1. Wall of Air

Description: This spell produces a barrier of dense churning air in a doorway, across a window, or any other defined space. Anything travelling through it is slowed to a crawl, all missiles are deflected, small animals are stunned into unconsciousness. The area to be so barred must be defined by a line drawn by the caster in any available medium (chalk, blood, whatever).

Words of Power: Leanus bring an airy shroud, through which passage is not allowed! **Nature:** GREEN **Type:** Minor **Cost:** 10 **Duration:** 10 minutes

2. Alter Animal

Description: This spell allows the caster to alter any one feature of any one animal, permanently. Requires the animal and some symbolic representation of the alteration to be made. Contact a GM to use.

Words of Power: Lorrem Kittuan Uaskis. **Nature:** Green **Type:** Major **Cost:** 30 **Duration:** Permanent

3. Animal tongues

Description: Caster gains knowledge of the "language" of any one animal species (ie; the set of symbolic sounds and behaviors in that animal's repertory).

Type: Green **Nature:** Minor **Cost:** 10 **Duration:**30 minutes

4. Animal tongues II

Description: Caster gains knowledge of the "languages" of animal species (ie; the set of symbolic sounds and behaviors in an animal's repertory).

Type: Green **Nature:** Minor **Cost:** 10 **Duration:**30 minutes

5. Read Aura I

Description: The caster may determine any abnormalities in the target's aura, including an abnormally high psyche, powerful allignments to another source of mana, or psychospiritual aberrances. Under most circumstances, the data thus obtained is sketchy at best. While touching the target, recite the spell.

Words of Power: Kallain Yarron Mespik **Nature:** White **Type:** Minor **Cost:** 5 **Duration:**Inst

6. Read Aura II

Description: The caster may determine the precise nature of any abnormalities in the target's aura, including an abnormally high psyche, powerful allignments to another source of mana, or psychospiritual aberrances. While touching the target, recite the spell.

Words of Power: Kallain Hittai Yarron Kishun Mespik **Nature:** White **Type:** Major **Cost:** 13 **Duration:**Inst

7. Protection From Black Magic

Description: The target is immune to the effects of any black magic minor arcanum. Place your hands on the target and recite the spell.

Words of Power: Menelus, Tyrian protect <target's name> from the encroaching darkness! **Nature:** White **Type:** Major **Cost:** 10 **Duration:** 1 hour

8. Blind

Description: This spell generates a burst of power that will stun its target, rendering whatever limb it strikes useless for 15 minutes and producing unconsciousness for that time if it strikes the head or torso. If the victim is struck unconscious, when he awakens he will be blinded. Use of the spell requires a focusing talisman that directs the flow of energies. *GM's Note: Use a Patrol Dart gun.*

Words of Power: Blind! **Nature:** Black **Type:** Major **Cost:** 40 **Duration:** Permanent

9. Choke

Description: This spell causes a blockage of a victim's bronchial passages, preventing his breathing. This produces helplessness within moments, so that if your victim's immediate response does not negate the spell he remains helpless. You must be within 10 feet of your victim to cast it. The spell requires your full concentration; count slowly down from 2000 by threes, if you miscount, the spell is broken. When you reach 1000, the victim becomes unconscious; when you reach 2000, he suffers irreversible brain damage.

Words of Power: None required **Nature:** Green **Type:** Minor **Cost:** 10 **Duration:**Variable

10. Change Color

Description: This Spell changes the color of the target object to the desired color. Requires another object of the desired color.

Words of Power: Oobee Bloooo! **Nature:** White **Type:** Minor **Cost:** 5 **Duration:** Permanent

11. Comprehend Languages

Description: The caster of this spell may comprehend statements made in any one natural language (determined when the spell is cast).

Words of Power: Yistar Loepi Quest Mantar **Nature:**White **Type:** Minor **Cost:** 5/minute **Duration:** 5/minute

12. Comprehend Languages II

Description: The caster of this spell may comprehend statements made in any natural language.

