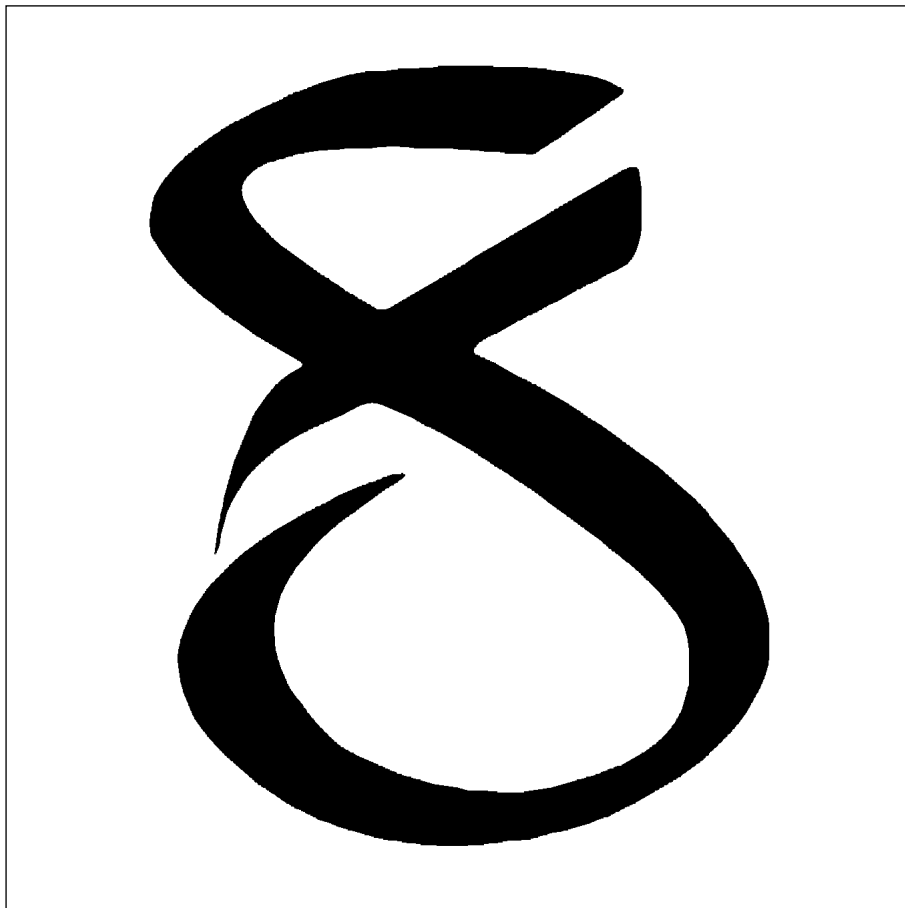


DARK FANTASY



Book 2

Arcane Law



Book 2

Arcane Law

NET Edition

by

Tim Barrett

(as at May 7, 1996 3:34 pm)

Thanks again to all those that have contributed to the rules. For the magic rules I would like to give in an extra special thanks to an old friend. Many of the ideas and concepts of Dark Fantasy Magic were developed by Peter Simcic. Although he contributed greatly to the rest of the rules, his heart was with Magic. For his contribution I would like to thank him most sincerely.

Table of Contents

1 An Overview of Magic	5	Spell Casting Requirements	15
The Dark Fantasy World	5	The Spell Differential	15
What Is Magic?	5	The Time Required to Cast the Spell	15
The Nature of Magic	5	The Cost of Casting the Spell	16
Magic Powers	5	The Results of Spell casting	16
The Triad of Power	5	The Chance of Casting the Spell	16
The Disciplines of Magic	5	The Spell Fumble	16
2 Creating a Mage	6	The Fumble Roll	16
Personality of the Mage	6	The Spell Fumble Table	16
The Paths of Magic	6	Spell Dependent Fumbles	17
Priests	6	Factors Affecting Spell Use	18
Druids	6	When a Spell May be Cast	18
Spiritualists	7	Areas of Magical Expertise	18
Scholars	7	Disruption of Spell Casting	18
The Non-Mage	8	Enhancing the Chance of Success.	18
The Empathic Mage	8	Rushing a Spell	18
The Starting Character	8	Over Extension of Mana	18
Initial Learning of Spells	8	Using the mana of Others	19
Non Spell Users	8	Spell Continuation	19
The Character's Mana	8	Resisting the Effects of a Spell	19
Magic Experience	9	The Effect on the Mage	19
3 Learning Magic	9	Regaining Mana	20
Spells and Powers	9	The Discipline of the Silences	20
Learning Spells	9	5 Using Powers	20
Acquiring a Spell	9	What is a Power?	20
Refining the Spell	10	Anatomy of a Power	20
Learning Spells without Aid (Devising Spells)	10	Order of Powers	21
Creating One's Own Spells	10	Range & Area of Powers	21
Modifying Spell Effects	10	Duration	21
Learning Powers	10	Cost	21
Acquiring a Power	11	Resist	21
Refining the Power	11	Time Required	21
Refining a Power Unconsciously	11	How to use a Power	21
Consciously Refining a Power	11	The Cost of Using a Power	21
Creating Powers not listed in the Rules	11	The results of Using Powers	21
Conditions of Learning Magic	11	The Chance of Using the Power	21
Progressing the Mage	11	The Fumbling a Power	21
Rank Progression Effects	12	Important Notes on Power Use	21
Areas of Magical Expertise	12	6 Spells and Powers	22
Pro-Rating the Mage	12	Learning Multiple Versions of a Spell	22
4 The Casting of Spells	13	Physical Energies - The Eternal Flame	22
What is a Spell?	13	Physical Energies Spells	22
Anatomy of a Spell	13	Powers of Physical Energies	23
Order	13	Elementalism	23
Range	13	Earth Elementalism	23
Duration	13	Earth Elementalism Spells	23
Cost	13	Air Elementalism	24
Area	13	Air Elementalism Spells	24
Resist	14	Fire Elementalism	25
Casting Time	14	Fire Elementalism Spells	25
The Combative Spell	14	Water Elementalism	27
How to cast a Spell	15	Water Elementalism Spells	28
The Ritual of Spell Casting	15	Natural Elementalism	28

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Natural Elementalism Spells	29
Electric Fire - (Part of the Natural Element)	30
The Self - Fortress Body	31
Spells of the Self	31
Powers of the Self	32
Mental Energies - The Tapestry of Intellect	34
Command and Communication	34
Spells of Command and Communication.....	34
Powers of Command and Communication.....	35
Detection and Divination	36
Spells of Detection and Divination	36
Powers of Detection and Divination	37
Spiritual Energies - The Inner Gateway	38
Spiritual Spells	38
Spiritual Powers	38
Channelling	39
Channelling of the Light	40
Spells of the Light Channeller.....	40
Channelling of the Dark.....	41
Spells of the Dark Channeller	41
7 Enchantment	43
Enchantment Success Chance	43
Giving Mana to an Object	43
The Instilling of Power	44
Enchantment Spells	44
8 Wild Magic	47
The Concept of Wild Magic	47
Learning to Control Wild Magic	47
9 Real Magic	48

1. An Overview of Magic

The Dark Fantasy World

The world of Dark Fantasy appears much like our own though it is touched by fantasy. It is woven with the stuff of legends and dreams. The subtle forces that shape the nature of our reality are more overt in Dark Fantasy and they support the existence of Magic. There are no cells, atoms or electrons and physics and chemistry do not directly apply except in a superficial way.

All physical forms in the world of Dark Fantasy are made up of the four basic Elements: Earth, Air, Fire, and Water. These are combined in a mystical way such that things appear the same as in our reality. Instead of being carbon-based, life in Dark Fantasy is Element-based. Life results from the interaction of the Elements and the soul, and they are bonded together within every living thing. In this alternate reality, the soul exists and this may be proven by the thinkers and Mages. The soul is a real and definable aspect of a person and through the soul, it is possible to see the future, read minds, project thought, feelings and so on.

What Is Magic?

There is Magic in its simplest form in a beautiful sunset, clouds, the wind, or rain. The Magic of a beautiful sunset can turn tears to joy or even looking at a picture can stir passionate emotion. Indeed, there is Magic in all things though without looking for it, it will rarely be seen.

The modern view of Magic tends to be associated with clever tricks of some kind. In effect, there is little difference between a trickster making a ball disappear from a cup by slight of hand, and a magician doing the same thing in a more literal sense. They both may be considered Magic though in Dark Fantasy, it is far less likely to be a trick than it would in our world. In Dark Fantasy, Magic has a demonstratable truth and solidity.

In Dark Fantasy, Magic is everywhere and in everything. Although it is more overt than in our world, it is still something subtle and mystical that, for an ordinary person, is difficult to put a finger on. Much in the same way that modern scientists quantify the physical properties of the universe, Dark Fantasy Mages quantify Magic. It is divided into discrete categories shown on a diagram called the Triad of Power. Although these categories are convenient and represent many facets of Magic, in reality there are no boundaries between the different forces.

The Nature of Magic

There are complex forces binding together the Dark Fantasy universe. Within these forces, there are three main manifestations of energy and power known as the Physical, Mental and Spiritual Realms. The Physical Realm is defined as all the energies that bind matter together and hold it to a pattern. The Mental Realm is defined as all the Powers of the Mind, and the Spiritual Realm as the power

of the soul and channelled power from a higher plane. These are broad classifications used by Mages in Dark Fantasy to help quantify Magic. They are not mutually exclusive as there are many Powers and Spells that derive their power from more than one Realm.

There are many paths of learning Magic in Dark Fantasy. It is possible for a Character to simply develop a Power or two, be completely absorbed by a particular type of Magic, or have a broad knowledge of all kinds of Magic. This is further discussed in the *The Paths of Magic Section (p 6)*.

Magic Powers

In Dark Fantasy there are two ways of manipulating Magical Energies: The Spell and the Power. The Spell is a formula, an understanding and a state of mind for creating an effect. Casting a Spell often requires gesturing, chanting or making certain sounds or moves in order to attain the state of mind required to cast the Spell. The Spell caster must learn the Spell in much the same way as they would learn a skill.

Magic also takes another form known as a Power. Power's are a more subtle form of Magic than the Spell. Although their effects are indeed magical, they are attained not from the use of a formula, but gained from and understanding developed by the Character. A Mage may develop many Powers along with Spells though it is also possible for Character's who are not devoted to magic to learn some Powers.

The Triad of Power

Many of the aspects of Dark Fantasy Magic are represented on a diagram called the "The Triad of Power" which shows the Realms and Disciplines of Magic and their relationships. The Triad of Power is used as a tool by Dark Fantasy Mages for classifying the types of Magic found in Dark Fantasy and is illustrated on the following page.

It should be noted that in reality, Magic cannot be classified so easily. Many Spells and Powers derive their power from more than one Discipline or Realm of Magic though they are classified in the most appropriate Discipline.

The Disciplines of Magic

A Discipline is simply a name given to areas of magic within the Realms of Spiritual, Mental and Physical Magic. There is also an additional Discipline of Magic known as "The Self". This is not so much a discipline in it's own right but rather represents the way in which the knowledge from the other Realms is applied to the self. The Disciplines of the Triad of Power are defined as follows:

Physical Energies: Physical Energies are the forces that bind matter together and hold it in place. They have a strong connection to the elemental forces, particularly through fire.

Elementalism: The Disciplines of Elemental Magic represent knowledge of how the Elements are bonded together make up the material world. From the Earth comes the forces of stability and gravity and the vessel of life. From the Air comes the breath of life, sound and flight. From Fire comes forces of purification and destruction,

light and darkness, heat and cold. Water is the fuel of life, soothing and ever flowing. The Element of Nature combines these forces to create the wind and rain, lightning, and the natural pattern of forces bonding all life with the Elements.

The Self: The Discipline of The Self uses knowledge from all of the other disciplines. The Dark Fantasy Character possesses Mind, Body and Spirit. This triad is bound together with the elements and physical energies that shape the universe and its elements are part of the realms of Mental, Physical and Spiritual energies respectively. This discipline uses these forces.

Mental Energies: Mental Energies are all the forces acting on the mind. They take two forms: Detection, and Command/ Communication which are described below.

Detection: Detection involves using the mind to sense things such as danger or read minds. Detection is strongly linked to Divination in the Spiritual Realm (see below).

Command/Communication: This Discipline deals with projecting thoughts into other's minds.

Spiritual Energies: The Soul has a great deal of power and through the mind and Soul, Spiritual Energies may be manipulated. With Spiritual Energies it is possible to have a great impact on every day life. Just by having a positive attitude or desire to achieve something, the barriers to success and happiness tend to fall away. This aspect of Spiritual Energies (although very important) is not covered in Dark Fantasy as it has little application in the game. The main remaining areas in which Spiritual Energies may be used are with Divination and Channelling which are described below.

Channelling: The Realm of Channelling Magic derives its power from the Gods. Forces of good or evil may be channelled though the Mage with the power of their soul.

Divination: Divinatory Magic is much like Mental Detection, though it mainly deals with the divining of information through Spiritual rather than mental means.

2. Creating a Mage

Personality of the Mage

Magic is a skill and therefore may be learnt by anyone. Magic, however, takes many different forms and it is not possible for everyone to learn any kind of Magic. Dark Fantasy Powers are personal skills that may be developed by any Character, though an ordinary person may only learn one or two Powers in a lifetime. A Character imprisoned in a dark dungeon cell, for several years, for example, may develop an ability to see heat or the Kirlean aura around living things. In Dark Fantasy this is quite feasible though although the power would be called Magic, the Character would not be considered a Mage. The Power would develop in a similar way to a Skill and would not seem out of the ordinary to the Character.

A Mage is a Character who has a devotion to Magic of some form. The Mage may be anything from a scholar, to a wandering spiritualist or priest. Learning more than one or two Powers or any Spells requires devotion to the art and a thirst for knowledge. The *The Paths of Magic Section (p 6)* below illustrates some common persona's for Dark Fantasy Mages.

The Paths of Magic

There are many paths to understanding the laws of the universe and to using Magic. It is possible to be a drifter who gradually develops an understanding through what they see, or a Character completely absorbed with their own beliefs and directions. In the sections below, several examples of Mages are listed. These are supplied to help to develop a Character concept and the paths listed should in no way limit the personality of the Mage.

Priests

A priest is a religious man who follows a set of beliefs and generally a God. The Magic they use is linked directly to their religion (whether it be good or evil) and thus they will tend to focus on Magic such as Channelling. The good priest may use Magic to heal the sick, comfort the downhearted, etc whereas the evil priest will channel the Powers of darkness, and use Powers of manipulation and corruption. Neither will generally have much to do with the Physical Realm unless their religion revolves in some way around these Realms (see Druids below).

Druids

Much like priests, Druids have devotion to a set of beliefs though their Magic may tend to involve more physical forces, particularly the Element of Nature. All of the Elemental Magics would tend to be used by the Druid. The Druids are known for their rituals and timeless, secret ceremonies amongst ancient stone circles far from civilisation.

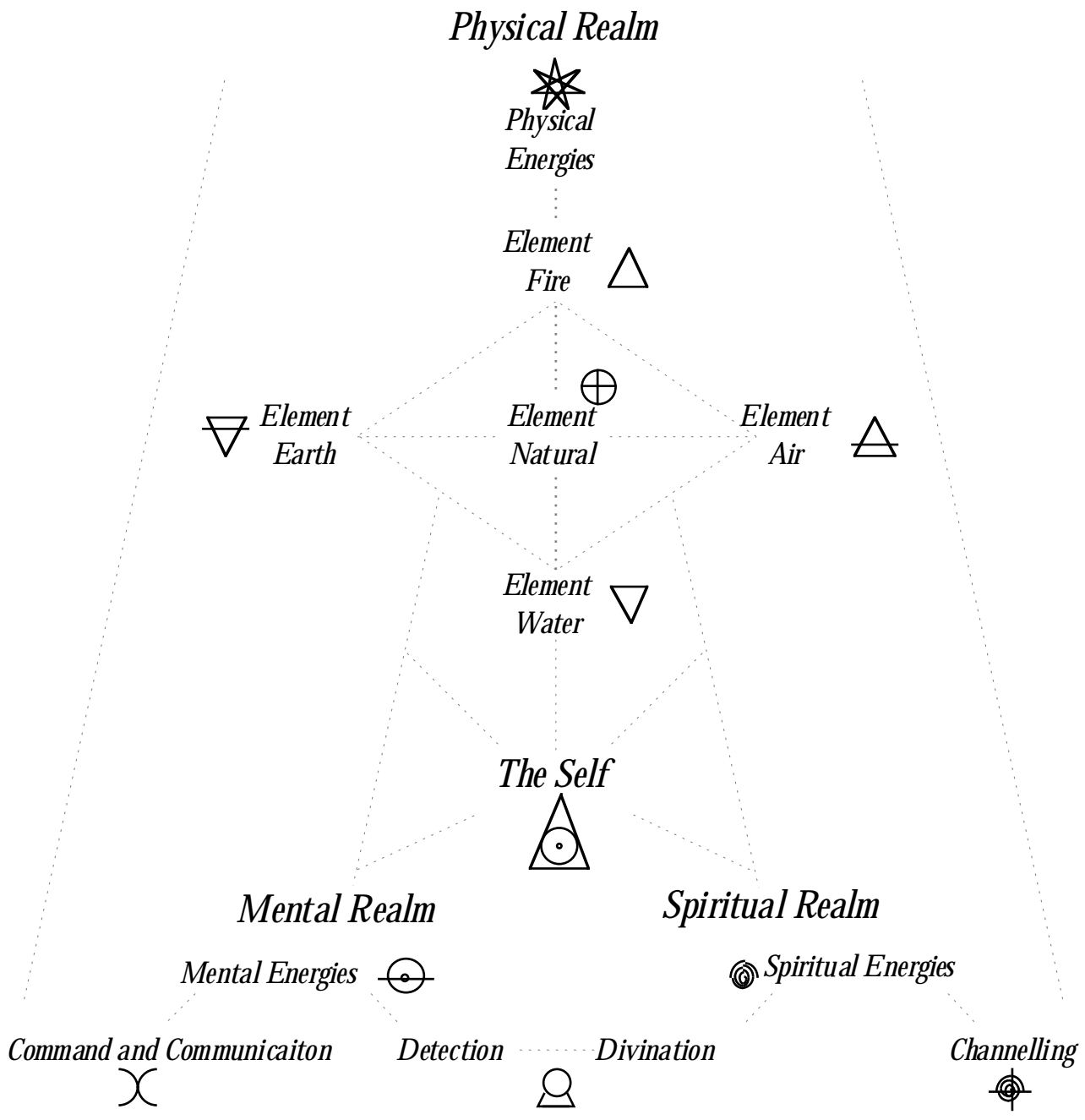
Spiritualists

Spiritualists are people who have a devotion to understanding the soul and its subtleties. Through their inner study and contemplation they tend to develop a strong understanding of themselves as well as the spiritual nature of the universe and other people. With this understanding comes intuition and empathy. The spiritualist will not normally learn any Spells, though they will develop a wide range of Powers.

Scholars

A scholar is a Character who believes that through devoted study they will develop an understanding of the nature of the Universe. The Scholar may not develop the same understanding as the spiritualist, though they will tend to learn many different kinds of Spells whilst not developing many Powers.

The Triad of Power



The Non-Mage

Through desire, the ordinary Character shapes their destiny and although this may be considered Magic, without devotion and a desire to learn the secrets of the universe, such a Character will never really develop their Magic talent. It is possible that for some reason, such a Character will have a passionate desire to do something that is represented or aided by a Magic Power. If this is the case then the Character should be allowed to develop the Power as if it were a Skill though this does not make the Character a Mage.

The Empathic Mage

In Dark Fantasy it is possible that a Character may be born to a particular type of Magic; That is, their whole spirit is absorbed by the Magic they use. This is known as "Empathy" and the Empathic Mage will only ever know one kind of Magic. Empathy is a frame of mind and a frame of being that ends eventually in the Mage becoming one with their Magic.

A Player may choose for their Character to be Empathic with the Magic they use, and to thus be affected by it. This means that the sorcerer adopts the ideals and modes of thinking appropriate to their Magic. For example, an Empathic Fire Mage will tend to be destructive and impatient, as is fire. As they learn more and more of the Discipline's secrets, the Magic has a stronger and more pronounced effect on the sorcerer. Even their body begins to change; a flicker of flame may be noticed in the Empathic Fire Mage's Eyes as they turn away. Empathy is a reflection of the personality of the Mage. It is not something that can be turned on or off. It will govern the life of the Character whom it absorbs.

The Character may be Empathic to any kind of Magic such as an Element or Channelling. The game effects of Empathy are:

- 1) The Character may learn Spells of their Magic at half the normal rate if they are learning them in the normal way.
- 2) An Empathic Mage need not go through the standard process of learning and acquiring a Spell. It is possible for them to develop the Spell as if it were a Power (see rules for Learning Powers) though to advance to a skill of 1% takes 5 times the normal time for learning a Spell from a tome. After the Character has spent this time, they may continue to advance with the Spell at the Normal learning rate.
- 3) For the Empathic Mage, all Spells are treated as if they are three Orders below their normal rating. Because of this they may learn and cast Spells that have an Order of Difficulty three greater than their current Magic Rank.
- 4) The Empathic Mage may learn Spells with an Order up to their Mind Power Bracket +6 instead of the usual Mind Power Bracket +3.

Note: Empathy should be a rare and wonderful thing. Do not use the Empathic Mage as a simple means of getting a more powerful Character at low Ranks.

The Starting Character

The way in which a Mage learns their Magic will be determined by the path they choose. Some, for example, will begin by learning to read and write and then studying Spells. Others may begin their journey through quiet contemplation. The best method of starting off a Mage is to determine the Path they will take and decide how far they have progressed. As with Pro-Rating a Character's combat skills, the Player and Game Master should determine how many Spells and/or Powers have been mastered by the Character, and how many they are currently working on. From this it is possible to determine the Experience level of the Character, and thus the other abilities associated with that level of experience.

The starting Mage should at least have a few Spells or Powers mastered and be some way through developing others. It is up to the Game Master and Player to decide at what level of experience to start the Character though it is recommended to start the Character as being relatively green, whilst being able to look after themselves. The Starting age of the Character should be determined from their background and level of experience.

Initial Learning of Spells

A Spell is a complex set of processes that must be executed in just the right way to gain an effect. When a Character begins to learn Spell use, they will know little of Magic. First they must be taught the basic theory of Magic, then this may be built upon in much the same way as a child learns science at school. This basic study may be taught or learned from books but it is not possible to use Spells without a fundamental knowledge of Magic.

Initially, the Mage will be taught Spells such as two components that when rubbed together ignite into a brief flame and a puff of smoke. Gradually the Spells will become more esoteric and have less connection with the conventional understanding of reality. Finally, the budding Mage will reach a stage where they are ready to begin the process of learning real Spells. To get to this point will take at least a few (8 -(Average of Emp and MP Brackets)) months. In this time, the Mage will have accrued 300+d100 Magical Experience points making them Magic Rank 1.

Non Spell Users

A Mage developing Powers does not require the same study as a Mage using Spells. The knowledge of Powers is largely found internally and thus the Character development should follow the normal course of gaining experience described in the *Magic Experience Section* (p 9) below.

