

Explosives that work with explosive spells:

1. Grenades ( 4d6 explosive damage, 4 die health for half)
2. C4 This is only useful for destroying things (walls, doors, machines, any non living non rapidly moving structure). When detonated, the surface must make a 10d6 Strength check or have a 3' radius hole is blown in the object. When hit with spells from the Explosive Augmentation group, the radius counts as 10 feet

Blessed Magazines. Magazines specifically blessed By Mishra. These hold 12 bullets, and are the only magazines that work with spells in this group.

For both the Explosive Augmentation and Bullets group, only one enchantment can be placed on an explosive/bullet/gun unless specifically allowed in the spell's description. Each enchantment adds an effect onto the target item and it will continue to have its stand effect unless the description says otherwise.

## Mishra – Explosive Augmentation

### 1 – Lengthen Fuse

Time to Cast: 1 round  
Resist Check: 2d6 vs. PWR negates  
Target: LOS 100'  
Duration: 2 + 1/F hours  
Area: single explosive  
Effect: delay explosion

This spell will delay the lit explosion's detonation for up to an hour. At the end of the duration, or when the spell is dropped, the explosive will go off normally. This enchantment can be on an explosive with another Mishra enchantment.

### 2 – Enhance Explosive

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 2 + 1/F hours  
Area: single explosive  
Effect: better grenades

This spell will, after cast on a grenade or C4, allow the user to re-roll the damage (the 4d6 on grenades, or strength check (C4, for getting through walls) on the targeted explosive. This will allow the damage for grenades to be re-rolled, and the higher or lower number (specified by the caster when it goes off) is taken.

### 3 – Spurn Grenade

Time to Cast: 1 round  
Resist Check: 2d6 vs. PWR negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single explosive  
Effect: add knock-back

When a grenade enchanted with this spell explodes, it causes normal damage and anyone within the grenades radius must make a resistance check of 4 dice against STR or get blown back 30'.

### 4 – Infatuated Grenade

Time to Cast: 1 round  
Resist Check: 2d6 vs. PWR negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single explosive  
Effect: follow opponents

A grenade enchanted with this spell is drawn to opponents of the thrower. As a result, the thrower gains a bonus of 2 + 1/F to their missile attack roll.

### 5 – EMP Grenade

Time to Cast: 1 round  
Resist Check: 2d6 vs. PWR negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single explosive  
Effect: take out tech

When a grenade enchanted with this spell explodes, it causes normal damage as well as 2d6 points of electrical damage (half on a successful resistance check of 4 dice against AGI). In addition, on a failed resistance check, non-shielded technology on the target stops functioning for 1d4 minutes. If the technology is sentient, it gets an additional resistance check of 4 dice against HEA to avoid this effect.

### 6 – Flashbang

Time to Cast: 1 round  
Resist Check: 2d6 vs. PWR negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single explosive  
Effect: bright flash

When a grenade enchanted with this spell explodes, it causes normal damage and anyone within the grenades radius must make a resistance check of 4 dice against PER or be blinded of 1d4 rounds.

### 7 – Claymore

Time to Cast: 1 round  
Resist Check: 2d6 vs. PWR negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single explosive  
Effect: trigger of movement

When casting this spell, the caster places the explosive in a designated location. Once this spell is cast (and after the caster exits explosive radius), anyone approaching within half the explosives radius (minimum of five feet) will cause the explosive to trigger and explode. This enchantment can be on an explosive with another Mishra enchantment.

### 8 – Enhance Destruction

Time to Cast: 1 round  
Resist Check: 2d6 vs. PWR negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single explosive  
Effect: blow stuff up

When an explosive enchanted with this spell explodes, it causes normal damage and nearby structures must make a resistance check of 4 dice against STR is be destroyed.

#### 9 – Frost Grenade

Time to Cast: 1 round  
Resist Check: 3d6 vs. PWR negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single explosive  
Effect: freeze enemies

When an explosive enchanted with this spell explodes, it causes normal damage and anyone in the radius must make a resistance check of 5 dice against HEA or lose half of this movement rate for 1 + 1/F minutes. In addition, anyone in the radius suffer 2d6 cold damage (half on a successful resistance check).

#### 10 – Napalm Grenade

Time to Cast: 1 round  
Resist Check: 3d6 vs. PWR negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single explosive  
Effect: leave fire

When an explosive enchanted with this spell explodes, it cause normal damage and an additional 4d6 points of fire damage. The fire continues to burn causing an additional 1d6 fire damage per round for five rounds after the explosion goes off and will catch flammable things on fire. The fire is non-magical and can be put out normally.

