Apprentice *Summer 1996*

Persuade Rocks

Sorcery Cost: 6

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some holy water

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery Cost: 9

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some blood of leech

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery Cost: 8

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some whale vomit

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone's well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells.
You will need some orange juice

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable***

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some mace

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable***

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some Chanel No. 4

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable***

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some a throbbing orange jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some a throbbing green jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Sorcery **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some jolt

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some a vanilla gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some a green gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone’s well-defined ability
and give it to yourself. Requires contact
for two minutes. If it is a magic skill, take
only one level but take all learned spells.
You will need some a orange gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some hissing, bubbling black gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some hissing, bubbling red gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some scummy stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice

Animate Object

Sorcery **Cost: 25**

To Cast: 1 min

It lasts: 34 min

Concentration: total

Masters Only? Yes

Give any object all the
attributes of a person.
ney can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some blood of bat

subtract 1 from the spell cost if you
are acting silly or saying something silly

Summer 1996

Spell Card

Not Transferable

Apprentice

Summer 1996

Persuade Rocks

Sorcery **Cost: 6**

To Cast: 1 min

It lasts: 9 min

Concentration: total

Masters Only? No

Makes an inanimate object talk
see a GM to roleplay
You will need some Chanel No. 3

subtract 1 from the spell cost if you
are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Interrogate Rocks

Sorcery **Cost: 9**

To Cast: 15 sec

It lasts: 9 min

Concentration: some

Masters Only? No

Makes an inanimate object talk
see a GM to roleplay
You will need some some icky red stuff

subtract 1 from the spell cost if you
are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some a throbbing blue jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone’s well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells. You will need some a throbbing red jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some a throbbing yellow jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some a blue gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some a red gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some fabric softener

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Sorcery **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some snake's venom

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some Chanel No. 2

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some bloody mary

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone's well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells.

You will need some vodka and gimlet

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: little **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their eyes and talk.
You will need some holy water

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some blood of leech

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some whale vomit

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

VooDoo Doll

Thaumaturgy **Cost: 21**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** No

You make an effigy or doll
of a person and bind them
to deformation and heat.
Person must be present during casting!
You will need some orange juice

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Pyrotechnics

Thaumaturgy **Cost: 11**

To Cast: 15 sec **It lasts:** 4 min

Concentration: some **Masters Only?** No

Bind a chunk source to a subject
at 30 times heat. Subject explodes in
flames when chunk is heated/burned.
You will need some mace

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Zip!!

Thaumaturgy **Cost: 14**

To Cast: instant **It lasts:** 13 min

Concentration: total **Masters Only?** No

Bind yourself to a source at 20X motion.
Can be linked and unlinked at will.
You will need some Chanel No. 4

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Move Weights

Thaumaturgy **Cost: 11**

To Cast: 1 min **It lasts:** 17 min

Concentration: total **Masters Only?** Yes

Bind any source to a subject at 50X weight, 1X motion
You will need some a throbbing orange jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Divine Use

Alchemy **Cost: 1**

To Cast: 5 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can divine the nature of a drug
and intuit its probable uses
You will need some a throbbing green jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Convert Drug

Alchemy **Cost: 3**

To Cast: 1 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can combine two drugs coming up
with a new one
You will need some jolt

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Copy Drug

Alchemy **Cost: 10**

To Cast: 1 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can copy some drugs. Doesn’t work
on others
You will need some a vanilla gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Experiment
Alchemy **Cost: 5**

To Cast: 5 min **It lasts:** NA

Concentration: total **Masters Only?** No

Over a space of 5 minutes you can perform up to 30 experiments on a drug item. You must destroy the drug item. You will need some a green gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks
Sorcery **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some a orange gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks
Sorcery **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some hissing, bubbling black gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec

It lasts: 8 min

Concentration: some

Masters Only? No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some hissing, bubbling red gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min