The Character's Mana

In order to cast Spells or use Powers requires some inherent Magical ability known as "Mana". The initial Mana rating of the Character (when they are Rank 0) is equal to the Character's Empathy Bracket x 5 + 10. Whenever the Character uses a Spell or a Power, their Mana rating is reduced by the Cost of that Spell or Power and when his value is reduced to 0 they are incapable of using any more

Magic until their Mana rating is again above 0. Mana is restored by rest (See the *Regaining Mana Section (p 20)*) and increased as the Character gains experience (see the *Rank Progression Effects Section (p 12)*).

Magic Experience

As with Fighting Experience, Magical experience is very important to the Mage. As the Mage advances in Magical Experience and Magic Rank their Powers grow and they become capable of casting more powerful Spells, casting simple Spells more easily, and so on.

There are many ways to gain experience in Magic, whether it be through study, meditation, casting or even the viewing of Magic. The amount of experience gained for each of these activities is given below. Some of the values are modified by the Character's Magic Rank.

When a Character advances in Magic Rank (defined in the *Rank Progression Section (p 31)* in Book 1) they become more proficient at what they do. For each Rank the Character increases they gain 1 Magic point. This point may be applied by the Character to one of the following areas of expertise: Range, Control, Duration or Discipline (see the *Areas of Magical Expertise Section (p 12)*).

Magical Experience Awards Table

Activity	Experience Gained
Meditation and Reflection (on Magic)	$((MP Br + Emp Br) \times Rest Value^*) \div 10$ per hour (Min 1 per Hour)
"Acquiring" a Spell (to 1%)	100 x Order of the Spell x 5 if Spell was created by Mage
"Refining" a Spell	1 Point per Spell Proficiency Point gained
Learning a Spell to 100% Successfully casting a Spell	100 x Order of the Spell x 5 if Spell was created by Mage Order of Spell
Seeing Magic	$0.1 \times Order\ of\ Spell \times Skill\ Experience\ Mod$ (<i>Experience Modifiers Table on (p 33) Book 1</i>).
Being in a strongly Magical Area	1 - 5 per day

* The Rest Value is a number from 1 to 5 depending on restfulness of surroundings.

3. Learning Magic

Spells and Powers

Spells and Powers are the two ways of using Magic. They are each learnt and used differently and thus this section has been divided into separate sections describing each.

Learning Spells

Once the Character has the basic grounding required to learn Magic, they may begin learn to cast Spells. The Dark Fantasy Spell is not simply a formula that, when put together has an effect. The material aspects of a Spell do not, in themselves, cast the Magic though they aid the sorcerer in summoning their imprinted belief in the Spell. They also help the Sorcerer to attain a special state of mind which will provide maximum concentration and efficiency. The gestures, apart from inducing the Spell-casting trance, also serve to direct and control the Spell. Words and gestures also heighten the mystique and prestige of those who deal in the arcane. As a Sorcerer increases in experience with Magic, they require less and less of the "props", and thus a very experienced Mage may cast and control simple Spells merely by thought.

There are two main processes to learning any Spell. The first is acquiring a knowledge of the Spell, and the second involves refining and fine tuning that understanding. These processes are called "Acquiring" and "Refining" the Spell.

Acquiring a Spell

The process of "Acquiring" a Spell is getting the sorcerer to a point where they could potentially cast the Spell if they did everything right (represented by a success chance with the Spell of 1%). In order to get to this point, the sorcerer must have a good understanding of the all the concepts that make up the Spell and the more complex the Spell, the longer it takes to acquire.

A Spell may be acquired by studying under someone who already knows the Spell, or by studying a tome that contains the Spell. In acquiring the knowledge of a Spell, it is best if the sorcerer can actually see the Spell being cast successfully as this will give an idea of how the Spell should work.

If the sorcerer is learning from a magical tome, they must make $3 \times (Spell's\ Order/Magic\ Rank) + 1$ in percentile roles that are under both their Empathy and Mind Power scores. Each roll represents one week of dedicated study. If the roll is successful, then the Spell learning will continue, otherwise for each roll that is failed, one week is wasted. An automatic Failure (98-99) will result in a loss of two weeks, and a Fumble (00) will mean that the Character has encountered an insurmountable stumbling block in understanding the Spell and thus they will never be able to learn it.

If the Mage is being taught the Spell by someone who has mastered it, then learning rates will be roughly halved. If the teacher has an exceptionally high Empathy score or is a good teacher then the rates may be as low as 1/3 those

given. Note that these learning rates assume study in good surroundings and may be modified by the Game Master, or affected by the modifiers as given in the *Conditions of Learning Magic Section (p 11)* The Experience gain for acquiring a Spell is given on the *Magical Experience Awards Table on (p 9)*.

A Character may only learn Spells that have an Order of equal to or less than their Mind Power Bracket + 3. The only exception to this rule is if the Mage is Empathic where the Mage may learn Spells of an Order equal to their Mind Power Bracket +6.

Refining the Spell

Once the Character understands the concepts of the Spell (Acquisition) they must then refine their understanding. For the process of Refining, each Spell has its own Learning Ratio which is based on the Order of the Spell; E.g. An Order 6 Spell has an LR of 6/1. This Learning ratio assumes the Character has some affinity for that kind of Magic - that is to say that there is no facet of the Character's personality stopping them from learning the Spell. If the Character does have some personality conflict with the Spell concept, the Game Master may modify the Learning Ratio as they see fit. The Learning Ratios for Spells increase as the Spells become more complex and it should be noted that a Character may not learn a Spell that's Order of difficulty is greater than their Magic Rank (with the exception of Empathic Mages who may learn Spells 3 Orders greater than their Rank).

Spell Proficiency points are gained in much the same way as Skill Proficiency Points: for every successful use of a Spell and at the rate of (MP Bracket + Emp Bracket + Magic Rank) per day of studying & trying to figure out the Spell. These learning rates assume study in good surroundings and may be modified by the Game Master, or affected by the modifiers as given in the *Conditions of Learning Magic Section (p 11)*.

Learning Spells without Aid (Devising Spells)

It is possible that a Character will wish to devise a Spell on their own. The process for Acquiring and Refining the Spell are the same as normal though the Character must first devise the Spell. This is a similar process to Acquiring the Spell though it uses the following rules:

To Devise a Spell the sorcerer must make 10 x (Spell's Order/Magic Rank) + 2 in percentile roles that are under both their Empathy and Mind Power scores, and each representing one week of dedicated work and study. Up to 10 may be subtracted from the roll if the Character has seen the Spell being successfully cast. If the roll is successful, then the Spell learning will continue, otherwise for each roll that is failed, one week is wasted. An automatic Failure (98-99) or a Fumble (00) will mean that the Character has encountered an insurmountable stumbling block in designing the Spell and thus they may not continue with the development.

Once the Character has devised the Spell, it must be Acquired then Refined as normal. Acquisition, however, is done at the rate that would be achieved with an excellent teacher.

Creating One's Own Spells

In Dark Fantasy we have attempted to give a broad range of Spells. The Spell lists are by no means exhaustive and Game Masters are welcome to design their own Spells or modify those given to suit their campaign. In doing so, it is recommended to use the Spells listed as a guide determine relative statistics as accurately as possible.

Modifying Spell Effects

Once a Spell has been mastered, the Mage may wish to obtain an effect that is similar but somehow different to effects of the Spell as they know it. It is not possible to simply change some aspect of the casting on the spot and have the Spell turn out differently. To obtain the different effect the Mage must work out how to modify the Spell being cast to gain the desired effect and what results is a new Spell. When the Spell-caster is simply learning a new version of a Spell that they already know, they will already know much of the procedure for casting the Spell and thus the learning time for the new version of the Spell will be much lower than if the Character had to learn the Spell from scratch.

It is up to the Game Master to determine how much quicker the Mage will learn the new version of the Spell, based on how different the two Spells are. The minimum amount of time for learning the new version of the Spell should be 1/10th the normal time for Spells that are very similar. An average time would be 1/6th the normal learning time.

It is to be noted that in learning a new version of a Spell the Character must go through the process of Devising the Spell, Acquiring the Spell, then refining it though all these processes should take place at the accelerated rate. Between 10 and 20 should also be subtracted from each roll depending on the difference between the Spells (at Game Master's Discretion)

Learning Powers

Powers are quite different from Spells in that they are learnt and developed by desire and contemplation. They are not written down and they cannot be passed from one person to another. The source of a Power comes from an understanding of a concept within the self.

It is possible to learn Powers whilst not having any Magic Experience. This may happen in the case of a Character that is not a Mage but through necessity or circumstance subconsciously develops a Power. The rate at which the Character develops the Power is still dependent on its Order but there are no mental blocks inhibiting the development of the subconscious Power.

If a Character is developing Powers consciously then they would usually be considered a Mage and they may not learn any Power with an Order greater than their Magic Rank. A Mage who primarily uses Powers should start the game on at least Magic Rank 1. This Magic Rank would have been attained by the Mage by quite contemplation and Meditation rather than experience with Spells. The rate of

Experience gain for Meditation & Contemplation is given on the *Magical Experience Awards Table on (p 9)*. The 300 Experience Points required for Magic Rank 1 would take about one month of quite contemplation in a restful place.

OPTIONAL RULE: If the Character has a low Empathy then their Empathy Score may be slowly increased through Meditation & Contemplation. For Every week of meditation and inner work, the Character may be awarded an additional (5 - Emp Bracket) Empathy Points. Note: If the Character's Empathy is Bracket 5 or above, it will not improve through meditation.

Acquiring a Power

In contrast to Spells, Powers are not Acquired, but rather developed. The process of going from not knowing the Power to having a 1% success chance is no different from the ordinary development of the Power described under the *Refining the Power Section (p 11)*.

Refining the Power

There are two ways of refining a Power: Conscious Effort or Unconscious desire/circumstance. Regardless of the method of Learning the Power, its Learning Ratio is based on its Order (E.g. An Order 6 Power has an LR of 6/1). In Learning a Power unconsciously there is no restriction on the Order of the Power that the Character may learn. If a Mage is consciously learning Powers then the Order of the Power may not exceed their Magic Rank.

Note: A Character may not elect to learn a Power unconsciously. It is just something that happens (and rarely at that!).

Refining a Power Unconsciously

It is possible to develop a Power and use it without knowing it. If through extreme desire or circumstance the Character has an unconscious need to develop a Power then it may just develop without the Character's knowledge. A Character, for example, may call upon supernatural forces to make an arrow fly so straight it will split another arrow (E.g. Robin Hood). Alternatively, as mentioned earlier, a Character may develop vision of the Kirlean Aura from being imprisoned in a dark cell for a long period.

Such Powers would be viewed as talents rather than Magic. Generally in Dark Fantasy it is these unseen Powers that allow the best of the best at almost anything to be thus. Having Powers such as this is rare, and although the Character may feel strength from within, they will usually have no idea that the forces acting on them are Magical.

The Character gains their Empathy Bracket +1 Proficiency points for the Power for every successful use (though they do not generally realise they are using it). It is not possible to develop the Power by thought as the Character will not know they even have it.

It is possible for a Mage to obtain an unconscious Power of any Order though it is quite unlikely. This is because a Mage would generally have enough understanding to realise where the Power was coming from which would spark conscious thought and prevent the Mage from

developing any further with a concept they do not have the experience to understand. The granting of such Powers should not be taken lightly and these rules are easily subject to gross misuse.

Consciously Refining a Power

Proficiency Points for ordinary Powers are gained for every successful use of the Power and at the rate of (MP Bracket + 2 x Emp Bracket) per day meditating and contemplating the Power. These learning rates assume contemplation in good surroundings and may be modified by the Game Master, or affected by the modifiers as given in the *Conditions of Learning Magic Section (p 11)*.

If the Character has a guide (someone who has developed their power and has a high Empathy and spiritual understanding) then the process of developing the power may be accelerated but only by up to about 20% over the Character devoting the energy themselves.

Creating Powers not listed in the Rules

There is a reasonably broad range of Powers listed in Dark Fantasy though as with Spells, this is not an exhaustive list. Feel free to create any new Power provided it fits the concept of the Dark Fantasy Power, and assign statistics to it based on those given.

Conditions of Learning Magic

The rules given for learning Magic give an estimation of the learning time that would be required under good learning conditions. If the sorcerer attempts to learn Magic in other than favourable surroundings then the learning times will be altered.

The environment about the student must be generally peaceful and stable and inspiration must be present. For instance, a Dark Channeller would perhaps be unhampered in learning their foul art in the midst of war because the misery, turmoil and hatred would be appropriate for that kind of Magic. A Mage learning a Natural Elementalism Spell, for example, should do so largely in the wild.

If the Mage is attempting to learn Magic in an inappropriate environment then the learning times given may be multiplied by up to 3 times. If the environment is grossly inappropriate, 10 should be added to the rolls for successful understanding to make it more difficult for the Character to achieve success.

The times given to learn Magic assume full time study or quiet contemplation (i.e. a minimum of eight to ten hours per day). Magic necessitates dedication because its insights cannot be gained by casual pursuance. It is not possible to develop or acquire Spells with a part time effort. The Mage must be devoted to the study for its duration.

Progressing the Mage

The section below details the process of the Mage gaining Experience and advancing in Magic Rank.

Rank Progression Effects

Much as a Fighter develops general fighting skills as they advance in Experience, the Mage develops a general understanding of the nature of Magic. This allows them to understand more complicated Spells, control their Spells and Powers better, and develop their "Mana" which determines how many Spells the Caster may use in a given time period.

Whenever a Spell or Power is used, the Character expends Mana points based on the Spell's Cost. The Character starts at Rank 0 with a Mana Rating of their Empathy Bracket x 5 + 10. For each additional Magic Rank they attain they gain an additional Empathy Bracket x 5 + 5 Mana points. These points should not be allocated as a lump sum when the Character attains the new Magic Rank, but rather distributed so that the Character is awarded one every so many experience points they gain in getting to the new Magic Rank.

When attaining a new Magic Rank, the Mage is also considered to have further developed one of their "Areas of Magical Expertise". These are general skills with Magic that allow the Spell caster to slightly manipulate some aspects of their Spells through their own power & understanding.

Areas of Magical Expertise

As a Mage gains skill and experience with their Magic they may concentrate on learning how to control particular aspects of their Magic, such as projecting Spells over a greater distance. Magical Expertise only applies to certain Realms. It is not possible, for example, to affect the range of Spells or Powers derived from the Spiritual Realm. Note: Areas of Magical Expertise applies to both Spells and Powers.

Whenever a Character advances to a new Magic Rank, they are awarded a point of Magical Expertise. This point is applied to the Area of Expertise on which they concentrated for the previous Rank. The Areas of Magical Expertise are:

Range: Range talent enables the Caster to throw Spells or project Powers further than otherwise allowed.

It is to be noted that if a Spell has a range of "Aura" then the Mage's Range Expertise does not modify the range.

For each point spent on Range Expertise, the range of many Spells and Powers may be increased by 20%. Note: Range may only be applied to Spells and Powers based in the Realms of Physical or Mental Energies and does not apply to the Spiritual Realm.

Control: The ability of the Caster to target an opponent is enhanced by Control. The Character's Control skill is subtracted from the roll to hit for combative Spells or Powers if the casting has been successful. In addition, certain special effects of Spells can only be used after a successful Control Roll. Each point expended in this area increases the Control rating by 5.

Duration: This is the ability of the Caster to make a Spell last longer. For every point that the Character has in duration, the base duration for each Spell or Power is increased by 25%.

Discipline: This is the development of great Powers of concentration such that it is more difficult to mentally control the Mage or distract their from Spell casting with physical force. When an attempt is made to distract a Mage whilst they are casting a Spell, the base chance of the Mage successfully casting the Spell is the average of their Magic Rank and (Will Bracket + 3). The rating the Mage has in Discipline is then added to this. For each point spent, the Character's (Will Bracket +5) is added to the Discipline rating. Note: This area of Expertise only applies to Spell Casting.

Pro-Rating the Mage

In generating a starting Mage, or during game play, it may be necessary to pro-rate the Mage. This is more simple than pro-rating combat skills as the Spells or Powers may be assigned then the time taken to acquire them and the Experience that would have been gained may be quickly determined from the *Magical Experience Awards Table on (p 9)*.

It should be noted that for every Magic Rank that the Mage progresses, they gain one point in an "Area of Magical Expertise" as described above, and the Mana of the Mage is increased as described in the *Rank Progression Effects Section (p 12)*.

4. The Casting of Spells

Although Spells and Powers are quite distinct, some of the attributes of Powers are identical to those of Spells. This Section covers Spell Casting whilst using Powers is covered in the *Using Powers Section (p 20)*. Any information that applies both to Spells and Powers will be listed in this section and reference will be made to it from the *Using Powers Section (p 20)*.

What is a Spell?

A Spell is a means summoning power or altering the normal laws of existence. The Spell is a complex concept that may be put into practise by the use of words, gestures and material components that allow the caster to reach a state of mind where they are capable of causing the desired effect. The words, gestures and components do not in themselves cast the Spell. They are a tool used by the caster to create an effect and thus the same Spell may be cast quite differently by two different Mages. As the Mage becomes more experienced they also require less time to cast the Spell and fewer of the material components.

When casting a Spell, the Mage summons external energies and changes them so that the Spell effect may be achieved. Unlike a Power, an attempt to cast a Spell will either have the normal effect or have no effect at all.

Anatomy of a Spell

Spells in Dark Fantasy have a set of attributes that describe them in Game terms. These attributes are listed below.

Order

The Order of Spells represents the complexity and therefore the relative experience and knowledge that is required to cast a Spell. The Order ranges from 1 to 12, with Order 1 being the most simple Spells, and 12 being the most complex and powerful Spells known to man.

The majority of Mages may never learn or cast a Spell with an Order greater than their Mind Power Bracket+3. This is because the concepts involved in Spells with Orders beyond this are too deep and confusing. If a Mage is Empathic then they may learn, understand and cast Spells that have an Order up to 6 greater than their Mind Power Bracket. Empathy with Magic will be explained in the *The Empathic Mage Section (p 8)*.

The Order of the Spell is used to calculate the "Spell Differential", which is used to determine several facets of the casting and Spell effects. The Spell Differential is calculated by subtracting the Order of the Spell from the Magic Rank of the Caster. Note: It is not possible for a Mage to understand or cast a Spell with an Order greater than their Magic Rank.

The Learning Ratio of the Spell is based on its Order. If a Spell has an Order of 8, for example, the Learning Ratio is considered to be 8/1.

Range

This is the raw distance over which a Spell may be targeted. The range given in a Spell is the maximum base distance that the Caster may put between themselves and the eye of the Spell. This is only a base range, as the final range is modified by any expertise the Character has in range, as described in the *Areas of Magical Expertise Section (p 12)*.

When in reference to range, the term Aura means the personal space around a being that is defined by their Kirlean aura. The Mage cannot project the Spell past this Aura, and to effectively use it they must be at least close to touching the target. When a Spell has a range of "Aura" the range is not modified by either areas of Magical Expertise or the values given on the Spell casting table.

Duration

Duration is the base time that the Spell will stay in effect after the given cost has been expended. Many Spells in Dark Fantasy have a set cost that creates the Spell effect. They have a set duration that can't be varied by the Caster and if they desire the Spell's effects to continue, then they must cast the Spell again. These Spells are often of the instantaneous kind where there is no duration as such, and these are marked with an asterisk next to their Duration. If the Spell is not marked with an asterisk, then the Caster may prolong the duration simply by expending Mana at a rate equal to the cost of the Spell per period of duration.

A Spell with a duration of "Permanent" indicates that the effects of the Spell will never wear off. It does not mean that the effects of the Spell cannot be undone by natural or unnatural means. If the Spell is given a duration of "NA" then the Spell's effects are instantaneous.

Cost

This is the base cost in Mana for casting the Spell. A Mage may only cast Spells if they have a current Mana and Endurance of greater than zero. As Spells become more complex, i.e. the Order increases, the cost of casting the Spell tends to increase, though this is not always the case.

The "Cost" attribute of some Spells will have a number in brackets after the cost of the Spell. This number represents a penalty that is incurred to all the caster's activities while they are concentrating on the Spell. This includes speed of travel, all skills, perception chances etc.

Area

This is the area of effect that the Spell has. There are several different ways in which the area of effect of a Spell may be expressed. It may be expressed as a radius, in which case the Spell may be brought into effect or as dimensions such as 3' x 4' x 4". This would simply mean that the effective area of the Spell was three feet long, four inches high and four inches wide and such dimension may be given for a projectile. Area may also be expressed as "One Person" in which case the target may be the Caster or another person, "Caster" which means that the Spell may only be cast on the caster themselves. An area of "One Being" indicates that any human or animal may be affected by the Spell.

Resist

This shows whether or not the Spell can be resisted and if so, under what conditions. There are several different types of resistance listed below. The number given in the brackets after the resistance type is the base resistance chance. There are many different formulas for resistance given because the wide variation in Spell types calls for a number of different modes of resistance. If the Spell cannot be resisted, "NA" will be given as the resistance value.

As with hypnosis, the casting of a Spell on a willing subject will meet no resistance. An unwilling subject will always fight against the effects of the Spell if it is possible. The various types of resistance given indicate the diversity of Spell types and the way in which the target innately fights against them. The attempt to resist the Spell is done by rolling percentile dice as described in the *Resisting the Effects of a Spell Section (p 19)*

The resistance types are as follows:

Type 1 (Will):The resistance chance of the target is based mainly on their Will Power but the power of both the caster and target does have some effect. The chance to resist the Spell is:

Base + Magic Rank of Target + (Will Bracket of Target x 5) - Caster's Magic Rank

Type 2 (Mana): The resistance chance is based mainly on the Mana of the Character but the power of the caster and the target has some effect. The chance to resist the Spell is:

Base + Magic Rank of Target + (Mana Bracket of Target x 5) - Caster's Magic Rank (Note: The Character's Mana Bracket is their Mana value expressed as an Attribute Bracket and has a maximum value of 10 regardless of how high the Character's Mana is)

Type 3 (Power):The chance of resistance is based wholly on the power or rather Magic experience of the caster and target. The chance of resistance is: Base + Magic Rank of Target x 5 - Caster's Magic Rank x 5

Type 4 (Will / Personality):Both the Will Power and the personality have an effect on the chance of resisting the Spell. The Game Master must determine the strength of the relevant personality trait in the Character as is described below. The chance of resistance is:

Base + Magic Rank of Target + (Will Bracket of Target x 5) - Caster's Magic Rank +/- Personality*

Type 5 (Will / Power): Similar to type 1 though the power of the caster and target is more significant. The resistance chance is:

Base + Magic Rank of Target x 5 + (Will Bracket of Target x 5) - Caster's Magic Rank x 5

Type 6 (Toughness / Power): The strength of the body of the target and the power of the caster is used to determine the chance of resistance. The chance is:

Base + 1/2 Body of Target + 1/2 Might of Target - Caster's Magic Rank x 5

Type 7 (Personality): The chance of resistance is based simply on personality as described below. The chance of resistance is: Base +/- Personality*

*In this type of resistance the personality of the Character plays a big part in their capacity to resist the Spell. The appropriate trait of the Character's personality must be quantified and put on a scale of + 35 to - 20 (corresponding with the range given with Bracket Modifiers x 5). For example if the effect of the Spell was to make the Character violent then the relevant trait would be violence. A mad blood thirsty lunatic would get a rating of - 20 (thus greatly reducing their chance to resist) and a complete pacifist would gain + 35 (thus greatly increasing their chances of resisting). The "Personality" trait may be violence, goodness, greed, hate, etc. The more there is in common with the Spell the more will be subtracted from the resistance chance. For some Spells (especially the Dark Channelling Spells) the goodness of the Character is the relevant personality trait. The most pure of hearts would gain + 35, the average man would gain no modifier and the most evil of men would have a penalty of - 20 to the roll.

