



Magic Rules

There are two basic kinds of non-religious or faith based magic. The main branches of magic are Straight Magic, Faith Magic, and Ritual Magic. Straight Magic, usually called Magic, is the magic at the command of a learned wizard's fingers. Straight Magic is spells and manipulations of nature on the spur of the moment.

Ritual Magic is the science of the unknown magics. Ritual Magic is where painstaking preparation and reciting allows the worthy wizard to use other works which are only partially understood.

Ritual Magic is not discussed in this section; it is discussed in the Ritual Magic section following this section.

Straight Magic is often referred to in this section as magic. This is due to the theory that all magic has its root in Straight Magic. Ritual Magic, wizards theorize, along with faith based magics, are all elaborate methods of casting straight magic spells. Thus the study of Straight Magic is the study of Magic itself, and nothing more need be said.

Before straight magic's, or magic's, use is discussed, we shall elaborate further on its general format and nature.

Many mages theorize that all ritual magic and demonic magic events are really very complex sequences of the basic tools.

This means a caster, theoretically, could cast any ritual.

How to Learn these Rules

The rules for Straight magic have two rough sections. The first is the basics; casting spells using a tool and getting immediate results. The second, on the other hand, is very much more complex, and perhaps even more vague.

We highly recommend becoming familiar with the first section (the rules ranging from this page up to and including the section on Brain Burn on page 183.

After you have completed this, then start using the second section of rules. To aid you further, the second block of rules is organized so that you can learn it piece by piece, in order and so not be completely inundated with information.

Take heart! We feel the magic system is well worth the painful learning curve. We beg of you to give it a more than fair chance before discarding it.

The Fields of Magic

All possible magic and magic spells are divided up into four fields: Spirit, Quality, Physical, and Modeling. The mage develops each of these fields separately as individual skills. In addition, all mages have a tool, namely summoning raw spiritual force, that they can use regardless of their specialty.

Each field has a number of tools associated with it. A tool, or basic spell, is the cornerstone of a mage's magical abilities. The mage modifies, combines, and alters her tools to make all the possible spells a caster can use. Some examples of tools would be Movement, which allows a mage to move objects, or Size, which allows a mage to change the size of an object.

A brief description of each of the four fields is below. The fields are more fully explained in The Magical Fields on page 188.

Physical Magic

Physical magic is magic which causes immediate, tangible effects. Physical magic occupies itself with "real" changes in the object itself or its position. The spell tools of physical magic are Motion, Sound, Size, and Fold Space.

Physical magic is usually applied to corporeal objects. Sometimes regions may be affected, but these cases are unusual. See individual spell tool tables and descriptions for more details.

Nowhere is there any magical mechanism to stop time. Time, Wizards claim, is an aspect of the world which is unavoidable and unshakable.

A legend tells of an Arinist priest who reversed time to save a little boy. This legend is one of the main components of a famous argument for the proof of the existence of the Gods.

Quality Magic

This form of magic is used to manipulate the qualities of spaces and objects. A space can be made dark like a shadow, an apple fuzzy like a peach. Texture, color, hardness, density, buoyancy, rigidity, and flexibility are only a small number of the properties that can be affected by quality tools.

The wizard must usually have an example of a quality before she can use it. The best quality mages have collections of components that exemplify pure qualities. Additionally, some magicians store qualities in other objects for later use; some books have qualities stored on each page and are consequently exceedingly valuable.

Spirit Magic

This field of magic allows the wizard to summon, alter, link, and detach spirits. Spirit magic is useful for altering, construction, and destroying sentient spirits. Spirit mages are usually experts at general magic also, as

this field allows the creation of spirits from scratch.

Modeling Magic

Although this field has a very limited number of tools, it is very useful. This is the only field that allows the wizard to actually create a physical object. When combined with quality magic, this field can be very powerful indeed.

Casting Magic Spells

Casting a magic spell consists of coming up with a spell concept and quickly transferring the concept into reality by channeling and shaping power through one’s mind from the spirit world. Needless to say, having power channeled through the spiritual door in the brain to the exterior, physical world has harmful effects upon the brain tissue. Many mages are considered insane due to the scarring features of casting too many spells.