It lasts: Permanent

Concentration: total

Masters Only? Yes

Take away someone’s well-defined ability
and give it to yourself. Requires contact
for two minutes. If it is a magic skill, take
only one level but take all learned spells.
You will need some scummy stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec

It lasts: 23 min

Concentration: none

Masters Only? Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some blood of bat

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery Cost: 16

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some Chanel No. 3

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery Cost: 26

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some some icky red stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery Cost: 25

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some a throbbing blue jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Sorcery **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some a throbbing red jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some a throbbing yellow jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some a blue gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone's well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells. You will need some a red gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some fabric softener

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some snake's venom

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some Chanel No. 2

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some bloody mary

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Sorcery **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some vodka and gimlet

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice

Interrogate Rocks

Sorcery **Cost: 9**

To Cast: 15 sec

It lasts: 9 min

Concentration: some

Masters Only? No

Makes an inanimate object talk
see a GM to roleplay
You will need some holy water

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Summer 1996* *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec

It lasts: 8 min

Concentration: some

Masters Only? No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some blood of leech

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min

It lasts: Permanent

Concentration: total

Masters Only? Yes

Take away someone’s well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells.
You will need some whale vomit

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some orange juice

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some mace

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some Chanel No. 4

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice

Summer 1996

Animate Object

Sorcery Cost: 25

To Cast: 1 min

It lasts: 34 min

Concentration: total

Masters Only? Yes

Give any object all the
attributes of a person.
ney can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some a throbbing orange jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Persuade Rocks

Sorcery Cost: 6

To Cast: 1 min

It lasts: 9 min

Concentration: total

Masters Only? No

Makes an inanimate object talk
see a GM to roleplay
You will need some a throbbing green jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Interrogate Rocks

Sorcery Cost: 9

To Cast: 15 sec

It lasts: 9 min

Concentration: some

Masters Only? No

Makes an inanimate object talk
see a GM to roleplay
You will need some jolt

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability that you currently possess. The ability can be vague. You will need some a vanilla gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone’s well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells. You will need some a green gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: little **Masters Only?** Yes

Prevent someone from breathing. The lack of air will not allow them to talk. You will need some a orange gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some hissing, bubbling black gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some hissing, bubbling red gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some scummy stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

VooDoo Doll

Thaumaturgy **Cost: 21**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** No

You make an effigy or doll
of a person and bind them
to deformation and heat.
Person must be present during casting!
You will need some blood of bat

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Pyrotechnics

Thaumaturgy **Cost: 11**

To Cast: 15 sec **It lasts:** 4 min

Concentration: some **Masters Only?** No

Bind a chunk source to a subject
at 30 times heat. Subject explodes in
flames when chunk is heated/burned.
You will need some Chanel No. 3

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Zip!!

Thaumaturgy **Cost: 14**

To Cast: instant **It lasts:** 13 min

Concentration: total **Masters Only?** No

Bind yourself to a source at 20X motion.
Can be linked and unlinked at will.
You will need some some icky red stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Move Weights

Thaumaturgy **Cost: 11**

To Cast: 1 min **It lasts:** 17 min

Concentration: total **Masters Only?** Yes

Bind any source to a subject at 50X weight, 1X motion
You will need some a throbbing blue jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Divine Use

Alchemy **Cost: 1**

To Cast: 5 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can divine the nature of a drug
and intuit its probable uses
You will need some a throbbing red jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Convert Drug

Alchemy **Cost: 3**

To Cast: 1 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can combine two drugs coming up
with a new one
You will need some a throbbing yellow jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice

Summer 1996

Copy Drug

Alchemy **Cost: 10**

To Cast: 1 min

It lasts: NA

Concentration: total

Masters Only? No

You can copy some drugs. Doesn't work
on others
You will need some a blue gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Experiment

Alchemy **Cost: 5**

To Cast: 5 min

It lasts: NA

Concentration: total

Masters Only? No

Over a space of 5 minutes you can
perform up to 30 experiments
on a drug item. You must destroy the drug item.
You will need some a red gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Persuade Rocks