Dodge: The Character may dodge the effects of the Spell. Often this resistance will require Game Master's Discretion as the chance will often depend somewhat on the position of the Character. The chance of resistance is: Base + 1/2 Defence

Magical: The only resistance to this form of Spell is some other form of Magic. This will either take the form of some kind of resistance Spell or a Spell that would, due to its nature, hinder the effect of the new Spell.

There is a basic chance for targets to resist the effects of Spells with a "Magical" resistance code. This chance is equal to the 2 x Magic Rank of the victim. Certain Spells will add to this basic resistance chance.

Anything may be protected by magic. If there is a Spell that, by its nature, resists the effects of the Spell being cast, without being a Spell of resistance then the chance of resistance is:

50% + Order of Protective Spell x 5 - Order of Attacking Spell x 2 - Magic Rank of Caster x 3 +/- GMD*.

* It is up to the Game Master to modify the roll as they see fit under the individual circumstances with a maximum being around +/- 30.

Casting Time

The Spell Casting Time is the basic time it takes to cast the Spell. This time is modified by the difference between the Caster's current Magic Rank and the Order of the Spell. This is further described in the *The Time Required to Cast the Spell Section (p 15)*.

The Combative Spell

There are some Spells in Dark Fantasy that are of an offensive nature and require an additional roll (apart from the roll for casting the Spell) to determine how successful they in hitting their target. Such Spells generally have some

form of Magical projectile that is fired at the target. Included in the description of these Spells are “Combat Statistics” that take the form as shown in the example below:

“The combat statistics for the Spell are: 95/50/20, Damage 2d4 + 2, I. C. 8.”

The series of numbers gives the chance of targeting the victim for a Normal, Body and Critical Hit as described in the . *The Attack Roll Section (p 49)* of Book 1. The “Damage” is the amount of Damage that the Spell will do if it hits and as this example is from Fire Elementalism the Ignition Capacity (IC) is also given. The IC represents the ability of the flame to ignite flammable substances as described in the *Fire Section (p 56) in Book 1*.

It is to be noted that the Character’s control expertise, as described in the *Areas of Magical Expertise Section (p 12)* is always subtracted from the combat roll.

How to cast a Spell

Whenever a Spell is cast, the Player rolls percentile dice to determine the result. In order for the Character to attempt to cast a Spell, they must have Acquired a level of proficiency in the Spell of at least 1% (See Learning Rules), and have a current Mana and Endurance value of greater than 0.

Spell Casting Table

Result	Effect on Spell
Success or better	Spell has desired effect
Some Problems	Spell almost works - effects distorted.
Failure	Spell has no effect
Automatic Failure	Spell has no effect
Fumble	Spell is fumbled (roll on fumble table)

Note: The cost of casting the Spell is generally the normal cost of the Spell regardless of success or failure (except in the case of some Fumbles where the costs may be altered)

The Ritual of Spell Casting

A Mage will generally engage in some form or ritual in order to cast a Spell. The amount of gesturing and chanting that is required depends on the individual and their ability to cast a Spell of that complexity. The words and gestures associated with Spell casting may be uttered at the level of a murmur or shouted depending on the desires of the Mage. Gestures of Spell casting are quite individual and personal. To cast the same Spell two Mages will usually have totally different hand and arm movements and even utter different words. Those with training or some experience in Magic will recognise such gestures as being those required to cast a Spell but there is no way of telling what Spell is being cast. To those who know nothing of Magic (the vast majority of the population) the gestures will appear highly unusual and unintelligible.

All material actions associated with the casting of a Spell could be called “props”. They are not so much a reflection of what is needed to cast the Spell but rather serve the function of allowing the Caster to attain the correct mental state required to cast the Spell. As the sorcerer becomes

more proficient, the manipulation of reality will require less effort, time and ritual. The Caster learns to more easily attain the necessary state for casting Spells and those Spells that are simple will eventually need no props.

The *The Discipline of the Silences Section (p 20)* details how, through training, a Mage may learn not to have to rely so heavily on the Spell props. In this way the Spell-caster may eventually learn to cast Magic silently even though they do not have a complete understanding of the inner complexities of the Spell.

Spell Casting Requirements

The Spell casting Requirements and time taken to cast a Spell are based on the Spell but modified by the difference between the Spell’s Order and the Magic Rank of the Caster (called the Spell Differential). The verbal and somatic requirements are outlined in the “Casting Requirements” column of the *Spell Casting Time Table on (p 15)* below. If the Spell Differential is + 8 or greater then the Spell may be cast with a single thought of the Caster.

Note that in order to perform gestures, the Mage’s hands must be free to move and for the utterance of words or a sentence the Caster must be free to speak. The volume of the utterances need be no louder than a whisper.

The Spell Differential

The Spell Differential is a representation of how the complexity of the Spell compares with the Mage’s general understanding of Magic. In game terms it is the difference between the Magic Rank of the Caster and the Order of the Spell being cast. If the differential is large and positive then the Spell will be fairly easy for the Character to cast. Negative differential Spells are those that are too complex for the Character to completely understand. If a Character is casting a Spell with a differential of 0 then their level of understanding is equal to the complexity of the Spell.

The Time Required to Cast the Spell

The amount of time taken to cast a Spell is based on the Casting Time of the Spell which is modified by the Casting Time Mod calculated according to the Spell Differential. The greater the difference between the Character’s Magic Rank and the Order of the Spell, the quicker it is for them to cast and the fewer material components are required.

Spell Casting Time Table

Diff.	Spell Casting Requirements	Casting Time Mod
+ 8 +	Silent Effort of will	Instant
+ 7	Word or Gesture	÷ 10
+ 6	Word or Gesture	÷ 8
+ 5	Word or Gesture	÷ 6
+ 4	Word and Gesture	÷ 4
+ 3	Word and Gesture	÷ 2
+ 2	Word and Gesture	x 1
+ 1	Sentence and Gesture	x 1
0	Sentence and Gesture	x 1

The “Casting Time Mod” is a direct Multiplier to the normal Spell Casting Time.

The Cost of Casting the Spell

While the Mage is dealing with the superficial complexities and deep belief structures, they must also summon forth the strength of their soul. A Spell is fuelled by the Mana of a Character; they must make the Spell exist as reality in the material world and not just in their own mind. It is a law of Magic that something cannot be gained from nothing. If a Character's Mana is too low, then they will not be able to change reality, and thus cannot cast Spells.

Whenever a Spell is cast, the Cost rating of the Spell is taken from the Character's Mana.

OPTIONAL RULE: Half the Spell's Cost may be subtracted from the Spell Caster's Endurance Rating to represent the Physically exhausting nature of Spell Casting.

The Results of Spell casting

The Chance of Casting the Spell

The chance of the Mage successfully casting a Spell is based on their rating for that Spell. The Character is considered to have mastered a Spell when their rating in the Spell has reached 100. It is to be noted that a roll of 100 is still considered a fumble and 98-99 is an automatic Failure according to the Standard Dark Fantasy Skill Success Table.

Generally a Spell will have the desired effect if success is achieved or none if it is not. At Game Master's Discretion the degree of success may make a difference to the success level of the Spell. If the Character fails the roll for success but does not roll a fumble then the Mana will be expended but the Spell will have no effect. If the Character fumbles the Spell then the Mana may or may not be expended depending on the fumble result.

The Spell Fumble

If a Character Fumbles a Spell, it will often have some effect, though the Caster has little control. Sometimes the Caster will have to expend a great deal more energy than the Spell would usually require in an attempt to control the forces they have unwittingly unleashed. If the Caster fumbles the Spell, another roll must be made to determine how bad the fumble is.

The Fumble Roll

To determine the result of a fumble, percentile dice are rolled. There are several things that modify the Fumble result that is determined from the *Spell Fumbles Table* on (p 16).

1) The fumble result is modified by the chance the Character has of successfully casting the Spell. One is subtracted from the roll for every 5 points the Character has above a chance of 50%. One point is added to the roll for every 5 points the Character has below a chance of 50% of casting the Spell.

2) The Caster subtracts any Magical Expertise they have in Control, and adds double the Order of the Spell being cast to the roll.

3) The Spell's Order x 2 is added to the roll.

4) Spell Differential x 5 is subtracted from the roll.

The Spell Fumble Table

It is to be noted that on the table there are a number of results that indicate that additional Mana must be expended.

OPTIONAL RULE: Half the additional Mana loss must also be taken off Endurance.

There are references on the fumble table to four different levels of "Spell Dependent Fumbles". These are four levels representing the severity of the fumble from Type I (Being relatively minor) to Type IV (Being exceptionally serious). These are explained in the *Spell Dependent Fumbles Section* (p 17).

*Fumble results that are marked with an asterisk are ones where, after the additional expenditure of Mana, the Character has a chance to successfully cast the Spell. For each, a value is given to be subtracted from the chance of success. If the roll is successful by at least the value given then the Spell is cast as normal (though costing extra Mana points). If the result is not successful by the given value but is not a fumble then the casting of the Spell simply fails and the Mana is still expended. If the result is again a fumble then another roll must be made on this table, ignoring and rolling again on any result that is marked by an asterisk.

Spell Fumbles Table

<01	The Spell is fumbled slightly. Nothing happens and no Mana is expended unless this table has already been consulted and additional Mana expenditure was indicated. In this case the cost to the Caster is equal to only the total of additional Mana that had to be expended.
01 - 30	The Spell simply fails, the Caster expends the normal amount of Mana and the Spell has no effect.
31 - 37*	The Spell gets slightly out of hand in the casting. The Mage must divert more energy into the casting of the Spell and expend an extra d6 - Differential Mana to effect the Spell with a minimum of 1 extra point to be expended. Roll again to see if the Spell succeeds with the success chance reduced by 25%.
38 - 46	The Spell loses $(3 + d6) \times 10$ percent of its power. This percentage loss applies to areas such as range, area, duration, damage etc. The loss applies to all facets of the Spell that it can. For example a Spell range of "Aura" will not be affected by this fumble though a Spell such as a wall of fire will have a reduced range, area, damage and duration. The victim's chance of resisting the effect of the Spell is increased by this value.

- 47 - 55* The Spell-caster loses 2d6 - Differential Mana points in addition to the Spell's normal cost to keep the imbalances and fluctuations of their fumbling under control. The Caster may see some of the ugliness of the raw power they are dealing with. Roll again to see if the Spell succeeds with the success chance reduced by 50%.
- 56 - 62 The Spell's fury is unleashed by the Caster. In these circumstances it is left somewhat up to the discretion of the Game Master to determine the exact effects of the Spell going wild though guidelines are given in the description of type I Spell dependent fumbles in the *Spell Dependent Fumbles Section (p 17)*. The Mage has no chance of controlling the effects of the Spell as they do not know that anything has gone wrong. Put simply, they have less control over the Spell than they normally would, and the effect may be quite variable.
- 63 - 79 The Mage unconsciously erects a memory block to prevent their mind from being sizzled by forces that should not exist. The effort that must be expended to present such a barrier will stun the Caster for d6 minutes during which time the Mage may cast no Spells and will be capable of doing very little. The Spell will cost an additional 10 Mana Points to cast and will fail.
- 80 - 86* The Caster either loses an additional 2d6 + 6 - Differential Mana to control the Spell or loses control. If the Caster elects not to expend the required Mana then the Spell dependent fumble will apply. A guide as to the fumble's effects is found in the description of type II Spell dependent fumbles in the *Spell Dependent Fumbles Section (p 17)*. If the Caster wishes to expend the extra Mana then they may attempt to control the Spell though the chance of successfully casting the Spell is reduced by 80%.
- 87 - 92 The Caster loses control over the Spell and a guide as to the results that should occur may be found in the description of type III Spell dependent fumbles in the *Spell Dependent Fumbles Section (p 17)*.
- 93 - 97 The extra-dimensional forces drive the Caster somewhat insane. They lose the Spell's Order plus Cost in Mind Power points permanently. It is up to the Game Master to determine the minor side effects of this insanity on the Character's behaviour.
- 98 - 102* The Caster loses 2d10 + 15 - Differential Mana to control what they have unwittingly unleashed and suffer the Spell dependent effects as described in type III Spell dependent fumbles in the *Spell Dependent Fumbles Section (p 17)*.
- 103 - 107 The out of control Powers internalise inside the caster's mind producing significant damage. They permanently lose the Spell's (Order + Cost) x 2 in Mind Power. The Spell shows no other effect.
- 108 - 111 The Mages futile attempts to control the power do great harm to their mind. They permanently lose the Spell's (Order + Cost) x 2 Mind Power points and the Spell then rages on as described in type III Spell dependent fumbles in the *Spell Dependent Fumbles Section (p 17)*.
- 112 - 115 The power of the Spell rips through the mind of the Caster. It is contained there though the Mage permanently loses the Spell's (Order + Cost) x 4 Mind Power points.
- 116 - 117 The twisting, surging force burns through the Mage's mind as they struggle to control it. They permanently lose the Spell's (Order + Cost) x 4 Mind Power points. The Spell runs wild with its effects being described in type III Spell dependent fumbles in the *Spell Dependent Fumbles Section (p 17)*.
- 118 - 119 The Caster is consumed in the fury of the wild Magic though this slightly lessens its potential external effect. Guidelines for the Spells external effect are described in type III Spell dependent fumbles in the *Spell Dependent Fumbles Section (p 17)*. The agonising death of the caster to some small extent lessens the effects of the fumble.
- 120 + The Spell's power is unleashed and goes wild. Its power will consume the Caster though it will have other very serious effects. The effects to be expected are described in Type IV Spell dependent fumbles in the *Spell Dependent Fumbles Section (p 17)*.

Spell Dependent Fumbles

If a Spell is fumbled, the effects of the fumble will generally depend on the type of the Spell. Fumbling a Spell where Fire is being created, for example, may result in the unleashing of that flame, whereas fumbling a Spell of Mind Reading would be likely to give a false result. It is therefore important for the Game Master to consider the nature of the Spell when determining the game effects of a Spell Fumble.

The Game Master should note that the destructive power of low Order Spells is very limited compared to their high Order counterparts. Generally the fumble results given for the Spell would be appropriate though it is up to the Game Master to modify the final results if they feel it is appropriate or necessary.

The basic outline of the four types of Spell Dependent Fumbles are listed below. The Game Master should use these descriptions to get a feel for the severity of the fumble and then apply this to the type of Spell being cast. These descriptions also assume that the Mage is of High Magic Rank (and therefore capable of summoning significant

amounts of power), and that the Spell is of a High Order. For a Low Rank Mage the effects may be lessened for the Type III and Type IV Fumbles as they do not have the power to call forth such destruction.

Type I: In a type I Spell Dependent Fumble there is a 10% chance that the Spell will be 50% more effective than was expected. That is it will have more power to achieve the desired effect. If this is not the case then the Spell will still have more power than normal though the Mage will lose control of it. In game terms the effects of the Spell may be similar to normal with some form of twist or lack of control, or they may be the complete opposite of what is expected by the Caster.

Type II: With a type II fumble the effects are more serious. There is a 5% chance that the Spell will be twice as effective as normal. If this is not the case then the Spell effects will tend to be similar to those in a Type I Fumble though they will be more intense, bizarre and uncontrollable. For Spells that have a duration and involve calling forth some existing power within the Body there is a 25% chance that all of the effects of the Spell will be permanent.

Type III: The effects of a type III fumble are more serious again. There is a 2% chance that the Spell will be super effective, being three times more powerful than normal. A Spell fumble of this type will often result in the loss of sanity of the Caster due to the excessive forces they are trying to control. The power of the out of control Spell is almost fully released with the consequences not generally very healthy for the Caster or the target of the Spell. For a type three fumble, any effects either good or bad will be of permanent duration if this is feasible or logical. Strange and unwanted side effects may also accompany this permanence.

Type IV: The Spell releases all its mighty fury upon the Caster and then onto the rest of the world. Some Spells will only kill the Caster when a type IV fumble is made, but others may cause untold damage in their fury. Wild, free Magic is unpredictable in its rage. If a type IV fumble occurs with a Spell that is releasing some form of power, generally no one within the near vicinity of the Spell Caster survives. Other Spells may only affect the Caster or an individual they are in contact with.

Factors Affecting Spell Use

When a Spell May be Cast

A Character must begin the casting of a Spell with a Mana and Endurance of greater than zero. Some Spells for some Mages may require material components or elaborate rituals without which the Spell may not be cast.

Areas of Magical Expertise

If the casting of the Spell is successful then the actual effects of the Spell may be modified by any appropriate Magical Expertise the Character has. Every point the Character has in Range Expertise will increase the Spell range by 20%. The Character's Expertise in control is

subtracted from this roll giving a greater chance of good hits. Finally the duration of the Spell will be increased by 25% for every point of expertise the Character has in Duration.

Disruption of Spell Casting

A Mage casting a Spell must concentrate deeply for the entire casting time and must allow nothing to distract them. Anything that interferes with this ruins the Spell. Thus when casting a + 8 differential Spell, almost no activity can ruin it, for all that is required is an instant of concentration, which can be achieved whilst moving.

If the Mage is struck or somehow physically distracted from their Spell casting, their base percentage chance for continuing with the Spell is the average of their Rank, and (Will Bracket + 3) & Discipline expertise of the Character. If the roll is failed the Spell is spoilt & half the Mana loss is still incurred.

Due to the concentration required for casting a Spell, if a Mage must make any sort of perception roll such as listening or observation, then 20 is added to the effective roll if a Spell is being cast.

Enhancing the Chance of Success.

This base chance of success may be modified according to the way in which the Mage casts the Spell. The Mage may enhance the Spell by spending more than the required amount of casting time and conversely, a Magic wielder may be in a hurry and therefore spend less time on a Spell, with a lower chance of success. The Caster may spend up to double the normal time for the casting chance to be increased by 20%. The intention to extend the casting time of the Spell must be expressed in or before the round in which the casting of the Spell begins.

Rushing a Spell

If the Caster wishes to rush the Spell then this may be done also. The chance of success is reduced proportionally to the amount of time spent on the Spell. That is, if the Caster spends 50% of the normal casting time then they will have 50% of the normal chance of success. There is a delicate balance that must be maintained and cutting the time of casting short is not conducive to good results.

The Game Master should note that the intention to increase or decrease the Spell casting time must be stated by the Player before the Spell casting is commenced as the Character must tailor the casting of the Spell for that duration.

Over Extension of Mana

In a desperate situation, a Mage may elect to cast a Spell that will far over extend their resources. If the Mana cost for the casting of a single Spell takes the Caster below 0 Mana, then for every 3 points they go below this value, they take one Body point of Damage. A Character may only cast a Spell requiring as much Mana plus three times the amount of Body Points they have left. If the Character reduces their Body total to 0 then they will wither and die within a few minutes. If the Character elects to use this method of Spell casting and survives, there will be no physical sign of

damage though the Caster may look weak and sick. The damage is done to the bonds within the body and will heal at the normal rate. For all intents and purposes the Body Damage is as normal.

Using the mana of Others

A Mage may wish to cast a Spell that is beyond their capacity, even though they might die doing it. If the total Mana cost of the Spell is greater than that of the Mage who is casting it, they may gain the extra power needed from the use of other bodies who contribute to the Mana total of the Mage. The Mage must define an order of importance that their helpers will assume, and they must form a chain. The Mage himself forms the middle link in the chain. The maximum Mana that may be obtained by the chain is calculated by adding the Mage's Mana to 50% of the Mana of those on either side of the Mage, plus 25% of the next couple, plus 12.5% of the Mana of the next couple and so on. Each couple contributes half the percentage of their Mana that those before them did. These are the maximum amounts of Mana that may be obtained. The subjects in the chain must be willing to give their power and they will contribute the given percentage of their own Mana total. The Mage may elect how much Mana they will contribute though they must contribute at least 50% of their Mana.

All those who contribute to the ritual and casting in this form or ceremony will permanently lose Mana equal to 10% of that which they contributed. That is, 10% of the Mana contributed will only be regained as the Mage gains more experience.

If any of the participants in the Spell casting are struck or distracted and fail to ignore the intrusion, then the chain is broken and their contribution, and the contributions of all those below them is lost. All the Mana that is lost must be made up for by the Mage casting the Spell. The *Over Extension of Mana Section (p 18)* details the maximum amount of Mana that a Mage may contribute to a Spell and the effects it has on their body. It is to be noted that a Spell being cast with a chain may not be aborted with any ease. Termination of casting under such circumstances results in an immediate fumble.

Spell Continuation

Many Spells in Dark Fantasy may have their effects sustained as long as the Caster concentrates on them. Such Spells are indicated by having a the degree of concentration required to maintain a Spell is specified in parentheses in the Spell's cost.

The Caster pays the initial cost in Mana to cast the Spell and it will last the specified duration. When the duration is up, the caster may elect to continue the effects of the Spell simply by maintaining concentration. This concentration involves a penalty to all other actions because of the distraction the Spell-caster is experiencing whilst maintaining the Spell.

This penalty represents the percentage of the Character's consciousness that must be devoted to maintaining the Spell and thus may optionally be used as a penalty to all activities (physical or mental).

Resisting the Effects of a Spell

Resisting a Spell is an innate reaction that the body throws against the effects of the Spell. If the target is willing and prepared for the Spell then the body will not resist. If the body is not ready for the Spell then it will naturally resist the Spell's effect if they will do the target any harm.

Not all Spells are resisted in the same way. Some Spell's effects require Agility to avoid, others require force of will or purity of the heart. It is for this reason that each Spell has an attribute called "Resist" which is the type of resistance required for the Spell and the base chance of the Spell's effects being resisted. This is detailed in the *Resist Section (p 14)*.

If the target is resisting the effects of a fumbled Spell then the chance of resistance is considerably lower. The resistance chance depends on the Spell Dependent Fumble types. The resistance chance is reduced by 15 per type. That is, the resistance chance is reduced by 15 for a Type I fumble, 30 for a Type II, 45 for a Type III and 60 for a Type IV fumble.

Resisting a Spell is done by rolling percentile dice and consulting the *Spell Resistance Success Table on (p 19)* to determine how well the Spell is resisted and as in the rest of Dark Fantasy, a roll of 00 is a fumble.

Spell Resistance Success Table

Result	Effect on Spell
Critical Success	Spell Has No Effect
Special Success	Spell has No Effect
Success	25% Normal Spell Effects
Some Problems	50% Normal Spell Effects
Failure	Normal Spell Effects
Automatic Failure	Normal Spell Effects
Fumble	Normal Spell Effects

The table above states that the Spell has a certain proportion of the "Normal Effects". This means that amount of effect that the Spell has on the targets body, mind or whatever is modified by the value on the table. Assume for example that a target rolled a "success". If an offensive Spell such as a bolt of lightning had been cast on them then the Damage done by the Spell would only be 25% of normal. i.e the Damage for the Spell is rolled and then 25% of that value is applied. For some Spells the effects of a successful resistance must be left largely up to the discretion of the Game Master. A "success" at resisting a Dark Channelling Spell to control the mind of our target may simply have a reduced effect. That is, the Caster will have much less of a hold on the target than they normally would.

The Effect on the Mage

The casting of Spells is a fatiguing business which is optionally represented by Endurance Loss of half the Spell's Cost. It takes significant will power for a Mage to stay standing after the casting of a powerful Spell and although there are no rules for such things, it is up to the Game Master and Player to make sure that the effects of casting Magic are accurately represented.