The higher the power level of a spell, the more scarring and burning occurs in the brain. However, this unfortunate facet of spell casting can be reduced in its severity by skill in the magic arts. The various magically oriented skills allow for better spell construction, which in turn shields the brain from the channeled power, reduces the power needed, and creates spell machines to summon power directly. Consequently, more power is available to the accomplished mage than the apprentice.

To cast a spell, first determine the effects looked for. Once this is established find the spell level of the spell being cast. To this base number add the proper modifiers due to things such as the size of the target or the duration of the spell. These modifiers are discussed at length in the following rules. This final number is the inherent Spell Level of the spell, not taking the caster into account at all.

Now subtract the Skill Rank the caster has in that spell’s magical field. The final result is the Spell Difficulty for the specific caster in question.

Table 83: Steps to Casting a Magic Spell

- 1) Describe Spell Idea
- 2) Determine Spell Field
- 3) Determine Spell Level
- 4) Add Spell Modifiers for Range, Duration, and Size
- 5) Subtract Magic Skill Level
- 6) Roll 3D12 for Casting Roll
- 7) If Successfull, Apply Spell Results
- 8) Remove Spend MFPs and Apply Brain burn

Magical Fatigue

All casters have a reserve of Magical Fatigue Points (MFPs). Each spell has a Magical Fatigue cost associated with it. This cost is subtracted from the caster’s reserve when the spell is cast. Magical Fatigue reflects the effects of brain burn and the tiring nature of spell casting.

All wizards have as many base MFPs as their INT score plus their MEM score. If a caster reaches 0 or fewer MFPs, then the caster suffers brain burn and should consult the appropriate tables found for Brain Burn on page 183. Furthermore, no matter how much MFP is held in reserve, the act of casting spells eats away at the mage



in the process called Slow Burn. Slow Burn points are gathered over time, until the Mage reaches critical amounts and has mild brain failures.

The final Spell Difficulty is how many Magical Fatigue Points the spell will most likely cost the mage. If this number is negative, set it to 1.

MFPs

Wizards normally have their INT plus MEM MFP points.

Spell Types

There are three general categories of spell difficulty. The easiest, Minor Magic, are those spells that are 5th level or below after being adjusted by the caster's skill. Next comes Normal Magic which is up to 15th level, and finally comes Hard Magic which are all the rest of them.

Minor Magic

Minor Magic takes 1 round to cast, and no roll is needed. It is automatically successful and is perfectly safe.

Normal Magic

Normal Magic takes a minute to cast, and a roll is required. It is unlikely that any Normal Magic spell would seriously harm the caster if the spell goes awry.

Hard Magic

Hard magic takes 5 seconds per level of spell to cast, requires a roll, and could seriously harm the caster. No spell is possible that is a higher level than the caster's INT.

Casting Time

The caster has to remain relatively undisturbed for the spell casting duration. The durations are described above, but are adjustable if the caster chooses to do so. Remember that a combat round is considered to be roughly 15 seconds.

During this time the caster is moving his body parts in a predefined way, and saying words and chants which aid the spell casting process. These two activities are called the stomatic and verbal components of the spell. The words are in a normal voice, and the gestures are not particularly subtle.

The Spell Success Roll (Normal and Hard Magic Only)

The final step in casting a spell is making a Spell Success Roll. This roll determines whether the spell was cast successfully or not, and also adjusts the MFP cost of the spell depending on how well the caster cast the spell.

To roll a Spell Success Roll roll 3D12 and add the Spell Difficulty. If the roll is less than the INT ability score of the caster, then the spell is a success. The difference between this number and the INT ability score is the amount spell success. The amount this roll is made

by or failed by is important. To determine the effects of the spell roll, consult the Spell Casting Results Table below.

Table 84: Spell Casting Results

Roll	Result
Failed by 15 or more	X8 MFP cost and spell failed.
Failed by 10 or more	X4 MFP cost and spell failed.
Failed	X2 MFP cost but spell still cast.
Made	Normal MFP cost
Made by 10 or more	1/2 MFP cost*
Made by 15 or more	1/4 MFP cost*

* All spells still cost a minimum of 1 MFP.

The modified MFP total is now subtracted from the caster's current MFP total, and the Slow Burn of the spell is now calculated by dividing the final MFP cost of the spell by 10 and then is added to the Slow Burn total.

Example of Spell Casting

Coravant is casting a Thunderclap spell. After calculations, we determine that the level of the spell is 7. Coravant has an INT of 49, and therefore has an STN of 6. The Spell Success Roll target number, then, is 13 (6 + 7 = 13).