Sorcery **Cost: 6**

To Cast: 1 min

It lasts: 9 min

Concentration: total

Masters Only? No

Makes an inanimate object talk
see a GM to roleplay
You will need some fabric softener

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery Cost: 9

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some snake's venom

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery Cost: 8

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some Chanel No. 2

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery Cost: 26

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone's well-defined ability
and give it to yourself. Requires contact
for two minutes. If it is a magic skill, take
only one level but take all learned spells.
You will need some bloody mary

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some vodka and gimlet

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some holy water

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some blood of leech

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the attributes of a person.
hey can move around, see, hear, speak, attack, defend, learn, etc.
You will need some whale vomit

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Sorcery **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some orange juice

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some mace

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some Chanel No. 4

subtract 1 from the spell cost if you
are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone's well-defined ability
and give it to yourself. Requires contact
for two minutes. If it is a magic skill, take
only one level but take all learned spells.
You will need some a throbbing orange jelly

subtract 1 from the spell cost if you
are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some a throbbing green jelly

subtract 1 from the spell cost if you
are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice

Summer 1996

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec

It lasts: 16 min

Concentration: total

Masters Only? No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some jolt

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min

It lasts: Permanent

Concentration: total

Masters Only? Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some a vanilla gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Animate Object

Sorcery **Cost: 25**

To Cast: 1 min

It lasts: 34 min

Concentration: total

Masters Only? Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some a green gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice *Summer 1996*

Persuade Rocks

Sorcery Cost: 6

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some a orange gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery Cost: 9

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some hissing, bubbling black gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery Cost: 8

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some hissing, bubbling red gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone’s well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells.
You will need some scummy stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some blood of bat

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some Chanel No. 3

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice

Summer 1996

Bind Spell

Sorcery Cost: 26

To Cast: 1 min

It lasts: Permanent

Concentration: total

Masters Only? Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some icky red stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Animate Object

Sorcery Cost: 25

To Cast: 1 min

It lasts: 34 min

Concentration: total

Masters Only? Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some a throbbing blue jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Persuade Rocks

Sorcery Cost: 6

To Cast: 1 min

It lasts: 9 min

Concentration: total

Masters Only? No

Makes an inanimate object talk
see a GM to roleplay
You will need some a throbbing red jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some a throbbing yellow jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some a blue gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone’s well-defined ability
and give it to yourself. Requires contact
for two minutes. If it is a magic skill, take
only one level but take all learned spells.
You will need some a red gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: little **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some fabric softener

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some snake's venom

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some Chanel No. 2

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
ney can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some bloody mary

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

VooDoo Doll

Thaumaturgy **Cost: 21**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** No

You make an effigy or doll
of a person and bind them
to deformation and heat.
Person must be present during casting!
You will need some vodka and gimlet

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Pyrotechnics

Thaumaturgy **Cost: 11**

To Cast: 15 sec **It lasts:** 4 min

Concentration: some **Masters Only?** No

Bind a chunk source to a subject
at 30 times heat. Subject explodes in
flames when chunk is heated/burned.
You will need some holy water

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Zip!!

Thaumaturgy Cost: 14

To Cast: instant **It lasts:** 13 min

Concentration: total **Masters Only?** No

Bind yourself to a source at 20X motion.
Can be linked and unlinked at will.
You will need some blood of leech

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Move Weights

Thaumaturgy Cost: 11

To Cast: 1 min **It lasts:** 17 min

Concentration: total **Masters Only?** Yes

Bind any source to a subject at 50X weight, 1X motion
You will need some whale vomit

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Divine Use

Alchemy Cost: 1

To Cast: 5 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can divine the nature of a drug
and intuit its probable uses
You will need some orange juice