Regaining Mana

Mana is gained back at a rate of the Character's Empathy Bracket+3 per 30 minutes or rest, or double this rate if the Character is sleeping.

The Discipline of the Silences

As has been stated previously, the words and gestures of Spell casting are "props"; they merely aid the concentration of the Spell-caster. It is possible for a Magic user to hone their concentration such that they no longer need props. This process occurs naturally as the Caster increases their knowledge of Magic, as seen in the *Spell Casting Table on (p 15)*, however, if a sorcerer wishes to speed their progress along the path to requiring no props for Spell casting, they may train in the Discipline of Silences.

The Discipline of Silences is the name given to the inner searching and contemplation that results in the Caster being more able to find the correct mental state required for the casting of a Spell without spending so much time and using so many props. It is study that the Caster must do alone as it is not possible to be taught such a Discipline. Only a dedicated and strong willed Mage may learn the Discipline of Silences.

For game purposes the skill of the Mage in this Discipline is simply represented as a number ranging from 0 to 10. When casting a Spell the Mage's Discipline of Silences rating is added to the Spell differential for the purpose of determining the "Spell casting Requirements" and "Casting Time Mod" as listed on the *Spell Casting Table on (p 15)*. All other values on the Spell casting table are unaffected by the Discipline of Silences. On the Magic Section of the Character sheet there is a Section marked "D.S." where the Character's rating in the Discipline of Silences should be placed.

Every three years spent on studying the Discipline of Silences will add the Character's Will Bracket to their rating. This assumes full time dedicated study alone and these learning times are subject to the rules given in the *Conditions of Learning Magic Section (p 11)*.

5. Using Powers

Powers In Dark Fantasy are very different from Spells though their use and description in many ways is quite similar. The following section details the difference between Spells and Powers.

What is a Power?

The many Physical, Mental and Spiritual forces that combine to make up the Dark Fantasy universe are powerful whilst exceptionally subtle. Whereas a Spell tends to alter the usual flow of energies, the Power is a means of channelling and focusing these energies through the self in a meaningful way. The ability to use a Power is not found in a book. It is gained from contemplation of the self and a desire to understand and manipulate the natural forces.

The primary difference between a Spell and a Power is that when a Spell is cast it changes the normal flow of reality so that completely unnatural things may occur. If the attempt to cast the Spell is successful then it will have the desired effect, otherwise it will usually have no effect. The Chance getting an effect from casting a Spell is equal to the Caster's Chance with the Spell. A Power, however, is a talent developed by the Mage. It does not alter the normal flow of reality but rather taps into it and allows the Mage to have some control over it. The Mage using a Power does not call upon external energies but uses the power of their mind and Soul. The Mage's rating with a Power represents their knowledge of that Power. When using a Power it will not simply succeed or fail. Instead the degree of success the Mage achieves is based on their rating with the Power as well as their roll for success.

For example, a Character with a low rating in a Power to see the Kirlean Aura would only see very vague Auras even with a very successful roll. A Character with a rating of 100 would achieve the same result even with a roll just short of an automatic failure of fumble. (See the *The Chance of Using the Power Section (p 21)*).

Unlike Spells, Powers are personal talents developed by the Mage and as such their effects are often not transferable to others. Occasionally, knowing a significantly higher Order of the Power will allow them to impart the effects of the Power to another person or being. This higher version of the Power must be learnt separately and its existence is indicated by having two values for Order and two values for cost (E.g. 1/5). The first value represents the value when the effects are personal and the second when the effects are transferred.

A List of all Powers is given in the *Spells and Powers Section (p 22)* in order of their relative position on the Triad of Power.

Anatomy of a Power

For consistency the Powers in Dark Fantasy are given the same attributes as Spells. In effect, they still have a Range, Duration, Cost, Order of Difficulty, Area of effect, and Resistance Type, although these attributes are assigned values that may be different from ordinary Spells. A Power,

for example may have an Order of 0. This means that it can be learnt before the Character attains Magic Rank 1. Differences between the attributes of Spells and Powers are outlined below.

Order of Powers

The Order range for Powers is between 0 and 12. Although the scale is similar to Spells, it is possible to have an Order 0 Power (which may be learnt by the Mage before they reach Magic Rank 1.) The Learning Ratio for such Powers is always 1/1 as it is for Order 1 Spells. There may be two Orders given for a Power (E.g. 2/7) - the first is if the Power is used on the Self, the second being if the Power is used on someone else.

Range & Area of Powers

These attributes are identical to that of Spells though the Areas of effect will tend to be in terms of power rather than radial distances.

Duration

Although Powers have a Duration Attribute, the Duration of a Power is normally instantaneous. That is, the Power is used, and an effect is produced.

Cost

The Mana cost for Powers tends to be less for the equivalent Order of difficulty as the forces are being manipulated rather than altered. There may be two costs given for a Power (E.g. 2/10) - the first is if the Power is used on the Self, the second being if the Power is used on someone else.

Resist

Resisting the effect of a Power is identical to resisting the effect of a Spell. The various resistance types listed for Spells also apply to Powers.

Time Required

This is the normal concentration time required to produce the effect. This Attribute is equivalent to "Casting Time" for Spells though it may occasionally include using the Power or be "None" which means that no mental preparation is required.

How to use a Power

Using a Power requires concentration and perhaps meditation for the "Time Required". There is no gesturing or verbal components used at all. It is difficult to tell that someone is preparing to use a power as they simply appear as if they are engrossed in thought.

Another difference between casting Spells and using Powers is that the Differential of the Power, makes no difference to the time required to use the Power.

The Cost of Using a Power

The Cost of the Power is subtracted from the Character's Mana when a Power is used. Using a Power is not as taxing as casting a Spell and therefore the Costs tend to be lower and there is no effect on the Character's Endurance.

The results of Using Powers

The Chance of Using the Power

Powers are quite different to use than Spells as they have a degree of success. As in normal Dark fantasy a percentile Dice is rolled but this roll is then subtracted from the Character's skill with the power to give an end result that can theoretically be between -99 and 99.

The degree of success with a Power should be taken as:

The Character's Skill - the Roll for Success. The lower the roll the better so an end result of 99 represents a fantastic success whereas a result of 0 or below represents a complete failure to use the power successfully. The degree of success is a linear curve between 1 and 99 where 1 is the smallest possible degree of success and 99 is the greatest possible degree of success.

The Fumbling a Power

As with a Spell, a Power may be fumbled. The effects of fumbling a Power are more subtle and less destructive than those that may occur when fumbling a Spell. If a Power is fumbled then the Character should roll on the Spell Fumble table though 50 should be subtracted from the roll.

Important Notes on Power Use

1. As with Spells, the Character must have an Endurance rating and Mana of greater than Zero to use a Power.
2. The only area of Magical Expertise that apply to Powers are the Range Modifier and Discipline. These both apply in the normal way.
3. When using Powers, the caster may not over extend themselves as they can with Spells, and may not draw additional Mana from others.
4. Resisting the effects of a Power is identical to resisting a Spell.
5. As with Mana Loss from Spells use, Mana is gained back at a rate of the Character's Empathy Bracket+3 per 30 minutes or rest, or double this rate if the Character is sleeping.

6. Spells and Powers

The section below lists some of the Spells and Powers that may be encountered in the Dark Fantasy world. It should by no means be treated as an exhaustive list as Players and Game Masters are more than welcome to create their own Spells or Powers to suit the campaign.

The Spells and Powers are ordered into the Realms and Disciplines described on the Triad of Power. Although this is not quite a true representation of the nature of Magic, it serves to make Spells and Powers easier to understand and find.

Every Realm or Discipline has a number of concepts which pertain to it. These concepts represent the basic theory behind all Spells and Powers for that Discipline. Although they serve no actual game purpose, they are helpful in creating new Spell ideas and defining the way the Magic works.

The lists of Spells and Powers given are by no means exhaustive, and you should feel free to create more Spells or Powers or omit those you don't feel are appropriate. One thing should remain constant, however, and that is that magic is treated with respect and awe. It is up to the Game Master to make sure that Magic is a rare and wonderful thing. The lists of numbers and cute effects of Spells tends to detract from the feeling of wonder they should generate. The reaction of the average person seeing Magic in the Dark Fantasy world would be similar to that of someone seeing real Magic in our world.

Learning Multiple Versions of a Spell

There are some Spells in Dark Fantasy that have a wide range of strengths and effects. In some cases there are simply two versions of a spell (E.g. Extinguish minor and Extinguish Major), where two Spells are listed and two sets of statistics are given. Each of these are separate Spells but manipulate the same forces and therefore learning the second version would be relatively quick (see the *Modifying Spell Effects Section (p 10)*).

Other Spells give a range of Orders and Costs. These should also be treated as a range of separate Spells though Game Master discretion is required. The cost increments are not necessarily linear and therefore the Game Master must use their judgement in creating the new Spell versions based on the original specifications. Some of the specifications of the original Spell may be changed in the new Spell versions such as Range and Area. Simply use Game Master's Discretion and assign values that are logical and feel right.

Most Spells only have a single version with a fixed set of statistics. If required, these Spells may also be modified at Game Master's Discretion to give different effects.

Note: Each change to the Spell represents a new Spell, although learning it will be done at a greatly accelerated rate. See the *Modifying Spell Effects Section (p 10)* for further details.

A Mage should not be allowed to stroll into any town and buy Spells from the corner store. A Spell is usually a carefully guarded secret. Knowledge of a Spell gives an advantage over someone who does not know it. It is human nature to attempt to preserve that seniority though, as a martial arts master teaches their pupil, Spells may be given from mutual respect.

Physical Energies - The Eternal Flame

Physical forces bind the universe and hold things in place. The usual physical manifestations of these energies take on the form of the Elements though these energies may be tapped directly. Spells categorised into this realm deal with manipulating or harnessing these hidden energies such as altering gravity or momentum, or concentrating energy into a physical form.

The concepts for Physical Energies are:

The Invisible Storm: Energies surround us though our world is not generally part of theirs. These energies may be gathered and coerced into our world where they may be released.

Tamed lightning: Once brought to our plain the Physical Energies may be controlled and projected.

The Satin Flame: Physical energies may be manifested in our world as a glimmering light.

Physical Energies Spells

Move Object

Order: 2-7 Range: 10' per Order Duration: Instant

Cost: 3-8 Area: Small Object+ Resist: NA

Casting Time: 4 Seconds

Description: This spell allows the caster to move a small object over a short distance with their mind. An example would be moving an empty cup a couple of inches or knocking it over. Higher Orders of the Spell with corresponding higher Costs would allow the caster to move larger objects more accurately. At Order 7 (cost 8), the caster would be able to move the weight of a person accurately and swiftly across a room.

Firefly

Order: 3 Range: 30' Duration: 2 Minutes

Cost: 2 Area: To 10 lights Resist: NA

Casting Time: 3 Seconds

Description: The caster may create up to 10 glowing points of energy that hang in the air and shimmer like a dazzling firefly. They will dance of their own accord for the duration of the spell.

Blast

Order: 4 Range: 20' Duration: Instant
Cost: 5 Area: 3' Radius Resist: NA
Casting Time: 4 Seconds

Description: Blast is similar to the Move Object Spell though its effect is to gather a large amount of energy in a small area then release it giving the effect of a small, silent explosion. The force of this explosion would be sufficient to knock a person over if they are standing within the radius of the Spell and fail to make an Agility roll with a penalty of -50.

Darts

Order: 5 Range: 40' Duration: NA
Cost: 3 Area: 6" square Resist: Magical
Casting Time: 5 Seconds

Description: Darts of invisible energy streak from the caster's fingertips towards the target. The combat statistics for the spell are: 80/45/10, I.C. 4.

Bolt of Energy

Order: 7 Range: 45' Duration: Instant
Cost: 8 Area: 6" diameter Resist: Magical
Casting Time: 6 Seconds

Description: A bolt of invisible energy explodes forth from the hands of the caster. The combat statistics for the spell are: 95/50/20, I.C. 8.

Powers of Physical Energies

Glow

Order: 1 Range: Aura Duration: 1 Min
Cost: 1 Area: As candle Resist: NA
Time required: 1 Minute

Description: The user of this Power must stand or sit quietly with their hands cupped and held together. As they concentrate, a soft glow will begin to emanate from within their hands which, after a minute will appear as if a candle is burning between their palms. After a minute, they may open out their hands, leaving them cupped, and from within will come a soft glow with the power of a candle, but not coming from any particular point. After around one minute the glow will fade.

Gloom

Order: 4 Range: Aura Duration: 10 mins
Cost: 6 Area: 20' Radius Resist: NA
Time required: 10 Seconds

Description: The area around the caster becomes dimmer, as if the sun were obscured by clouds. There is no visible point at which the transition occurs though there is a noticeable change in the light. If used at night or in dim light, this Power will make the area around the caster unclear and difficult to see into, greatly aiding camouflage.

Elementalism

Elemental magic is knowledge about the laws and properties of the material world. Through learning, the Elementalist discovers how to manipulate matter and energy in many ways. This is the magic of the physical world that we can see and touch. Natural magic deals with the ways that the raw elements

are combined and governed in the ordinary world. Natural magic draws its power from Nature's laws of weather, food chains, and so on. The five elemental magics are listed below.

Earth Elementalism

The earth is a vessel of great strength and power. Through its nutrients all life is sustained and from its solidity comes all matter. Magic of the earth calls upon its nature and its powers within. Due to the nature of the Earth, spells of Earth Elementalism tend to be slow to cast and are often of permanent duration.

The concepts of the discipline of Earth Elementalism are:

The Quiet Earth: The earth is powerful, slow and patient. Because of this, the earth has the power of steadiness and momentum.

The Vessel of Life: The Earth is a source of sustenance of all life. It contains nutrients and the life giving energy needed to grow.

The Roots are Deep: There is a deep bond between man and the earth. Since the beginning of time man has treated the earth with care and respect and the earth has provided man.

Pierce the Sky: Air is the ruler of its domain though when a mountain penetrates the sky, the air goes around it.

Fulsome is the Wrath of the Earth: The earth has a great destructive power that manifests itself in the form of earthquakes and volcanoes.

Earth Elementalism Spells

Making

Order: 2 Range: Aura Duration: Permanent
Cost: 2 Area: NA Resist: NA
Casting Time: 1 Minute

Description: This spell forms earth into a form desired by the caster. This version of the spell may only create fairly crude objects that will have the strength of hardened clay. The spell could, for example, be used to produce a set of mugs or clay like cutlery etc.

Harden Mud

Order: 3 Range: 20' Duration: Permanent
Cost: 4 Area: 10' Radius Resist: NA
Casting Time: 30 Seconds

Description: This spell causes the water in the mud to be expelled thus hardening the mud. The water will be brought to the surface and will run away if possible. If the water cannot escape then after a few hours, it will again seep into the earth creating mud. If the water can run away then the effects of the spell will remain until more water is introduced.

Still Earth

Order: 4 Range: 200 yards Duration: 2 Hours
Cost: 22 Area: 1 Square Mile Resist: NA
Casting Time: 12 Seconds

Description: This spell quietens any earth disturbance such as earthquake. It could halt violence of volcano but not the heat and molten rock.

Heal flaw

Order: 4 Range: Aura Duration: Permanent
Cost: 2 Area: 1' Square Resist: NA
Casting Time: 15 Seconds

Description: This spell will repair any small flaw such as cracks in stone etc. As the caster runs their finger along the crack it will seal provided the crack is only superficial. Otherwise the spell will have little effect. Higher Order and Higher cost versions of the spell may repair greater rifts.

Reflect air

Order: 7 Range: Aura Duration: 10 Mins
Cost: 20 (10%)Area: One Being Resist: NA
Casting Time: 10 Seconds

Description: The target of this spell is impervious to all forms of wind. Although they are still capable of normal movement, they are surrounded by a force that no force of wind can penetrate or move.

Earthquake

Order: 9 Range: 5 miles Duration: 30 Secs
Cost: 25 (50%)Area: 4 mile RadiusResist: Magical
Casting Time: 12 Seconds

Description: This spell allows the caster to call an earthquake affecting an area with a 4 mile radius. Every multiple of cost spent will add a 4 mile radius to the area of effect. The earthquake at the centre is equivalent to a magnitude 7 and on the periphery would rate as a 6. This will cause significant damage to any buildings in the area.

Air Elementalism

The sprit of air is swift and year patient and wearing. Air is the fuel that is the final ingredient for sustaining all life.

The concepts of Air Elementalism are:

The Mastered Winds: Air may be tamed and controlled.

Sonic Power: Air is the carrier of sound and thus by manipulating air, sound may be altered.

The Raging Storm: When moving swiftly, air has tremendous power and force. When unleashed, this power can be destructive.

The Fuel of Life: Air is the fuel that sustains all life. If it is removed, poisoned or stagnated, life will fail.

Destroyer of Mountains: With the aid of small particles of earth, wind has the power to erode and weather even the greatest of mountains with time.

Air Elementalism Spells

Vibrations of Disquiet

Order: 1 Range: 20' Duration: 30 Sec
Cost: 1 (30%)Area: Small Object Resist: NA
Casting Time: 20 Seconds

Description: With this spell the caster sets up vibrations in either the air or an object causing it to give off a hum. This hum is very irritating and makes concentration on any activity quite difficult.

Breeze

Order: 1 Range: 10' Duration: 10 minutes
Cost: 1 Area: 5' radius Resist: NA
Casting Time: 12 Seconds

Description: This causes a gentle breeze to blow in any desired direction.

Blast of wind

Order: 2 Range: 100' Duration: Instant
Cost: 3 Area: See Below Resist: NA
Casting Time: 4 Seconds

Description: Being similar in nature to the Physical Energies Blast spell, this spell calls forth a short blast of concentrated air that may be directed by the caster. The force is capable of knocking a light man over, blasting a weapon out of a hand etc. An Agility roll -50 must be made in order to keep standing.

Carry song

Order: 3 Range: 50 Yds Duration: 5 Min
Cost: 3 (10%)Area: 50 Yd Radius Resist: NA
Casting Time: 15 Seconds

Description: This spell does not actually amplify the voice of the target but rather allows the sound to be carried a great distance without the usual loss of volume.

Spirit of metal

Order: 3 Range: 100' Duration: 30 Sec
Cost: 5 Area: One Structure Resist: NA
Casting Time: 1 Minute

Description: Metal is a substance that is simple to set up vibrations in and those vibrations are easily maintained. This spell sets up vibration in metal. Such a vibration set up in a sword would make it impossible to hold in about 4 seconds. If the spell were cast on a metal structure then the vibrations would take longer to form but a similar level of vibration could eventually be obtained. As a rough guide, it takes about 4 seconds to create a severe vibration for every 3' by 1" by 1" of metal that is in the structure.

Shatter

Order: 3 Range: 20' Duration: 10 Sec
Cost: 6 Area: One Object Resist: Magical
Casting Time: 4 Minutes

Description: This spell causes intense vibration in any object that, if the object is not flexible, will cause it to break. The ability of the spell to shatter the object is dependent on the rigidity of the object being shattered. Glass or china for example would shatter quite easily whereas green wood could not be shattered.

Pure Air

Order: 3 Range: Aura Duration: Permanent*
Cost: 4 Area: 10' Square Resist: NA
Casting Time: 30 Seconds

Description: This spell purifies the air in the given radius. It will neutralise and poison (unless it is magical which requires a 6th order version of the spell with a cost of 10).

Eye of the Storm

Order: 4 Range: Aura Duration: 30 Min
Cost: 6 (20%) Area: One Being Resist: NA
Casting Time: 2 Minutes

Description: At the eye of the storm all is quiet. This spell enables the target of the spell, be it the caster or another, to move through a storm and be unaffected by it. The winds swirl around them though they are untouched by the storm's rage.

Poison air

Order: 4 Range: Aura Duration: 30 Min
Cost: 4 Area: Small room Resist: Magical
Casting Time: 40 Seconds

Description: This spell causes all the air in the specified area to be poisonous. Any such air that is breathed for more than 10 seconds will cause death within three minutes. The amount of exposure will determine how sick it will make its victim. The poisoned air needs to be contained in a closed space such as a room or it will quickly dissipate. The poison air does not suddenly become pure but quickly loses its potency (as if diluted) after the spell's duration is up.

Nosound

Order: 6 Range: 50 Yds Duration: 5 Min
Cost: 7 (10%) Area: 10'x10'x10' Resist: Magical
Casting Time: 4 Seconds

Description: From within the area of this spell no sound will emanate. The air within the radius is incapable of transmitting sound.

Disrupt matrix

Order: 7 Range: 80' Duration: 1 Min
Cost: 10 Area: 20'x20" Resist: Magical
Casting Time: 4 Minutes

Description: This spell sets up a network or unsynchronised vibrations throughout a structure that will result in its destruction. Such a spell may be cast for example on portions of a castle resulting in its collapse.

Mistwalk

Order: 8 Range: Aura Duration: 15 Min
Cost: 2 (20%) Area: One Person Resist: NA
Casting Time: 1 Minute

Description: Mistwalk allows the caster to pass like mist over any surface, leaving no trace of their passing. Effectively the caster weighs nothing.

Fire Elementalism

Fire is an Element of great power. It is within everything and rules many aspects of life. Fire is rash and violent by nature. It has a great power for destruction and indeed this power is often realised. The Fire Mage, like their Element is often rash and destructive.

The Concepts for Fire Elementalism are:

The Power to Burn: The primary aspect of Fire is its capacity to burn. When unleashed, this aspect of Fire is powerful and destructive.

The Tamed Fire: The nature of fire is to be wild and uncontrollable. With understanding, Fire may be controlled and manipulated.

The Heart of Life: As all elements, Fire is part of all life. In all living things there is fire in the form of warmth. Fire is necessary for the maintenance of life and may be used to destroy it.

The Hidden Fire Within All: Fire is an element which is part of all matter. Thus, within any matter, it may be brought forth, amplified or released from within anything.

The Piercing Light of Flame Reveals all: In addition to heat, Fire has the property of light. The light of Fire may be manipulated independent from its heat and the light of Fire may be created without heat.

Where there is no Fire there is Cold: As Fire has a property of heat, if this is removed then cold is created. It is possible to remove all heat until absolute zero is reached.

Fight the Rain: As the element of fire opposes water, fire has the power to vaporise water. When coming in contact with a powerful flame, water ceases to be.

Fire Elementalism Spells

Wisp

Order: 1 Range: 30' Duration: Instant
Cost: 1/2 Area: 3' x 6" wisp Resist: NA
Casting Time: 20 Seconds

Description: Creates a 3' by 6" (Roughly) wisp of light that flits across the sky.

Chill

Order: 1 Range: Aura Duration: Instant
Cost: 1/2 Area: 6" Cube Resist: Magical
Casting Time: 8 Seconds

Description: This spell will reduce the temperature of the object touched by about 10°C.

Flaming Tips

Order: 1 Range: Aura Duration: 8 Rnds
Cost: 1 Area: 1" long flame Resist: NA
Casting Time: 6 Seconds

Description: Produces an inch long flame from the fingertips of one hand. It can be used to ignite materials, and will do one point of Might and then Body damage for every 2 rounds that the end of the fingers is held in contact with skin. This spell has an Ignition Capacity of 1.

Dim

Order: 1 Range: 30' Duration: 1 Hour
Cost: 1 Area: 10' Radius Resist: NA
Casting Time: 16 Seconds

Description: This spell significantly reduces the amount of light in the specified area of the spell. It will dim daylight to dusk, the light of a torch to the light of a candle etc.

