

Magical Orders of Glantri

A GURPS Fantasy Netbook by Pythagoras (<http://gurps.hardpoints.de>)

Introduction

This netbook describes power-based magic in the flavour of the magical schools of Glantri. It is not a 1-to-1 translation but keeps most of the interesting stuff and adds some d20 concepts. While not strictly needed, the GURPS Powers book might come in handy.

Magic Skills

Besides the magical powers, which mostly benefit the mage himself, it is also possible to create magical effects through rituals. While the skills from the Basic Set are used, they are used differently, as described below.

- **Symbol Drawing (Hard IQ):** certain magical rituals require symbols to be drawn and this is the skill needed to do it right. Rituals allow one to achieve magical effects beyond the strictly codified confines of spells and are used to create lasting effects such as the conjuration of a guardian elemental, the creation of a magical sword etc. The difficulty of Symbol Drawing is two less than that of the Thaumatology roll for the ritual and a successful roll grants +2 on the Thaumatology roll (+3 on a critical success).
- **Thaumatology (Very Hard IQ):** As a rule of thumb, any item of TL 8 or less can be simulated by magic, if its general nature fits any of the magical talents of the caster. For example, a magical box showing interesting stories (effectually a DVD player - TL 8) might require Illusion magic. The creation difficulty modifier is the TL of the item

(-8 in the example). After TL 8, the difficulty is increased by 3 per TL. The creation of items that grant a specific advantage are a special case; the difficulty modifier is 1 per point of cost (making it a good idea to include limitations) and the creation cost is 1000 ducats per point. Note that some materials may not even be available and can require a quest of sorts.

- **Occultism (Average IQ):** a general non-working knowledge of magic, i.e., what kind of magic items exist, what spells and rituals exist and what effects do they cause.
- **Innate Attack (Easy DX):** There are several variants of this skill needed for different powers. These are: Ray, Breath, Touch, and Missile. Note that talent does not add to these rolls.

Magical Powers

The magical powers are grouped into powers, each with its own magical talent that is added to all required rolls. The source of these powers is magic (see GURPS Powers, pg. 27). The powers are described on the next pages of this document.

Fire Magic

Fire magic is fast and energetic, geared towards attack spells. Fire mages are often impatient, impulsive people and are said to smell of brimstone, although the latter is probably an invention of hostile water mages.

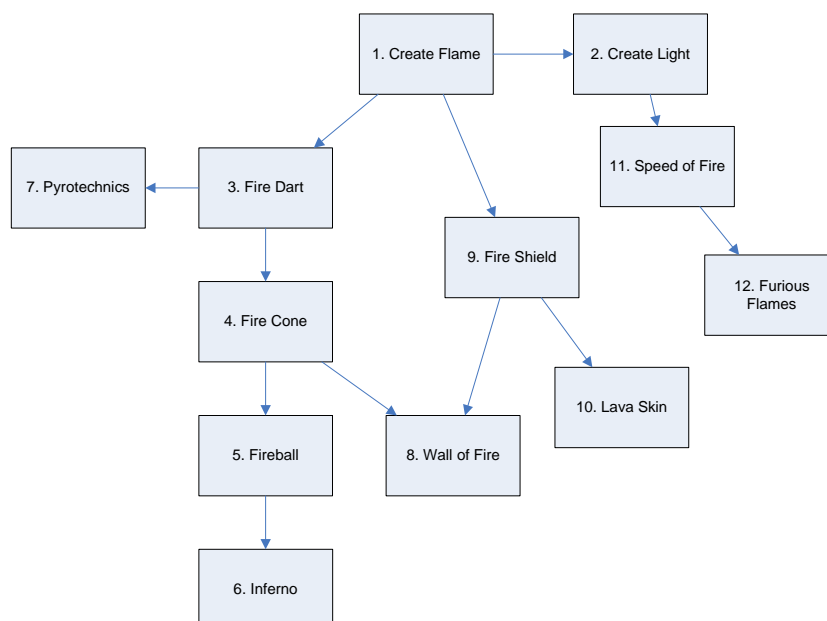
Fire Talent [5/level]: +1 to all required attribute checks.

- Create Flame [1]:** allows you to create a small flame, comparable to that produced by a modern-day lighter. (*Accessory [1], magic -10%*)
- Create Light [1]:** You can create a magical light above your head that has a range similar to a torch. (*Accessory [1], magic -10%*)
- Fire Dart [7]:** You can create a small dart of fire and throw it at an enemy, but each dart costs you one point of fatigue. Acc +0, 1/2D 10, Max 100, RoF 1, Recoil 1, Damage 2d burn. (*Innate attack burn [10], Inaccurate 3 -15%, Costs Fatigue 1 -5%, magic -10%*)
- Fire Cone [26]:** You create a cone of fire that costs 1 FP to produce and has a maximum width of 3m. Acc +3, 1/2D 1, Max 10, RoF 1, Recoil 1. Damage is 4d burn to adjacent targets but anything beyond that only takes 2d burn. (*Innate attack 4d*

burn [20], -10% magic, costs fatigue 2 -10%, maximum width 3 +80%, range divisor 10 -30%



- Fireball [32]:** You take a piece of coal and ignite it, turning it into a flaming ball. The attack is Acc +3, 1/2D 10, Max 100, RoF 1, Recoil 1 and deals 3d burn damage, exploding at the point of impact. Everybody standing at one meter distance also takes 4d damage, those at 2 meters distance still take 1d+1 burn. The fireball can be shot in an arc, bypassing cover. Each spell use costs 2 FP and uses up a single piece of coal. (*Innate attack 4d burn [20], Explosion +50%, overhead +30%, costs fatigue 2 -10%, trigger very common -10%*)
- Inferno**
- Pyrotechnics**
- Wall of Fire [39]:** You can raise a wall of fire up to 100 meters away. Anybody running through the wall will take 2d6 burning damage. The wall has a maximum size of 260 m². Its shape can be chosen by the caster. The wall disappears after 5



minutes, leaving only a black line of ash where it stood. Creating the wall costs 2 FP. (*Innate Attack [10], -10% magic, Area Effect 8 yards +150%, Extended Duration x30 +60%, Persistent +40%, Wall +60%, costs fatigue 2 -10%*)