Words of Power: Yistar Kenilan Loepi Quest Mistorri **Nature:**White **Type:** Major **Cost:** 10/minute **Duration:** 10/minute

13. Curse

Casting this spell on a target will reverse, corrupt or pervert whatever enchantments exist upon it. The precise nature of the curse is determined by other forces. Contact a GM to use.

Words of Power: "Anashtereth Killyan Meverok Teshtoth Terron." Nature: BLACK Type: Ritual Cost: 50 Duration: Permanent

14. Dancing Lights

Description: This spell brings into existence a number of multi- colored lights, which dance around and change color and form to the caster's whim. They are little more than decorative, but they do have one useful effect: they may distract an opponent, lowering his effective Martial Attack by 1.

Words of Power: Yarin Yarin Mabeth **Nature:** WHITE **Type:** Minor **Cost:** 5 **Duration:**30 minutes

15. Detect Curse

Description: This spell will determine whether a particular item, individual or location is operating under a curse, and will give an idea of the curse's strength. Place hands on the item, or on the target's face and chest, and recite.

Words of Power: Nalmeth Endor Harrani **Nature:** WHITE **Type:** MINOR **Cost:** 5 **Duration:**Inst

16. Analyze Curse

Description: This spell will determine whether a particular item, individual or location is operating under a curse, and will give an idea of the curse's strength, type, and purpose. Place hands on the item, or on the target's face and chest, and recite.

Words of Power: Nalmeth Endor Harrani **Nature:** WHITE **Type:** MAJOR **Cost:** 10 **Duration:**Inst

17. Detect Life

Description: Will determine if the target is alive, and gives a rough estimate of the degree of life.

Words of Power: Awani Kirian Arbat Lishom **Nature:** WHITE **Type:** Minor **Cost:** 5 **Duration:** Instantaneous

18. Detect Life II

Description: Detects presence of life in any one target, also type: race, age, current state of health, genetic traits, etc.

Words of Power: Kiira Tyolaho Ment **Nature:** WHITE **Type:** Major **Cost:** 10 **Duration:** Instantaneous

19. Detect Magic I

Description: This spell allows you to detect the presence of otherwordly deva in an item, a person or an area. Recite the spell while looking through a crystal or lens; magical items, persons or regions will glow.

Words of Power: Ifitti Shiera Wahanna Seeit **Nature:** WHITE **Type:** Minor **Cost:** 5 **Duration:**Inst.

20. Detect Magic II

Description: This spell allows detection of otherworldly deva in a person, item or area, as well as its type and rank, to reasonable accuracy; recite the spell while looking through a lens or crystal. It also allows you to ask one question regarding the purpose of the item and obtain a truthful answer.

Words of Power: Awanalatadata Lleadu Arilidu **Nature:** White **Type:** Major **Cost:** 10 **Duration:** Instantaneous

21. Disguise Item I

Description: This spell covers an item with an illusion of another item. Hold the item to be so covered in your right hand, the template for the illusion in your left, recite the spell and switch hands.

Words of Power: Nabaseth Ashturoth (recite three times) **Nature:** WHITE **Type:** Minor **Cost:** 5 **Duration:** One hour.

22. Dispel Illusion

Description: This spell negates any illusion it is cast on. Some extremely powerful spells may resist it. Strike the target with your fist and speak the spell.

Words of Power: By Aleram and Honifar, show true colors, and don't rhyme! **Nature:** White **Type:** Major **Cost:** 10 **Duration:** Inst.

23. Disruption

Description: This spell causes 40 points of damage to the target's Martial Attack if it strikes. It requires a talisman of some sort to focus the spell. *GM's note: use a Patrol Dart gun*

Words of Power: Disrupt! **Nature:** Black **Type:** Major **Cost:** 40 **Duration:**Permanent

24. Dream

Description: Caster has a dream relating to a topic decided on just before retiring. Breath the smoke of one hairaku pod and trace three circles on your forehead with its ashes.

Words of Power: None **Nature:** Clear **Type:** Minor **Cost:** 5 **Duration:** One night's sleep

25. Enhance Aura

Description: This spell, when cast, causes the caster to radiate an increased aura of power, thus appearing more powerful if any tests of his aura are performed.