Extinguish

Order: 1-5 Range: 50' Duration: Instant
Cost: 1/2 - 10 Area: 1" square Resist: Magical
Casting Time: 10 Seconds

Description: This spell has the power simply to extinguish a flame such as that of a candle. An Order 5 version of the spell is capable of extinguishing a large bonfire.

Warm/ Heat

Order: 1-7 Range: Aura Duration: 30 Min
Cost: 1-7 Area: One Object Resist: NA
Casting Time: 6 Seconds

Description: This Spell draws out the inner heat in any object or being such that it is warmed. The first Order version of the Spell is capable of making a person feel warm, even if the outside temperature is quite low. The fifth Order version of the Spell is capable of boiling water in around 30 Seconds and the seventh Order version is may make any selected object in a radius of 20' red hot in a matter of seconds. The quickness of the Spell in warming/heating an object is directly proportional to its mass.

Dancing Flame

Order: 1 Range: 35' Duration: 3 Min
Cost: 1 (40%)Area: Small Flame Resist: Magical
Casting Time: 8 Seconds

Description: With this spell the caster may take any small area of flame and make it perform as they wish. The classic use of the spell is to create a beautiful display. The flame is made to dance, perhaps to some nearby music.

The base spell will only affect a small flame such as that of a candle. If the caster expends more energy on the spell they may move a larger area of flame. For a cost of 4 they may move a flame equal to that from a torch or for a cost of 10 the caster may make fire the size of a small fire dance. These changes are not considered new spells but if the caster wishes to make a flame larger than a campfire dance he will be required to learn the 4th order version of this spell .

Ignite

Order: 2 Range: 20' Duration: Instant
Cost: 2 Area: 6" Radius Resist: Magical
Casting Time: 6 Seconds

Description: This spell will cause any specific flammable substance to burst into flame. The spell has an IC of 8 and the chance for ignition is determined as it normally would be.

Aura

Order: 2 Range: 30' Duration: 5 Min
Cost: 1 Area: One Being Resist: Magical
Casting Time: 4 Seconds

Description: This Spell makes the Kirlean aura around the target, caster or object visible. As such, the target of the Spell will be easily seen, and therefore easily hit in a combat situation where it is dark. The Aura spell tends to give the impression of power and awe to that which it surrounds, the effects of which are GMD. For Combat Modifiers, add 2 levels to the effective level of darkness (see Optional Rules).

Brighten

Order: 2 Range: Aura Duration: 20 Min
Cost: 2 Area: 20' Radius Resist: NA
Casting Time: 10 Seconds

Description: The area around the caster will become illuminated as if they are carrying a torch, though the light will come from no particular source. The effect is not gross though pitch darkness will become dim light, dim light will become normal lighting conditions and normal lighting will become bright. Use GMD to determine effects.

Withering flame

Order: 2 Range: 10' Duration: 15 Min
Cost: 3 (20%)Area: 1' square Resist: NA
Casting Time: 40 Seconds

Description: This spell will bring new life to a dying fire. The spell will make such a fire burn with the vigour of a healthy fire of the same size, though it will not result in the fuel of the fire burning any more quickly. When the duration of the spell has ended the fire will return to burning as it normally would. If the fuel of the fire is spent and the fire goes out then this sell may not be used to restore it.

Resist flame

Order: 2-10 Range: Aura Duration: 8 Min
Cost: 1- 20 Area: One Person Resist: NA
Casting Time: 3 Minutes

Description: The elements of the Character's body protect them from the destructive power of flame. For the Order 1 version of the spell, any damage taken from flame is reduced by 2 points. The Order 6 version of the Spell makes the target of the Spell and all they are carrying impervious to normal flame. The Order10 version of the Spell will protect the target from all forms of flame (natural or otherwise) including Dragon Breath.

Precision forge

Order: 2 Range: Aura Duration: 10 Min
Cost: 2 (80%)Area: 1' Square Resist: NA
Casting Time: 30 Seconds

Description: This spell enables the caster to have an exact control of the distribution of heat of a flame. For example, in the making of a sword a blacksmith may require heat to be concentrated in a specific area so as to heat only the edges of the blade for final finishing. This spell could be used for this kind of thing and in the case of using the spell to aid a blacksmith, production times would be halved and the quality would be much improved.

Fiery light

Order: 3 Range: 40' Duration: 1 Min
Cost: 1 * Area: See Below Resist: NA
Casting Time: 18 Seconds

Description: This Spell creates a small area of dancing, flickering lights under the control of the caster. It is capable of creating wispy, cloud type lights as well as individual sparkles etc. There is a 4' radius in which the effects may be created and within this area up to 10 individual lights may be created. The caster may basically create any reasonable effects he wishes. *Penalties to movement range from 20% to 70% depending on the complexity of the effect created by the Mage.

Alter Light

Order: 3 Range: Aura Duration: 1 Hour
Cost: 2 Area: Small Light Resist: NA
Casting Time: 12 Seconds

Description: This Spell changes the way light appears. The caster has control over the colour and intensity of the light source and it is possible to make it any colour (including black), and make it up to twice as bright. With this Spell, for example, the light of a torch may be altered such that it is black. The effect of this would be that in a dark area, the torch would shed no light though it still gives off heat and is capable of igniting flammable materials.

Extinguish (Minor)

Order: 3 Range: 75' Duration: Instant
Cost: 3 Area: 1' Square Resist: Magical
Casting Time: 4 Seconds

Description: This spell will put out any small flame. It has sufficient power to extinguish a well established campfire and if the fire is larger than this then the fire will not be totally extinguished but the corresponding amount of damage will be done to the flame.

Fireworks

Order: 3 Range: Aura Duration: 1 Min
Cost: 3 * Area: 6' Resist: NA
Casting Time: 8 Seconds

Description: Brilliant flashes of light and colour fly forth from the fingertips of the caster who has control over the effects.

*Penalties to movement range from 20% to 70% depending on complexity of display.

Blinding Flash

Order: 3 Range: 40' Duration: Instant
Cost: 3 Area: 5'x5'x5' Resist: NA
Casting Time: 3 Seconds

Description: This spell creates a flash of light of great intensity where the caster desires. Anyone who does not have their eyes covered when this occurs will be blinded for at least 5 seconds, and it will take another 5 seconds for their vision to completely return.

Freeze

Order: 3 Range: Aura Duration: Instant
Cost: 4 Area: 1' Cube Resist: Magical
Casting Time: 8 Seconds

Description: This spell will reduce the temperature of the object touched to around -30 C (generally snap freezing it). The spell effect is instantaneous so the thing will gradually thaw out.

Heat sense

Order: 4 Range: Aura Duration: 1/2 Hour
Cost: 4 Area: 60' Resist: NA
Casting Time: 6 Seconds

Description: With this Spell the caster may see well defined shapes according to their heat pattern. Once the caster has used the Spell a few times they will begin to recognise the pattern of certain animals etc, and will also be able to use the new vision as a form of sight where there is life (even in true darkness). The varying patterns of heat on any form of life may be used for simple navigation.

Control heat (Minor)

Order: 4 Range: Aura Duration: 15 Min
Cost: 8 Area: 20' Radius Resist: Magical
Casting Time: 8 Seconds

Description: With spell the caster has some control over the air temperature within the radius. He may raise or lower temperature within the radius by +/- 30 degrees Celsius.

Chained fire

Order: 4 Range: 20' Duration: 15 Min
Cost: 9 (10%)Area: to 2' square. Resist: Magical
Casting Time: 12 Seconds

Description: With this spell a Mage may take the power of a fire, contain it and move it. The spell will take all the energy from the fire that is the target of the spell and enable the caster to transport this energy with him as he travels. As the caster walks, the fire follows behind.

Flaming Weapon

Order: 5 Range: Aura Duration: 10 Rounds
Cost: 7 Area: One Object Resist: NA
Casting Time: 8 Seconds

Description: This spell will cause the inner fires of an object to leap to its surface and continue to do so until the duration of the spell finishes. The caster must cast their hand over the area they to flame. The flame from the object has an Ignition Capacity of 4 and in addition to the normal damage the weapon does, it will also do d4 + 1 points of fire damage. The object will not become hot to hold as all the energy is being released.

Immolate

Order: 7 Range: 40' Duration: Instant
Cost: 16 Area: One Person Resist: Magical
Casting Time: 12 Seconds

Description: The target of this spell will burst into flame. The flame will engulf his body and he will die in agony in about 10 seconds.

Extinguish (Major)

Order: 7 Range: 100' Duration: 30 sec
Cost: 20 Area: 50' radius Resist: Magical
Casting Time: 8 Seconds

Description: This spell will extinguish fires within the area specified by the caster. The fires must be visible to the caster and by looking at them the caster causes all their power to fade. The caster has the power to extinguish flame for the duration of the spell and the fire will not return when the duration expired.

Incandescent fury

Order: 8 Range: 60' Duration: Instant
Cost: 20 Area: One Being Resist: Magical
Casting Time: 10 Seconds

Description: The target of this spell will explode in a blaze of brilliant fury. Flames and sparks will fly forth from the target's body. Anyone within 10' of the target of this spell will suffer d4 damage from fire, anyone within 20' will take d2 - 1 point of damage.

Water Elementalism

As Fire is the heart of life, Water is the blood of life. It sustains and it destroys. It weathers and it protects. It is calm, and it has fury.

The Concepts for Water Elementalism are as follows:

The Blood of Life: Water is the blood of all life. Without it no live can be sustained. As an element it also makes up part of all matter and living things and may be manipulated within them.

The Calm Waters: The ocean is often savage and unpredictable though it may be controlled.

Quencher of Fires: The elements of Fire and Water are opposed. As Fire has the power to vaporise Water, Water has the power to Quench Fire.

The Untamed Sea: The awesome power of the sea may be unleashed. Its destructive powers may be controlled and used.

Water Elementalism Spells

Sodden

Order: 1 Range: Aura Duration: 5 Hours

Cost: 1/2 Area: One Person Resist: NA

Casting Time: 2 Minutes

Description: This spell saturates the target's body with water, making it very relaxed & Flaccid. This will have a relaxing effect on the mind as well and is useful to enable rest or recovery.

Purify

Order: 1 Range: Aura Duration: Permanent

Cost: 1 Area: 1 Litre Resist: Magical

Casting Time: 16 Seconds

Description: Purifies any water to enable it to be drunk. Purified water will be refreshing and tasty. This spell will not affect poison but rather will have a distilling effect on the water.

Quench flame

Order: 2-7 Range: 10' / Order Duration: Instant

Cost: 4-14 Area: Variable Resist: Magical

Casting Time: 8 Seconds

Description: This Spell will extinguish flame. The 2nd order of the Spell will extinguish a campfire, a fifth Order version of the Spell will extinguish a large Bonfire, and the seventh Order of the Spell will extinguish any flame, magical or otherwise.

Rain

Order: 4 Range: 4 Miles Duration: See Below

Cost: 15 Area: 2 Mile Radius Resist: NA

Casting Time: 40 Seconds

Description: This Spell will cause water laden clouds to become heavy and dark and drop their water. Only water already in the clouds will fall and therefore the duration of the rain depends on how much water there was in the clouds.

Calm waves

Order: 4 Range: 1 Mile Duration: 2 Hours

Cost: 22 Area: 1 Square Mile Resist: NA

Casting Time: 30 Seconds

Description: This spell will flatten the water in the area of the spell. It is capable of flattening any normal waves and although tidal waves or magical waves may be softened but not stopped.

Whirlpool

Order: 5 Range: 100 Yards Duration: 4 Min

Cost: 20 Area: 50' Radius Resist: NA

Casting Time: 25 Seconds

Description: This spell initially creates a regular circular motion on the water that, by the time the Spell is complete, is a raging whirlpool capable of drawing in vessels up to 50 yards

away. Small 1 or 2 man boats would be likely to be sucked into the whirlpool and be destroyed whereas larger boats would spin helplessly around its perimeter.

Tide Mastery

Order: 8 Range: 1 Mile Duration: 30 Mins

Cost: 16 Area: 1 Mile Radius Resist: NA

Casting Time: 1 Minute

Description: This spell allows the caster to control the tides for the duration of the Spell. In the area of the Spell the caster may raise and lower the tide in about 5 minutes each way.

Natural Elementalism

Nature is the law that bonds all elements to living things. The natural order is a complex interaction between the earth, the wind, the rain, lightning and the forces that shape life itself.

The Concepts for Natural Elementalism are:

The Law of the Wild: There is a law, a knowledge of surviving in the wild. Through the study of nature, these laws may be known.

Spirits of Nature: Just as man has a soul, nature has a spirit, coursing through its rivers, whispering in its tree tops and falling with the morning dew. It has power and it has consciousness.

Kindred spirits of leaf and Bough: There is a bond between man and the natural element. We may communicate with it and become a part of it.

Animal Kinship: We share a bond with all animals and through this we may develop the capacity to communicate with and have power over the animal kingdom

The Pattern of Forces: There is a natural order to all forces of nature. One season follows another and so winter turns to spring, so buds the flower. This natural pattern may be disrupted or altered by unnatural forces and this disruption may be felt if one is attuned to the pattern.

Mastery of the Pattern: The pattern of forces may be altered or restored.

Binding of the Elements: All elements are present and important in nature. As such, the power of all elements may be used together as if they were one.

Electric Fire: Creation of Lightning (This concept is listed separately as it has several rules relating to it alone)

Note: There are many Spells in the Element of Nature that affect weather patterns and so on. Casting these Spells assume they are being used in areas where this kind of weather could potentially occur. Casting a Call Storm Spell in a desert that never sees water would be physically impossible and in areas where this kind of weather is unnatural, the cost of casting the Spell may be multiplied by up to 3 times at GMD.

Natural Elementalism Spells

Preserve

Order: 1 Range: Aura Duration: Permanent
Cost: 2 Area: See Below Resist: NA
Casting Time: 20 Seconds

Description: This Spell is used to prolong the life of a small amount of food by removing water. To restore some of the flavour water may be added before eating. This may be done by soaking or boiling in water. Even if this is done the food will have no where near the quality of taste that it had originally but will retain all its nutrients.

Renew

Order: 1 Range: Aura Duration: Permanent
Cost: 8 Area: 100' Square Resist: NA
Casting Time: 10 Minutes

Description: This spell restores life to an area of spent soil. The soil will be restored to the quality it was before the nutrients were drawn from it. The spell is the equivalent of about 2 years of fertilising the area. A smaller area of soil may be renewed at a lower cost and in a quicker time.

Grow

Order: 2 Range: Aura Duration: Permanent
Cost: 4 Area: 6" Cube Resist: NA
Casting Time: 30 Seconds

Description: This Spell will greatly accelerate and facilitate the growth of a small number of plants. Their development will be accelerated tenfold. The volume of plants that may be affected is a 6" cube meaning about 20 seedlings to one mid sized plant.

Eyes of the Hunter

Order: 2 Range: Aura Duration: 30 Min
Cost: 4 Area: 100' Radius Resist: NA
Casting Time: 8 Seconds

Description: Eyes of the hunter gives the caster an uncanny ability to track their prey and to sense when it is reasonably close (100'). The game effect is to subtract 20 from tracking and observation rolls with regard to finding one's prey.

Traceless Wander

Order: 4 Range: Aura Duration: 10 Min
Cost: 5 Area: One Being Resist: NA
Casting Time: 16 Seconds

Description: For the duration of this Spell no trace shall be left by the passing of the target. Leaves and twigs will bend rather than break and the earth will give like rubber under the feet of the target.

Cloud Mastery

Order: 4 Range: 1 mile Duration: 10 mins
Cost: 5 Area: 1 mile radius Resist: NA
Casting Time: 8 Seconds

Description: This Spell gives the Caster control over the movement and development of cloud within the area. The nature of the cloud may not be changed though the caster may disperse or gather cloud as they desire.

Call Mist

Order: 4 Range: Aura Duration: 15 mins
Cost: 6 Area: See Below Resist: NA
Casting Time: 20 Seconds

Description: This Spell causes a mist to flow softly from the body of the caster. Within 5 minutes of the Spell being cast, the mist will have reached 50' from the caster in all directions and be up to about 2' off the ground. As the Spell's effects continue, the mist continues to spread out and by the time the Spell's effects have ended, the mist will be thick within about 100 yards of the caster and will gradually thin out to be a thin mist above the ground about 500 yards from the caster.

Haven of leaves

Order: 4 Range: Aura Duration: 6 Hours
Cost: 8 Area: 1 Being Resist: NA
Casting Time: 30 Seconds

Description: This Spell allows the caster to be protected from the Elements by a cover of leaves (which must be available to use). Inside the haven, the temperature will be warm, and little water will penetrate. The leaves may be blown away by wind and a blanket or something similar over them should prevent this.

The Watcher Unseen

Order: 5 Range: NA Duration: 6 Hours
Cost: 9 Area: 1 Spirit Resist: NA
Casting Time: 5 Minutes

Description: This is a Spell that contacts the spirit and essence of a natural region like a forest, mountain or a lake. That spirit will watch over the caster and anyone that the caster specifies. Through the eyes of the spirit the caster will be alerted of any danger to them or their friends and will know if anything of interest enters the region of the spirits domain. The spirit cannot speak to the caster but emotions and visions may be granted to the caster. The Watcher Unseen is mostly a protective spell but it can be used to gain information as well. This spell can't be resisted unless the spirit of the place is hostile and uncooperative in which case it will not help the caster at all, and may even attempt to harm them within the limits of its power.

Call storm

Order: 5 Range: 2 miles Duration: 4 Hours
Cost: 20 Area: 10mile radius Resist: NA
Casting Time: 4 Minutes

Description: This Spell is similar to Squall though instead of a localised violent storm, the Call Storm Spell calls in a more natural storm that develops at a more natural rate, covers a wider area and lasts longer. With Call Storm, the processes are set into action for a storm to form and cover an area. Depending on the existing cloud cover,, the storm will take between 1/2 to one hour to form and begin and then will last for around 4 hours. Its ferocity will be equivalent to that of a heavy thunderstorm.

Create Spring

Order: 6 Range: Aura Duration: Permanent
Cost: 14 Area: Small Spring Resist: NA
Casting Time: 40 Seconds

Description: As this Spell is being cast, fissures open beneath the earth and water is drawn to the surface. When the Spell is complete, a small crack will open in the earth from which water

will flow. The flow of water will not be great though it will be enough to fill a cupped hand in a few seconds. The water will be clear and tasty.

Squall

Order: 6 Range: 500 yards Duration: 30 Min
Cost: 12 Area: 3 miles radius Resist: NA
Casting Time: 4 Minutes

Description: This spell creates a violent storm in a small area of effect. The storm will develop as the caster casts the Spell. If there are no clouds or wind, the Spell may take up to 6 minutes to cast. If there are heavy clouds and wind already, the Spell may take as little as 2 minutes to cast. If at sea, the Squall is likely to sink or disrupt shipping in the area. Any vessel that the caster is on is safe from the effects of this Spell though other ships are likely to sink.

Direct Lightning

Order: 7 Range: 5 miles Duration: 2 Min
Cost: 1 (50%) Area: NA Resist: NA
Casting Time: 4 Seconds

Description: The caster of this spell can control lightning strikes in the radius of the spell's effect for as long as it lasts. The spell does not create lightning as the lightning must already be there. Only one lightning bolt may be controlled at a time. To accurately target a lightning strike on someone or thing the caster must be able to perceive them accurately. The precision of the strike is proportional to the distance from the caster. The caster can direct the lightning strike to within a few inches if it strikes within 50' of them. The precision deteriorates until the strike can only be controlled to within a few hundred feet at five miles range. The exact effects of the spell, such as chance to hit a given target, must be determined by the Game Master. Remember that a close miss by a lightning bolt is quite harmful to one's health.

Shapeshift

Order: 8 Range: Aura Duration: 1 Hour
Cost: 16 Area: Caster Resist: NA
Casting Time: 5 Minutes

Description: This Spell allows the caster to transform their body into that of an animal whilst retaining their own mind. The animal form they have taken must be sustained in its natural way and although the caster retains their own mind, they gain many of the instincts of the animal form they have taken. Changing into the animal form is quite a painful process. The Spell should be cast naked as equipment may cause injury to the caster as their body shape changes. The caster will also transfer injuries from one form to the other, shapeshifting does not heal wounds.

Electric Fire - (Part of the Natural Element)

Lightning and electricity are part of the natural element. Electricity is not as it is in this reality. The alternate reality of Dark Fantasy has no electrons which orbit atoms. What is meant by the word electricity, then, is not a stream of electrons that can be harnessed by machines. The natural manifestations of electricity merely appear to be the same as in our world.

Shields and Armour count as protection against lightning though metal armour only counts for 1/2 its normal value. It also serves to attract lightning to some degree (use GMD). Water also conducts electricity in dark Fantasy.

Stunning

This concept contains many Spells that stun targets. Stunning is a condition of greatly reduced effectiveness and the degree of stunning is depends on the Spell and the victim's Endurance. The longer the time for which the Character is stunned, the greater the penalty to all their actions. Below is a table giving the penalties to all the Character's actions based on the number of rounds for which the Character will remain stunned.

No Of Stun Rounds	Penalty
5+	90%
4	75%
3	60%
2	50%
1	25%

Spark

Order: 1 Range: Aura Duration: NA*
Cost: 1 Area: Spark sized Resist: NA
Casting Time: 3 Seconds

Description: The spell produces a small spark no more than six inches long from the caster's finger. The spark causes a small electric shock to anyone who is touched by it. There is no damage as such but a minor muscle spasm can be produced. If the spark hits something extremely flammable like tinder it is likely to catch fire. The Spark cannot set fire to any less flammable materials like leather but it could potentially char them slightly.

Lightning Shield

Order: 1 Range: Touch Duration: 5 rounds
Cost: 1 (5%) Area: One person Resist: NA
Casting Time: 2 Seconds

Description: This is a spell of protection from the harmful effects of electricity. It will reduce stunning, shock and damage from electricity. The spell counts as three points of armour vs electrical damage and reduces the duration of any stunning effects by three rounds.

Lightning Spear

Order: 4 Range: 50 Yds Duration: NA*
Cost: 7 Area: 2" x 2" x 5' Resist: NA
Casting Time: 4 Seconds

Description: A shaft of flickering blue power is hurled from the caster's hand. It is made of electrical force and is 2" x 2" x 5' in size. The target struck by it will be stunned for 6 - their Endurance Bracket in rounds. The spell has an Ignition Capacity of 3. Armour value counts as per normal except in the case of predominantly metal armour. Such armour counts at half value vs the damage that this spell inflicts. 75/30/8, Damage 3d6.

Lightning Dance

Order: 5 Range: 500 yards Duration: 3 sec
Cost: 2 (80%) Area: One Bolt Resist: Magical
Casting Time: 4 Seconds

Description: This spell makes a lightning bolt that strikes within range remain in existence and move as the caster directs. The spell affects any one lightning bolt that strikes within the time period of the spell's duration. The bolt exists as a column

of twisting electricity for the spell's duration. This bolt moves at a rate of 20 yards per round and is controlled by the caster. If they cease concentration the bolt remains in its last position. The damage from the lightning bolt is as normal (see Bolt of Destruction).