9. **Fire Shield [15]:** Your body is engulfed in flames. Those who touch you take fire damage and wooden weapons might catch on fire. You may also touch others to deal them damage. You deal 2d burn damage. (*Innate attack burn [10], Aura +80%, melee attack -30%*)

10. Lava Skin

11. **Speed of Fire [20]:** Your basic move is temporarily increased by 5. Activating this spell costs 2 Fatigue and 1 FP per minute to keep up. (*Basic Move 5 [25], magic -10%, costs fatigue 2 -10%*)

12. **Furious Flames [16]:** by waving both arms, the mage casts quick flames, expending 2 FP. The thrust from the flames allows the caster to jump an impressive distance, i.e., (2.5 x Basic Move) - 4 meters, double if doing a running jump. Also, you take no damage when falling this distance and using the Furious Flames spell (+5 meters with an Acrobatics roll). Note that the combination with Speed of Fire can lead to rather spectacular results. (*Super Jump 2 [20], -10% magical, costs fatigue 2 -10%*)

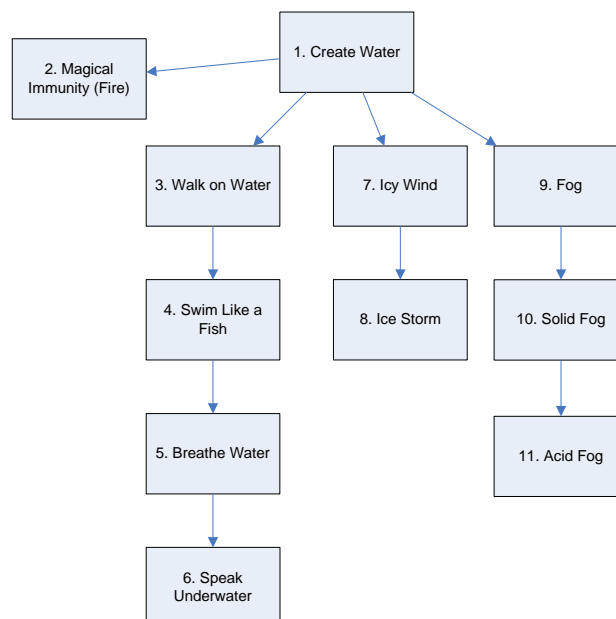
Water Magic

Water is both soft and powerful and water magic consists of spells that effect water and ice. The stereotypical water mage is patient and self-controlled but a real terror when angered.

Water Talent [5/level]: +1 to all required attribute checks.

1. **Create Water [1]:** allows you to create a hand full of water per second. (*Accessory [1], magic -10%*)
2. **Magical Immunity (Fire) [6]:** you can resist attacks made with fire magic with a quick contest of Will + Water talent vs. Will + Fire talent. If such a roll is already required for the fire spell you gain +5. (*Psi Static [30], resistible -50%, only against fire magic -30%*)
3. **Walk on Water [14]:** you can walk on water and other liquids. (*Walk on Liquid [15], magic -10%*)
4. **Swim Like a Fish [9]:** you can move unimpeded in and under water. (*Amphibious [10], magic -10%*)
5. **Breathe Water [8]:** You can breathe underwater. (*Doesn't Breathe [20], magic -10%, gills -50%*)
6. **Speak Underwater**

7. **Icy Wind [14]:** You can create a gust of cold wind and direct it somewhere. The spell will affect an area of 2m radius. Each gust of wind costs you one point of fatigue. Acc +0, 1/2D 10, Max 100, RoF 1, Recoil 1, Damage 1d fatigue damage. (*Innate attack fatigue [10], Inaccurate 3 -15%, Costs Fatigue 1 -5%, Area Effect 2 yards +50%, hazard freezing +20%, magic -10%*)
8. **Ice Storm**
9. **Fog [9]:** Creates fog around the caster with a 2 yard radius. The fog gives a penalty of 5 to all vision-based actions. (*Obscure (Vision) 5 [10], magic -10%*)
10. **Solid Fog**
11. **Acid Fog**



Air Magic

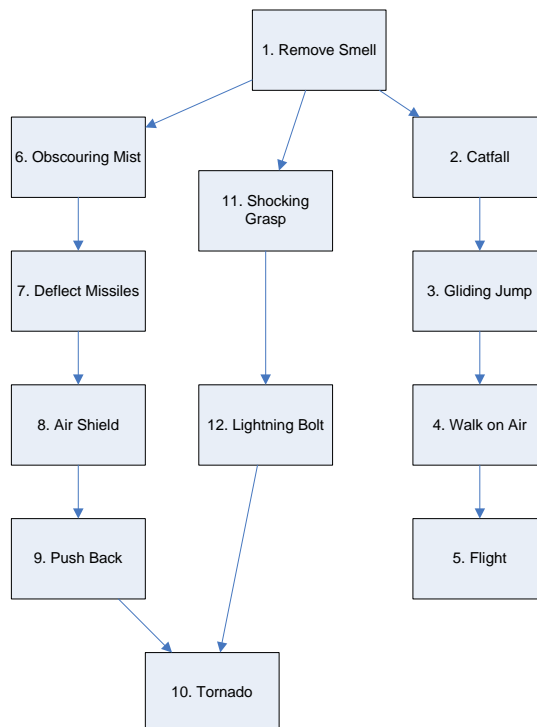
The manipulation of air allows flight and other manipulations of the medium air. Air mages are considered to be absent-minded and mercurial.

Air Talent [5/level]: +1 to all required attribute and skill checks that are not to hit rolls.

1. **Remove Smell [1]:** allows you to remove an unpleasant smell from a room but not its negative side effects. (*Accessory [1], magic -10%*)
2. **Catfall [9]:** You are in less danger when falling, subtracting 5 meters from the distance for the purpose of determining damage. Also, a DX roll (+ talent) allows you to halve the damage. (*Catfall [10], magic -10%*)
3. **Gliding Jump [11]:** on a windy day, you can glide the air streams to make impressive jumps by expending 1 FP. The distance jumped is (2.5 x Basic Move) - 4 meters, double if doing a running jump. Also, you take no damage when falling this distance (+5 meters with an Acrobatics roll). Apply your catfall to the remaining distance.