#### 11 – Singularity Grenade

Time to Cast: 1 round  
Resist Check: 3d6 vs. PWR negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single explosive  
Effect: create singularity

When an explosive enchanted with this spell explodes, it cause normal damage plus an additional 5d6 points of blunt damage. Anyone within 100' must make a resistance check of 5 dice against STR or be pulled toward the explosion's radius prior to the explosive damage occurring (meaning they also take the explosive damage).

#### 12 – Disarm

Time to Cast: 2 rounds  
Resist Check: 6d6 vs. HEA negates  
Target: touch  
Duration: instantaneous  
Area: single limb  
Effect: blow off a limb

If the target of this spell fails the resistance check, the targeted limb explodes violently check 6d6 points of pain damage to the target and causing the target to lose 1 DP per round from bleeding until the wound is treated. If the resistance check is made. The target suffers half damage and no bleeding damage occurs.

## Misha - Bullets

### 1 – Mark

Time to Cast: 1 round  
Resist Check: 4d6 vs. PWR negates  
Target: touch  
Duration: 4 + 2/F rounds  
Area: single bullet  
Effect: mark opponent

When a bullet enchanted with this spell hits a target (with the linear touch), it deals no damage, but highlights the target for all allies to see. The blue highlight can be seen through walls.

### 2 – Blitzkrieg

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 1 + 1/F minutes  
Area: single gun  
Effect: increase ammo speed

A gun enchanted with this spell has its bullet speed increased by two. This results in the range increment of the weapon doubling for the spells duration.

### 3 – Shoot Anything

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 1 + 1/F minutes  
Area: bag of stuff  
Effect: shoot junk

This spell is cast on a bag of non-magical items. Each item must be able to fit in the palm of the caster's hand. For the duration of the spell, items enchanted with this spell can act as ammunition. The object retain this shape, but the magic allows them to be fired. Items that have additional effects, such as grenades, can be fired, but will not activate.

### 4 – Ricochet

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 1 + 1/F minutes  
Area: single clip  
Effect: bounce off walls

The bullets enchanted with this spell bounce off of walls when hitting them. The caster can accurately predict and exploit this effect. The caster can attempt to fire at someone that cannot see (but they know are there), such as around a corner, at a penalty of -4 to hit.

### 5 – Confetti Bullets

Time to Cast: 1 round  
Resist Check: 4d6 vs. PWR negates  
Target: LOS 80 + 20/F'  
Duration: 4 + 2/F rounds  
Area: single target  
Effect: remove bullets

If the target of this spell fails the resistance check, any gun with bullets they attempt to fire for the duration fires only confetti. The confetti causes no damage but can liven up parties.

### 6 – Armor Piercing Rounds

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 4 + 2/F rounds  
Area: single clip  
Effect: go through armor

The bullets enchanted with this spell more easily go through armor. This allows them to ignore 6 + 2/F points of defense granted by armor. This bonus does not stack with other armor piercing bonuses.

### 7 – Incendiary rounds

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 4 + 2/F rounds  
Area: single clip  
Effect: add fire damage

The bullets enchanted with this spell cause an additional two points of fire damage and can cause dry, flammable materials to catch on fire.

### 8 – Tranquilizer

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 4 + 2/F rounds  
Area: single clip  
Effect: tranquilizer darts

The bullets enchanted with this spell cause no damage, but anyone that would normally be damaged by them must make a resistance check of 4 dice against HEA to fall asleep for 30 minutes.

9 – Killer Caliber

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 2 + 1/F hours  
Area: single weapon  
Effect: increase damage

The linear weapon enchanted with this spells has its bullets slightly increase in caliber upon firing. This results in damage from this weapon being increased by two for the spells duration.

10 – Corrosive Caliber

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 4 + 2/F rounds  
Area: single clip  
Effect: corrosive bullets

The bullets enchanted with this spell cause an additional 1d4 acid damage and can burn through most materials. Each shot will burn through about an inch of iron in one minute. (See section 34.3.8 for material resistances to acid.)

11 – Grenade Rounds

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 4 + 2/F rounds  
Area: single weapon  
Effect: boom stick

The first bullet fired from a weapon enchanted with this spell becomes a grenade that detonates on impact (linear touch). The grenade cause 4d6 points of edged damage in a 30' radius with the resistance check of four dice against HEA for half damage.

12 – B.F.G.