Words of Power: Layson Kirson Marian **Nature:** White **Type:** Minor **Cost:** 5 **Duration:** 1 hour

26. Enhance Aura II

Description: This spell, when cast, causes the caster to radiate an increased, nearly tangible aura of power. While the spell is activated, he may calm or excite an audience, causing them to cease fighting and listen calmly or to become agitated and stop listening altogether. Also, all attacks against the caster are at -3 on Martial Attack.

Words of Power: Layson Kirson Marian **Nature:** White **Type:** Major **Cost:** 25 **Duration:** 30 minutes

27. Fire

Description: This spell causes a spark to appear where the caster concentrates. Enough to catch wood or any other flamable substance on fire. Must have the flammable substance.

Words of Power: Boorun, Boorun! **Nature:** GREEN **Type:** Minor **Cost:** 5 **Duration:** Permanent

28. Wall of Force

Description: This spell produces a barrier of energy in a doorway, across a window, or any other defined space. No weapon, creature or spell may penetrate it. The area to be so barred must be defined by a line drawn by the caster in any available medium (chalk, blood, whatever).

Words of Power: Tiriat Meneroth Kialason **Nature:** WHITE **Type:** Major **Cost:** 10 **Duration:** 10 minutes

29. Glow

Description: This spell will cause any one small item to begin to glow in the nature of a magical item.

Words of Power: Karinis **Nature:** White **Type:** Minor **Cost:** 5 **Duration:** One day

30. Healing

Description: Target of spell heals 1 MA point for every 5 Psych points expended in the spell.

Words of Power: Heal! Heal Now! Yes, be Healed! **Nature:** White **Type:** Minor **Cost:** Variable **Duration:** Instantaneous

31. Healing II

Description: Target of spell heals 1 MA and 1 MD point for every 5 Psych points expended in the spell. This spell will also cure infections and simple diseases and negate the effects of shock.

Words of Power: Be healed now you, go forth, and bleed no more! **Nature:** White **Type:** Major **Cost:** Variable **Duration:** Instantaneous

32. Illusory Light

Description: This spell creates a phantom light, appearing as a flickering flame, over any target the caster desires. Although it does no damage and sheds no true light, it gives the impression that the item is being consumed by flames.

Words of Power: Kirris Tanan Lehoboth **Nature:** White **Type:** Minor **Cost:** 5 **Duration:** 1 minute

33. Poison Immunity

Description: The target of this spell is completely immune to any toxins, herbs, or drugs. Rub a clove of garlic over the victim's hands and feet and recite the spell.

Words of Power: Lishtat Kennalun Pollisin Kirian **Nature:** White **Type:** Major **Cost:** 10/hour **Duration:**10/hour

34. Lifekeeping

Description: This spell, if cast on a corpse within one hour of death, will preserve the victim's soul, allowing the body to be restored to life by simple healing. Crush three all-heal flowers and steep them in half a cup of oil and blood; rub this liquid into the target's skin.

Words of Power: Kiran Lirian Nesbath Majorkin **Nature:** Green **Type:** Minor **Cost:** 10 **Duration:** One day

35. Light

Description: Snap your fingers and recite the spell, and a blinding light fills the area. Everyone within ten feet is blinded momentarily. If you were expecting it, you are unaffected and may perform a surprise attack, or use any abilities that require that you be unobserved for a moment.

Words of Power: Vayihi Or! **Nature:** White **Type:** Minor **Cost:** 5 **Duration:** Instantaneous

36. Utter Light

Description: A sphere of pure white light is created which cancels all magically created darkness and removes all shadows, revealing anything hidden in the room, or within a 20 foot radius.

Words of Power: Clarri Tenias Despartum! **Nature:** White **Type:** Major **Cost:** 10 **Duration:** Inst.

37. Protection From Magic I

Description: The target of this spell may not be affected by any alligned minor arcana. Lay hands on his face and chest and recite the spell.

Words of Power: Protect him, Elwandyl, Kirios, Eshtuben; perform your tasks! **Nature:** GREEN **Type:** Major **Cost:** 30 **Duration:** 1 hour

38. Mending

Description: This spell will heal rents in any soft material or fabric, restoring it to its natural state. The spell will even work on flesh, causing bloodloss to stop, although it will not serve to heal damage incurred by the wounds. Rub some kind of oil or linament into the sides to be fused and place them together, then speak the spell.