(*Super Jump 2 [20], -10% magical, -30% only on windy days, costs fatigue 1 -5%*)

4. **Walk on Air [18]:** you can walk on air as if it were solid but if your are knocked down or slip you will fall. (*Walk on Air [20], magic -10%*)
5. **Flight**
6. **Obscuring Mist [9]:** You can create a cloud of mist that hides you and your allies. The mist centers around you and has a radius of 2 meters, giving a penalty of 5 to all vision-based actions. (*Obscure Vision 5 [10], magic -10%*)
7. **Deflect Missiles [10]:** This ability costs 2 fatigue points to activate and 1 per minute to maintain. It grants DR 4 against ranged attacks of any kind coming from the front. (*Damage Resistance 4 [20], magic -10%, force field +20%, front only -20%, ranged attacks only -20%, costs fatigue 2 points -10%*)
8. **Air Shield [30]:** This ability costs 1 fatigue point to activate and 1 per minute to maintain. On a successful Will check modified by talent the caster enjoys a DR 6 force field against that particular attack, If the attack is magical, the magical talent of the attacker is subtracted as a



penalty on the will roll. (*Damage Resistance 6 [30], magic -10%, force field +20%, costs fatigue 1 point -5%, requires Will roll -5%*)

9. Push Back

10. Tornado

11. **Shocking Grasp [29]:** This melee attack allows the mage to inflict 0d to 2d electrical burn damage on its target by touch. The attack has a reach of C and cannot be parried. Also, metal armour does not offer any protection. Note that a use at 0d is merely painful and does not have any real effect. (*Innate attack burn 2d [10], magical -10%, melee attack (reach C, cannot parry) -35%, variable +5%, irresistible attack (metal armour only) +240%*)

12. Lightning Bolt

Earth Magic

Earth magic (aka Geomancy) is defensive in nature but also allows several interesting attacks. Generally, earth mages are considered to be stoic, bordering on the passive.

Earth Talent [5/level]: +1 to all required attribute checks. Quick contests use Will attribute as a base.

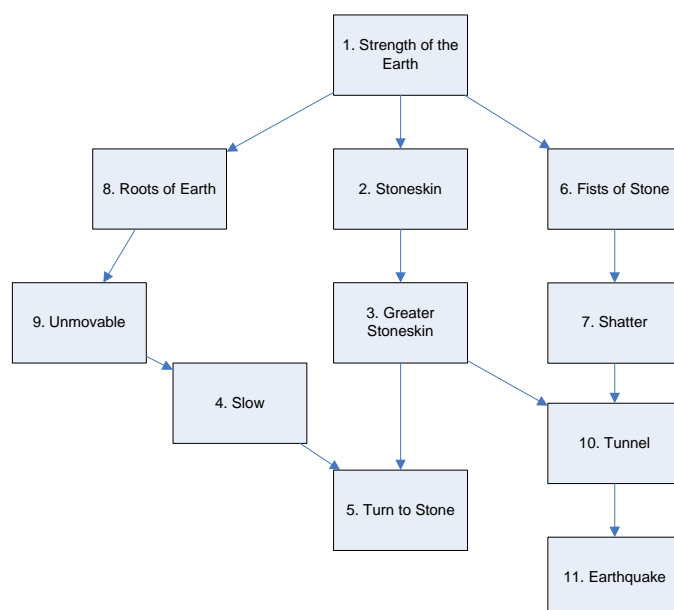
Learning Discounts: If a geomancer cannot afford to learn a spell at once, she can add limitations to a new spell when buying it and pay them off over time. A prerequisite in the tree is only considered to be fulfilled when all limitations are bought off. The limitations available for Earth Magic are:

- ✓ Unreliable (-80% to -10%)
- ✓ An expensive gemstone (100 ducats worth) as trigger (-20%) that is used up when the spell is cast.

1. **Strength of the Earth [2]:** While standing on bare earth, you can lift more weight than normally (+1 ST for lifting purposes only). (*Lifting ST+1 [3], magic -10%, only while standing on bare earth -20%*)
2. **Stoneskin [14]:** Your skin is as hard as stone while you use this magical power (DR 4) but you are less agile

(-1 DX). (*Damage Resistance [20], magic -10%, reduce DX by 1 -20%*)

3. **Greater Stoneskin [9]:** Your skin is as hard as stone while you use this magical power (DR 8) but you are less agile (-2 DX). Note that if you lose your power to cast Stoneskin for any reason, you also lose the power to cast Greater Stoneskin and vice versa. (*Damage Resistance [40], magic -10%, reduce DX by 2 -40%, cost of Stoneskin is reduced to 3, thus making this power cheaper by 11 points*)
4. **Slow [26]:** The caster affects all targets in a cone that has a maximum width of 5 meters and is 10 meters long. Those who do not pass a HT+3 check (HT for those immediately next to the caster) will become slower, their legs responding less well. This causes a -3 on all melee, unarmed combat, and other skills using the legs, as well as halved Basic Move. The effect lasts for one minute per point of failure. Each use of this power costs 2 FP. (*Affliction 1 [10], +10% lame, -10% magical, +100% cone (5 yards), reduced range (10) -30%, costs fatigue -10%*)
5. **Turn to Stone [66]:** The caster fires a ray (Acc +3, Range 100 (10 1/2D)) at a target, requiring it to pass a HT-1 check (HT+2 beyond 10



meters) or turn to stone. The victim is unaware of his surroundings and only powerful magic can return him to his former state (typically a ritual requiring a Symbol Drawing-3 and a Thaumatology-5 roll). Each use of this power drains 2 FP. (*Affliction 2 [20], +250% 'coma', -10% magical, costs fatigue -10%*)

