. If you lose, the spell has effect as normal. If you win, the spell is redirected to target its original caster. The caster can attempt any normal saves for that spell.

**Rank 8: Delay**

Time to cast: 1R

Resist: 3D6 vs. PWR negates

Range: touch, LOS 60' + 15'/F

Duration: special (see above)

Caster activates upon a spell cast from within the range. If the spell is elemental, and is of rank 6 or below, it has no effect. The caster of that spell does not use the EU that was required to cast that spell (in effect, making him or her waste a round). When casting this spell, please note to the GM that you do not innately know the rank of the spell being cast, unless you have succeeded in an Identify Spell skill roll.

**Rank 9: Greater Protection**

Time to cast: 2R

Resist: 3D6 vs. PWR negates

Range: touch

Duration: special (see above)

Caster may activate when he/she is a target of another spell or magic-based effect. Take two dice off of any resistance check required by that spell.

**Rank 10: Greater Counterspell**

Time to cast: 1R

Resist check: none / special

Range: caster only / LOS 120' + 15'/F

Duration: special (see above)

Caster activates upon a spell cast from within the range. Roll 10D6, and the spell's caster rolls the spell rank in D6. Each adds up the total. If you lose, the spell has effect as normal. If you win, that spell has no effect (its caster's units are still spent).

**Rank 11: Greater Rebound**

Time to cast: 2R

Resist check: none / special

Range: caster only / LOS 90' + 15'/F

Duration: special (see above)

Caster activates upon a spell that is being cast from within the range. Roll 10D6, and the spell's caster rolls the spell rank in D6. Each adds up the total. If you lose, the spell has effect as normal. If you win, the spell is redirected to target its original caster. The caster can attempt any normal saves for that spell. If the spell had a radius effect, it goes off as if it were centered upon the caster.

**Rank 12: Spell Shield**

Time to cast: 3R

Resist check: none

Range: caster

Duration: special (see above), 1D4 +1/F minutes

Activates the next time a spell or magic-based effect makes you roll a resistance check. As long as this spell is up, such effects must roll their equivalent rank in D6 versus your 12D6 or have no effect upon you. This includes spells that you would cast upon yourself, including all spells in this group up to here. This spell has no effect upon spells already deferred upon you. Each time a spell above rank 12 is stopped in this manner, you lose a rank in this spell group.

**Rank 13: Forbid**

Time to cast: special

Resist check: none

Range: Caster, LOS 200' + 20'/F

Duration: special

This spell is cast on the defensive, at the time when other spells in this group would be activated. Target a spell cast within the range. If it is rank 12 or below, it has no effect. If the spell was above rank 12, its caster rolls its rank in D6 versus your 13D6. If you lose, the spell goes off as normal. If you win, the spell has no effect.