Lightburst

Order: 5 Range: Aura Duration: 3 Seconds
Cost: 5 Area: 30' Resist: Dodge
Casting Time: 3 Seconds

Description: A brilliant burst of light is emitted from the caster's outstretched hand in a sixty degree arc. It blinds people who are looking in the appropriate direction. Roll vs. Agility to avoid being blinded. Servants of Light are never affected.

The Self - Fortress Body

The Realm of The Self is specific knowledge of the Soul and how the elements are combined through the natural order to actually produce living body that contains it. Natural Elementalism only deals with the specifics of bodily systems in a vague and general way and pure Elementalism has only the simplest of understandings of how the elements affect a living body. The magic of The Self enhances the body's capabilities and this power may be extended from the caster to other bodies.

The Concepts of the Realm of Physical magic are:

Vessel of the Soul: Within the body there is a soul which may alter the physical nature of its dwelling. This means that senses may be enhanced, the body may be toughened or strengthened, etc.

Healing and Hurt: Through the soul and the self it is possible to heal or cause pain to ones self or others.

The Dweller Within: Our bonds are not only with human kind but all of the animal kingdom. Animal instincts and talents, usually obscured by intellect may be brought to the surface by an understanding of the inner self.

Spells of the Self

Catseye

Order: 1 Range: Aura Duration: 10 min
Cost: 1 Area: One Person Resist: NA
Casting Time: 22 Seconds

Description: The target's eyes take on a red tinge and they gain the ability to see well in darkness. The sight is as good as a cats

Iron Hand

Order: 1 Range: Aura Duration: 1 min
Cost: 1 Area: One Person Resist: NA
Casting Time: 14 Seconds

Description: Iron Hand makes the target's hands or feet harder and increases the power of their unarmed strikes. Brawling damage becomes d3 + 3, exactly as if the caster were wearing brass knuckles.

Resist: Earth, Air, Fire & Water

Order: 2 Range: Aura Duration: 5 min
Cost: 2 Area: One Person Resist: NA
Casting Time: 30 Seconds

Description: The caster learns enough about their body to be able to make it resist the disruptive effects of the raw elements. The Spell is a shield against all the elements. It acts as two point armour against damage from the relevant element where applicable. The spell also retards the other harmful effects of the elements such as stunning from electricity. Resistance to all element related spells is increased by 25%.

Hardness of Body

Order: 2 Range: Aura Duration: 1 min
Cost: 2 Area: One Person Resist: NA
Casting Time: 12 Seconds

Description: This spell hardens body tissue such that it resists physical force better. The spell effectively acts as armour that cannot be ignored by a critical blow as there are no weak points; the whole of the targets body is hardened. The Spell acts as two point armour.

Minor Heal

Order: 2 Range: Aura Duration: Permanent
Cost: 4 Area: One Person Resist: NA
Casting Time: 1 Minute

Description: This spell will stop all bleeding. The seal over the wounds is similar to that which would form naturally in a few days and the target of the Spell will heal 1 body point more than normal in the first week after the Spell. Although bleeding is stopped the wounds will be quick to open again with any strenuous activity and thus the target must be very careful. The chance of reopening wounds is 5% for very light activity, 15% for light, 50% for moderate, 75% for heavy and 100% for very heavy activity.

Strength of the Bear

Order: 3 Range: Aura Duration: 3 min
Cost: 1 (5%) Area: One Person Resist: NA
Casting Time: 20 Seconds

Description: This spell gives the target increased Strength at the cost of Endurance. The Spell adds 8 - Strength Bracket points to the caster's current strength score at the cost of 1 point of endurance per round that the enhanced strength is used.

Minor Lifefulness

Order: 4 Range: Aura Duration: 24 Hours
Cost: 15 Area: One Person Resist: Type 1 (25)
Casting Time: 30 Seconds

Description: This spell makes the target able to withstand physical hardship far better than normal. Due to the extreme desire for life, the target will be less affected by extremes of exhaustion, hunger, thirst, wounding etc. The spell does nothing to cure the problem but rather gives the target the capacity to overcome them to some extent. The effects of damaging ones self by activity will still apply at the rate of the character's actual level of wounding (including bleeding).

The Game Effects are to allow the target to operate as if they have 25% less wounding (body damage only) and 50% less Endurance loss than that which has occurred. The healing rate of the target is not improved and if the target's enhanced body total slumps to zero or below then they will die. All activity

done under the influence of the Spell incur normal rates of Endurance loss but will only affect the target half as much as it normally would.

When the Spell wears off the total amount of Endurance lost must be calculated. If, when the spell wears off, the target has less than zero Endurance then they will die.

Detect Metal

Order: 4 Range: Aura Duration: 2 mins

Cost: 4 Area: 30' from targ. Resist: NA

Casting Time: 15 Seconds

Description: This Spell gives the target an acute sense to detect metal. Even if it is not visible, the caster will have a feel for any metal within the area and as they draw closer will be able to determine its relative size and shape.

Pain Song

Order: 5 Range: 50' Duration: 5 Min

Cost: 7 (20%) Area: To 5 Persons Resist: Magical

Casting Time: 8 Seconds

Description: The caster amplifies his own voice such that it is of sufficient volume to cause severe pain to all targets of the spell. Victims of the Spell will generally fall to the ground clutching their ears in agony.

Heal

Order: 5 Range: Aura Duration: Permanent

Cost: 15 Area: One Person Resist: NA

Casting Time: 1 Minute

Description: If the target of this spell is still alive all bleeding will stop. The spell will heal 1d4 body points of Damage. The spell heals in a similar fashion to the natural healing processes of the body and thus any limbs and the like that have been damaged beyond normal repair may heal over but will remain forever damaged. Broken bones will be partially healed by this spell cutting the healing time to 1/4 of normal. Any spinal injury will also be aided by this spell though it will not restore the use of limbs lost from such an injury.

Sustenance

Order: 5 Range: Aura Duration: 24 Hrs*

Cost: 25 Area: One Person Resist: NA.

Casting Time: 6 Minutes

Description: The caster subtly changes their targets body's elemental balance to reduce their physical needs to bare minimums. The target requires about one tenth of the normal bodily requirements such as food, air, water, sleep, etc. The target may experience some of the effects of going without though these will be merely subdued unpleasant feelings. Note that the spell only reduces the physical need for these things, not the psychological need. With only half an hour of sleep a night the targets mind may find itself experiencing strange states of consciousness.

The Fortress Body

Order: 6 Range: Aura Duration: 2 mins

Cost: 22 Area: One Person Resist: NA

Casting Time: 12 Seconds

Description: This is a powerful protection spell because it calls forth and enhances all the power of the body to resist harm. The spell acts as four points of armour that cannot be ignored. The target's Body total is increased to 25 + 1/5th of their normal score. The target's Might total is multiplied by 1.5 or raised to

20, whichever is higher. Any Damage the target has undergone is subtracted from these new totals. The caster's Endurance is increased by 9 - Endurance Bracket. The caster can resist all physical forces 50% better and is not subject to shock or stun. When the Spell wears off, all the Damage done to the target in this state is transferred to their normal Body and Might ratings and if their Body rating is reduced to below 0 then they will die.

Cleanse

Order: 7 Range: Aura Duration: Permanent

Cost: 3 Area: One Person Resist: NA

Casting Time: 40 seconds

Description: This spell purifies a person of poison and disease. Their decay will go no further though any physical damage caused by the disease or poison will remain until it has healed naturally.

Deathsong

Order: 7 Range: 100' Duration: 20 Sec

Cost: 10 Area: One Person Resist: Magical

Casting Time: 6 Seconds

Description: This spell is similar to pain song though it has sufficient power to kill its target.

Greater Healing

Order: 9 Range: Aura Duration: Permanent

Cost: 30 Area: One Person Resist: NA

Casting Time: 2 Minutes

Description: This spell will heal all body damage done to a person while they still have life. Permanent afflictions such as blindness or being cripple will be cured. It can also cure any disease. Limbs and the like that have been lost will heal over but not be replaced. For example if the Spell was cast on a man who was missing a foot the stump would heal and the man would only ever have one foot. The spell will repair any spinal injury and restore the use of the affected limbs.

Powers of the Self

Note: All Powers that have the option of transferring the effects to another being have "One Person" or "One Being" as their "Area". This only applies if the higher Order/Cost version of the Power is being used. Otherwise the effects only apply to the user. The Time Required may also be increased at Game Master's Discretion. In Order for such a Power to be used on another being they must be willing to accept its effects or at least not resist them.

Meditation

Order: 0 / 5 Range: Aura Duration: Variable

Cost: 1 / 10 Area: User Resist: NA

Time required: 10 Minutes.

Description: This Power allows the user to put themselves into a deep trance state where all healing rates are quadrupled. It is up to the user to determine how long they wish to be in trance and they will awaken naturally in +/- 10% of this time. The minimum time that must elapse is two hours otherwise it will have no effect, and the meditation must be no longer than 12 hours at a stretch. If they are disturbed from the trance, all healing they have done is lost and they will be very groggy. If the meditation is allowed to take its course the Mage will awaken feeling greatly refreshed. It is possible for the Mage to

combine meditation with sleep as it is not a substitute. If the Mage sleeps while under the affects of the meditation then they gain no benefit to their healing rates from the sleep, only from the meditation.

The Wild

Order: 1 / 6 Range: Aura Duration: 3 days
Cost: 3 / 15 Area: One Person Resist: Type 1 (30)
Time required: 1 Hour

Description: The recipient of this Power becomes at home in the natural surroundings. They gain the ability to roughly communicate with animals and survive on their food. Normal diseases that may arise from a human eating such food will not arise.

Shout

Order: 1 Range: 40' Duration: 5 Min
Cost: 1 (10%) Area: User Resist: NA
Time required: 15 Seconds

Description: This Power amplifies the voice of the user threefold. The target of the Power may speak normally and have the sound carry as if he were shouting.

Slow breath

Order: 1 / 6 Range: Aura Duration: 30 Min
Cost: 2 / 10 Area: One Being Resist: NA
Time required: 6 Minutes

Description: Slows down targets breathing and gives their lungs a greater capacity to absorb oxygen and other nutrients into the blood. The target requires only about 25% of the normal amount of air.

Animal Mastery

Order: 2 / 4 Range: Aura Duration: 1 Hour
Cost: 2 / 8 Area: One Person Resist: NA
Time required: 2 Minutes

Description: The Character will project an aura of power to the animal kingdom. The power involves to some extent the way in which the Character carries themselves but primarily the Character manipulates the signals they emanate such that animals will feel fearful of them. The effect may be likened to the display of the frilled neck lizard though the Power has a greater effect than this. The more meek the animal the more it will fear the Character. In relative terms the character would be about as fearsome as a strong lion.

Minor Self Healing

Order: 2 / 8 Range: Aura Duration: Permanent
Cost: 4 / 18 Area: One Being Resist: NA
Time required: 10 Minutes

Description: This Power will stop all of the target's bleeding by placing a seal over all the wounds. The Power effectively does about 4 days healing in a matter of seconds as well as closing open wounds and healing 1 Body point of Damage. Although bleeding is stopped the wounds will be quick to open again with any strenuous activity and thus the target must be very careful. The chance of reopening wounds is 5% for very light activity, 15% for light, 50% for moderate, 75% for heavy and 100% for very heavy activity.

Walk of the Assassin

Order: 2 Range: Aura Duration: 15 min
Cost: 1 (5%) Area: User Resist: NA
Time required: 1 Minute

Description: Walk of the Assassin is a Power of stealth. The Mage learns to make their body move silently and gracefully. The game effect of the Power is to add thirty to the chance of success of the skill sneaking and to subtract twenty from the sneaking roll. Note that automatic failure and fumbling is still possible.

Suspended Life

Order: 4 / 9 Range: Aura Duration: 12 hours*
Cost: 10 / 50 Area: One Person Resist: NA
Time required: 5 Minutes

Description: The target of this Power goes into a form of suspended animation, similar to the hibernation of certain animals. They appear to be dead to all but the most detailed of examinations. They need only a tiny fraction of the air they would normally need and are oblivious to all stimuli. No healing or return of Attributes is regained in this state because all the body's functions, including its recovery mechanisms, are made dormant. Awakening from the state, the target will regain their consciousness first and may, if desired continue the process each 12 Hours for up to 36 Hours.

Self Healing

Order: 5 / 10 Range: Aura Duration: Permanent
Cost: 10 / 40 Area: One Person Resist: NA
Time required: 30 Minutes

Description: This Power will heal 1d4 Body points of Damage. The Power heals in a similar fashion to the natural healing processes of the body and thus any limbs and the like that have been damaged beyond normal repair may heal over but will remain forever damaged. Broken bones will be partially healed by this Power cutting the healing time to 1/4 of normal. Any spinal injury will also be aided by this Power though it will not restore the use of limbs lost from such an injury.

Major Self Healing

Order: 7 Range: Aura Duration: Permanent
Cost: 23 Area: User Resist: NA
Time required: 1 Hour

Description: This Power will heal 2d4 + 3 Body points of damage. The way in which the Power heals the user is similar to Self Healing though broken bones and such will heal in 1/10th the normal time.

Wereform

Order: 9 Range: Aura Duration: 12 Hours
Cost: 28 Area: User Resist: NA
Time required: 10 Minutes

Description: Similar to the Shapeshift Spell, Wereform allows the user to transform themselves into the form of a wild animal. Unlike the Spell, Wereform transforms the mind of the user to that of the animal. They will retain their knowledge of friends and foes though all their understandings and perceptions will be limited by the intellect of the animal.

Greater Self Healing

Order: 10 Range: Aura Duration: Permanent
Cost: 45 Area: Caster Resist: NA
Time required: 4 Hours

Description: This Power will heal any damage done to the caster's body. This includes burns, broken bones, lost limbs etc. The caster's body is restored to its original condition.

Mental Energies - The Tapestry of Intellect

This Realm deals with the mind, and all that can be achieved with it. Detection / Divination consists of Spells and Powers that use the mind to perceive things such as life force. The mind has great depths to it from which much information can be plucked. Command and Communication is better known by the modern terms of telekinesis and telepathy.

With Mental Communication the mind may be used to communicate with or coerce other minds. The dimension of the mind is very real one. Thoughts and mind images can easily appear as real as material objects.

With Command, the mind projects its thoughts and makes them real in terms of the material world. It is possible for thought to manipulate physical objects in various ways and it is possible to project one's thoughts to another person. With this discipline a Mage can learn to enter into the plane of thought fully and thus project their consciousness wherever they wish.

Command and Communication

This is the facet of mental magic that communicates with and controls minds. One mind can impose its will upon another.

The Concepts of Mental Command & Communication are:

Emotion Projection: Thoughts and feelings may be transmitted to others through the mind.

Fortress Mind: Through the strength of will the mind may be put above experiencing unnecessary or unproductive emotion or thought.

Domination: Though the force of will and the intellect, the minds of others may be dominated.

Bend the Flow for the Mind is Prime: Through the power of the mind the natural flow of reality may be altered. Physical reality may be altered through the power of will.

Spells of Command and Communication

Calm Turmoil

Order: 1 Range: Aura Duration: 6 Hours
Cost: 1 Area: One Person Resist: NA
Casting Time: 10 Seconds

Description: This Spell has a calming effect on the target. Whatever is troubling them will resolve itself in their mind and they will cease to worry about it as a wave of calm washes over them.

Inspiration

Order: 1 Range: Aura Duration: 2 Hours
Cost: 1 Area: All in Earshot Resist: NA
Casting Time: 4 Seconds (looks like part of speech)
Description: With this Spell, the caster gives a rousing speech that inspires the hearts of all who hear it. It will make all who can hear the speech feel positive and ready for action.

Sumber of peace

Order: 1 Range: Aura Duration: 12 Hours
Cost: 2 Area: One Person Resist: NA
Casting Time: 20 Seconds
Description: The willing target of this Spell is touched by the target and will fall softly into a deep, peaceful sleep. The sleep is natural though it is deep and restful and the target will have only pleasant dreams.

Fear

Order: 2 Range: 10' Duration: 2 Hours
Cost: 4 Area: One Person Resist: Type 5 (30)
Casting Time: 8 Seconds
Description: The target of this Spell has their deepest fears are turned against them. Their mind is filled with visions of their greatest fears coming true and they have nowhere to turn.

Mind Speak

Order: 3 Range: 50' Duration: 10 Seconds
Cost: 2 Area: One Person Resist: NA
Casting Time: 3 Seconds
Description: This Spell allows the caster to communicate with the target without speaking. The target will hear the voice of the caster as if they were whispering in their ear.

Haunted Dreams

Order: 4 Range: Aura Duration: 1 night
Cost: 4 Area: One Person Resist: Type 3 (30)
Casting Time: 6 Seconds
Description: This Spell has no effect until the target is next asleep when they will be haunted by horrible nightmares. The Spell may be cast and then the next person touched by the caster will suffer the haunted dreams.

Hearten

Order: 4 Range: 20' Duration: 1 Hour
Cost: 8 Area: 10' radius Resist: NA
Casting Time: 16 Seconds
Description: This spell removes depression and despair. It enhances the positiveness within a person. It does not interfere with the free will of its target. It only enhances what is already dormant within them. It also allows a second Will roll for the target to do something unpleasant like keep fighting when wounded.

Corruption

Order: 4 Range: 30' Duration: 1 Day
Cost: 5 Area: One Person Resist: Type 7 (30)
Casting Time: 10 Seconds
Description: The target of this Spell fills up with resentment, jealousy and anger. They will be self serving and petty. Depending on their personality, they may contain their rage and use it to fuel their new found wicked aspirations.

Hazdrech

Order: 5 Range: 50' Duration: 1 Hour
Cost: 2 Area: One Person Resist: Type 2 (20)
Casting Time: 12 Seconds

Description: Hazdrech causes blindness for its duration. Everything becomes very dark and all that the target can see is very vague blurs at close range. This is effectively blindness for all intents and purposes.

Mind Link

Order: 6 Range: 50' Duration: 10 Seconds
Cost: 4 Area: One Person Resist: NA
Casting Time: 5 Seconds

Description: This Spell is similar to Mind Listen though a channel of communication is opened between the caster and the target. The thoughts of either are transmitted to the other as if they were whispered.

Dual Vision

Order: 6 Range: Aura Duration: 10 min
Cost: 5 Area: One Person Resist: NA
Casting Time: 30 Seconds

Description: This spell enables the caster to see through the target's eyes when they are closed and they wishes it so. The caster will see exactly what the target sees, no more, no less. For the spell to work the target must be given or have something that the caster is very familiar with such that he can focus on the target.

Enslave

Order: 7 Range: 20' Duration: 5 minutes
Cost: 14 Area: One Person Resist: Type 5 (30)
Casting Time: 8 Seconds

Description: The mind of the target is completely possessed by the mind of the caster. For the duration of the Spell, the Body of the target is controlled by the Spell caster. The movements of the target will be awkward and in combat they will be able to do little but wildly swing a weapon. Although they have their wits, they have almost no control over their body - perhaps just enough to yell out a warning unless the caster has consciously prevented them from speaking.

Ravaging Fire

Order: 7 Range: 50' Duration: 10 Mins
Cost: 10 Area: One Person Resist: Type 6 (50)
Casting Time: 6 Seconds

Description: This spell creates searing agony in the body and mind of the target. They feel as though they are on fire from within and without. Attempts to douse themselves with water will fail and the target will suffer a painful death within 10 minutes. There will be no visible sign of injury to the target.

Subservience

Order: 7 Range: 20' Duration: 1 Day
Cost: 16 Area: One Person Resist: Type 4 (30)
Casting Time: 40 Seconds

Description: The caster of the spell dominates the mind of the target. Whenever the target is commanded to do something that their nature would not normally allow a resistance roll may be made. The target will obey any command of their new master but the degree to which the request goes against the nature of the target will modify the resistance roll. The target may get up

to + 40 on his resistance roll if, for example, they were asked to kill their lover. If the resistance roll is made, the Spell is broken.

Dominate

Order: 9 Range: Aura Duration: 1 Year
Cost: 45 Area: One Person Resist: Type 4 (40)
Casting Time: 10 Minutes

Description: The target's mind is crushed by the awesome power of the caster's mind. For the duration of the Spell the target will be completely subservient to the will of the caster. They will have no will of their own, no desire to escape and no hope.

Powers of Command and Communication

Comfort

Order: 0 Range: Aura Duration: Instant
Cost: 1 Area: One Person Resist: NA
Time required: None

Description: This Power enhances the user's natural ability to comfort someone in distress.

Charm

Order: 1 Range: Aura Duration: Instant
Cost: 1 Area: One Person Resist: NA
Time required: 20 Seconds

Description: This Power enhance the user's natural charm so they will then to be viewed more favourably by others.

Humiliate

Order: 0 Range: Aura Duration: Instant
Cost: 1 Area: One Person Resist: NA
Time required: None

Description: This Power enhances the user's ability to humiliate people and make them feel inadequate. It is not a common Power as generally Powers are learnt through positive and spiritual pursuits. It is, however, one of the first things learnt by Dark Chanellers.

Empathise

Order: 1 Range: 5' Duration: 30 min
Cost: 1 Area: User Resist: NA
Time required: 5 Seconds

Description: The user is able to emit and receive strong emotion and feeling to and from other people and animals. Between humans it allows an extra ordinary depth of communication, and feeling of understanding between the two people. For animals, it not allow verbal communication though it will allow the caster to comfort a distressed animal, & perhaps befriend it.

Persuade

Order: 2 Range: 5' Duration: Instant
Cost: 3 Area: See Below Resist: Type 4 (20)
Time required: Around 1 Minute

Description: This is the Power of persuasion. The user of the Power will say the right things, have the right body language, stand in the right way and so on in order to get what they want. The Power effects up to a few people in a small group and allows the user to convince them of one thing such as they

should allow him or her to pass, etc. The chance of resistance is altered greatly by the likelihood of them actually allowing this. Use Game Master's Discretion.

Perception

Order: 2 Range: Aura Duration: 10 Mins

Cost: 4 (20%) Area: Sight/Sound Resist: NA

Time required: 30 Seconds

Description: This power enhances the Perception of the user. Its effect is to subtract 25 from any Perception rolls made whilst it is being used.

Voice of God

Order: 2 Range: Aura Duration: 5 Mins

Cost: 3 Area: Earshot Resist: NA

Time required: 10 Seconds

Description: This Power amplifies the users voice and gives it an exceptionally commanding tone. The user of this Power will seem impressive and worth listening to.

Calmness

Order: 3 Range: Aura Duration: 1 Hr

Cost: 5 Area: Sight/Earshot Resist: NA

Time required: 1 Minute of preparation

Description: From the user of the power emanates quiet, serene feelings of warmth and comfort that calm the nerves and help soothe the worries of those who can see and hear the user of the power who will speak soft and comforting words.

Mind Listen

Order: 3 Range: 20' Duration: 2 min

Cost: 3 Area: One mind Resist: Type 3 (10)

Time required: 10 Seconds

Description: Mind Listen allows the caster to superficially touch the target's mind. This light mental eavesdropping gives the caster a shallow knowledge of what the target is thinking. This can be simulated by the Game Master giving the player a few key words relevant to the target's thoughts and an overall impression. Eg. The Power is used on an unknowing man at a bar. The man is actually an assassin waiting for his mark. The GM could possibly tell the player, "Patience. Tall man. Knife. This mind seems full of deception and violence." This Power is much more effective on people the user knows as he already understands how the target thinks.

Bardic Memory

Order: 4 Range: Aura Duration: 10 Mins

Cost: 6 Area: Sight/Earshot Resist: NA

Time required: 10 Seconds

Description: This Power allows the user to commit everything they see and hear within the Power's duration to memory. They will be able to recall any event exactly as they saw and or heard it.

