

# **JONSY**

# **SPELL**

# **DESCRIPTIONS**

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# SPELLS OF COMMAND

All spells of command are assessed on the MCT with POW vs. WIS.

## **Level 1**

### **Awaken**

BMR=1, D=N/A, R=Lvl\*RF

This spell will awaken all within the radius if the spell overcomes them on the MCT. Anyone so awakened will be fully alert and able to act. It will waken anyone from either natural or magical sleep.

Note that the mage can control the radius up to the maximum possible to him, but cannot specify targets. There is no adjustment to the MCT roll for the number being awakened.

### **Sleep**

BMR=1, D=C.Lvl\*TF, R=Lvl\*RF

This spell puts all those who are overcome on a MCT roll into a magical sleep. The caster specifies a centre point within his range, and all targets must be within his RF/2 of that (as well as within range, of course). There is a modifier of -5% on the MCT table per target if more than one target is specified. The caster can pick and chose targets as required - even specific target in a melee, for example.

Note that this spell does not affect things which do not normally sleep (such as Demons & Undead), and the GM may give an adjustment on the MCT roll for creatures which sleep very infrequently (Dragons, for example, in a specific campaign setting may sleep only 1 in 100 years).

While magically asleep, the creatures can only be woken by an awaken spell, or by sustaining injury. Note that once the duration expires, any creatures still asleep will remain so, but are now in natural sleep and will wake for loud noises, slapping, etc.

### **Words of Command**

BMR=1, D=C.Lvl\*TF, R=Lvl\*RF

This spell allows the caster to give a single target a specific set of commands. The commands that may be given are limited to one word per casting level, and the target must also be able to understand the command. If the target fails on the MCT, he will obey the command until the duration expires, or the command is fulfilled, whichever is sooner.

Note that commands should be fairly specific, and the victim should get a modifier if obeying the command would be completely out of character. If the victim is saved on the MCT due to this modifier, he will be unable to initiate action for the duration, due to internal conflict. He will still defend himself, fight back if attacked, etc.

### **Charm Person**

BMR=1, D=Lvl\*TF, R=Lvl\*RF

This spell makes the target the loyal friend of the caster, as if they had known each other for several years. The victim would willingly take the caster into his confidence on secret matters, and would act to aid the caster to the best of his ability. Again, the GM should modify the MCT roll by situation - if the caster & friends have just slaughtered all the victims companions, he will get a significant bonus on the table! Note that when the duration expires, the victim will remember all that has occurred, and may well realise that some spell was used to elicit his co-operation!

## Friends

BMR=1, D=Lvl\*TF, R=Lvl\*RF

This spell enables the caster to convince a number of targets that he is their friend - at least for the duration! As with sleep, all targets must lie within RF of a point specified by the caster, and all get a + 5% per target bonus on the MCT if more than one target is within the area. Unlike sleep, however, the caster cannot determine who in the area is affected - he simply selects the radius (up to RF). As with Charm Person, victims should get modifiers due to circumstance if the caster has been previously shown to be far from friendly.

## Level 2

### Forget

BMR=2, D=N/A, R=RF

This spell enables to caster to make a victim forget the events in the past (C.Lvl\*TF) minutes. However, the caster can only cause the loss of a maximum of (Lvl\*TF) seconds worth of events in that period, and this must be in a single 'block' of time. The caster can, however, be selective about what is remembered within that block - the victim will not be aware that he has forgotten the events.

Note that this is potentially a very powerful spell, and the GM should take careful note of exactly what is forgotten, and of any potential inconsistencies {for example, if part of a conversation is forgotten, the victim could end up remembering asking what someone thought of the local lord, and then getting the answer 'a bucket of fish' [being the answer to the (forgotten) question 'what are you carrying?']!}.

### Charm Small Animals

BMR=2, D=Lvl\*TF, R=Lvl\*RF

This spell affects small animals (IE animals of up to 25% of casters weight). It makes them behave as if he caster was well known to them as a friend (as if they were the casters pet). It can also effect multiple creatures, all of which must be within RF of the specified point, with a 5% bonus on MCT per target if more than one target is attacked. Note that it does not convey any understanding of each other, except those that would normally be the case (so a dog would probable get the idea of 'fetch', 'sit', etc).