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice

Summer 1996

Convert Drug

Alchemy **Cost: 3**

To Cast: 1 min

It lasts: NA

Concentration: total

Masters Only? No

You can combine two drugs coming up
with a new one
You will need some mace

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Copy Drug

Alchemy **Cost: 10**

To Cast: 1 min

It lasts: NA

Concentration: total

Masters Only? No

You can copy some drugs. Doesn't work
on others
You will need some Chanel No. 4

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Experiment

Alchemy **Cost: 5**

To Cast: 5 min

It lasts: NA

Concentration: total

Masters Only? No

Over a space of 5 minutes you can
perform up to 30 experiments
on a drug item. You must destroy the drug item.
You will need some a throbbing orange jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice *Summer 1996*

Persuade Rocks

Sorcery **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some a throbbing green jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some jolt

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some a vanilla gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice

Summer 1996

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min

It lasts: Permanent

Concentration: total

Masters Only? Yes

Take away someone's well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells. You will need some a green gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec

It lasts: 23 min

Concentration: none

Masters Only? Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some a orange gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec

It lasts: 16 min

Concentration: total

Masters Only? No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some hissing, bubbling black gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some hissing, bubbling red gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some scummy stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Sorcery **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some blood of bat

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some Chanel No. 3

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some some icky red stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone’s well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells. You will need some a throbbing blue jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some a throbbing red jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some a throbbing yellow jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some a blue gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery **Cost: 25**

To Cast: `1 min` **It lasts:** `34 min`

Concentration: `total` **Masters Only?** `Yes`

Give any object all the
attributes of a person.
ney can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some a red gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Sorcery **Cost: 6**

To Cast: `1 min` **It lasts:** `9 min`

Concentration: `total` **Masters Only?** `No`

Makes an inanimate object talk
see a GM to roleplay
You will need some fabric softener

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery **Cost: 9**

To Cast: `15 sec` **It lasts:** `9 min`

Concentration: `some` **Masters Only?** `No`

Makes an inanimate object talk
see a GM to roleplay
You will need some snake’s venom

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some Chanel No. 2

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone’s well-defined ability
and give it to yourself. Requires contact
for two minutes. If it is a magic skill, take
only one level but take all learned spells.
You will need some bloody mary

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some vodka and gimlet

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some holy water

***subtract 1 from the spell cost if you
are acting silly or saying something silly***

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some blood of leech

***subtract 1 from the spell cost if you
are acting silly or saying something silly***

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some whale vomit

***subtract 1 from the spell cost if you
are acting silly or saying something silly***

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Sorcery Cost: 6

To Cast: 1 min

It lasts: 9 min

Concentration: total

Masters Only? No

Makes an inanimate object talk
see a GM to roleplay
You will need some orange juice

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Sorcery Cost: 9

To Cast: 15 sec

It lasts: 9 min

Concentration: some

Masters Only? No

Makes an inanimate object talk
see a GM to roleplay
You will need some mace

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Sorcery Cost: 8

To Cast: 15 sec

It lasts: 8 min

Concentration: some

Masters Only? No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some Chanel No. 4

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Sorcery **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone's well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells. You will need some a throbbing orange jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Sorcery **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: little **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some a throbbing green jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Sorcery **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some jolt

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Sorcery Cost: 26

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some a vanilla gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Sorcery Cost: 25

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some a green gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

VooDoo Doll

Thaumaturgy Cost: 21

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** No

You make an effigy or doll
of a person and bind them
to deformation and heat.
Person must be present during casting!
You will need some a orange gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Pyrotechnics

Thaumaturgy **Cost: 11**

To Cast: 15 sec **It lasts:** 4 min

Concentration: some **Masters Only?** No

Bind a chunk source to a subject at 30 times heat. Subject explodes in flames when chunk is heated/burned. You will need some hissing, bubbling black gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable***

Apprentice *Summer 1996*

Zip!!