6. **Fists of Stone [13]:** The caster can turn his fists to stone, significantly increasing the amount of damage dealt. For unarmed combat attacks, consider ST to be 4 points higher. The power costs 1 FP to activate and 1 FP per minute to keep up. (*Striking ST 4 [20], -10% magical, -20% unarmed only, costs fatigue -5%*)
7. **Shatter [8]:** This spell creates a cone of sound (Acc +3, 10 meters long, 1/2D 1 meter, maximum width 5 meters) that deals 4D crushing damage to all homogenous targets. Each use costs 1 FP. (*Innate Attack 3 (cr) [20], -10% magical, +100% cone (5 yards), reduced range (10) -30%, costs fatigue -5%, -35% homogenous targets only*)
8. **Roots of Earth [26]:** The caster turns into an earth elemental-like creature. The transformation costs 4 FP and 2 FP to keep up per minute. The new form has the same racial (dis)advantages but adds +1 ST, +1 HT, and additionally +5 HP. However, Basic Speed is reduced by 2. The caster is also has Injury Tolerance (Homogenous) and Unnatural Features 5. (*The alternate form adds +1 ST [10], +1 HT [10], +5 HP [10], Basic Speed -2 [-40], injury tolerance [40], and unnatural features [-5], thus is basic cost for shapechanging is [15 + 23], -10% magic, -20% costs fatigue*)
9. Unmovable
10. Tunnel
11. Earthquake []: (*area effect, bombardment*)

Dracology

Dracologists try to emulate the inherent magic of dragons, with astonishing effects. Still, the art of dracology is seen with scepticism by some. Dragon mages chose the type of dragon they wish to emulate, e.g., there are red dragon mages, shadow dragon mages, and gold dragon mages.

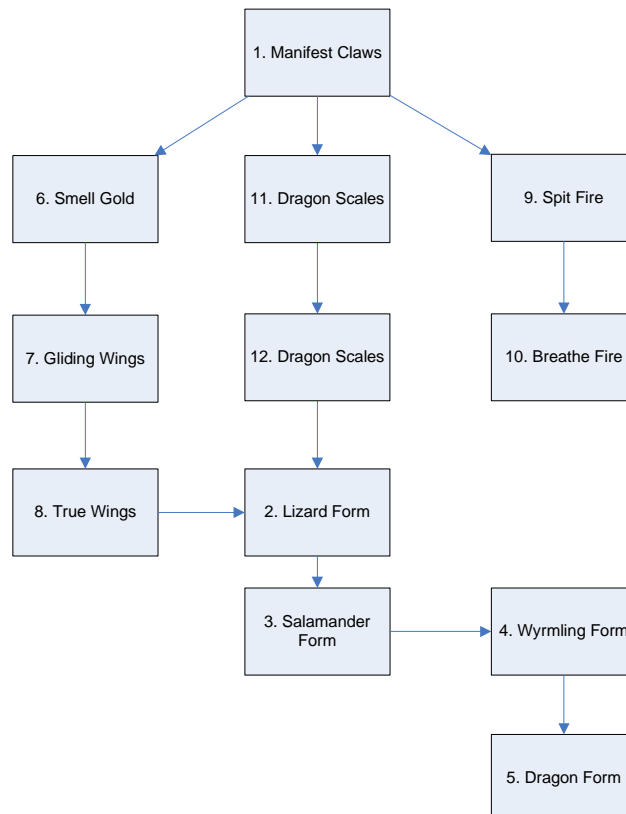
Dracology Talent [5/level]: +1 to all required attribute checks. Quick contests use Will attribute as a base.

Learning Discounts: If a dracologist cannot afford to learn a spell at once, he can add limitations to a new spell when buying it and pay them off over time. A prerequisite in the tree is only considered to be fulfilled when all limitations are bought off. The limitations available to dracologists are:

✓ Unreliable (-80% to -10%)

- ✓ Attacks only: the opponents armour is doubled for the purposes of determining damage (-30%)
- ✓ gold dust worth 10 ducats must be used as a component to activate the spell (-10%)
- ✓ You take on lizards qualities while casting the spell (-2 to reaction rolls, -10%)

1. **Manifest Claws [3]:** Your punches and kicks deal cutting damage due to claws of pure energy. (*Sharp Claws [5], magic -10%, temporary disadvantage (no fine manipulators) -30%, Switchable +10%*)
2. **Lizard Form [14+]:** You can take the form of a lizard of the same colour as your chosen dragon. Cost depends on your racial template cost. The racial template of the lizard form costs 18 + colour modifier. If this cost is higher than that of your racial template add 80% of this cost to the basic 14 points. Otherwise, this spell costs 14 points. For example, an elf (racial template



