

Simple Magic

Basics

This magic system replaces the one in the rulebook - it is simpler but calls for more DM intervention. In a nutshell, there are several different schools of magic, each represented by a group of skills. Spellcasting requires a skill check for the desired effect, dividing the MoS between the different aspects as shown in the "Magic Parameters Table".

For example, if a bright wizard wants to cast an attack spell at his enemies, he rolls his Bright/Attack skill. If he had an MoS of 5, he could put 2 points on range (10m), 1 on effect (1d6 points of damage as described for the attack spell), and a drain of 1d6 fatigue points. Each of the magical skills is treated as an IQ/Hard skill.

***** Magical Talent

Schools

Bright

The bright college teaches the magic of fire. Bright mages are usually impulsive and restless due to their mental exposure to the nature of elemental fire.

Attack spells based on bright magic always deal burning damage and take

the form of fireballs, burning fists, or flame arrows.

Divination magic for bright wizards is extremely limited, in fact they can only sense the presence of fires or heat.

Similarly, **protection spells** can only provide protection against fire or cold-based damage.

Bright **conjunction** is used to conjure creatures that come from the elemental plane of fire.

Celestial

Celestial magic is concerned with the element of air and the study of astrology. Celestial **attacks** are based on lightning and deal lethal or non-lethal electrical damage (based on the choice of the mage).

Divination spells allow the interpretation of the alignment of the stars and can only be cast at night, preferably while using a telescope.

Protection spells are limited to electrical attacks.

Celestial mages are well-known for their ability to fly. Their **transportation spell** only allows flight as an alternative mode of movement.

Conjunction magic is limited to creatures native to the elemental plane of air and flying animals.

Geomantic

Geomancers study the magical effects of the element of earth. They are decent

Magic Parameters Table

	0	1	2	3	4	5	6
Range	Self	Touch	10m	sight	city	continent	global
Effect	fluff	1	2	3	4	5	6
Duration	instant	1 turn	1 minute	20 min	1 hour	1 day	666 days
Radius	none	1m	2m	3m	4m	5m	6m
Drain	2d6	1d6+2	1d6	1d6-1	1d3	1	0

Maximum Spell Parameters for Bright Magic					
	Range	Effect	Duration	Radius	Drain
Attack	3	6	5	6	6
Divination	4	1	3	1	3
Healing	0	1	0	0	1
Illusion	0	0	0	0	0
Protection	1	6	4	0	6
Transport	0	1	2	0	0
Conjuration	1	6	6	0	2

healers, have great protective ability but are typically no effective war mages.

Attack spells cast by geomancers take the form of exploding earth, stone arrows and similar effects. Damage can be crushing or small piercing.

Divination magic with an effect of 2 cast by geomancers detects tremors instead of smells.

Protection can provide DR against any kind of damage but cannot grant a HT bonus.

Conjuration is limited to creatures from the elemental plane of earth.

Aquatic

Aquatic mages deal with the elemental of water. They are usually tranquil and unreadable personalities but when angered can become true berserkers.

Attack spells cast by aquatic college disciples take the form of ice storms and deal small piercing damage.

They use **divination spells** at effect 1 to detect water and its state (such as calm, or moving).

Aquatic protection spells are limited to damage based on cold, drowning, or fire.

The **transport spells'** alternative movement mode is limited to swimming.

Finally aquatic conjuration is limited to aquatic animals and creatures of the elemental plane of water.

Druidic

The magic of druids is based on the power of natural spirits. While they have some combat ability, they really excel at healing.

Druidic **attack spells** do not allow ranged attacks but allow a druid to grow claws, horns, and other natural weapons. The duration given for attack spells does not imply persistent damage but indicates how long the claws etc. exist.

Divination magic of druids can only be directed at targets which are within an area that can be considered wilderness.

Druidic illusions are limited to natural phenomena.

Maximum Spell Parameters for Celestial Magic					
	Range	Effect	Duration	Radius	Drain
Attack	3	4	3	1	6
Divination	5	4	3	6	3
Healing	0	1	0	0	1
Illusion	0	0	0	0	0
Protection	1	6	6	0	6
Transport	0	2	3	0	0
Conjuration	1	4	4	0	2

Maximum Spell Parameters for Geomantic Magic

	Range	Effect	Duration	Radius	Drain
Attack	3	3	0	3	2
Divination	4	2	3	2	4
Healing	1	3	0	0	4
Illusion	0	0	0	0	0
Protection	2	6	6	0	6
Transportation	0	0	0	0	0
Conjuration	3	6	6	0	6

Similarly, druids can use their **conjuration** only to summon animals which must be present in the vicinity.

Necromantic

Necromancy is a vile and forbidden art that grants great power at the price of one's sanity and soul. Few necromancers are benign creatures and those that are usually succumb to the darkness sooner or later.

Necromantic **attacks** consist of an unholy energy that is similar to burning damage in effect but cannot ignite things.

Divination can be used as described but additionally grants the ability to detect undead at effect level 1 and to identify their type at effect level 2.

Necromantic **healing spells** work normally but have a 1 in 6 chance to cause horrible scars and black marks, reducing the targets appearance by one level.

Illusions are limited to horrible and frightening things.