### Clumsiness

BMR=2, D=C.Lvl\*TF, R=Lvl\*TF

This spell causes a single target to become clumsy for the duration of the spell. The effect in game terms is to quarter their dexterity for the duration (round nearest). This will often make combat impractical due to weapon dexterity requirements.

### Fumble

BMR=2, D=N/A, R=Lvl\*TF

This causes the victim to fumble whatever they are attempting at the time. In combat, they must roll a fumble on d100/2 + 50, in other situations, the Gm should rule the effects.

### Hold Small Animals

BMR=2, D=C.Lvl\*TF, R=Lvl\*RF

This spell causes small animals (IE animals of up to 25% of casters weight) to be temporarily paralysed. It can also effect multiple creatures, all of which must be within RF of the specified point, with a 5% bonus on MCT per target if more than one target is attacked.

## Level 3

### Command Small Animals

BMR=3, D=Lvl\*TF, R=Lvl\*RF

This spell allows the caster to force small animals (up to 25% casters weight) to obey his instructions. It can effect multiple creatures within RF of the specified point, with the standard 5% bonus per target. There is no limit on the length or complexity of the instructions, which are sent telepathically to the animals, so no translation is required. Note that the spell does not convey intelligence to the animals, and so the GM must interpret any instructions in view of the animals ability to comprehend them. Fresh instructions can be given to the animals at any time they are in range, but again all animals given instructions at any given time must be within RF of a specified point. Individual animals can be given different instructions.

### Hold Large Animals

BMR=3, D=C.Lvl\*TF, R=Lvl\*RF

This spell causes large animals (IE animals of up to 4 times the casters weight) to be temporarily paralysed. It can also effect multiple creatures, all of which must be within RF of the specified point, with a 5% bonus on MCT per target if more than one target is attacked. The spell can also affect a single animal which is more than 4 times the casters weight - in which case it receives a bonus of 5% per weight multiple (so a 6x animal gets 30%) .

### Demoralise

BMR=3, D=Lvl\*TF, R=C.Lvl\*RF

This spell causes the victims to lose faith in their situation -the fight is hopeless, their opponents too powerful, etc. In terms of PC's, this gives a -C.Lvl to all attacks, -C.Lvl % to spell casting, etc. Effects on NPC's, monsters, etc will be similar, and they will endeavour to exit the encounter if possible. The standard rules for multiple targets apply. The MCT roll should be adjusted for circumstance - if things are already going badly you are much more likely to succumb, while if you have an obvious advantage you can resist the effects better.

## Level 4

# SPELLS OF ALTERATION

## Level 1

### Comprehend Languages

BMR=3, D=C.Lvl\*TF, R=RF

Allows recipient to read 1 page of text per level. All such text remains legible for the duration. Pages can be specified as required.

### Reduce/Enlarge

BMR=3, D=C.Lvl\*TF, R=C.Lvl\*RF

Causes specified object (non-living) to reduce or enlarge up to the limits below. Object must be overcome on BMR table. Force of expansion/shrinkage is equal to (POW+C.Lvl) for strength comparisons.

Size change is sequential 5% per magic level reduction, or 10% enlargement.

EG	Reduce	Enlarge
Lvl 3	85.7%	1.33%
Lvl 5	77.3%	1.61%
Lvl 7	69.8%	1.95%

### Erase

BMR=3, D=P, R=RF

Permanently erases 1 page of text or drawings per level. If magical texts, each must be overcome on BMR table.

### Hold Portal

BMR=3, D=Lvl\*TF, R=C.Lvl\*RF

Fixes a single door in place for duration with strength of POW+Lvl.

### Mending

BMR=3, D=P, R=RF

Permanently repairs any item, size limit of 1Lb per level. Material must be overcome on BMR table. Repairs 1d8+C.Lvl-DF points.

### Noise

BMR=3, D=C.Lvl\*TF, R=C.Lvl\*RF

Creates a basic sound illusion - groans, door creak, splash, etc. Will not imitate speech or complex animal calls.

## Level 2

### Knock

BMR=4, D=P, R=C.Lvl\*RF

Opens one specified lock per C.Lvl. Roll on MCT if lock is magical. Complex locks may count as more than one lock for purposes of this spell. Will also spring open held or stiff doors as if forcing with a strength of POW+Lvl.

### Dullsound

BMR=4, D=C.Lvl\*TF, R=C.Lvl\*RF

Reduces all sounds within range by a factor of 40dB (3dB=double apparent volume).