Time to Cast: 2 rounds  
Resist Check: 5d6 vs. AGI halves  
Target: caster  
Duration: 4 + 2/F rounds  
Area: self  
Effect: big ass gun

When this spell is cast, a GIANT gun appears in the caster's hand for the duration. The gun can be fired once per round via a mechanical trigger. The gun shoots a 60 + 15/F' long, 10' wide beam that does 4d6 points of fire/heat damage to anyone in its path. If the resistance check is made, the damage is halved.

## Mishra – Explosive Properties

### 1 – Sanctify Explosive

Time to Cast: 1 round  
Resist Check: 2d6 vs. PWR negates  
Target: touch  
Duration: permanent  
Area: single explosive  
Effect: bless explosive

This spell allows Mishra to bless an explosive. This causes the grenade damage to bypass shields, both silver and magical. The explosive must be of approved Mishra explosives. This is mainly for use later in the group, and to make explosives valid targets for the previous two groups.

### 2 – Lesser Blast Shield

Time to Cast: 1 round  
Resist Check: 3d6 vs. WIL negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single target  
Effect: resist explosives

The target of this spell lowers the damage taken by all explosives by 3 points and lowers any resistance check from explosives by one die.

### 3 – Detect Explosive

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 10 + 5/F minutes  
Area: LOS 60'  
Effect: see explosives

The spell allows the caster to see explosives in the area of effect. All devices designed to explode will show up with red outlines in the target's sight.

### 4 – Explosive Exclusion

Time to Cast: special  
Resist Check: 4d6 vs. PWR negates  
Target: LOS 100'  
Duration: instantaneous  
Area: single target  
Effect: exclude target

The caster activates this spell when a grenade he throws would hit an ally, including himself. When activated, the caster may exclude a single target from the effect and damage of a single explosion.

### 5 – Explosive Exchange

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: instantaneous  
Area: single explosive  
Effect: changes explosive

This spell can be cast on an explosive that has been blessed with Sanctify Explosive. The explosive can be modified to become any other type of Mishra approved explosive.

### 6 – Trace Trajectory

Time to Cast: 1 round  
Resist Check: none  
Target: LOS 60'  
Duration: 10 + 5/F minutes  
Area: special  
Effect: see path

This spell is cast after someone nearby is hit with a targeted source, such as a bullet, arrow, or spell. It will highlight a path back to the destination for the spells duration. The destination will not be the person that used it, but the location where it was used.

### 7 – Great Blast Shield

Time to Cast: 1 round  
Resist Check: 3d6 vs. WIL negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single target  
Effect: resist explosives

The target of this spell lowers the damage taken by all explosives by 6 points and lowers any resistance check from explosives by two dice.

### 8 – Detect Structural Vulnerabilities

Time to Cast: 2 rounds  
Resist Check: none  
Target: caster  
Duration: 10 + 5/F minutes  
Area: LOS 60'  
Effect: show weaknesses

When this spell is cast, the caster can see structural instabilities in red and stabilities in blue. Because of this, they can choose to either blow up a building or blow a hole in a wall without causing serious damage. This results in two dice off any check to place explosives on a structure.

9 – Master Key

Time to Cast: 2 rounds  
Resist Check: none  
Target: touch  
Duration: instantaneous  
Area: single lock  
Effect: “unlock” door

This spell allows the caster to shoot a lock in order to unlock a door. The caster gets two dice off any Opening Locks check required as long as the lock can be damaged/open with a bullet.

10 – Mass Blast Shield

Time to Cast: 2 rounds  
Resist Check: 4d6 vs. WIL negates  
Target: multitouch  
Duration: 2 + 1/F hours  
Area: touched targets  
Effect: resist explosives

The targets of this spell lower the damage taken by all explosives by 6 points and lower any resistance check from explosives by two dice.

11 – Bubble Shield

Time to Cast: 2 rounds  
Resist Check: 4d6 vs. WIL negates  
Target: LOS 100'  
Duration: 1 + 1/F minutes  
Area: single target  
Effect: bubble shield

This spell creates a 50' bubble shield around the target. All explosives, bullets, and missiles shot or thrown from outside of the shield will bounce off of it and miss. The shield can be walked through from either side. The shield does not impact anything originating from inside the shield.

12 – Explosive Healing

Time to Cast: 1 round  
Resist Check: 4d6 vs. WIL negates  
Target: touch  
Duration: 10 + 5/F minutes  
Area: single target  
Effect: heal from explosives

For the duration of this spell, all explosives that hit the target that would normally cause damage instead heal the target for that amount of DP instead.

## Mishra - Sound

### 1 – Silencer

Time to Cast: 1 round  
Resist Check: 2d6 vs. PWR negates  
Target: touch  
Duration: 1 + 1/F minutes  
Area: single item  
Effect: silence explosion

For the duration of the spell, any noise made by the targeted item is suppressed.