Thaumaturgy **Cost: 14**

To Cast: instant **It lasts:** 13 min

Concentration: total **Masters Only?** No

Bind yourself to a source at 20X motion. Can be linked and unlinked at will. You will need some hissing, bubbling red gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable***

Apprentice *Summer 1996*

Move Weights

Thaumaturgy **Cost: 11**

To Cast: 1 min **It lasts:** 17 min

Concentration: total **Masters Only?** Yes

Bind any source to a subject at 50X weight, 1X motion You will need some scummy stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable***

Apprentice *Summer 1996*

Divine Use

Alchemy **Cost: 1**

To Cast: 5 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can divine the nature of a drug
and intuit its probable uses
You will need some blood of bat

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Convert Drug

Alchemy **Cost: 3**

To Cast: 1 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can combine two drugs coming up
with a new one
You will need some Chanel No. 3

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Copy Drug

Alchemy **Cost: 10**

To Cast: 1 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can copy some drugs. Doesn’t work
on others
You will need some some icky red stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Experiment

Alchemy Cost: 5

To Cast: 5 min **It lasts:** NA

Concentration: total **Masters Only?** No

Over a space of 5 minutes you can
perform up to 30 experiments
on a drug item. You must destroy the drug item.
You will need some a throbbing blue jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Clericism Cost: 6

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some a throbbing red jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Clericism Cost: 9

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some a throbbing yellow jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Clericism **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability that you currently possess. The ability can be vague. You will need some a blue gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Clericism **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone's well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells. You will need some a red gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Clericism **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing. The lack of air will not allow them to talk. You will need some fabric softener

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Clericism Cost: 16

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some snake's venom

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Clericism Cost: 26

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some Chanel No. 2

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Clericism Cost: 25

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some bloody mary

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Clericism **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some vodka and gimlet

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Clericism **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some holy water

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Clericism **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some blood of leech

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice

Summer 1996

Major Eit

Clericism **Cost: 26**

To Cast: 2 min

It lasts: Permanent

Concentration: total

Masters Only? Yes

Take away someone's well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells.
You will need some whale vomit

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Ultimate Eit

Clericism **Cost: 21**

To Cast: 30 sec

It lasts: 23 min

Concentration: none

Masters Only? Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some orange juice

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Freeze

Clericism **Cost: 16**

To Cast: 8 sec

It lasts: 16 min

Concentration: total

Masters Only? No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some mace

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Bind Spell

Clericism Cost: 26

To Cast: 1 min

It lasts: Permanent

Concentration: total

Masters Only? Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some Chanel No. 4

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Animate Object

Clericism Cost: 25

To Cast: 1 min

It lasts: 34 min

Concentration: total

Masters Only? Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some a throbbing orange jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Persuade Rocks

Clericism Cost: 6

To Cast: 1 min

It lasts: 9 min

Concentration: total

Masters Only? No

Makes an inanimate object talk
see a GM to roleplay
You will need some a throbbing green jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice *Summer 1996*

Interrogate Rocks

Clericism **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some jolt

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Clericism **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some a vanilla gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Clericism **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone’s well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells. You will need some a green gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Clericism Cost: 21

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some a orange gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Clericism Cost: 16

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some hissing, bubbling black gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Clericism Cost: 26

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some hissing, bubbling red gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Clericism Cost: 25

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
hey can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some scummy stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Clericism Cost: 6

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some blood of bat

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Clericism Cost: 9

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some Chanel No. 3

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice

Summer 1996

Give Skills

Clericism **Cost: 8**

To Cast: 15 sec

It lasts: 8 min

Concentration: some

Masters Only? No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some icky red stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Major Eit

Clericism **Cost: 26**

To Cast: 2 min

It lasts: Permanent

Concentration: total

Masters Only? Yes

Take away someone's well-defined ability and give it to yourself. Requires contact for two minutes. If it is a magic skill, take only one level but take all learned spells. You will need some a throbbing blue jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Ultimate Eit