3D12 are rolled, and the result is 11. This is 2 below the target number, so the spell is not an overwhelming success. Referring to the Spell Success Table, we find that the spell will cost twice the usual number of MFPs.

Regaining MFPs

MFPs are regained through rest. Roughly speaking, if the mage sleeps a full night, he regains 1/5 of her CON MFP, rounded down. So a mage with a 20 con would regenerate 4 MFP per day with good rest.

If the mage sleeps poorly or for fewer than 7 hours, regardless of the activities the previous day, the mage regains 1/2 the total MFPs she should have recovered.

The Art of Spell Casting

Range, size, and duration are important factors in how hard a spell is to cast. Furthermore, spell casting is highly flexible, and adding and subtracting such things as memory aids and altering such things as casting time can significantly alter the difficulty in casting a given spell. The following sections outline the possible ways to cast a spell differently taking all these things into account.

For all the stuff below, remember the Rule of Fives. This is all penalties and modifiers are going to be some multiple of 5. The categories are broad and vague, making it easy to place any given situation without worrying about split ends. Also, it is less informaton to remember.

One last thing; any kind of fancy business with spells that is not covered by all the rules below should be considered some form of finesse, and a finesse is a +5. Multiple finesses are multiple +5s. Some finesses are listed in the tables, such as Shaped Space, for illustration.

**THE RULE OF FIVES
ALL MODIFIERS ARE SOME
MULTIPLE OF 5**

Range of Target

Range is the distance from the caster to the center of the target area of the spell. The longer the range, the more difficult the spell.

Table 85: Spell Range

Category	Range	Mod
Self or Touch	Touch	-5
Short	2 m	+0
Medium	10 m	+5
Long	100 m	+10
Very Long	1 km	+15
Extreme	500 km	+20
Far Out	all else	+25
Cannot be Seen (but previously connected)		add +5
Cannot be Seen* (and not connected)		add +10

* Target must still be known to exist

Spell Duration

Spell Duration is how long the spell effects themselves last. Longer lasting spells are more stable, and therefore are much harder to cast.

The thought duration modifiers are for when the caster is concentrating on maintaining the spell. Total thought is just that--any jostling and it is all over. Strong thought

means the caster is somewhat aware of the surroundings, can offer grunts, etc in response to simple questions. Mild thought is like adding numbers in your head. Miscalculate, and you lose the spell.

Table 86: Duration Modifiers

Category	Max Time	Mod
Instant	An instant	-5
Short	30 seconds	+0
Medium	5 minutes	+5
Long	1 hour	+10
Very Long	1 day	+15
Extreme	weeks	+20
Continuous	-	+25
Permanent	-	+30
Continual Thought - while desired	while desired	+15
Continual Thought - mild	while thinking	+10
Continual Thought - strong	while thinking	+5
Continual Thought- total	while thinking	+0
Cancelable		+5

Continuous means that the spell will last forever. Permanent means it will also last forever, but is also far more stable. Permanent is used in the Advanced Magic section. Feel free to ignore it.

A caster can not normally cancel a spell once it is cast. However, if the caster wants to put a cancelling provision into the spell, she can add the "Cancelable" modifier of +5.

Size and Space

All spells are subject to modifiers dependant on target size, range, duration, etc. These global modifiers are listed below.

The object size is a combination of mass and physical size. A long skinny object is slightly 'larger' than the same object folded up into a compact box. Also, in general, large amounts of empty space is slightly larger than a solid filled object. So a cubic foot of lead is harder



to magically affect than a cubic foot of air.

Table 87: Difficulty Modifier for Size of Target Object or Space

Category	Size	Mod
Tiny	Candle wick, Pin, Small Insect, Coin, Fist	-5
Moderate	Human, Cat, Dog, Goblin	+0
Large	Ogre, One-Room House Space: 10m X 10m X 10m	+5
Huge	Giant, Medium Tree, Moderate House, Dragon.	+10
Enormous	Mountain, etc.	+20
Ridiculous	Country, etc.	+40
Connected	Object is fused into or part of another object	+5
Shaped	Space surrounding objects, or weirdly shaped spaces	+5
Tracking	Spaces that follow objects	+5

Casting Times

In general, casting a spell takes time as described below.