### Farsee

BMR=4, D=C.Lvl\*TF, R=C.Lvl\*RF

Increases visual range, magnification up to  $x(5+C.Lvl)$ , variable at will.

### Farhear

BMR=4, D=C.Lvl\*TF, R=C.Lvl\*RF

Increases audible sensitivity, amplification up to 40dB, variable at will. Acts similar to a parabolic microphone, so sound source must be accurately specified.

### Armour

BMR=4, D=C.Lvl\*TF, R=C.Lvl\*RF

Provides a magical defence around one individual. AC=C.Lvl (does not stack with other defence), absorbing C.Lvl points (does stack. Also protects vs. magical attacks).

## Level 3

### Healing/Hurt

BMR=5, D=P, R=C.Lvl\*RF

Cures or causes a wound of  $1d8+C.Lvl$ . Hurt requires roll on MCT.

### Growth/Diminish

BMR=5, D=C.Lvl\*TF, R=C.Lvl\*RF

As for Reduce/Enlarge, but affects living creatures. Roll on MCT if unwilling target. Remember to refigure Hit points for new mass. Existing wounds are scaled by same extent. Wounds should be rescaled when spell ends.

### Haste/Slow

BMR=5, D=C.Lvl\*TF, R=C.Lvl\*RF

Increases or decreases personal time flow. Seconds are added or deleted according to table below. Fatigue loss, bleeding, etc are based on number seconds experienced. Fatigue loss while hasted is doubled.

C.Lvl	Add/Delete		Phases on							
	1	2	3	4	5	6	7	8	9	10
1					x					
2			x					x		
3			x			x			x	
4		x		x			x		x	
5		x		x		x		x		x
6	x		x		x	x		x		x
7	x		x	x		x	x	x		x
8	x	x		x	x	x	x		x	x
9	x	x	x	x		x	x	x	x	x
10	x	x	x	x	x	x	x	x	x	x
11	x	x	x	x	xx	x	x	x	x	x

etc .

Notes: Slowed creatures can still react on 'missing' seconds, but at a penalty of C.Lvl. A creature slowed by a C.Lvl 10 or higher mage is effectively paralysed for the duration, but can still defend (badly). A double miss doubles the penalty!

Hasted creatures can get to attack twice in the same second if they are already fast. The usual limit of one parry per second still applies to their opponents.

### Strength/Weakness

BMR=5, D=C.Lvl\*TF, R=C.Lvl\*RF

Adds or subtracts C.Lvl from one creature's strength. A Strength of zero (or less) indicates the creature is unable to physically move.

### Tongues

BMR=5, D=C.Lvl\*TF, R=C.Lvl\*RF

Gives ability to understand and reply in any spoken language. Note that it is NOT possible to create a language with the use of two Tongues spells.

## Level 4

### Shape Change

BMR=6, D=Lvl\*TF, R=C.Lvl\*RF

Causes body to change to form specified by caster. Any abilities due to the form of the new body will be available as appropriate to the original form (So if given wings, would be able to fly, but degree of control would be similar to previous ability to run, for example). Body will change back when spell expires. Changes to internal organs will be limited - they will scale to suit new form, and lungs will change to gills, but duplicate organs will not be formed.

### Warding

BMR=6, D=Spec, R=C.Lvl\*RF

Creates a semi permanent barrier, which should be defined as for a circle of protection (it need not be circular, nor does it need the elaborate preparation). The barrier will last until breached. While active, the caster (if inside the ward) will be alerted to all things which cross the barrier, not only those which it defends against. Multiple wards may be stacked, with each having to be breached before the next has to resist.

## Level 5

# SPELLS OF ILLUSION

## Level 1

### Blurred Image

BMR = 1      D = C.Lvl\*TF      R = C.Lvl\*RF

The recipient appears somewhat indistinct, making it easier for them to evade detection, and to avoid being struck in combat.

It provides a bonus of +C.Lvl to AC in Combat, and +5\*C.Lvl % to Hide in Cover.

### Detect Illusion

BMR = 1      D = C.Lvl\*TF      R = C.Lvl\*RF

The recipient can see illusions for what they are, receiving a bonus of 5% \* Lvl to the MCT vs. Illusion.

### Dancing Lights

BMR = 1      D = Lvl\*TF      R = C.Lvl\*RF

Creates a number of illusionary light sources, each equivalent to a candle flame in brightness.