Clericism **Cost: 21**

To Cast: 30 sec

It lasts: 23 min

Concentration: little

Masters Only? Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some a throbbing red jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice *Summer 1996*

Freeze

Clericism **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some a throbbing yellow jelly

subtract 1 from the spell cost if you
are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Clericism **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some a blue gelatin substance

subtract 1 from the spell cost if you
are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Clericism **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some a red gelatin substance

subtract 1 from the spell cost if you
are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

VooDoo Doll

Clericism Cost: 21

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** No

You make an effigy or doll
of a person and bind them
to deformation and heat.
Person must be present during casting!
You will need some fabric softener

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Pyrotechnics

Clericism Cost: 11

To Cast: 15 sec **It lasts:** 4 min

Concentration: some **Masters Only?** No

Bind a chunk source to a subject
at 30 times heat. Subject explodes in
flames when chunk is heated/burned.
You will need some snake’s venom

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Zip!!

Clericism Cost: 14

To Cast: instant **It lasts:** 13 min

Concentration: total **Masters Only?** No

Bind yourself to a source at 20X motion.
Can be linked and unlinked at will.
You will need some Chanel No. 2

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Move Weights

Clericism **Cost: 11**

To Cast: 1 min **It lasts:** 17 min

Concentration: total **Masters Only?** Yes

Bind any source to a subject at 50X weight, 1X motion
You will need some bloody mary

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Divine Use

Clericism **Cost: 1**

To Cast: 5 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can divine the nature of a drug
and intuit its probable uses
You will need some vodka and gimlet

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Convert Drug

Clericism **Cost: 3**

To Cast: 1 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can combine two drugs coming up
with a new one
You will need some holy water

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Copy Drug

Clericism Cost: 10

To Cast: 1 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can copy some drugs. Doesn't work
on others
You will need some blood of leech

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Experiment

Clericism Cost: 5

To Cast: 5 min **It lasts:** NA

Concentration: total **Masters Only?** No

Over a space of 5 minutes you can
perform up to 30 experiments
on a drug item. You must destroy the drug item.
You will need some whale vomit

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Communion

Clericism Cost: 1

To Cast: 1 min **It lasts:** 1 hr

Concentration: total **Masters Only?** No

Establishes a communication link with
a God you worship. See a GM.
You will need some orange juice

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Simple Portal

Wizardry **Cost: min 10**

To Cast: ?? **It lasts:** ??

Concentration: some **Masters Only?** No

Opens a portal to somewhere else in Frelandia
You will need some mace

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Portal to Ug

Wizardry **Cost: 14**

To Cast: 5 min **It lasts:** 5 min

Concentration: total **Masters Only?** No

Opens a portal to the world of Ug
You will need some Chanel No. 4

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Grope in Hyperspace

Wizardry **Cost: 5**

To Cast: 1 min **It lasts:** 10 min

Concentration: total **Masters Only?** NO

Allows the Wizard to search around
for other worlds that can be connected to
You will need some a throbbing orange jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Clericism Cost: 6

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some a throbbing green jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Clericism Cost: 9

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some jolt

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Clericism Cost: 8

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some a vanilla gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Clericism **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone’s well-defined ability
and give it to yourself. Requires contact
for two minutes. If it is a magic skill, take
only one level but take all learned spells.
You will need some a green gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Clericism **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some a orange gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Clericism **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some hissing, bubbling black gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Clericism **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some hissing, bubbling red gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Clericism **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some scummy stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Clericism **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some blood of bat

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Clericism **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some Chanel No. 3

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Clericism **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some some icky red stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Clericism **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone’s well-defined ability
and give it to yourself. Requires contact
for two minutes. If it is a magic skill, take
only one level but take all learned spells.
You will need some a throbbing blue jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Clericism Cost: 21

To Cast: 30 sec **It lasts:** 23 min

Concentration: none **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some a throbbing red jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Clericism Cost: 16

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some a throbbing yellow jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Clericism Cost: 26

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some a blue gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Animate Object