### 2 – Amplify

Time to Cast: 1 round  
Resist Check: 3d6 vs. PWR negates  
Target: touch  
Duration: 1 + 1/F minutes  
Area: single item  
Effect: make louder

For the duration of the spell, any noise made by the targeted item is increased by up to three times. This spell will never cause an item to do more damage.

### 3 – Snap

Time to Cast: 1 round  
Resist Check: 3d6 vs. HEA halves  
Target: LOS 25'  
Duration: instantaneous  
Area: single living target  
Effect: sonic pulse

The caster snaps his fingers emitting a sound that harms an enemy. The sonic energy results in 2d6 points of pain damage to the target.

### 4 – Lesser Resonate

Time to Cast: 1 round  
Resist Check: 2d6 vs. PWR negates  
Target: touch  
Duration: instantaneous  
Area: single wall/door  
Effect: determine thickness

This spell allows the caster to determine the thickness of a wall or door that he is touching when the spell is cast. If the wall or door is thicker than two feet, the casters only gets a rough estimate. This spell also allows the caster to detect structural vulnerabilities on the wall or door itself within 4' of the caster.

### 5 – Background FX

Time to Cast: 1 round  
Resist Check: 5d6 vs. PER negates  
Target: LOS 250'  
Duration: 1 + 1/F minutes  
Area: single target  
Effect: create noise

This spell creates a very loud, explosive sound effects as background noise for the spell's duration. Anyone hearing these noises must make the resistance check to be able to hear anything else.

### 6 – Oi!

Time to Cast: 1 round  
Resist Check: 4d6 vs. WIL negates  
Target: caster  
Duration: instantaneous  
Area: clear hearing  
Effect: distract creatures

This spell requires no hand movements and simply requires the caster to shout "Oi!" as loudly as he can. Any creature that fails the resistance check loses their next round of action as they look at the caster.

### 7 – Booming Voice

Time to Cast: 1 round  
Resist Check: 4d6 vs. HEA negates\*  
Target: caster  
Duration: instantaneous  
Area: 30' x 10' cone  
Effect: burp loudly

The caster casts this spell by yelling loudly. This in a 30' cone ahead of the caster must make the resistance check or become partially deafened. For the next 3d6 minutes, they must add two dice to all hearing based attribute checks. Enhanced hearing increases the resistance check by one die.

### 8 – Clap

Time to Cast: 1 round  
Resist Check: 4d6 vs. HEA halves  
Target: caster  
Duration: instantaneous  
Area: 30' x 30' cone  
Effect: sound wave

The caster claps his hands together sending a sonic wave of energy out in cone in front of him. Anyone in the area of effect suffers 6d6 points of pain damage.

#### 9 – Read Vibrations

Time to Cast: 1 round  
Resist Check: 3d6 vs. PWR negates  
Target: LOS 250'  
Duration: 1 + 1/F minutes  
Area: single object  
Effect: listen in

The caster targets an object with this spell and can interpret the vibrations coming from that object. This allows the caster to hear sounds being made within a 10' radius of the targeted object.

#### 10 – Mishra's Earmuffs

Time to Cast: 2 rounds  
Resist Check: 4d6 vs. WIL negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single target  
Effect: buff hearing

This spell provides the target with a pair of blessed earmuffs that will block out certain sounds more effectively. The target receives 3 points off damage from sound based effects (such as pain damage from this group) as well as one die off resistance check from any sound based magic. This includes all spells that are targeted by hearing.

#### 11 – Greater Resonate

Time to Cast: 2 rounds  
Resist Check: 3d6 vs. PWR negates  
Target: caster  
Duration: 4 + 2/F rounds  
Area: 25' radius  
Effect: destroy structures

This spell allows the caster's voice to cause structures to resonate at the resonant frequency. Structures in the area take 5d6 points of damage per round for the spell's duration or until they collapse.

#### 12 – Supersonic

Time to Cast: 2 rounds  
Resist Check: 5d6 vs. HEA halves\*  
Target: caster  
Duration: instantaneous  
Area: 120' line  
Effect: shout very loudly

This spell allows the caster to shout so loudly that the target take 10d6 points of pain damage and become partially deafened (they suffer a one die penalty to all hearing based attribute checks). If they make the resistance check, they suffer half damage and are not deafened. In order to repair the deafened state, a target must have their ear fixed (for example, with Miracle Cure or Mend Senses). Enhanced hearing increases the resistance check by one die.