Protection spells cast by necromancers are limited to HT bonus and cannot provide DR.

Conjuration requires a dead body or a captured soul and allows its temporary animation as a mindless (corporeal or incorporeal) undead.

Light

While folklore considers light magic to be the opposite of necromancy, it is not mandatory for a light mage to have a righteous disposition.

Attack spells take to form of rays of light and deal burning damage.

Protection spells are limited to effects or damage caused by spells.

Goblinoid Magic

The magic of the orcs and goblins is crude and violent. Most notably, it is very draining on the caster and usually used only during the opening stages of a raid.

Maximum Spell Parameters for Aquatic Magic

	Range	Effect	Duration	Radius	Drain
Attack	3	2	2	2	3
Divination	4	1	1	2	0
Healing	1	3	0	0	2
Illusion	0	0	0	0	0
Protection	0	4	4	4	4
Transport	1	3	4	0	3
Conjuration	3	6	6	0	6

Maximum Spell Parameters for Druidic Magic

	Range	Effect	Duration	Radius	Drain
Attack	1	2	2	0	2
Divination	4	4	3	4	2
Healing	1	3	0	0	3
Illusion	0	4	3	0	3
Protection	0	4	3	0	5
Transport	1	3	4	0	3
Conjuration	1	3	4	0	2

Attack spells of this racial magic college are explosive attacks that deal either burning or small piercing damage.

Dwarven Rune Magic

Dwarves are not renown for their spellcasting abilities but have the power to charge runes with energy. A dwarven spell can only target an item or person marked with the appropriate rune, e.g. a protection spell can only be cast on armour incorporating the appropriate rune. Creating a rune usually takes a day.

Attack spells can be only used by the caster and require a weapon bearing an attack rune.

Divination spells require a set of bones carved with runes.

Spell Types

Attack Spells

The appearance of an attack spell varies widely, e.g., a bright magic attack will

be fire based ranging from a burning touch to a fireball.

The effect determines the amount of damage.

1. 1d6 points of damage
2. 2d6 points of damage
3. 3d6 points of damage or an appropriate 5 point disadvantage
4. 4d6 points of damage or an appropriate 10 point disadvantage
5. 5d6 points of damage or an appropriate 15 point disadvantage
6. 6d6 points of damage or an appropriate 20 point disadvantage

Divination Spells

Divination spells allow remote sensing of other places. Only the highest levels allow to look backwards in time.

1. vague impression
2. smell only
3. smell and blurred sounds
4. smell and sounds
5. smell, sound, sight
6. all senses

Maximum Spell Parameters for Necromantic Magic

	Range	Effect	Duration	Radius	Drain
Attack	5	3	0	2	2
Divination	4	2	3	2	3
Healing	1	3	0	0	2
Illusion	2	3	4	2	2
Protection	0	3	3	0	3
Transport	0	0	0	0	0
Conjuration	3	6	6	0	6

Maximum Spell Parameters for Light Magic					
	Range	Effect	Duration	Radius	Drain
Attack	3	2	0	0	5
Divination	4	2	3	2	5
Healing	1	6	0	2	6
Illusion	4	4	4	5	4
Protection	0	4	3	0	6
Transport	0	0	0	0	0
Conjuration	0	0	0	0	0

7. all senses plus up to duration backwards in time

Healing Spells

A healing spell can heal 1d6 HP or FP per effect level. Normal diseases require an effect of 2, magical one of 4. Limbs cannot be restored by healing spells.

Illusion Spells

Illusion spells can produce a variety of effects, depending on the number of successes used for the effect value. Illusions can also be used to create light at an effect level of 1. Invisibility also belongs to this spell type at effect 4.

1. smell only
2. smell and blurred sounds
3. smell and sounds
4. smell, sound, sight
5. all standard senses
6. even magical senses are fooled

Protection Spells

Each level of effect grants one point of DR *or* +1 on health checks. Many

schools limit the protection to certain effects; an additional limitation increases the effect by 1.

Transportation Spells

The nature of the teleportation depends on the effect level. For effects 1-3, the range indicates the distance of a possible target, for 4-6 it is the range of the teleprot, targets must be touched.

1. movement at double speed
2. alternative movement mode (e.g. flight) at half normal speed
3. alternative movement at normal speed
4. dimensional travel at normal speed
5. teleportation in 1d6 rounds
6. instant teleportation

Conjuration Spells

A conjuration spell conjures 20 points worth of creature per effect level.

Maximum Spell Parameters for Goblinoid Magic					
	Range	Effect	Duration	Radius	Drain
Attack	3	5	2	3	1
Divination	3	3	3	2	1
Healing	1	3	0	0	1
Illusion	0	0	0	0	0
Protection	0	0	0	0	0
Transport	1	2	2	0	1
Conjuration	0	0	0	0	0

Maximum Spell Parameters for Dwarven Rune Magic

	Range	Effect	Duration	Radius	Drain
Attack	1	5	2	3	4
Divination	3	3	3	2	4
Healing	1	3	0	0	4
Illusion	0	0	0	0	0
Protection	1	4	3	1	4
Transport	1	2	2	0	4
Conjuration	0	0	0	0	0