Words of Power: Jarak **Nature:** White **Type:** Minor **Cost:** 5 **Duration:** Instantaneous

39. Missense

Description: Any item this spell is cast on will reveal no information to attempts to sense impressions from it. This spell masks only the history of the item, not its purpose or nature. (ie; a detect magic spell will still work on it, and so forth)

Words of Power: Kirin Mahyork Tildani **Nature:** Black **Type:** Minor **Cost:** 20 **Duration:** Permanent

40. Missense II

Description: This spell will cloak an area of any size, making all detect and sense spells malfunction in it (receiving incorrect information) and preventing any information about what goes on in the area to be obtained through any sort of scrying magics.

Words of Power: Let cloak of night block seeker's sight! **Nature:** Black **Type:** Major **Cost:** 40 **Duration:** One hour

41. Magic Missile

Description: This spell produces a projectile of magical force which is fired at the target, causing equivalent damage to an arrow if it hits.

Words of Power: Missile! **Nature:** White **Type:** Minor **Cost:** 5 **Duration:** Inst.

42. Purify Poison

Description: This spell denatures any toxin, causing it to lose its potency. It will affect toxins already ingested, but will not reverse their effects. Recite the spell over a double handful of water and sprinkle it over the herb, drug, item or victim.

Words of Power: Nehboth Ishtari Lemenoth Piccitan. **Nature:** White **Type:** Minor **Cost:** 10 **Duration:**Instantaneous

43. Neutralize Poison

Description: This spell denatures any toxin, causing it to lose its potency. It will affect toxins already ingested, and even reverse their effects if cast *immediately* afterwards. Recite the spell over a double handful of water and sprinkle it over the herb, drug, item or victim.

Words of Power: Nehboth Lyriat Ishtari Kasnoth Lemenoth Piccitan. **Nature:** White **Type:** Major **Cost:** 20 **Duration:**Instantaneous

44. Read Languages

Description: The caster of this spell can obtain the general meaning of any writings, although he does not gain knowledge of the language itself.

Words of Power: Liriat Mehanni Bot **Nature:** White **Type:** Minor **Cost:** 5/minute **Duration:** 5/minute

45. Read Languages II

Description: The caster of this spell can read any normal language.

Words of Power: Liriat Kiptin Mehanni Teriaki Bot **Nature:** White **Type:** Major **Cost:** 10/minute **Duration:** 10/minute

46. Remove Curse

Description: This spell negates any curse, though not the symptoms of it. Mix powdered amber and mistletoe together, sprinkle it over the target, and recite.

Words of Power: Some things are worse than any curse; begone from here and end our fear. **Nature:** White **Type:** Major **Cost:** 20 **Duration:** Inst.

47. Resist Poison

Description: The target of this spell takes half-effect from any toxin; fatal toxins produce slow death (lose 1 MA/hour until cured or killed). Rub a clove of garlic over the victim's hands and feet and recite the spell.

Words of Power: Lishtat Mentor Pollisin Jez **Nature:** White **Type:** Minor **Cost:** 5/hour **Duration:**5/hour

48. Resist Poison II

Description: The target of this spell takes half-effect from any toxin; fatal toxins produce a deep coma from which the victim cannot be awakened by normal means. Rub a clove of garlic over the victim's hands and feet and recite the spell.

Words of Power: Lishtat Mentor Pollisin Jez **Nature:** White **Type:** Major **Cost:** 10/hour **Duration:**10/hour

49. Sense

Description: This spell allows the caster to sense general impressions regarding any item he or she holds. Only powerful impressions of major events in the item's history will be sensed.

Words of Power: Leminus Diacus Ribben **Nature:** White **Type:** Minor **Cost:** 5 **Duration:**Inst

50. Sense History

Description: This powerful spell provides the caster with full knowledge of the history of an item. Due to the influx of knowledge, most of which is trivial, salient data will tend to get lost unless specifically sought for -- the caster may ask any number of questions regarding the item, for up to five minutes, and obtain truthful answers.