Detection and Divination

Detection and Divination are two means to one end. Detection is using the mind as a tool and Divination uses the power of the soul. Although there is a significant difference between the two, in practical terms the mind and soul are bonded together and one cannot function without the other.

The mind can sense things with other than the five senses because the dimension of the mind flows through the material world. Thus, Mage can see behind a closed door with their mind's eye. They use their knowledge of the other dimension to allow information about this dimension to flow to them.

In addition to Detection, Divinatory magic deals with the gathering of information through spiritual means such as dreams, intuition and so on. Diviners have many methods of determining matters e. g. dousing rods, astrology, etc. The paraphernalia is mostly irrelevant; what is important is the magic itself.

The Concepts of Detection are:

The Mind's Eye: The dimension of the Mind flows through the material world and may be used to gather information about it.

Dreaming is Hidden Truth: In every dream there is a hidden reality. The meaning of dreams may be interpreted as a means of predicting the future or illustrating the present.

Depth of Reason: Deep within our own minds lies vast amounts of knowledge and wisdom. This hidden knowledge may be brought forth and used.

The Concepts of Divination are:

Folds of Time: The spiritual dimension knows know time. Through this dimension it is possible to see into the past, present and future.

Spiritual Forces Pass Between: The common forces that link all matter may be used as a thread to trace something lost.

Unseen Forces: There are many energies and forces that, although unseen may be divined and detected. As we possess an aura, all objects have a halo of some form of energy.

Spells of Detection and Divination

Wondrous Reason

Order: 4 Range: Aura Duration: 2 Mins

Cost: 6 Area: Caster Resist: NA

Casting Time: 15 Seconds

Description: This Spell greatly enhances thinking and reasoning ability of the caster. In game effect it will double the caster's Mind Power for the duration.

Wondrous Vision

Order: 5 Range: Unlimited Duration: 30 Seconds

Cost: 8 Area: Caster Resist: NA

Casting Time: 20 Seconds

Description: This spell allows the caster to see what is happening at several places at once. They must know the places which they wish to see and the degree to which the caster knows the place will affect the degree of vision.

Probe

Order: 7 Range: Aura Duration: 2 Minutes
Cost: 10 Area: One Person Resist: Type 5 (20)
Casting Time: 1 Minute

Description: As this Spell is being cast the caster unlocks the doors in the mind of the target. Once the Spell casting is complete all barriers to the eye of the caster are gone and they will have available to them all there is to see in the mind of the target. The caster must ask questions and the answers shall come forth.

Powers of Detection and Divination

Know food

Order: 1 Range: Aura Duration: 30 Mins
Cost: 1 Area: User Resist: NA
Time required: 10 Seconds

Description: This Power gives the user the capacity to determine which wild plants and berries are edible and which are not. The user will instinctively what they should & shouldn't eat.

Sense Life

Order: 1 Range: Aura Duration: 1 Min
Cost: 1 Area: 100' Radius Resist: NA
Time Required: 20 Seconds

Description: The user of this Power can sense all life within its area of effect. If the caster concentrates on a specific life emanation for at least 8 seconds they will be able to determine roughly the size of the animal, the strength of its life force and get some idea of the type of animal it is. If the life force is at the edge of the caster's awareness for a short while then leaves, an observation roll is required of the caster.

Sense Water

Order: 1 Range: Aura Duration: 30 min
Cost: 1 Area: 200' radius Resist: NA
Time required:

Description: The user can sense bodies of water over five gallons volume if they are not obscured by metal or more than 5" stone or more than 18" earth. Smaller bodies of water require a Control roll to detect with Manna Bracket Modifier x 2 added to the chance.

Tell poison

Order: 2 Range: Duration: Instant
Cost: 1 Area: User Resist: Magical
Time required: 4 Seconds

Description: This Power allows the user to know if a liquid contains poison. By holding the vessel in their hand they will know that there is danger in that cup, even if the poison is odourless and colourless. If the poison is magical, the user still may detect the poison though it is more difficult. a resistance roll must be made by the user of the power against the Spell creating the poison with a bonus of +50 to the base chance of success.

Sense Ambush

Order: 2 Range: Aura Duration: 1 Hour
Cost: 3 Area: 100' Radius Resist: NA
Time required: 30 Seconds

Description: Using this Power gives the user the ability to sense ill intent directed towards them within the area of the Power.

Find Familiar Object

Order: 2 Range: 30' Duration: 1 min
Cost: 2 Area: 5' diameter Resist: NA
Time required: 1 Minute (preferably with another object)

Description: This Power allows the user to locate the aura of an object that has been in their possession for at least a month. The user of the Power will instinctively know in which direction the object is and roughly how far away it is.

Intuition

Order: 2 Range: Aura Duration: 1 Hour
Cost: 2 Area: One Person Resist: NA
Time required: 10 Seconds

Description: Intuition gives the user a sense of general intuition. They will have feelings about the near future to a point where they could tell if a path would lead to death, or which of two options would be preferable.

Detect Weakness

Order: 2 Range: Aura Duration: 5 Mins
Cost: 3 Area: User Resist: NA
Time required: 10 Seconds

Description: This Power allows the user to feel weakness in structures etc. such as structural flaws. As they pass their palm over an area they will feel any flaws in the structure, even if they are hidden to the naked eye.

Sense Power

Order: 3 Range: Aura Duration: 10 Mins
Cost: 2 Area: 30' Radius Resist: NA*
Time required:

Description: This Power gives the user an enhanced sense of the power within objects or people. The user will know that an object is enchanted or that a Mage has great power. The stronger the power within something, the stronger its emanation. * It possible for a Mage to try and conceal their nature or power by one means or another. If they were successful in doing so, this Power may not be able to detect the strength of the power of the Mage though the user would have some idea that the Mage was hiding their true nature.

Foresee Disharmony in the Earth, Sky, Sea

Order: 3 Range: Aura Duration: 5 Minutes
Cost: 3 Area: User Resist: NA
Time required: 5 Minutes

Description: The user of this Power will know if there is any disruption in the normal pattern of forces. They also have the vision to look into the future and see if any disruptions will occur. Any events that would not normally happen within a few months will be seen by the user. They may look up to 6 months ahead.

Sense Trap

Order: 3 Range: Aura Duration: 10 Mins
Cost: 3 Area: 30' Radius Resist: NA
Time required: 15 Seconds

Description: This Power allows the user to sense a physical trap. It is not so much the trap they sense, but the wicked intent of those who set it. The user will have a strong sense that there is a trap there and generally how to avoid it but will not be very clear on how the trap actually works.

Sense Riches

Order: 4 Range: Aura Duration: 5 Mins
Cost: 3 Area: 20' Radius Resist: NA
Time required: 20 Seconds

Description: Because valuable treasures etc give off certain vibes they may be detected by using this Power. The user will have a sense that there are valuables within the area of the Power and will have a reasonable idea of where the emanations are coming from.

Pair Bond

Order: 6 Range: Aura Duration: 1 Day
Cost: 14 Area: One Person Resist: NA
Time required: 10 Minutes

Description: This Power creates a physical bond between the user and another person. Each will know the other's feelings and to some extent they may communicate and see through each other's eyes. The sight may be likened to vision on a dark night though the picture is not dark, but rather lacking in definition and detail. The pair may communicate as well as two men yards away from each other in a violent storm. The words will be scattered and although the message is vague it can generally be understood. Distance does not affect the communication though two people bonded can roughly judge their distance away from each other.

Spiritual Energies - The Inner Gateway

In the Dark fantasy world, every living creature has a soul. Spiritual energies are those energies that come from the soul and the spiritual plane of existence.

The concepts of the Realm of Spiritual Energies are:

The Timeless Spirit: In our dimension, each moment of time is joined to the next. As the spiritual dimension is timeless, we can see our own future and past through the spiritual dimension.

We are One: There is a bond between all spiritual beings. Through this bond we may communicate with others and see the true nature of all beings.

Love: The most powerful of all energies is the power of Love.

The Free Spirit: The body and the soul are joined to form life. Once this bond is established and the body is at rest, the soul may leave the body for short periods without harming the body.

Spiritual Spells

Beauty

Order: 1 Range: Aura Duration: Instant
Cost: 2 Area: One thing Resist: NA
Casting Time: 3 Minutes

Description: This Spell is weaved whilst making an effort to make something or someone look good. If cast on a person it would mean brushing hands through their hair, wiping their face, adjusting their clothes, etc. When the Spell is complete, the person will look as good as they can under the circumstances. For an object, the caster would clean it lovingly whilst weaving the Spell and their attentions will be very fruitful.

Forgotten Lore

Order: 2 Range: Duration: 2 Minutes
Cost: 4 Area: Resist: NA
Casting Time: 30 Seconds

Description: Allows the caster to know information about a person or place or combination of the two that have been long forgotten. They must have physical contact with either the person or location within the duration of the Spell to be able to see the visions of the past.

See Death

Order: 3 Range: Aura Duration: Instant
Cost: 3 Area: One Person Resist: NA
Casting Time: 10 Seconds

Description: In touching the target of the Spell the caster will have a vision of the death of the target and will know roughly when it will happen.

Fortune

Order: 5 Range: Aura Duration: Instant
Cost: 4 Area: One Person Resist: NA
Casting Time: 12 Seconds

Description: In touching the target of this Spell the caster will be granted visions of portions of the target's future. Many of these will relate to the current state of mind of the target though others will be of some significance in the future life of the target. Many of the visions may seem unexplainable though they will happen and when they do the target will understand.

Spiritual Powers

Minor Give Life

Order: 1 Range: Aura Duration: 5 Min
Cost: 5 (80%) Area: One Person Resist: NA
Time required:

Description: This spell channels the life force from the caster into the target of the spell. While there is still life in the target, the casting of this spell will keep it there for as long as it is maintained. The spell is powerful enough to give a man who should be dead the ability to speak as he would say his dying words. The caster of the spell must be fairly still and in bodily contact with the target. The caster will feel quite drained as the spell is in effect.

Resist Darkness

Order: 2 / 6 Range: Aura Duration: 20 Mins
Cost: 4 / 16 Area: 20' Radius Resist: NA
Time required: 8 Seconds

Description: The power of the Soul is summoned to resist the forces of Darkness. The lower order version of the Power just protects the user, the higher Order version has an area of effect. The game effect of the Power is to hearten those affected and add 50 to the resistance chance against any Spell or Power of darkness or evil.

Call Beast, Bird, Fish, Reptile, Insect

Order: 3 Range: In Sight Duration: 30 Secs
Cost: 3 Area: 1 Creature Resist: NA
Time required: 6 Seconds

Description: This Power allows the user to call any creature they can see to come to them. The creature will not have any particular feeling towards the user though the creature comes to the them to look them over. After 30 seconds or so, the creature will decide that the user is not very interesting and wander off.

Spiritual Bond

Order: 3 Range: Aura Duration: 1 Hour
Cost: 4 Area: One Person Resist: NA
Time required: 30 Seconds

Description: A bond is created with another person such that the user of the power will always know (for a the duration) the emotional state of the target. That is, the user will know if they are in danger, afraid, etc.

Wisdom

Order: 3 Range: Aura Duration: 5 Mins
Cost: 5 Area: User Resist: NA
Time required: 5 Minutes Meditation

Description: This Power puts the user in touch with their own soul and gives them perfect clarity of thought. Their thoughts are untroubled by unnecessary concerns and they are granted a clear understanding of themselves and their current situation.

See Aura

Order: 3 Range: Aura Duration: 1 Hour
Cost: 5 Area: Sight Resist: NA
Time required: 30 Seconds

Description: The Power allows the user to see the Kirlean Aura around all things. The colour of the Aura tells the user of the emotional and spiritual state of what they see. It will also allow the user to sense evil in places, objects or beings. If the nature of something is hidden, a resistance roll must be made by the user against the other magic.

Communicate With Beast, Bird, Fish, Reptile, Insect

Order: 4 Range: In Sight Duration:
Cost: 2 Area: 1 Creature Resist:
Time required: 4 Seconds

Description: The user of this Power may communicate with any creature on it level for the duration of the Power. Needless to say that the intellectual level of an insect is not all that great and communication will be exceptionally primitive. The user will be able to befriend the creature by communicating that they mean no harm and offering the creature something that they want (like food).

Eye of Thy Soul

Order: 4 Range: Aura Duration 10 Mins
Cost: 6 Area: 50' radius Resist: NA
Time required: 20 Seconds

Description: The Eye Of Thy Soul allows the user to completely and accurately sense all objects about them in the radius of the spell with their eyes closed or in darkness. Shape and basic composition are revealed but not texture or colour. The atmospheric conditions and the amount of light present do not matter to the user.

Astral Journey

Order: 5 Range: Aura Duration: 30 Minutes
Cost: 8 Area: User Resist: NA
Time required: 30 Minutes of trance (includes duration)

Description: Astral Journey is a Power that allows the user's soul to leave their body and soar up into the heavens. The journey of the soul is controlled by the user and there are no limits on the distance that it may cover. What it sees will be brought back to the conscious mind of the user when they awake from their state of deep meditation. While in this state the users body will appear as if they are in a deep sleep. If they are awakened their soul will instantly return and they will awake shocked and very drained and the cost of using the Power is doubled. If the Power is allowed to take its course, the user will awaken feeling calm and refreshed.

Summon

Order: 7 Range: Aura Duration: 5 Mins
Cost: 20 Area: User Resist: NA
Time required: 5 Mins Meditation

Description: This Power is capable of summoning being from other planes to this plane of existence. A Soul may be summoned and can communicate with the user as they would in a seance.

Spirit removal

Order: 8 Range: Aura Duration: Permanent
Cost: 35 Area: One Spirit Resist: Type ? (10)
Time required: 1 Hour

Description: This Power will remove an unwanted spirit from the targets body. This Power is equivalent to an Exorcism and will work on those possessed, Vorshai and Undead where the body wishes to rest in peace and a spirit of some form has inhabited it. The process is long and tiring and the spirit will fight to remain in the body. The resistance is based on the spirit inhabiting the body.

Channelling

Channelling is a Discipline of magic that derives its power from two cosmic forces that are diametrically opposed. These forces are vast and almost incomprehensible to mere humans but they are basically viewed as the force of Goodness and Light and the force of Evil and Darkness. The forces are inherent in the structure of the universe and are a part of its very fabric. Their eternal struggle for mastery over one another gives balance and order to conscious existence.

The channeller must make themselves the vessel of these higher powers so that they may act through them in order to create an effect. The Channeller attempts to emulate a state of being that is conducive to channelling power from their higher master. Thus, a Channeller is generally Empathic towards Channelling and Spiritual magic; they have little choice. As they increase in power they become less and less a free agent and more like the force they serve. Ultimately, the Channeller becomes as one with the power they worship and ascends from normal reality to become one of the greater servants, saint or demon.

Those who channel divine power either channel the power of Light, in which case they are attuned to the cosmic force of good, or channel the powers of Darkness, in which they are attuned to the cosmic force of evil. Call these forces God and Lucifer, Allah and Satan, Ahuramazda and the Lie, the principles remain the same. The two disciplines of channelling are opposite and both cannot be learnt by the same sorcerer.

Channelling of the Light

The nature of the two opposing powers is somewhat beyond the understanding of humans but the nature of their followers is not. Those who serve the Light believe in truth, love, devotion, peace and purity. Channellers of the Light serve a very loving ideal.

The Concepts of Channelling of the Light are:

The Light of Purity: Light has a power over darkness. Where there is light, there is no darkness. Through the power of light, darkness may be driven out.

Unity: God and man are one. Through man, God enters the world of mortals.

Judgement of the Damned: Good has the power to smite evil. Because of this, the cosmic order is preserved.

Love: Love brings healing and comfort.

I Will Fear no Evil: Purity of heart can resist any evil. No harm shall come to those of good heart.

The Lord Creator: God provides material needs for all mankind.

Spells of the Light Channeller

Champion

Order: 1 Range: Aura Duration: 1 Hour

Cost: 3 Area: One Person Resist: NA

Casting Time: 14 Seconds

Description: This Spell gives another the courage to face any evil. Their heart will be strong and although they are not given any additional strength, they will not be subject to any fear. Note: This will not stop them from retreating voluntarily if required.

Contact

Order: 3 Range: Aura Duration: 5 Mins

Cost: 4 Area: Caster Resist: NA

Casting Time: 3 Minutes

Description: This Spell allows the caster to make contact higher beings for advise or comfort.

High Vision

Order: 4 Range: Aura Duration: 1 Minute

Cost: 6 Area: Caster Resist: NA

Casting Time: 1 Minute

Description: This Spell grants the caster a vision from God. Their question will be answered in the form of a vision.

Repel Undead

Order: 4 - 8 Range: Seel Below Duration: 20 Mins

Cost: 10 - 20 Area: See Below Resist: See Below

Casting Time: 12 Seconds

Description: This Spell will cause Undead to retreat away from the caster. Lesser Undead will not come within 50' and greater Undead will have to make a Type 5 resistance roll with a base of 5% to com any closer than 30' of the caster. The Order 8 version of this Spell will repel even the greatest of Undead and they too will not come within 50' of the caster and to be within 100' causes 1 point of Damage per round to greater Undead and lesser Undead will each suffer 4 points of damage per round. Lesser Undead will flee as far away from the caster as possible.

Haven

Order: 5 Range: Aura Duration: 1 Hour

Cost: 10 Area: 10' Radius Resist: NA

Casting Time: 40 Seconds

Description: The haven is an area where evil itself has no power. Evil creatures may enter and cause physical harm but their evil itself carries no power. For example, a demon may not cause fear etc but may hit you over the head.

Magic Circle

Order: 5 Range: Aura Duration: 10 Mins

Cost: 10 Area: 20' Radius Resist: NA

Casting Time: 20 Seconds

Description: As the Mage casts this Spell a faint glow will begin to emanate from a circle around the area. This circle offers protection from evil to those within it. 50 is added to all resistance chances against evil to all those in the Magic Circle.

Sanctuary

Order: 6 Range: Aura Duration: 5 Years

Cost: 50 Area: 1 Place Resist: NA

Casting Time: 3 Hours

Description: This is a Spell that is cast on a building or a place such as a church or sacred place. In this place there will be a feeling of comfort and warmth. To those of evil heart it will feel grossly unpleasant and uncomfortable and they will seldom enter it.

Seal

Order: 6 Range: Aura Duration: Permanent
Cost: 60 Area: 1 Door Resist: NA
Casting Time: 2 Minutes

Description: The Seal Spell will seal any closed door so that no evil may pass through it. It may be used, for example, to seal Undead in a tomb.

Remove Curse

Order: 6 Range: Aura Duration: Permanent
Cost: 8 Area: One Person Resist: NA
Casting Time: 1 Minute

Description: This Spell is used to break any curse. To determine the chance of the Spell succeeding, the caster must make a resistance roll against the original curse with a bonus of +70 to the chance. The resistance chance depends on the power of the Mage who placed the curse and the caster's magic Rank. Therefore the chance of breaking the curse is $70 + 5 \times$ The caster's Magic Rank - $5 \times$ the Magic Rank of the Mage who inflicted the curse.

Free spirit

Order: 6 Range: Aura Duration: Permanent
Cost: 15 Area: One Spirit Resist: Type 5 (10)
Time required: 8 Minutes

Description: This is a Spell of Exorcism that removes an unwanted spirit from the target's body. It is quite similar to the Power of Spirit Removal though it is fuelled by divine forces and is therefore less costly and less difficult for the caster.

True Light

Order: 7 Range: Touch Duration: 1 Hour
Cost: 15 Area: 50' Radius Resist: NA
Casting Time: 4 Minutes

Description: True light is a direct manifestation of the cosmic force of good represented by light. There are no shadows or Darkness within True Light. This spell also reveals all things within its area of effect as they truly are. No spell, no disguise, no illusion exists within the area of the light. No untruth may be spoken. Evil is shown for what it is. Undead and demonic beings are reluctant to come into the light: mindless types will halt at the edge while the more intelligent ones may enter but will take 5 points Damage to both Might and Body, with one extra point of Damage to each for each round they stay within the radius. The light of the spell is equivalent to bright daylight. No deception is possible within the area of True Light. Undead and Demonic beings are virtually helpless in such light. They writhe on the ground in agony. Servants of Darkness lose 1 Mana point per second in such light as well as taking damage as Undead. They are at 50% penalty to do all things due to pain. Healing done in the light is 25% more effective. Channellings of light have 25% greater chance of success.

Circle of Purity

Order: 8 Range: Aura Duration: 1 Hour
Cost: 40 Area: 30' radius Resist: NA
Casting Time: 6 Minutes

Description: This is a circle of bright light that nothing which is impure can enter, including evil magic and all evil within the circle when it is formed will perish. Once formed, the circle may be extended outwards with a cost of 10 per additional 10'. Each additional 10' will take 1 minute to prepare.

Destroy Undead

Order: 8 Range: 50' Duration: Instant
Cost: 8 Area: 1"x1"x12" Resist: Dodge
Casting Time: 3 Seconds

Description: A bolt of light streaks from the fingertips of the caster and is drawn to the Undead creature to which the caster is pointing. This will erupt in the body or frame of the creature and the forces holding them together will be torn apart, leaving the body to be shattered into pieces. Such an effect will occur with all of the lesser Undead and greater Undead will suffer $4d6+10$ points of Damage from the bolt.

Word of Power

Order: 9 Range: Aura Duration: Instant
Cost: 30 Area: Caster Resist: Type 5 (10)
Casting Time: 5 Seconds

Description: This is a Spell of command. The caster takes on the voice of God and their one word is truth. The caster may, for example, command a group of Undead to "Begone" and they would vanish, never to return.

Channelling of the Dark

Dark Channelling is a magic derived from the power of darkness itself. It is in all ways evil. Those who serve the Dark believe in deceit, hate, betrayal, violence and corruption. Dark Channellers strive to delve as far as possible into corruption, hedonism and obscenity.

The Concepts of Dark Channelling are:

There is No Light Without Darkness: Darkness has the power to destroy the light.

The Legions of Hell are Endless: The power of darkness may be used to bind and control the bodies of the dead.

Within Us All Dwells the Seed of Corruption: There are traces of corruption in all of us. This corruption may be brought to the fore.

Your Heart Will Fail, Your Mind Will Break: Evil may destroy and dominate the mind and soul.

Hand of Doom: Through the power of darkness, the Mage has the power to pervert destiny and make it their own.

Spells of the Dark Channeller

Unluck

Order: 1 Range: 60' Duration: 1 Round
Cost: 1 Area: One Being Resist: Perceive
Casting Time: 20 Seconds

Description: This spell caused bad luck for the victim for its duration. The target suffers a penalty on the dice equal to 10% of the maximum. Eg. if the victim had to roll D100 with a low result being favourable, then he or she would have to add 10 to the roll.

Dark Fear

Order: 1 Range: 20' Duration: 1 Hour
Cost: 3 Area: One Person Resist: Type 4 (30)
Casting Time: 10 Seconds

Description: For the duration of this Spell fear will strike at the heart of the target. They will be paranoid, afraid of the dark and unreliable.

Destroy Hope

Order: 3 Range: 20' Duration: 30 Minutes
Cost: 4 Area: One Person Resist: Type 4 (40)
Casting Time: 40 Seconds
Description: This spell takes away all hope that the target has. They will be reduced to blubbering, surrendering mess.