Table 88: Casting Times

Category	Time
Minor Magic	1 round
Normal Magic	1 minute
Hard Magic	5 seconds per level

The casting time can be reduced from 1 round to instant by adding 5 levels to the spell difficulty (thus possibly making the spell a Normal Magic spell if it was previously Minor.) The casting time can also be reduced from 1 minute to 1 round by adding 5 levels. So going from 1 minute to instant is a +10 increase in Spell Difficulty.

This means a 12th level spell is normally cast in 1 minute, but if it is treated as a 22nd level spell for purposes of casting and magical fatigue loss, it can be cast instantly. See the advanced magic section for how to affect Hard Magic’s casting times.

Verbal & Somatic Components

Neither verbal nor somatic components are actually necessary to spell casting. Both serve as focusing tools and memory aids for the wizard. If a mage does not want to use them, casting the spell becomes more difficult. For

each component removed, add 5 to the level of the spell.

Table 89: Verbal and Somatic Modifiers

No Verbal	+5
No Somatic	+5

Example

If Coravant wanted to cast a 7th level physical spell silently, he would have a +5 penalty. If he also wanted to do it while tied up and immobile, it would be +10.

Tip on Self-targeting spells

A caster can cast a 10 minute duration spell on himself for a total modifier taking all the above things into account of +0.

Spirit Resistance

All spirits have the ability to resist magic if desired. The more complex the spirit, the more resistance it can muster. A sentient being may always waive its defense bonus if desired.

If the defender wishes to use the spirit defense bonus, add the spiritual complexity level to the SCL. The spiritual complexity level is the same as the base Spell Level required to create a spirit of the given creature’s complexity. Hence all spells directed at unwilling or unwary humans gain a +15 SCL penalty.

Thus, through magic it is much easier to drop a rock on a person than to light them on fire. If a spirit is inside a region of space to be affected by magic, again apply the spirit defense to the SCL of the spell. However with spacial spells, the caster can elect to not affect the living things in the room and instead affect the space around the living things. In this case all space in the target area except about four inches radius from the living things is affected.

However, eyes are an inroad into a person’s soul. If eye to eye contact is made and held, the spiritual resistance of the target is halved.

For multiple targets, take the highest spirit resistance of the group, and then add a flat +5 for every extra target. Consequently, a magician who tries to shrink everything within a room, including two people there, must contend with a +15+5 = +20 SCL spirit resistance bonus, not an easy modifier to overcome.

Auras and Spatial Resistance

When spells are targeted against objects in a living creatures possession, they come up against the natural protective aura of the creature. The aura bestows a resistance of 5 less than the the creature’s sprit resistance to any object contained within 4 inches of the creature. Loosly speaking this means clothes, rings, necklaces, clutched gems, and whatnot. Objects held or in backpacks have a -10 spirit resistance modifier. Examples of these things are held swords or books in a large backpack. This spirit resistance extends to around

five feet out from the point of contact to the living creature. So, if a climber is dangling from a rope, the rope is protected for about five feet from the point where the climber is hanging on.

Table 90: Spirit Resistance

Situation	Resistance
Human	+15
Smart animals	+10
Dumb animals	+5
Per extra spriti	+5
Eye Contact	-10
Aura - close possession	-5
Aura - near possession	-10

Note that Eye Contact does not affect Auras.

Demon's Auras

Demons, etc. have auras even more powerful. They have tiers of resistance that can spread out for meters such that anything within 5m is protected.

Spellcasters and Combat

Those persons attempting to cast a spell while being attacked may only defend with Defense Mode B: Limited Dodge. Any hit that causes damage results in the loss of the spell, with MFP costs applied as usual. Hits that miss by 5 or less do not necessarily cause the loss of the spell; the caster must past a Shock/Stun roll to continue casting. These combat terms are further explained in the Combat section.

Spells less than 15 seconds may be completed in one round, while spells of less than 30 seconds may be completed in two. Each additional 15 seconds requires another round. The casting times of spells are discussed in the magic section on The Art of Spell Casting on page 104.

Brain Burn

When a spellcaster casts a spell, his brain is used as a gateway. As the energy is chaotic and powerful, damage to the brain usually ensues. As mages becomes more practiced, they draw less power, and hence reduce the damage to their brains in the long run. Still, the casting of spells has a permanent, and sometimes fatal, cost.