- cost 55) would pay $14 + 0.8 * 45 = 50$ points for this spell. (*Shapeshifter - Alternate Form [varies], magic -10%, use the Dragon Lizard template from the creature collection*)
3. **Salamander Form [14+]:** In addition to a lizard, you can now take the form of a salamander. (*Shapeshifter - Alternate Form [varies], magic -10%, use the Salamander template from the creature collection*)
 4. **Wyrmling Form:** You can turn into a very young dragon.
 5. **Dragon Form:** You can turn into an adolescent dragon.
 6. **Smell Gold [5]:** The character is able to detect the presence of gold, which makes his nose itch. Note that some dragon types replace this with detect gems. (*Detect Gold [5], magic -10%*)
 7. **Gliding Wings [4]:** By expending 1 FP, you can sprout wings that require 1 FP per minute to keep up. You require room to spread your wings and you can only glide at your basic move and never gain altitude. (*Flight [40], magical -10%, winged -25%, gliding -50%, costs fatigue 1 -5%*)
 8. **True Wings [14]:** As gliding wings but these allow you to change altitude as well. However, you cannot hover, i.e., you must move at least your move every second. (*Flight [40], magical -10%, winged -25%, costs fatigue 1 -5%, cannot hover -15%, gliding wings discount: -4*)
 9. **Spit Fire [9]:** You can spit a small ray of fire costing you one point of fatigue and needing 5 seconds to recharge. Acc +0, 1/2D 10, Max 100, RoF 1, Recoil 1, Damage 3d burn. Depending on dragon type, this damage can also be electrical (same cost and effect), cold (costs 21 points and deals hypothermia FP damage) or acid (costs 18 points and deals corrosion damage). (*Innate attack burn [15], Inaccurate 3 -15%, Costs Fatigue 1 -5%, takes recharge 5 seconds -10%, magic -10%*)
 10. **Breathe Fire [20]:** You can breathe a cone of fire, acid, electricity, or cold, depending on your dragon type. While this cone has less range than spit fire, it can potentially damage more foes. The attack deals 2d damage, 4d to those that are standing immediately next to the caster and is *noisy* as hell. If the victim loses more than 1/2 of its hitpoints to this attack, it suffers severe pain (-4 on DX, IQ, skills, and self-control) until the damage is healed. The cone is 10m long and 4m wide at the end. It has an accuracy of 3 and each use costs 1 FP. If you lose the ability to Spit Fire you also lose the ability to Breathe Fire and vice versa. (*Burning attack 4d [20], reduced range -30%, costs fatigue -5%, nuisance -5%, symptom (severe pain) +40%, magic -10% Spit fire discount 2*)
 11. **Dragon Scales [13]:** By expending 1 FP and using 1 FP per minute to keep the power up, you can manifest dragon scales on your body, giving you DR 3 on your whole body. (*Damage Resistance 3, magical -10%, costs fatigue 1 -5%*)
 12. **Dragon Aura [20]:** You can protect yourself from elemental damage (depending on your dragon type, this is cold, burn, or corrosion). The power costs 2 FP to activate and 1 FP per minute to keep up. For the duration of the spell you gain DR 10 against that particular damage type. (*DR 10 [50], magical -10%, costs fatigue 2 -10%, against one damage type only -40%*)
 13. **Dragon Slumber:** You can enter a state of stasis, where you do not breathe, eat, or age. This ability allows you to stay out of the sight for long periods of time.

Necromancy

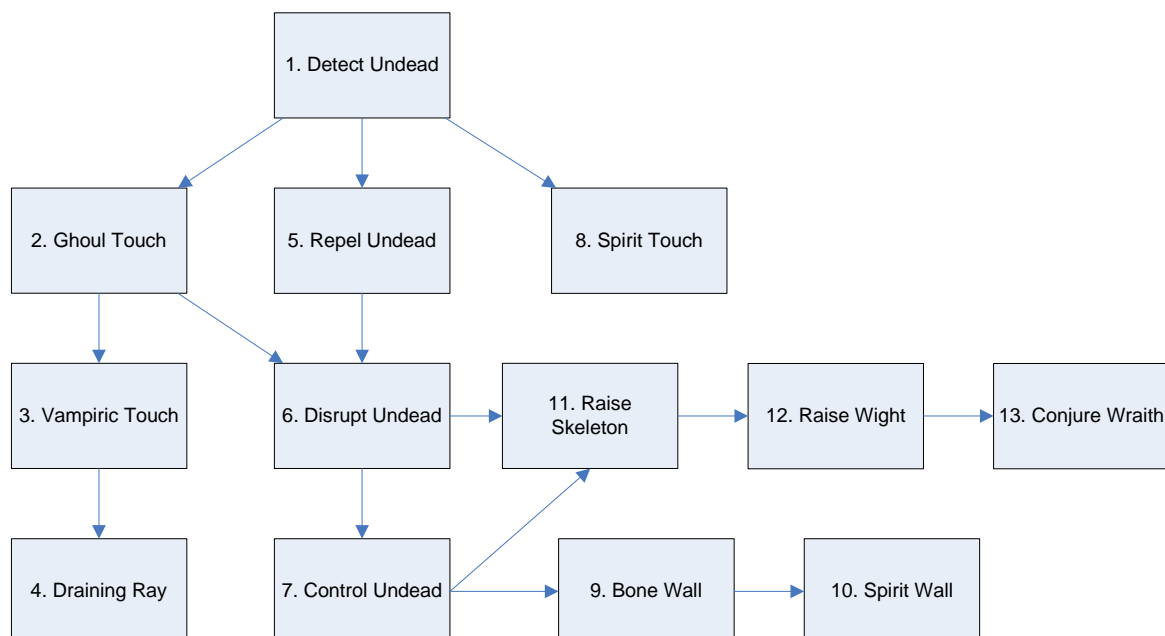
Necromancers practice the art of death magic. While this type of magic is forbidden in most countries due to its sinister nature, it is regarded as a legitimate art in Glantri. Necromancers are feared and should buy the social regard (fear) advantage at level 1 or 2 once they advance beyond the initial stages of their art.

Necromancy Talent [5/level]: +1 to all required attribute checks. Necromancy talent can also be added to all skill rolls requiring knowledge about undead.

Learning Discounts: If a necromancer cannot afford to learn a spell at once, he can add limitations to a new spell when buying it and pay them off over time. A prerequisite in the tree is only considered to be fulfilled when all limitations are bought off. The limitations available to necromancers are:

- V Unreliable (-80% to -10%)
- V Requires a necromantic fetish costing 100 ducats. Each spell requires its own fetish (-20%)
- V Spells accompanied by unholy green light and ghostly screams (-5%)
- V While your spell is active, plants and insects around you die (-10%)

1. **Detect Undead [4]:** You can detect the presence of undead via a sense roll with the usual range modifiers with an Per (+ Talent) test. On a critical success you also know the direction and quantity of the undead. (*Detect (occasional) [10], magic -10%, vague -50%,*)
2. **Ghoul Touch [6]:** Your touch can paralyze others. Your target must make a HT check or be stunned, being able to recover every second with an additional check. If the roll is failed by 5 or more, the target is paralyzed for one minute per point of failure and stunned afterwards. Armour automatically stops the effect, so an unarmoured body part must be touched. The ghoulish touch only works on living beings. (*Affliction [10], magic -10%, accessibility -10%, contact agent -30%, secondary effect: paralysis +30%, melee attack reach 1 -25%*)
3. **Vampiric Touch [27]:** You can inflict wounds on your enemies with ongoing contact, e.g., by grappling your enemies. If you pass a HT test (modified by talent), you can drain 3 HP that second and regain 1 HP per HP drained. When HP are fully



healed, draining restores FP instead. This attack ignores armour. (*Leech 1 [25], magic -10%, heals FP +30%, requires HT roll -10%*)



