

Manipulate

1 – Sparring Arena

Time to Cast: 10 minutes
Resist Check: willing target
Target: multitouch
Duration: 2 + 1/F hours
Area: touched beings
Effect: create training area

This spell creates an area in which those affected by this spell can freely combat within this area without worrying about death. While they don't take damage, the spell simulates them doing so. They gain a very good idea of how close they are to "death" as they fight, and they are subdued when they would otherwise die. This effect only functions on damage by others that are affected by this spell.

2 – Obfuscate

Time to Cast: 1 round
Resist Check: 4d6 vs WIL negates
Target: touch
Duration: 1 + 1/F minutes
Area: single creature
Effect: alter perception

This spell makes the target's vision of the world more general and less detailed. If the target fails the resistance check, they gain one rank of Inferior PER for the duration.

3 – Binding Bog

Time to Cast: 1 round
Resist Check: 4d6 vs CSE negates
Target: LOS 100 + 50/F'
Duration: 4 + 2/F rounds
Area: 20' radius
Effect: can't dodge

All those who are in the area of effect when cast, or enter the area of effect while the spell is active see themselves deep within a bog, that tries clinging to them. Affected creatures lose movement defense values. Those that make the resistance check rationalize that they are not really in a bog, and ignore the effect. This is only visible to those affected.

4 – Ersatz Armor

Time to Cast: 1 round
Resist Check: willing target
Target: touch
Duration: 2 + 1/F hours
Area: single target
Effect: swap defense values

This spell functions as a blessing that allows the target to swap one defensive value with that of another (for example CDV with GDV) against a single attack. Once this spell is activated (or the duration expires), the spell ends. Only one instance of this spell can be active at a time.

5 – Featherlight Armor

Time to Cast: 2 rounds
Resist Check: willing target
Target: multitouch
Duration: 4 + 2/F rounds
Area: touched allies
Effect: ignore penalties

All allies touched during the casting time are convinced that their armor is as light as a feather, and take no armor penalties.

6 – White Noise

Time to Cast: 1 round
Resist Check: 4d6 vs PWR negates
Target: LOS 120 + 40/F'
Duration: 4 + 2/F rounds
Area: 30' radius
Effect: create distractions

This spell floods the user's eyes with random sounds, lights, and sensations, giving them an Inferior PER, and a -2 to defense values, and rolls to hit.

7 – Take Skill

Time to Cast: 2 rounds
Resist Check: see description
Target: LOS 40 + 20/F'
Duration: 1 + 1/F minutes
Area: single creature
Effect: steal skill

Upon casting this spell, the caster declares a skill, and makes a contested WIL against the target. The caster must use their natural, non-modified WIL attribute. If the target fails this resistance check, they lose ranks equal to the amount they lost the contested WIL check by and the caster gains that many ranks of the chosen skill. This is a replacement effect, and does not go on top of existing skill.

8 – Pitch Black

Time to Cast: 1 round
Resist Check: 5d6 vs PER negates
Target: LOS 40 + 10/F'
Duration: 4 + 2/F rounds
Area: 20' radius
Effect: blindness

All those within the radius, or who enter it, must make the resistance check to be able to see those around them. If they fail the resistance check, line of sight spells require touch to work, and individuals take the blind fighting penalty. This is only visible to those affected.

9 – Ocean Depths

Time to Cast: 2 rounds
Resist Check: 5d6 vs. PWR negates
Target: caster
Duration: 1 + 1/F minutes
Area: 30' x 50' cylinder
Effect: sudden water

This spell creates a zone of deep ocean targeting all those in area or those who enter it. Those within the area perceive themselves as free floating in the ocean and can swim as per normal swimming. All those in area of effect are also under the normal effects of being in the ocean. For those outside the area it is perceived that those within are simply floating.

10 – Naked

Time to Cast: 1 round
Resist Check: 5d6 vs. CSE negates
Target: LOS 100 + 50/F'
Duration: 1 + 1/F minutes
Area: single target
Effect: one with nothing

The target that failed the resistance check is convinced that they have no equipment, and cannot use what they have on their person. This will cost the target's shield defense values, and they forget about it.

11 – Ladder Out of Hell

Time to Cast: 2 rounds
Resist Check: 5d6 vs CSE negates
Target: LOS 100 + 20/F'
Duration: 1 + 1/F minutes
Area: 20 + 5/F' radius
Effect: infighting

All those who fail the resistance check see themselves existing in a plane of fire and suffering. They see but one saving grace, which is a ladder ascending to the heavens. They all believe that they will die if they fail to climb it, and will fight each other in order to be the first to climb this ladder. Only those affected by the spell can see the ladder though it doesn't really exist and therefore cannot be climbed.