Clericism **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
hey can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some red gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Persuade Rocks

Clericism **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some fabric softener

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Clericism **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some snake’s venom

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice

Summer 1996

Give Skills

Clericism **Cost: 8**

To Cast: 15 sec

It lasts: 8 min

Concentration: some

Masters Only? No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some Chanel No. 2

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Major Eit

Clericism **Cost: 26**

To Cast: 2 min

It lasts: Permanent

Concentration: total

Masters Only? Yes

Take away someone's well-defined ability
and give it to yourself. Requires contact
for two minutes. If it is a magic skill, take
only one level but take all learned spells.
You will need some bloody mary

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Ultimate Eit

Clericism **Cost: 21**

To Cast: 30 sec

It lasts: 23 min

Concentration: none

Masters Only? Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some vodka and gimlet

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Freeze

Clericism **Cost: 16**

To Cast: 8 sec

Concentration: total

It lasts: 16 min

Masters Only? No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some holy water

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable*** ***Summer 1996***

Apprentice ***Summer 1996***

Bind Spell

Clericism **Cost: 26**

To Cast: 1 min

It lasts: Permanent

Concentration: total

Masters Only? Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some blood of leech

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable***

Apprentice ***Summer 1996***

Animate Object

Clericism **Cost: 25**

To Cast: 1 min

It lasts: 34 min

Concentration: total

Masters Only? Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some whale vomit

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable***

Apprentice *Summer 1996*

Persuade Rocks

Clericism **Cost: 6**

To Cast: 1 min **It lasts:** 9 min

Concentration: total **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some orange juice

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Interrogate Rocks

Clericism **Cost: 9**

To Cast: 15 sec **It lasts:** 9 min

Concentration: some **Masters Only?** No

Makes an inanimate object talk
see a GM to roleplay
You will need some mace

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Give Skills

Clericism **Cost: 8**

To Cast: 15 sec **It lasts:** 8 min

Concentration: some **Masters Only?** No

Give a person any one ability
that you currently possess.
The ability can be vague.
You will need some Chanel No. 4

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Major Eit

Clericism **Cost: 26**

To Cast: 2 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Take away someone's well-defined ability
and give it to yourself. Requires contact
for two minutes. If it is a magic skill, take
only one level but take all learned spells.
You will need some a throbbing orange jelly

subtract 1 from the spell cost if you
are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Ultimate Eit

Clericism **Cost: 21**

To Cast: 30 sec **It lasts:** 23 min

Concentration: little **Masters Only?** Yes

Prevent someone from breathing.
The lack of air will not allow them to talk.
You will need some a throbbing green jelly

subtract 1 from the spell cost if you
are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Freeze

Clericism **Cost: 16**

To Cast: 8 sec **It lasts:** 16 min

Concentration: total **Masters Only?** No

Freeze someone in place.
They can still move their
eyes and talk.
You will need some jolt

subtract 1 from the spell cost if you
are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Bind Spell

Clericism **Cost: 26**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** Yes

Permanently place a copy of any spell anywhere.
It can be a spell that someone else is currently
casted or a spell residing somewhere else.
You will need some a vanilla gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable***

Apprentice *Summer 1996*

Animate Object

Clericism **Cost: 25**

To Cast: 1 min **It lasts:** 34 min

Concentration: total **Masters Only?** Yes

Give any object all the
attributes of a person.
They can move around, see, hear, speak, attack, defend,
learn, etc.
You will need some a green gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable***

Apprentice *Summer 1996*

VooDoo Doll

Clericism **Cost: 21**

To Cast: 1 min **It lasts:** Permanent

Concentration: total **Masters Only?** No

You make an effigy or doll
of a person and bind them
to deformation and heat.
Person must be present during casting!
You will need some a orange gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card ***Not Transferable***

Apprentice

Major Pyrotechnics

Clericism **Cost: 11**

To Cast: 15 sec

It lasts: 4 min

Concentration: some

Masters Only? No

Bind a chunk source to a subject at 30 times heat. Subject explodes in flames when chunk is heated/burned. You will need some hissing, bubbling black gook

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subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Zip!!