Heart of Darkness

Order: 3 Range: Aura Duration: 1 Hour
Cost: 8 Area: One Person Resist: NA
Casting Time: 10 Seconds
Description: In the same way that Light may be a source of courage and strength, so may be the power of darkness. The recipient of this Spell must be willing for it to take effect. They will be filled with a burning hatred of their enemy and their soul will be twisted with violence and corruption. They will have no fear.

Unlight

Order: 4 Range: 50 Yds Duration: 5 Mins
Cost: 15 (5%)Area: 100' Radius Resist: NA
Casting Time: 30 Seconds
Description: The sky in the area of this Spell begins to blacken as soon as the spell is cast. Within a 30 seconds the sun is blotted out and it is as dark as night though it continues to get darker to a point where there is true darkness. No light can penetrate the area of the Spell for its duration.

Mark of Evil

Order: 4 Range: Aura Duration: See Below
Cost: 18 Area: One Person Resist: Type 5 (20)
Casting Time: 30 Seconds
Description: The target of this Spell must be subdued or asleep. A mark of evil is drawn upon their chest in blood and as long as it remains they will remain the willing servant of their new master showing little resistance to their desires. A resistance roll may be made against the Spell whenever the target is made to do something that massively conflicts with their nature. The base chance is between 0 and 40 depending on how much the action goes against the grain of the target. If the Mark of evil is washed from their chest they will also be freed from the Spell.

Touch of Kor-bân

Order: 5 Range: Touch Duration: 1 year & 1 day
Cost: 12 Area: 1 person Resist: Type 5 (60)
Casting Time: 20 Seconds
Description: The unfortunate target of this Spell is made into an idiot for a year and a day.

Black Vision

Order: 5 Range: Aura Duration: Instant
Cost: 8 Area: One Person Resist: Type 5 (20)
Casting Time: 30 Seconds
Description: This spell will enable the target to see the future and the way they will horribly die. The death will seem very real and very horrifying to the target and although they will not necessarily die that way, the target will feel that is their destiny and because of this they make it happen that way.

Break Mind

Order: 6 Range: 60' Duration: Permanent
Cost: 10 Area: One Person Resist:
Casting Time: 1 Minute
Description: The Caster of Break Mind sends a bold of pure evil, staggering in power, through the mind of the Victim. The target beholds true Evil in all its malignant glory. They are shown how all encompassing and all powerful it is. There is no point to existence. Give up the struggle against Evil. Withdraw your mind from consciousness! If the target fails to resist they a mindless vegetable. He or she can eventually be restored by constant and loving care in a peaceful environment over many years.

Veil of Darkness

Order: 6 Range: Aura Duration: 2 Hours
Cost: 20 Area: 2 Miles Resist: Magical
Casting Time: 20 Seconds
Description: From the caster's hand sweeps a guided wave of depression and blackness. The air becomes tense, tempers fray, the mood become gloomy as the dark cloud passes over. This Spell may demoralise an entire army causing in-fighting and bickering before a battle has begun.

Cause Sickness

Order: 7 Range: Aura Duration: Permanent
Cost: 6 Area: One Person Resist: Type 6 (20)
Casting Time: 3 Minutes
Description: This spell infects the target with a disgusting disease. Use Game Master's Discretion.

Bind New Unlife

Order: 6,7,8,9Range: Aura Duration: 1 Week
Cost: 20 - 80 Area: One Corpse Resist: NA
Casting Time: 1 Hour
Description: This Spell calls upon the powers of darkness to bind a dead body and animate it to serve the will of the caster. There are four versions of this Spell. Each is capable of binding together a corpse (of less then 3 weeks old) and the different four versions of the Spell create from Type 1 to Type 4 Corpses (See Undead Descriptions). The Undead created have little intellect but have a basic desire to destroy life or follow the will of their creator. It should be noted that each order of the Spell requires that the corpse of a stronger and more capable person be used. Whereas a peasant with some combat training may be used to create a Type 1 Unliving Corpse, only a great warrior may be used to create a Type 4 Unliving Corpse.

Bind Ancient Unlife

Order: 7,8,9,10 Range: Aura Duration: 1 Week

Cost: 25 - 100 Area: One Skeleton Resist: NA

Casting Time: 2 hours

Description: This Spell is identical to the Bind New Unlife Spell though instead of binding a corpse, it binds a skeletal form together that may be of any age. This is more difficult and more costly as the Magical forces are required to keep the form together whereas with a corpse, it has more capacity to stay together itself. This Spell also empowers the form it creates with senses (particularly the ability to sense life). The four versions of the Spell create Type 1 to Type 4 Skeletons as described in the Campaign Book, and as with Unliving Corpses, the greater the Type of Skeleton that is being created, the greater the person must have been when they were alive.

Sustain Ancient Unlife

Order: 8 Range: Aura Duration: Permanent

Cost: 60 Area: One Skeleton Resist: NA

Casting Time: 40 Minutes

Description: This Spell is used to give permanence to an Undead Skeleton created with the Bind Ancient Unlife Spell.

Sustain New Unlife

Order: 9 Range: Aura Duration: Permanent

Cost: 80 Area: One Corpse Resist: NA

Casting Time: 2 Hours

Description: This Spell is used to give permanence to an Undead Corpse created with the Bind New Unlife Spell. It is more difficult and costly than the Bind Ancient Unlife Spell as the body of a corpse must be sustained in order to prevent decay.

7. Enchantment

From across the lake, a light could be seen burning in the tower of the wizard late into the night. Mordres toiled for many months preparing the great sword for his king. It was to be his last great mark on the world. It was of the stuff that legends are made of. It was a dream. It was enchantment.

Enchantment is the process of giving power to inanimate objects. It involves the caressing of the object and willing Mana into it. In Dark Fantasy Enchantment is regarded as a skill and represents the ability of the Character to put their own life forces into the object to be enchanted. Once the object has had sufficient power instilled into it, the enchanter may endow it with Magical effects.

Enchantment Success Chance

The Base Chance for the Mage to successfully transfer power to an object is $1\% + (\text{Mind Power Bracket} + 2 + \text{Empathy Bracket} + 2) + \text{the Mage's Magic Rank}$. Enchantment is treated as a normal Skill apart from this Base Chance though 1 point may be added to the Mage's Enchantment Skill score each time their Magic Rank advances. The Mage's Enchantment Skill is increased through use or training in the normal way.

Giving Mana to an Object

As with other skills in Dark Fantasy Enchantment is learnt through success. In the event of a successful enchantment roll the enchanter will feel the Mana being transferred to the item being enchanted. The degree of success of the enchantment roll will determine the amount of Mana that is transferred. One roll will determine the success of the enchantment for one session. A session is a period between two and six hours, the exact duration of which is up to the Enchanter.

Enchantment is something that requires the complete attention of the Mage. Any interruption the Caster suffers while enchanting will end the session of enchanting and the Mana being placed into the item in the process of the enchantment session is lost.

The enchanter has the capacity to limit the amount of Mana they transfer to the object. When mana is transferred it is taken off their own Mana total and a very successful roll may indicate that the Mage would use more Mana than they have. In this case the Player may specify when, during the enchantment period their Character stopped but this must be when their Character still has some Mana left.

Enchantment Success Table

Success Type	Result
Critical Success	3 Points transferred per hour
Special Success	2 Points transferred per hour
Success	1 Point transferred per hour
Some Problems	1 Point transferred per 2 hrs
Automatic Failure	Session has No Effect
Fumble	*Roll on Enchantment Fumble Table

*The Character must roll again on the fumble table below to determine the final result. For every 5 points above a chance of 50 the Character has in enchantment, 1 is subtracted from the Character's roll. There is no modification if the Character's skill is below 50.

Enchantment Fumble Table

Roll	Result
0 - 20	Enchanter wastes 2 hours enchanting with no success.
21 - 40	Enchanter wastes 3 hours enchanting with no success.
41 - 60	Enchanter wastes 4 hours enchanting with no success.
61 - 80	Enchanter releases d6 Mana from item.
81 - 90	Enchanter releases 2d6 Mana from item.
91 - 95	Enchanter releases 3d6 Mana from item.
96 - 99	Enchanter releases 5d6 Mana (takes d4 Body Damage).
00 +	Enchanter releases all Mana (takes d10 Body Damage).

The Instilling of Power

There are two major steps to Enchanting an object. The first step is to give its own Mana, the second is to give it powers which draw upon that energy. The Mana is the fuel for the enchantment spell. The *Enchantment Spells Section (p 44)* below is devoted entirely to spells of enchantment.

Firstly, the enchanter may only cast an enchantment spell into an object that they have endowed with their own power. The enchantment spell must draw on their power for its nature is very personal.

All enchantment spells are of permanent duration. That is, once the object has had the enchantment spell cast upon it, it will remain enchanted. The use of the Spell through the object is fuelled by the Mana that has been instilled into it. This Mana, however, will last only until it is used up as the object has no inherent means of regenerating it. If the Mana of the Object is reduced to zero then it will lose all magical properties. The Object may be given the ability to regenerate its Mana by the high Order "Replenish" Spell.

Enchantment Spells

Enchantment Spells are somewhat different from ordinary Spells in that they have two facets; casting the Spell into the object and using the power of the Spell from the object. For this reason, two sets of statistics are given for each

Enchantment Spell. The first relates to casting the Spell into the object and the second relates to using the Spell from the object. The main difference between these statistics and those of a normal Spell is that there is no resistance against casting an Enchantment Spell into an object, though it must have a minimum amount of mana already instilled within it.

The Differences in Spell statistics are outlined as follows:

1. The "Min Mana" is the minimum amount of Mana required to cast the Spell into the Object.
2. Instead of "Area:" for the Spell a list of the kinds of objects that may be affected is given.
3. There is also no Range statistics for the Spell as the enchanter must be holding or touching the object in order to enchant it.
4. For the object, "Onset time:" is the time taken for the effect to take place.
5. No Order is given for the using the Enchanted object Spell as the object itself creates the effect. The user need not be a Mage to use its effect.

Descriptions of Enchantment Spells and the effects they have on objects are given below:

Water of healing (Enchantment Spell)

Order: 2 Min Mana: 4 Duration: Permanent
Cost: 5 Object: Up to 1 Litre of Water
Casting Time: 20 Minutes

Description: This Enchantment allows the caster to take ordinary water and give it properties of accelerated healing. In game terms, ingesting a quantity of this water should double healing rates for wounds or sickness.

Water of healing (Object)

Range: Aura Duration: Instant Resist: NA
Cost: None Area: See Below Onset Time: Instant

Description: Drinking a cup of this water will double the healing rate of the recipient for a day. One litre of water will fill four small cups and each cup will take with it one point of Mana.

Luck (Enchantment Spell)

Order: 3 Min Mana: 10 Duration: Permanent
Cost: 8 Object: One Small Object
Casting Time: 1 Hour

Description: This Spell makes the object act as a lucky charm.

Luck (Object)

Range: Aura Duration: Instant Resist: NA
Cost: None Area: See Below Onset Time: Instant

Description: This object will bring luck to anyone who owns it. The effects will not be gross though the lucky charm will have a positive effect. The charm will remain permanently lucky.

Amulet of Light (Enchantment Spell)

Order: 4 Min Mana: 30 Duration: Permanent
Cost: 16 Object: One Small Amulet
Casting Time: 4 Hours

Description: This Spell will make an object glow with its own power for until its Mana is used up.

Amulet of Light (Object)

Range: Aura Duration: Instant Resist: NA
Cost: 1/Day Area: Small Area Onset Time: Permanent
Description: A soft glow will emanate from this object and it will use one point of Mana per week. Once the Mana of the object is gone, the light will fade over a few days.

Potion of Love (Enchantment Spell)

Order: 4 Min Mana: 10 Duration: Permanent
Cost: 4 Object: One cup of water/ wine.
Casting Time: 3 Hours
Description: This Spell takes any liquid and turns it into a potion of love.

Potion of Love (Object)

Range: Aura Duration: Instant Resist: Type 4 (10)
Cost: None Area: See Below Onset Time: Instant
Description: Drinking the potion will fill the heart of the recipient with love and their thoughts will become clear and pure often resulting in them falling in love. The effects of the potion wear off after a few days but the love and understanding of others gained whilst under the influence of the potion may remain.

Potion of Strength (Enchantment Spell)

Order: 4 Min Mana: 14 Duration: Permanent
Cost: 6 Object: One Cup of Water / Wine
Casting Time: 1 Hour
Description: This Spell makes a small amount of water or wine into a potion of strength.

Potion of Strength (Object)

Range: Aura Duration: 5 Hours Resist: NA
Cost: None Area: See Below Onset Time: Instant
Description: Drinking this potion will increase the recipients Strength rating for the duration by 20%.

Icon of Light (Enchantment Spell)

Order: 4 Min Mana: 30 Duration: Permanent
Cost: 15 Object: Small Religious Item
Casting Time: 6 Hours
Description: This makes the Object charm of goodness and light. It will ward off evil, etc.

Icon of Light (Object)

Range: Aura Duration: Instant Resist: NA
Cost: None Area: 20' Onset Time: Instant
Description: Like a Lucky Charm, the Object of Light is blessed with a permanent effect. For lesser Undead the object would have an equivalent effect of an exceptionally bright light shone in their eyes. Greater Undead will suffer a similar effect though although they will naturally retreat from the light, they may overcome its effects, they will suffer a penalty of 20% to all activities whilst within the effect of the Icon of Light.

Sharpness (Enchantment Spell)

Order: 4 Min Mana: 25 Duration: Permanent
Cost: 15 Object: Sharp metal object
Casting Time: 40 Minutes
Description: This Spell puts a magical Aura around a sharp object that protects its edge and allows it to be razor sharp without needing constant sharpening.

Sharpness (Object)

Range: Aura Duration: Instant Resist: NA
Cost: 1/Day Area: Aura Onset Time: Instant
Description: The item will remain sharp for the duration of the Spell. Its Aura will protect the edge from harm and because of its extra sharpness, weapons such as swords should have +2 added to their Damage.

Contact (Enchantment Spell)

Order: 4/8 Min Mana: 100 Duration: Permanent
Cost: 30/50 Object: One Object
Casting Time: 4 Hours
Description: This Spell allows the caster to have contact with the Object and elect when its effects are active and when they are not. It creates a permanent bond between the caster and the item. The higher version order of the Spell allows anyone whom the object accepts as its owner (it is given some form of crude personality) to have control over it.

Contact (Object)

Range: Aura Duration: Instant Resist: NA
Cost: None Area: See Below Onset Time: Instant
Description: The caster/owner (see above) has control over the effects of this object. They may elect to turn them on or off.

Flame (Enchantment Spell)

Order: 5 Min Mana: 60 Duration: Permanent
Cost: 18 Object: Any Object (up to 5 pounds)
Casting Time: 3 Hours
Description: This Spell brings forth the fire within an object and surrounds it (or a specified portion of it) with a subtle aura of blue flame.

Flame (Object)

Range: Aura Duration: Instant Resist: NA
Cost: 1/Hour Area: One Item Onset Time: Instant
Description: The area of the object desired by the caster is permanently adorned by a subtle though beautiful aura of blue flame. This flame is around the temperature of a candle and will burn unless the area is covered by water.

Symbol of Power (Enchantment Spell)

Order: 5 Min Mana: 40 Duration: Permanent
Cost: 6 Object: One engraved symbol
Casting Time: 5 Minutes
Description: This Spell allows the Mage to make any inscribed symbol into a sign of Magic. It will emanate Power with a faint glow.

Symbol of Power (Object)

Range: Varia. Duration: Variable Resist: Variable
Cost: 1/Day Area: Variable Onset Time: Variable
Description: The Symbol of Power Spell allows another ordinary Spell to be cast into the Magic Symbol. The effects of the new Spell will be released if a person comes within the specified range or touches the symbol.

Vision (Enchantment Spell)

Order: 6 Min Mana: 40 Duration: Permanent
 Cost: 40 Object: Crystal Ball
 Casting Time: 9 Hours

Description: This Spell gives powers to a Crystal Ball in which the owner may see visions of the future or past.

Vision (Object)

Range: Aura Duration: 2 Mins Resist: NA
 Cost: 5 Area: Aura Onset Time: 10 Secs

Description: The Crystal Ball allows its owner to see events of the future and past of the person touching the ball. The Spell is activated by the owner waving their hand across the ball in a peculiar and detailed way. Only the owner of the owner of the Crystal Ball (and initiator of the enchantment) will see anything in the ball. What they see will relate to the thoughts of the target of the Spell ho must be touching the ball with the tip of both hands. The visions may be from the future or past and evolve and fade in and out for the short duration of the Spell.

Power Matrix (Enchantment Spell)

Order: 6 Min Mana: 100 Duration: Permanent
 Cost: 30 Object: See Below
 Casting Time: 1 Day

Description: This Spell provides a gateway from the caster to the mana of an object.

Power Matrix (Object)

Range: Aura Duration: Instant Resist: NA
 Cost: 1+Cost Area: 1'/Rank Onset Time: Instant

Description: Power matrices are a means to store the manna to fuel spells. Power matrices come in all manner of shapes and material substances. Even enchanted pools of water have been known to function as power matrices. The most common form of matrix, however, is a crystal or jewel of some sort. Power may be drawn from the power matrix to fuel Spells as opposed to using one's own Mana to do so. The matrix must be within one foot per Magic Rank of its owner for it to be drawn upon. Every time the gateway is opened, the Mana is drawn from the Object as well as one additional point to open the gateway. The Power Matrix Spell is of permanent duration which means that even if the Mana of the power Matrix is reduced to zero, it may be re-enchanted and Spell will still have effect.

Replenish (Enchantment Spell)

Order: 8 Min Mana: 30 Duration: Permanent
 Cost: 120 Object: One Enchanted Object
 Casting Time: 4 Hours

Description: This Spell gives an enchanted object the capacity to regenerate its Mana giving it everlasting power. This Spell is used in conjunction with other Enchantment Spells.

Replenish (Object)

Range: Aura Duration: Instant Resist: NA
 Cost: 0 Area: Object Onset Time: Instant

Description: The Mana of this enchanted object is regained at a rate of 1 point per hour whether it is in use or not. It will only ever replenish Mana up to its original level of enchantment.

Inanimate Soul (Enchantment Spell)

Order: 9 Min Mana: 200 Duration: Permanent
 Cost: 80 Object: Any Object
 Casting Time: 8 Hours

Description: This enchantment Spell enslaves a Human soul within the object. The soul must desire to be placed into the object after leaving its mortal body in order for it to be placed into the object. The Object is prepared for the Soul by casting the Spell. The willing participant is then sacrificed (or may die naturally) and instead of ascending, their soul journeys into the object where it will remain. It should be noted that this Spell entraps this Soul in the Inanimate Object for the rest of eternity or until the object is destroyed. Only the most fanatical of soul will choose to volunteer for this Fate. The Object must also have Replenish cast upon it as Mana is required to sustain the Soul. If the Mana of the Object is reduced to zero then the Spell is broken and Soul is set free.

Inanimate Soul (Object)

Range: Aura Duration: Instant Resist: NA
 Cost: 1/Day Area: See Below Onset Time: Instant

Description: Those who touch this object may be able to communicate telepathically with the object (if the Soul of the Object so desires). If the object is a weapon, it may inherit some of the weapon Skills of the Soul within it. The object will have its on personality and the effects of this should be limited only by imagination.

8. Wild Magic

The Magic described in Dark Fantasy so far is quite structured and must be learnt and understood. Although Powers may develop as a form of natural talent without effort from the Character, it is not possible for a Mage to suddenly have significant Magic Powers. As an optional addition to this, a form of Magic may exist that is an inherent talent with which a Character is born. They may have great power and simply need to learn to control it as opposed to learning how to make it happen. This alternative is known as "Wild Magic".

Wild Magic should not be used lightly by any Game Master. It should not be a part of a normal campaign and should be treated with great respect if it is used at all. The section below will give guidelines for the Game Master to use this less restricted Magic system though there are few hard and fast rules. Running Wild Magic is a great burden on the Game Master. They must govern its power and see that Players do not attempt to use the lax rules to their advantage.

The Concept of Wild Magic

For the Wild Mage, Magic is not a set of theories that must be learned, it is an innate power that they must learn to control. They know no theory of magic or Spells though they may alter reality as a Mage would with a spell.

The Wild Mage is born unto their Magic. As they grows and learns their power grows with them. It may take many years before the Wild Mage discovers their natural talent. Such a discovery will usually occur in a moment of great emotional stress in a life or death situation. The Mage will have little control over what they are doing, and something will just happen.

There are many similarities between Wild Magic and the normal Magic System of Dark Fantasy. A Wild Mage effectively casts normal Dark Fantasy Spells from a single Discipline. The Wild Mage will have a natural affinity with a particular Discipline, much as an Empathic Mage would, though they will never be a Channeller as this Realm calls its power from elsewhere.

Learning to Control Wild Magic

As a normal Mage in Dark Fantasy becomes more proficient as they gain Magic Experience, so too does the Wild Mage. The chance for the Wild Mage to cast Magic is based on their Expertise in Discipline.

Wild Magic may be cast in one of two ways. It may be by accident or may be cast by the will of the caster. A Wild Mage will not be able to cast a spell at will at all until they have attained a Magic Rank of 1 through the accidental casting of Spells.

The chance of a Wild Mage casting a spell without the conscious will to do so is dependent on the emotional state of the Wild Mage. The chance of a Spell happening is between 0 to 50%. It is up to the Game Master to determine the chance of a Spell happening though a chance

of 50% would only occur in a situation where the Character was about to die and had no escape. In contrast, even when the Character was very upset there should only be about a 5% chance of a Spell occurring. It is to be noted that the Character does not necessarily have to be conscious to cast the Spell.

Initially, a roll is made whenever the Wild Mage becomes aroused significantly beyond their normal level. When the Mage gains magical experience from their castings, their chance of casting a Spell is increased. Two times the Character's Discipline Rating (Area of magical Expertise) is added to the chance of casting. If the caster wishes to stop themselves from casting a Spell in a particular situation then they must roll under 5 x their Discipline rating or over the given chance of Spell casting otherwise the spell will go off.

If the results show that a Spell has been cast then the caster must roll to determine the power of the Spell that is cast. The caster rolls on the table below. The spell that is cast is usually applicable to the situation. It is the Order of the Spell that varies greatly.

Roll Order of Spell Cast

01 - 85	Equal to Magic Rank of Caster*
86 - 89	1 Order greater than Magic Rank of Caster*
90 - 93	2 Orders greater than Magic Rank of Caster*
94 - 97	3 Orders greater than Magic Rank of Caster*
98 - 00	4 Orders greater than Magic Rank of Caster*

*The Order of the spell being cast must not be more than 3 greater than the Mind Power Bracket of the Caster.

Note: If the caster is Rank 0 then the sorts of spells that would be cast would be slight distortions of perceptions, brief flashes of energy and the like. The exact effect of casting such a spell is left up to the discretion of the Game Master.

The Spell that is actually cast is up to the Game Master to decide. This section will be greatly expanded hopefully and any comments on how it should be done would be greatly appreciated.

9. *Real Magic*

There is magic all around us and in everything we do. There is magic in a sunset, a moonlit night and in love. The power of such magic should never be underestimated. In addition to this magic there is the power of the human soul. We each have the power to shape our own lives, to be happy or sad, loving or cold. In reality, nothing is set and this should be reflected in the Dark Fantasy Campaign. Make your world as full of wonder and life as ours is.