4. **Draining Ray [70]:** This attack is the most feared power in the arsenal of a necromancer. A ray ray shoots from the open palm of the wizard at his intended target and can cause a heart attack. The affliction is a ray attack (1/2D 10, Max 100, Acc 3, RoF 1, Recoil 1). The target gets a HT-1 check to resist, +1 per point of DR, another +3 beyond 10m. If the roll is failed, the target suffers a heart attack. Each use costs 4 FP and 2 ready actions have to be taken to fire this ray. (*Affliction 2 [20], heart attack +300%, magic -10%, costs fatigue -20%, takes extra time -20%*)
5. **Repel Undead [24]:** You can scare off undead creatures with an aura of power. Only undead that can see you are affected and each use costs 2 FP. The undead may add their Necromancy Talent to their roll to resist but must subtract yours. (*Terror 2 [30], cosmic +50%, sense based (vision) -20%, magic -10%, costs fatigue 2 FP -10%, accessibility (undead only) -30%*)
6. **Disrupt Undead [6]:** You can shoot a ray of light from your finger that damages undead creatures. Acc +0, 1/2D 2, Max 20, RoF 1, Recoil 1, Damage 3d corrosion (also damages DR). Each attack costs you 1 FP. (*Innate attack cor [30], Inaccurate 3 -15%, Costs Fatigue 1 -5%, reduced range -20%, magic -10%, accessibility (undead only) -30%*)
7. **Control Undead [25]:** You can control undead with your sheer willpower. An opposed IQ vs. willpower quick contest is required where both sides may add their necromancy talent. Range penalties apply, as well as a -1 per undead already under your control. Failed rolls render that specific undead immune to your control for 24h. All undead under your control lack any kind of initiative, even if they are normally free willed. (*Mind Control [50], magic -10%, puppet -40%*)
8. **Spirit Touch [25]:** Your hand turns into a semi-transparent claw. Not only can you reach through the armour of your enemies, you can also attack creatures that are insubstantial and thus normally not affected by attacks. Your claw inflicts 1d cutting damage (*Innate Attack, cutting 1 [7], -10% magic, cosmic +300%, affects insubstantial +20%, melee attack C -30%*)
9. **Bone Wall [39]:** You can raise a wall up to 100 meters away, made of bone splinters. Anybody running into the wall will take 2d6 piercing damage. The wall has a maximum size of 260 m², with a DR of 6 and 1 HP per square meter. Its shape can be chosen by the caster. The wall disappears after 5 minutes, rotting into a disgusting white goo. Creating the wall costs 2 FP. (*Innate Attack [10], -10% magic, Area Effect 8 yards +150%, Extended Duration x30 +60%, Persistent +40%, Wall +60%, costs fatigue 2 -10%*)
10. **Spirit Wall [14]:** You can create an invisible wall that blocks mortals and spirits alike. Those that run into it take 2d6 crushing damage and will suffer double pushback. Since the wall is practically invisible, a Per roll is required to notice that there is an obstacle in the way. The wall has a maximum size of 260 m², with a DR of 6 and 1 HP per square meter. Its shape can be chosen by the caster. The wall disappears after 5 minutes. Creating the wall costs 2 FP. (*Innate Attack [10], -10% magic, Area*

Effect 8 yards +150%, Extended Duration x30 +60%, Persistent +40%, Wall +60%, costs fatigue 2 -10%, double knockback +20%, affects insubstantial +20%, no signature +20%, cost of Bone Wall reduced by 31 (i.e., 4/5 of cost), thus reducing the cost of Spirit Wall)

11. **Raise Skeleton [23]:** You can animate a skeleton to fight as your ally for a single day. Afterwards the skeleton becomes inanimate but can be reused. The skeleton template is applied to a standard warrior of the race the "raw materials" come from and may be worth a maximum of 25% of the point total of the character. You may control up to 10 skeletons, each skeleton destroyed reduces this value but can be replaced by paying 2 character points. *(Ally [1] - maximum points value is 25%. Maximum 10 (x6), constantly available x4, Minion +50%, Summunable +100%, Trigger (Skeleton, common) -20%)*
12. **Raise Wight [92]:** You can raise the corpse of a dead warrior as a wight. This ability is similar to Raise Skeleton but summons a wight from a corpse. The wight can be worth a maximum of 150% of the characters total character points. You may control only a single wight. If destroyed, it can be replaced by paying the full cost of this ability again. *(Ally [10] - maximum points value is 150%, constantly available x4, Minion +50%, Summunable +100%, Trigger (Corpse, common) -20%)*
13. **Conjure Wraith:** You can conjure a wraith to fight for you.

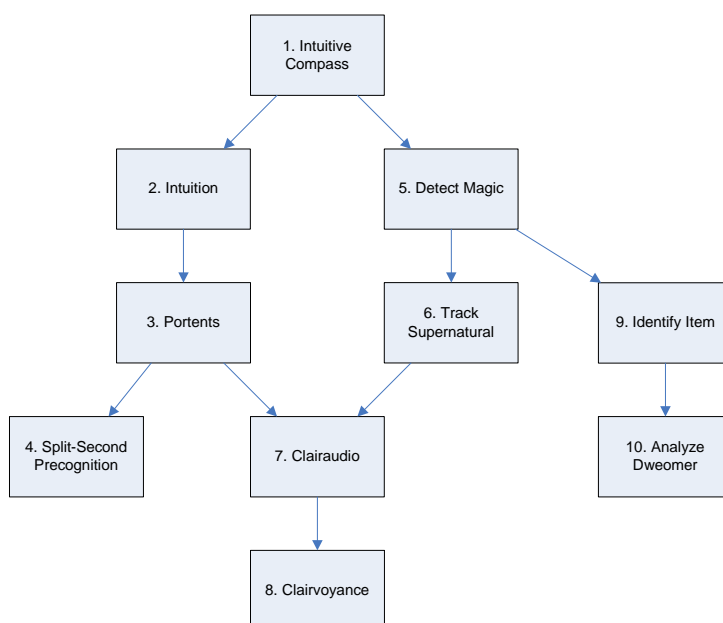
Runic Divination

Runic divination is a magical art that concentrates on the gathering of knowledge. At the lower levels, its power is somewhat limited but the archmages of runic divination are powerful mages indeed. Runic diviners are seen as wise and trustworthy.