Clericism **Cost: 14**

To Cast: instant

It lasts: 13 min

Concentration: total

Masters Only? No

Bind yourself to a source at 20X motion.
Can be linked and unlinked at will.
You will need some hissing, bubbling red gook

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice

Summer 1996

Move Weights

Clericism **Cost: 11**

To Cast: 1 min

It lasts: 17 min

Concentration: total

Masters Only? Yes

Bind any source to a subject at 50X weight, 1X motion
You will need some scummy stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card

Not Transferable

Apprentice *Summer 1996*

Divine Use

Clericism **Cost: 1**

To Cast: 5 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can divine the nature of a drug
and intuit its probable uses
You will need some blood of bat

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Convert Drug

Clericism **Cost: 3**

To Cast: 1 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can combine two drugs coming up
with a new one
You will need some Chanel No. 3

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Copy Drug

Clericism **Cost: 10**

To Cast: 1 min **It lasts:** NA

Concentration: total **Masters Only?** No

You can copy some drugs. Doesn’t work
on others
You will need some some icky red stuff

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Experiment

Clericism Cost: 5

To Cast: 5 min **It lasts:** NA

Concentration: total **Masters Only?** No

Over a space of 5 minutes you can perform up to 30 experiments on a drug item. You must destroy the drug item. You will need some a throbbing blue jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Communion

Clericism Cost: 1

To Cast: 1 min **It lasts:** 1 hr

Concentration: total **Masters Only?** No

Establishes a communication link with a God you worship. See a GM.
You will need some a throbbing red jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Simple Portal

Wizardry Cost: min 10

To Cast: ?? **It lasts:** ??

Concentration: some **Masters Only?** No

Opens a portal to somewhere else in Frelandia
You will need some a throbbing yellow jelly

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Portal to Ug

Wizardry **Cost: 14**

To Cast: 5 min **It lasts:** 5 min

Concentration: total **Masters Only?** No

Opens a portal to the world of Ug
You will need some a blue gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Grope in Hyperspace

Wizardry **Cost: 5**

To Cast: 1 min **It lasts:** 10 min

Concentration: total **Masters Only?** NO

Allows the Wizard to search around
for other worlds that can be connected to
You will need some a red gelatin substance

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Simple Portal

Wizardry **Cost: min 10**

To Cast: ?? **It lasts:** ??

Concentration: some **Masters Only?** No

Opens a portal to somewhere else in Frelandia
You will need some fabric softener

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Portal to Ug

Wizardry **Cost: 14**

To Cast: 5 min **It lasts:** 5 min

Concentration: total **Masters Only?** No

Opens a portal to the world of Ug
You will need some snake's venom

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Grope in Hyperspace

Wizardry **Cost: 5**

To Cast: 1 min **It lasts:** 10 min

Concentration: total **Masters Only?** NO

Allows the Wizard to search around
for other worlds that can be connected to
You will need some Chanel No. 2

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Simple Portal

Wizardry **Cost: min 10**

To Cast: ?? **It lasts:** ??

Concentration: some **Masters Only?** No

Opens a portal to somewhere else in Frelandia
You will need some bloody mary

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Portal to Ug

Wizardry **Cost: 14**

To Cast: 5 min **It lasts:** 5 min

Concentration: total **Masters Only?** No

Opens a portal to the world of Ug
You will need some vodka and gimlet

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*

Apprentice *Summer 1996*

Grope in Hyperspace

Wizardry **Cost: 5**

To Cast: 1 min **It lasts:** 10 min

Concentration: total **Masters Only?** NO

Allows the Wizard to search around
for other worlds that can be connected to
You will need some holy water

subtract 1 from the spell cost if you are acting silly or saying something silly

Spell Card *Not Transferable*