Words of Power: I wanna know right now, before we go any further, do ya love me, will ya love me forever? (to the tune of "Paradise by the Dashboard Lights") **Nature:** White **Type:** Major **Cost:** 15 **Duration:** 5 minutes

51. Sense Location

Description: This spell, when cast on an area, gives the caster a feeling for what items of special power or aura have spent some time there, and what may have happened there, and what may have happened because of things that happened there. The more specifically attuned the caster's intentions, the more specific and useful the information so received.

Words of Power: Hmmm....now then. What is it? Oh, yes. This place. Right here. What went on here? Um, things, yes. Right. Hmmmm.... (repeat Hmmmm... periodically throughout the remainder of the spell duration.)

Nature: White **Type:** Major **Cost:** 10 + 1/minute **Duration:** Indefinite

52. Shield

Description: This spell increases your martial defense by 2.

Words of Power: Protect me! Save me! I'm too young to die! **Nature:** White **Type:** Minor **Cost:** 5 **Duration:** 1 hour

53. Stun

Description: This spell generates a burst of power that will stun its target, rendering whatever limb it strikes useless for 15 minutes and producing unconsciousness for that time if it strikes the head or torso. Use of the spell requires a focusing talisman that directs the flow of energies. *GM's Note: Use a Patrol Dart gun.*

Words of Power: Sleep! **Nature:** Black **Type:** Minor **Cost:** 20 **Duration:** 15 minutes

54. Summon Servant

Description: This spell creates a creature of magic, who will obey the caster's commands for as long as it remains within 10 feet of him, and does not possess any special powers or capabilities. WARNING: this spell is very succeptible to changes in the creative essence. Contact a GM to use.

Words of Power: Kirim Nisbeth Tiriak **Nature:** White **Type:** Major **Cost:** 20 **Duration:** Variable

55. Tongues

Description: The caster of this spell may make reasonably coherent statements in any one natural language (determined when the spell is cast). This does not grant him an understanding of the language.

Words of Power: Loppi Kurti Quirtan Mastar **Nature:**White **Type:** Minor **Cost:** 5/minute **Duration:** 5/minute

56. Tongues II

Description: The caster of this spell may make reasonably coherent tatements in any natural language.

Words of Power: Yintari Kenlantus Mistor Yerran **Nature:**White **Type:** Major **Cost:** 10/minute **Duration:** 10/minute

57. Truth Read

Description: This spell allows you to determine whether a particular statement made in the last 5 minutes was a lie. You obtain no further information than that.

Words of Power: Icki-Icki-Icki-Ptaang! **Nature:** White **Type:** Minor **Cost:** 5 **Duration:**Inst

58. Truth Tell I

Description: The target of this spell is compelled to answer truthfully the first question asked of him during the spell's duration. Point to him and recite the spell, then ask the question.

Words of Power: Veritas! **Nature:** White **Type:** Minor **Cost:** 5 **Duration:** 15 minutes

59. Truth Tell II

Description: The target of this spell must answer truthfully and completely the first three questions put to him during the spell duration. Place three fingers on his forehead and recite.

Words of Power: Veritas! Veritas! Veritas! (getting louder each time) **Nature:** White **Type:** Major **Cost:** 15 **Duration:** 15 minutes

60. Complete Truth

Description: This extremely powerful spell may only be cast on a willing subject, or on a subject whose Psyche has been reduced to 0 and is helpless. Place a leaf of Angel's Tongue in the target's mouth and recite the spell. The subject will recite his entire life's history, within whatever parameters of relevancy you give him, completely and truthfully.

Words of Power: Enowitz, Mulligan, Zink, Williams **Nature:** White **Type:** Major **Cost:** 40 **Duration:**one hour

61. Protection From White Magic

Description: The target is immune to the effects of any white magic minor arcanum. Place your hands on the target and recite the spell.

Words of Power: Kyriat, Belasco, protect <target's name> from the blinding light! **Nature:** Black **Type:** Major **Cost:** 40 **Duration:** 1 hour

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