12 – Dream of Falling

Time to Cast: 2 rounds
Resist Check: 6d6 vs CSE negates
Target: LOS 120 + 40/F'
Duration: instantaneous
Area: single target
Effect: psychosomatic death

Upon casting this spell the caster views themselves being in the space above the planet in question (to their understanding of it) and perceive a great fall. If they fail the CSE check they are so convinced that they will die that they die of shock. This spell does not require them to be capable of dying from said fall, but the resistance check is lowered by one die.

Dream

1 – Lucid Dreaming

Time to Cast: 1 hour
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: stabilize dream world

The caster gains the ability to lucid dream, and develops a self-consistent dream world.

2 – Dream Walk

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: visit dream world

Upon casting this spell, the caster is mentally transported to their dream world. They are still physically left behind and sleeping.

3 – Sweet Dreams

Time to Cast: 1 minute
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: touched target
Effect: restoration

If awake, the target of this spell heals 2d6 DP. If the target is dreaming or in a dream world, they heal 4d6 DP.

4 – Sleep Delusions

Time to Cast: 5 minutes
Resist Check: willing target
Target: caster
Duration: 1 + 1/F day
Area: 20 foot radius
Effect: share dream

All that are willing and asleep in the area end up in the same lucid dream, and can communicate with each other throughout the night.

5 – Dream Guide

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: special
Area: self
Effect: gain guidance

While visiting their own dream world, the caster may summon a helper in the form of a dream guide. This guide exists until the caster leaves the dream world, and helps them work out problems worrying their waking self. This gives the caster one dice off of skills checks that don't require physical movement. Alternatively this can be used to practice a single task, and they get a + 2 to the skill check in question.

6 – Waking Dream

Time to Cast: 1` round
Resist Check: 4d6 vs. WIL negates
Target: touch
Duration: 10 + 5/F minutes
Area: touched creature
Effect: false dream

This spell convinces the target that they are presently experiencing a lucid dream and will act accordingly. They will primarily try to use abilities they do not have in real life, and will be mostly ineffective in combat.

7 – Nightmare

Time to Cast: 1 round
Resist Check: 4d6 vs WIL halves
Target: LOS 40 + 10/F'
Duration: instantaneous
Area: single target
Effect: painful dream

The recipient of this spell takes 6d6 of pain damage if awake, or 9d6 of pain damage if presently dreaming or in dream world. This cannot be used on guests of their own dream world.

8 – Sleight of Mind

Time to Cast: 1 minutes
Resist Check: 5d6 vs CSE negates
Target: LOS 5 + 5/F'
Duration: instantaneous
Area: sleeping target
Effect: take knowledge

If the target fails the resistance check, the caster gains the answer to one question, as the target knows it. They may ask an additional question for each two finesses.

9 – Delusion

Time to Cast: 1 minute
Resist Check: 5d6 vs. CSE negates
Target: touch
Duration: instantaneous
Area: single sleeping target
Effect: plant belief

The target of this spell has a dream where they come up with a stated idea. If the target fails the resistance check, they will believe that it's their own idea. This does not guarantee that the target will act accordingly, if it goes against their general beliefs.

10 – Kiss of the Sandman

Time to Cast: 2 rounds
Resist Check: 5d6 vs. WIL negates
Target: 100 + 50/F'
Duration: 1 + 1/F minutes
Area: single creature
Effect: send to dream world

This spell sends the target into a magical sleep, and the target will visit a dream world for the duration. Multiple castings send targets to the same dream world.

11 – Sound Sleeper

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: 1 + 1/F days
Area: self
Effect: protect while sleeping

For the duration of the spell, when the caster is sleeping or unconscious, their body shifts out of the physical world and cannot be affected through physical or magical means. If they are sleeping when the duration expires, their body reappears at the spot they were sleeping.

12 – Fortress of Dream

Time to Cast: 2 rounds
Resist Check: willing target
Target: caster
Duration: instantaneous
Area: 20' radius
Effect: sleep well

After sleeping near the caster for a night, the affected party gain a benefit from being well rested. These individuals can go three days without sleeping, and gain three times the unit and damage points for a night's sleep. They spend this night sleeping in the caster's dream world.

Manifestation

1 – Dye

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: permanent
Area: single object
Effect: change colors

This spell may be cast on any non-living object, but magical objects get a 3d6 versus PWR to resist. This spell is used to recolor the object, with a single color. This can be enhanced with one finesse to be a simple pattern, two finesses for complex patterns, with three colors with unusual properties, and with four rudimentary pictures can be painted.

2 – Calling Chain

Time to Cast: 1 round
Resist Check: 3d6 vs AGI negates
Target: 30 + 15/F'
Duration: 1 + 1/F minutes
Area: single target
Effect: fetch

This spell launches a chain towards a non-living object. If the object is freestanding, it is pulled to the caster at the end of the round. However if the object is loose on someone's person, they have the opportunity at a 3d6 vs AGI to dodge the chain. This can only draw an object up to 50 pounds. For the duration of the spell, the item remains chained to the caster's wrist.