The caster can create up to Lvl such points of light, which can be spread about within range as required.

The lights will move about randomly up to C.Lvl ft from the point they first appear.

### Sleight of Hand

BMR = 1      D = C.Lvl\*TF      R = S

The caster is able to perform sleight of hand tricks similar to those of a modern day stage magician. A successful roll on the MCT convinces the target(s) that the trick is real. The caster receives a bonus of Dex Speed Adjust \* 5% on the MCT.

If the caster also has Sleight-of-Hand skill he gains a further bonus of 5% \* Sleight of Hand Level.

### Audible Glamour

BMR = 1      D = C.Lvl\*TF      R = C.Lvl\*RF

Creates a basic audible illusion; people talking, a bird singing, something rustling in the undergrowth, etc.

The sounds will continue until the duration expires in a realistic manner (EG Birdsong will repeat, people talking will not repeat).

### Illusion I

BMR = 1      D = C.Lvl\*TF      R = C.Lvl\*RF

Creates a simple illusion affecting 1 sense, decided by the caster.

This illusion is static unless the caster concentrates to adjust it.

## Level 2

### Illusionary Script

BMR = 2      D = Spec      R = RF

### Glamour

BMR = 2      D = Lvl\*TF      R = C.Lvl\*TF

### Disguise

BMR = 2      D = Lvl\*TF      R = C.Lvl\*RF

### Fools Gold

BMR = 2      D = Spec.      R = RF

### Magic Mouth

BMR = 2      D = Spec.      R = RF

### Colour Spray

BMR = 2      D = C.Lvl\*TF      R = C.Lvl\*RF

### Illusion II

BMR = 2      D = C.Lvl\*TF      R = C.Lvl\*RF

Creates a simple illusion affecting 2 senses, decided by the caster.

This illusion is static unless the caster concentrates to adjust it.

## Spells of Detection

In all cases, where the target is a sentient being, MCT must be used vs. their POW for detection to work. Should they be willing, a POW of 0 is assumed.

### **Level 1**

#### **Detect Life**

$BMR=1, D=Lvl*TF, R=Lvl*RF$

Detects the presence of living beings within a 60° arc in front of the caster, while the caster concentrates. Caster gets approximate direction and distance. It is sufficient to detect an invisible creature, or that an image is an illusion (though the illusionist can put the illusion of life on to fool this spell, if he wishes...), but due to the concentration required, cannot be used to fight an otherwise undetectable opponent.

#### **Detect Altitude/Depth**

$BMR=1, D=Lvl*TF, R=Lvl*RF$

Determines the height displacement above/below ground level. Caster must concentrate for 1s to determine information.

#### **Detect Traps, Large**

$BMR=1, D=Lvl*TF, R=Lvl*RF$

Detects the presence of large (bigger than 1 cubic ft) traps, of both magical and physical nature. Detection is 60° arc in front of caster while concentrating.

#### **Detect Magic**

$BMR=1, D=Lvl*TF, R=C.Lvl*RF$

Detects the BMR of all objects within 60° arc of caster, as well as active spells, symbols, magical creatures, etc. Note that this is a LOT of information, and caster must concentrate fully on it. Usually the caster will specify some small area (eg 10'x10') he is concentrating on. The Gm should determine the time required to comprehend the information given by this spell based on area required, extent of magic, etc, with 30s for 10'x10' as a guide.

#### **Detect Metal**

$BMR=1, D=Lvl*TF, R=C.Lvl*RF$

Detects the presence of a specified metal (and it's ore) in a 60° arc from the caster. Note that this spell is NOT blocked by normal rock, etc (though magical screening, true lead, etc will, of course, block it). The Caster can identify 1 metal type per CL, with specific alloys counting as 2 metals.

#### **Find Direction**

$BMR=1, D=Lvl*TF, R=Lvl*RF$

Determines the direction faced by the caster, or the direction to some specific destination known to the caster (IE can be used to find a known inn in a city, or even the city itself!).

## Level 2

### Detect Invisible

BMR=2, D=Lvl\*TF, R=Lvl\*RF

Detects the presence of invisible objects and creatures in a 60° arc. They appear as shadowy outlines. It can be used while fighting an invisible opponent, for a modifier of -4 (rather than -8). Partial concentration is required.