Brain burn occurs from excessive use of power. Whenever a caster exceeds her MFP limit, she must make a damage check. Roll 3D12 and add the number of MFPs used over the caster's limit. Use the tables below to determine the effects of the burning.

Example of Brain Burn

Snardly, with INT 30, has 45 MFP points. Snardly, in a fit of arrogance, somehow finds it appropriate to cast an 17th level Quality magic spell with a Quality Spell class of 2. Snardly rolls for results, and gets a 29. 29 + the final spell difficulty of 15 gives 44. The roll was failed by 14, so the MFP cost of 15 is X4, totalling 60, giving a burn of 15 points.

Now Snardly, since he exceeded his 45 point limitation, rolls 3D12 and adds 15, which is the excess MFP cost. Snardly rolls a 27 and so has a total of 42. This is Moderate Damage, and so Snardly falls unconcious and loses all memory of the past week, including the ritual he had just finished studying the other day.

Brain Effects

The effects listed below are only suggestions to the GM, and we recommend that the GM carefully consider each effect before using it. In addition, we encourage the GM to implement his own effects as desired. The effects of brain burn should either relate to a neurological problem or a personality disturbance; a mage's arm should not become diseased with parasitic worms because of brain burn. The more bizarre the effect, the more entertaining it may be in a game setting.

Although some of the effects below are devastating, others are mere annoyances. The GM should decide what level of damage she wishes spellcasters to sustain. Again, we admonish the GM to be creative with the tables below.

1-20 Mild Damage

Spellcaster has mild amnesia, forgetting all events which transpired in the last hour.

21-40 Mild Damage

Spellcaster is stunned for 15 minutes. The mage is unable to move without direction, cast additional spells or fight during this period. In addition, the previous hour is forgotten.

41-60 Moderate Damage

Mage falls unconscious for an hour or so and loses all recollection of previous week. Roll a trivial brain dysfunction.



61-80 Serious Damage

Mage falls unconscious and loses all recollection of previous 1D12 weeks. Roll a minor brain dysfunction.

81-100 Severe Damage

Mage falls unconscious. All memory of the last 1D12 months is erased, along with any non-physical skills learned during this time. Roll a major brain dysfunction.

101-110 Abomination

Mage turns into a spiritless abomination. A barrow wight is a good candidate. Mage may retain some memories, at GMs discretion.

110+ Death

Mage dies. Noxious smoke billows from the spellcasters ears, nose, and eyes as the brain is seared into oblivion.

Table 93: Major Brain Dysfunction

Roll	Effect
4	Capacity for speech lost, Deafness
5	Lose D12 INT or MEM points permanently
6	Inability to recognize faces or other detailed objects
7	Discalcula - incapable of doing mathematics and magic
8	All pain receptors disabled
9	Lose 1/4 of maximum MFPs permanently
10	Tumor in brain - fatal in D4 years if not removed (somehow)
11	Lose sense of touch completely in one limb
12	+30 on all Brain Burn rolls for next year.

Table 91: Trivial Brain Dysfunction

Roll	Effect
1-6	+10 on all Brain Burn rolls for next month
7-11	+20 on all Brain Burn rolls for next month
12	Roll on Minor Brain Dysfunction

Table 92: Minor Brain Dysfunction

Roll	Effect
1	+10 on all Brain Burn rolls for next year
2	Shaking Hands, Stutter
3	Poor Eyesight
4	One limb partially paralyzed
5	Lose D4 INT or MEM points permanently
6	Lose sense of smell
7	Gain tic in an extremity or face
8	Temporary paralysis for 1D12 weeks
9	Lose 1D4 skill points, chosen randomly
10	Slow response time - lose 1D4 REF points permanently
11	Deafness in one ear
12	Become prone to intense migraine headaches

Table 94: Major Insanity/Quirk

Roll	Effect
1	Hears voices
2	Bi-Polar Disorder (Manic/Depressive)
3-7	Delusional - See Delusions Table below
8	Terror of magic - unwilling to use magic ever again
9	Loves the feel of magic - likes to feel low level brain burn
10	Visual hallucinations
11	Obsessive/Compulsive - always washing, cleaning, etc.
12	Chronic insomnia

Table 95: Delusions & Insanities

Roll	Effect
1	Megalomania
2	Narcissism
3	Irrationally violent or throws temper tantrums
4	Martyr complex
5	Cruel to specific person, race, animal, etc.
6	Food-fetish -likes to eat raw meat, engages in cannibalism, only drinks water, etc.
7	Fetish - likes to rub fur, dresses in dirty rags, only wears boots, etc.
8	Paranoia - general, strong but not overriding
9	Paranoia with delusions - connected to a specific person, race, animal, place, etc.
10	Overriding specific paranoia - fear of animals, heights, open spaces, etc.