Runic Divination Talent [5/level]: +1 to all required attribute checks. Quick contests use Will attribute as a base.

1. **Intuitive Compass [4]:** You always know where north is and you never get lost. (*Absolute Direction [5], magic -10%*)
2. **Intuition [12]:** You often guess right in critical situations. The GM makes an IQ + talent roll for you to see if you can guess the right choice. Failure means no help and critical failure means a wrong hint. Each use of this power costs 2 FP. (*Intuition [15], magic -10%, fatigue -10%*)
3. Portents
4. Split-Second Precognition
5. Detect Magic
6. **Track Supernatural**
7. **Clairaudio**
8. **Clairvoyance**
9. **Identify Item**
10. **Analyze Dweomer**

10. Analyze Dweomer



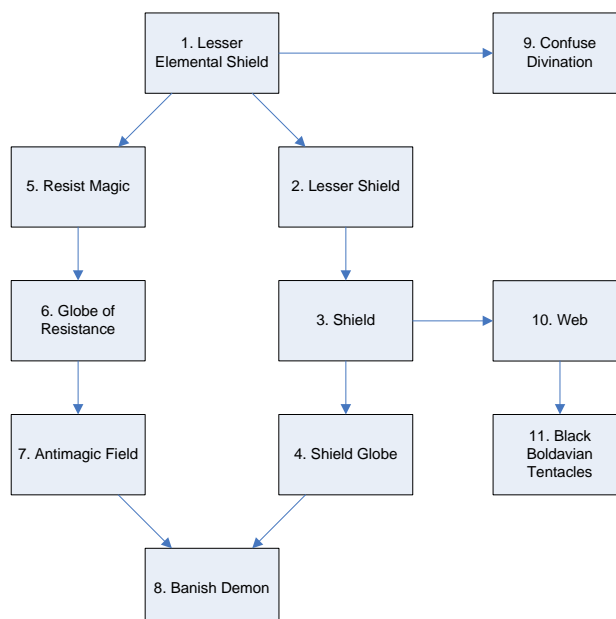
Abjuration

While the pure abjurer is rare, many mages at least learn the basics of abjuration.

Abjuration Talent [5/level]: +1 to all required attribute checks. Quick contests use Will attribute as a base.

1. **Lesser Elemental Shield [3]:** The abjurer enjoys DR 1 all the time against all energy attacks. (*DR 1 [5], -10% magical, -20% energy only*)
2. **Lesser Shield [10]:** You can activate a force field that grants DR 2. It costs 2 FP to activate and 1 FP per minute to keep up. (*DR 2 [10], -10% magical, -10% fatigue, +20% force field*)
3. **Shield [10]:** You can activate a force field that grants DR 4. It costs 2 FP to activate and 1 FP per minute to keep up. If you lose your ability to cast *Shield*, you also cannot cast *Lesser Shield* and vice versa. (*DR 2 [10], -10% magical, -10% fatigue, +20% force field*)
4. Shield Globe
5. Resist Magic
6. Globe of Resistance
7. Antimagic Field
8. Banish Demon

9. Confuse Divination
10. Web
11. Black Boldavian Tentacles



Illusionism

The art of illusion allows the manipulation of reality. While some mages scoff at an art which has no real impact on the world, illusionism can be quite powerful indeed. Illusionists are said to be eccentric and flamboyant.

Talent [5/level]: +1 to all required attribute checks. Quick contests use Will attribute as a base.



Learning Discounts: If an illusionist cannot afford to learn a spell at once, he can add limitations to a new spell when buying it and pay them off over time. A prerequisite in the tree is only considered to be fulfilled when all limitations are bought off. The limitations available to illusionists are:

✓ Unreliable (-80% to -10%)

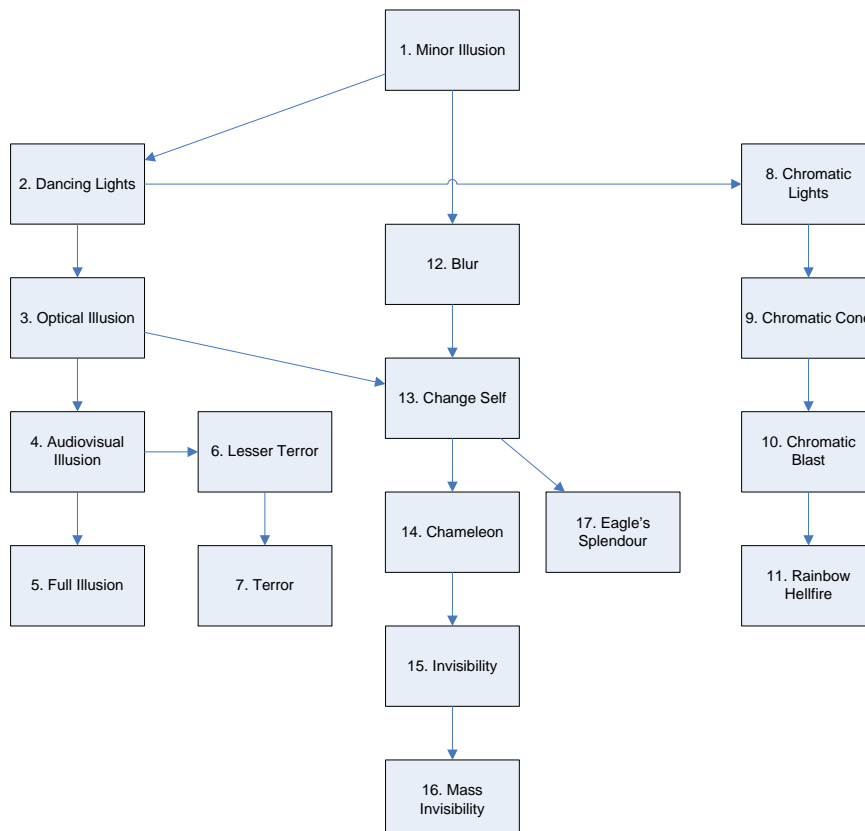
✓ Your magic leaves traces: Sparks of coloured lights float in the area for 2d6 minutes after your spell ends (-5%)