3 – Fantastic Sphere

Time to Cast: 1 round
Resist Check: none
Target: LOS 10 + 5/F'
Duration: 4 + 2/F rounds
Area: empty space
Effect: summon helper

This spell summons an orb that flies at 60' per round. On any given round that it exists, the caster can spend a fifth movement action sending information through mental communication to have it move, or attack a given target. The sphere has three missile mod, and deals 1d6 blunt damage on a successful hit.

4 – Phantasmal Doppelganger

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 4 + 2/F rounds
Area: self
Effect: illusory copies

This spell creates 1 + 1/(2F) illusory copies that have the caster's defenses, but are dispelled upon being dealt damage. All will follow the caster in intent, but not action. For example, one may cast, while another swings a sword. These actions have no impact on those around them.

5 – Binding Chain

Time to Cast: 1 round
Resist Check: special
Target: LOS 50 + 30/F'
Duration: 1 + 1/F minutes
Area: two targets
Effect: binds targets

This spell causes a chain launch out to two targets within the radius. These targets get a 4d6 versus AGI resistance check to avoid being caught. Once this chain grabs two targets, it pulls them together, and binds both of their primary arms. If both targets make a 4d6 versus STR resistance check, then the chain breaks, otherwise the one that failed is simply pulled towards the one who succeeded.

6 – Fantastic Mount

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: below caster
Effect: summons mount

This spell creates a mount that moves at 120' per round. This mount does not contribute significantly to combat, and is dispelled with a single hit, and has standard horse attributes. This mount can carry the caster, the caster's equipment, and for each two finesses the caster creates an extra mount for a party member.

7 – Grand Sphere

Time to Cast: 1 round
Resist Check: none
Target: LOS 10 + 5/F'
Duration: 4 + 2/F rounds
Area: empty space
Effect: summon better sphere

This spell summons an orb that flies at 80' per round. On any given round that it exists, the caster can spend a free action sending information through mental communication to have it attack a given target. The sphere has 8 missile mod, and deals 1d8 magical blunt damage on a successful hit.

8 – Shackling Chains

Time to Cast: 1 round
Resist Check: none
Target: LOS 100 + 50/F'
Duration: 4 + 2/F rounds
Area: single creature
Effect: entraps

This spell produces a chain with 12 grapple modifier and 18 STR attribute that immediately attempts to grapple the target. If the chain fails to grapple, it is dispelled, otherwise, the target must attempt to break the grapple for the duration. The target does not lose dice as it attempts to break.

9 – Fantastic Doppelganger

Time to Cast: 3 rounds
Resist Check: willing target
Target: LOS 30 + 15/F'
Duration: 1 + 1/F minutes
Area: single target
Effect: better clones

This spell creates 1 + 1/(4F) illusory copies that have the target's defensive values and also gain half the target's weapon skill and modifier. These have a mundane (i.e. iron) version of weapons wielded. The target of this spell loses equal ranks of modifiers and weapon skills. These copies are dispelled upon being dealt damage. They will all follow the caster in intent, but not action. For example, one may grapple, while another swings a sword.

10 – Ink Shape

Time to Cast: 1 minute per die made
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: artistic representation
Effect: create object

This spell is used to manifest a drawn object. The object's quality is standard, at a 1 die check, and is significantly improved for each two dice made against an appropriate artistic skill. For example, a weapon would start out as iron, and be steel at three dice, and adamantite at five. This spell cannot create magical object or objects with special properties.

11 – Grand Mount

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: below self
Effect: summons great mount

This spell creates a mount that moves at 240' per round on ground, or can fly at 120' per round. This mount is immune to damage, but does not contribute significantly to combat. It carries two individuals, plus an additional one for each finesse.

12 – Exalted Sphere

Tie to Cast: 1 round
Resist Check: none
Target: LOS 60 + 15/F'
Duration: 1 + 1/F minutes
Area: empty space
Effect: summon best sphere

This sphere moves at 100' per round and acts entirely independent of the caster. In combat, it does 1d12 magical blunt damage, and has 15 missile modifier. The sphere has a consistent personality between castings. The sphere can be made permanent by spending 1,250 XP at the moment of casting. If made permanent, it has a pool of 80 damage points, which it regenerates at a rate of one per minute and 15 in each defensive value. Only one sphere can exist at any moment of time.

Exultation

* - Exultation

Spell Rank: 1 - 12
Time to Cast: special
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: replenishes DU

This spell, unlike others, requires no DU to cast. The priest uses it to replenish his spell energies while making a creative work of art. He gains the rank in the spell group worth of units for 2 hours of work, or 1 hour, with a 4 die artistic skill check. The fast worker perk or any other skill or ability that speeds up crafting times does not apply to this ability.