### Detect Law/Chaos

BMR=2, D=Lvl\*TF, R=Lvl\*RF

Detects the alignment of objects and creatures as regards law and chaos. It is of most use in detecting priests and dedicated followers of appropriate deities, and items consecrated to them. A normal street thief, for example, would show up as weakly biased towards chaos, whilst a Captain of the Watch would be strongly biased to law (or should be!)

### Detect Enemies

BMR=2, D=Lvl\*TF, R=Lvl\*fcF

Determines if creatures in a 60° arc are hostile or friendly towards the caster. Note that it is purely a short term status indicator - if someone was intending to help the caster for the next few hours while they both got out of a mutually awkward situation, but then backstab him, he would be revealed as a friend (but as the time for the backstab approached, this would change...). Gm discretion is required in such cases.

### Detect Gems

BMR=2, D=Lvl\*TF, R=C.Lvl\*RF

As for detect metals, but for a specified gem type.

### Detect Observation

BMR=2, D=Lvl\*TF, R=Lvl\*RF

Detect the presence of anyone observing the caster who is within range. It will also tell the caster if he is under observation by someone not within range (including viewing by magical means, such as clairvoyance or a crystal ball), but not where such observation comes from.

### Detect Traps

BMR=2, D=Lvl\*TF, R=Lvl\*RF

As the Lvl 1 detect Traps, but detects all traps.

## Level 3

### Detect Scrying

BMR=3, D=Lvl\*TF, R=Lvl\*TF

Determines if the caster is under observation by magical means, including the viewpoint of such scrying. There is a 5% chance per C.Lvl that approximate direction and distance of the person viewing the caster will also be sensed. (NB, very approximate for long distances, EG '10 miles north-East').

### Locate Object

BMR=3, D=Lvl\*TF, R=Lvl\*TF

Determines the location of a specified object known to the caster. If the object is outside the range, but within 10\*range, the general direction will be sensed (but not the range). Note that for the spell to work the caster must have a good knowledge of the appearance of the object, sufficient to distinguish it. 'A sword', would not be sufficient (unless any sword would do..), but 'The broadsword with an emerald pommel and engraved "Ehrion" on the blade' would do.

### Locate Person

BMR=3, D=Lvl\*TF, R=Lvl\*TF

As for locate object, but for a specified person known to the caster.

## Level 4

### See Invisible

BMR=4, D=Lvl\*TF, R=Lvl\*RF

A much improved version of the level 2 spell, detect invisible. With this spell, all invisible things are visible to the caster. They are still slightly translucent (so the caster can tell they are otherwise invisible), but there is no penalty for the caster in interacting with them. This spell does not require concentration to be maintained.

### Detect Truth/Lie

BMR=4, D=Lvl\*TF, R=Lvl\*RF

While this spell is active the caster sees an aura around anyone he concentrates on. This varies in colour according to the truth of what they say - from a plain white light for utter truth, through the colour spectrum (red to blue) and then to black for complete & deliberate falsehood. Note that a lie spoken in error (that is, one which the speaker believes to be true) will show as a green aura (as would a truth the speaker believes to be a lie...). The GM should use his discretion with this spell, and generally give a truth/lie/misleading answer. Note that if the speaker is evading the truth, this will show as a partial lie, the 'colour' of lie depending on how far from the 'correct' answer is from the given answer.

# ANCIENT LORE

## Level 1

### Feather Fall

BMR = 1      D = TF      R = RF

For the duration of the spell the target falls at a maximum rate of 10' per second

### Shield

BMR = 1      D = C.Lvl\*TF      R = C.Lvl\*RF

Creates a magical shield in front of the target.

Shield parries with a skill equal to the Caster level.

Spell does not function if the target is already using a shield.

## Level 2

### Levitate

BMR = 2      D = Lvl\*TF      R = C.Lvl\*RF

### Rope Trick

BMR = 4      D = C.Lvl\*TF      R = C.Lvl\*RF

### Empathic Cure

BMR = 1      D = P      R = RF

The caster is able to transfer a wound from the target to himself.

The target is completely cured of that wound.

The Caster receives a wound equal in points less his C.Lvl.

### Find Familiar

BMR = 3      D = P      R = S

### Web

BMR = 3      D = C.Lvl\*TF      R = C.Lvl\*RF

## Extension 1

BMR = 2      D = I      R = S

This spell allows the caster to increase the effect of another spell (excluding basic magic).

The next spell the caster casts (must be within C.Lvl minutes) can have either the range or duration increased by 50%.