✓ A ritual is required to activate the spell. (-10% for one minute, -30% for ten minutes)

1. **Minor Illusion [1]:** You can produce a small illusion that is immediately recognizable as such but can be used for entertainment purposes. The skill Art (Illusion) can be used to create more beautiful effects. (*Perk [1], magic -10%*)

2. **Dancing Lights [5]:** You can create a group of 1 to 6 small lights of any colour you like. The lights can be moved by concentrating to any spot within 50 meters of the caster. (*New Advantage*)

3. **Optical Illusion [15]:** You can create an optical illusion without sound. A quick contest of your IQ vs. the victims' Per decides whether they fall for the illusion or not. Both



- sides may add their Illusionism Talent to the attribute but the size modifier of the illusion is applied as a bonus to the defenders value. The illusion costs 1 fatigue point to create but none to maintain (max 1 hour). (*Illusion, visual only -30%, magic -10%, +some effects*)
4. **Audiovisual Illusion [23]:** You can create an illusion consisting of both sound and visual effects. A quick contest of your IQ vs. the victims' Per decides whether they fall for the illusion or not. Both sides may add their Illusionism Talent to the attribute but the size modifier of the illusion is applied as a bonus to the defenders value. The illusion costs 2 fatigue point to create but none to maintain (max 1 hour). (*Illusion, magic -10%, +some effects*)
 5. **Full Illusion [33]:** The full illusion is similar to the audiovisual one but also adds smell and touch to the created figment. A quick contest of your IQ vs. the victims' Per decides whether they fall for the illusion or not. Both sides may add their Illusionism Talent to the attribute but the size modifier of the illusion is applied as a bonus to the defenders value. The illusion costs 3 fatigue point to create but none to maintain (max 1 hour). (*Illusion [25], +20% taste/smell, +20% touch, -10% magic*)
 6. **Lesser Terror [26]:** You use illusions to change your appearance to *Hideous*, requiring all those who see you (including your allies if they look at you) to take an immediate fright check. Each use costs you 1 FP. (*Terror [30], magical -10%, costs FP -5%*)
 7. **Terror [19]:** As lesser terror, but the fright check is made with a -2 penalty and the spell costs 2 FP to use. The terror power is an improved version of the Lesser Terror. If one of the spells is lost for whatever reason, the other is gone as well. (*Terror [50], magical -10%, costs FP -10%, however the cost of Lesser Terror is reduced to 5, giving you back 21 points*)
 8. **Chromatic Lights [24]:** You fire tiny glowing sparks from your hands that explode into rainbow-coloured flashes when hitting their target at a maximum range of 50 meters. For each 4 points of margin of success, an additional sphere hits the target, to a maximum of 3. The damage bypasses DR but affects only those creatures that can see the flashes, even those that are insubstantial. The target hit takes 1d6+2 burning damage per sphere, damage is 1d3+1 beyond 5 meters. If the target loses more than 2/3 of its HP due to the attack, it goes blind. Each attack costs 1 FP. (*Innate Attack (burn) [8], affects insubstantial +20%, RoF 3 +50%, sense-based (vision) +150%, symptom (blindness) for 2/3 HP loss +50%, costs fatigue 1 -5%, recoil 4 -30%, inaccurate -15%, reduced range 2 -10%, magic -10%*)
 9. **Chromatic Cone [31]:** You fire a cone (25 meters long, 5 meters wide) of multicoloured light at your enemies. Those hit (chance of 8 + Talent or less) are filled with either ecstasy or agony (50/50 chance). Agony allows no action and deals 1 FP damage per minute (double against low pain threshold). Those with High Pain Threshold can act at -3 to DX and IQ. Ecstasy simply incapacitates and deals 1 FP per damage with Killjoys being immune. Those hit by the cone get a HT roll to resist the effect, HT+3 if more than 2,5 meters away from the caster. (*Affliction 1 [10], agony or ecstasy +100%, contact agent +150%, reduced range, bombardment -20%, costs fatigue -10%, magic -10%*)
 10. **Chromatic Blast**
 11. **Rainbow Hellfire**
 12. **Blur [13]:** While blurred you are harder to hit, which improves your ability to dodge by +1 while active.

Blur costs 1 fatigue point to activate and 1 additional point per minute to maintain. (*Enhanced Dodge [15], -10% magic, -5% costs fatigue*)

13. **Change Self [14]:** You can change your face to look like somebody else of your or a similar race. This takes 10 seconds to do and 3 to return to your original form. +4 to disguise rolls. The process of changing requires Pixie dust, an expensive substance costing 200 gold peices per dose. (*Elastic Skin [20], magic -10%, requires common trigger -20%*)
14. **Chameleon [18]:** You can change the colour of your skin to reflect your surroundings. (*Chameleon 4, -10% magic*)
15. **Invisibility [20]:** You can turn invisible at will but your equipment stays visible! Also, you still cast a reflection in mirrors and insubstantial beings such as ghosts might still see you. You get +9 stealth under the appropriate circumstances. After you have turned visible again, it takes 1 hour until you can use this spell again. (*Invisibility 40, switchable +10%, visible reflection -10%, substantial only -20%, recharge time 1h -30%*)
16. **Mass Invisibility**
17. **Eagle's Splendour [17]:** While this spell is active, the caster look far more charismatic, which grants +1 to reaction and influence rolls as well as to public speaking. This spell costs 1 FP to cast and 1 FP per minute to keep up. (*Charisma 4 [20], -10% magical, -5% costs fatigue*)