Table 93: Major Brain Dysfunction

Roll	Effect
1	Blindness
1	Roll Major Insanity/Quirk and roll again
2	Roll Minor Brain Dysfunction and Major Insanity/Quirk
3	Permanent paralysis - both legs or one half of body

Table 95: Delusions & Insanities

Roll	Effect
11	Social paranoia - hates large groups of people, hates individual interaction, etc.
12	Delusions - general - believes in something very odd indeed (i.e., rain is blood)

On the Delusions Table, if several effects are listed, the GM should pick one or decide upon one of her own. All are not applied (this would be excessive).

Spell Casting Examples

Here are a list of spell casting examples which may prove to be useful.

Candle Lighting

Guido wants to light a candle. He decides to use a level 10 heat spell (300 degree change). The candle wick is treated as a point object, so he has -5 levels. Guido the Unskilled only has a Thermodynamics Spell Capability Level of 1, so the final level of the spell is 4. He makes his skill roll with the +5 penalty due to spell complexity, and so he takes a total of 10 MFPs. Good going Guido, you're not dead yet!

Sudden Flash

Marie the Mischievous wishes to create a flash of sudden light. The duration of the spell is therefore instant, +0 levels. The intensity she desires is level 8. The range is short, +0 levels. Marie wishes to illuminate a big space, +2 levels. Her Light/Phosphorescence Spell Capability Level is 2, as she has practiced long and hard to blind her friends. The total level is therefor 8. Marie barely makes her roll with the +8 penalty. The cost of the spell is 80 MFP's, as per the MFP vs. Spell Level Table.

Create Light

Nurkle Pusillanimous, fighting his intense fear of the scary dark, wants to cast a light spell on his staff. He wants the spell to last indefinitely - a continuous spell. He will therefore shoot for a very low intensity spell, level 5, which will at least provide a dim source of light. The staff is a moderately-sized object, +0 levels. The range of the spell is touch, -3 levels. The duration is continuous, +11 levels. Adding the results of the parameters, the maximum spell level is 13. Nurkle P. has an amazing SCL with light, learned to counter those black scary places, of 4. The total level is then 9. He rolls with a +9 modifier, and fails by 11, i.e. more than 10. The final MFP cost is 2 X 150 = 300 MFPs. When he comes too, he will be a little funny. Rub that little brain raw Nurkle P.!

Teleport Object Home

Igor needs to send a brain 6 miles to his expectant master. 6 miles is about 10 kilometers, or 10,000 m. Igor will need to use at least level 9 spell to zap the lump of putrid flesh home. The brain weighs 2 kg, weight category 1, so Igor must use a level 10 spell. Igor will touch the brain (Why not? He dug it out of a skull with a fork after all...) and gain -3 levels. The net spell level is now 7. Igor has a SCL of 1, so the final result is 6. He manages to make his skill roll, even with his low IN. Cross-referencing the level 7 on the spell table, Igor has spent 60 MFP's. Won't his master be pleased? Maybe Igor will get a piece of yummy brain for dinner...

Teleport Self Home

Janice Barkskin, not the most attractive of women,



wishes to teleport herself home to the forest. The forest is about 5,000m away, so she will need at least a level 8 spell. Being rather sprightly (bark weighs very little after all), she only weighs 49 kegs, and so will only need to use weight level 2 if she goes home naked. Anxious to show the critters back at the lodge her new skinning knife, she will use the weight level 3 (100 kegs) to move her equipment also. She has a SCL of 2, so the final spell level is therefore 8, and she makes her roll by 10. Therefore she will spend $80/2 = 40$ MFP's to get home, but her tough wooden brain can take the burning.

Spell Combinations

A Spell Combination is a sequence of normal spells, one cast after the other in rapid succession to create a larger or more complicated result.

If desired, a caster can cast multiple spells and have them all end at the same time. Simply do the casting process for each spell and then add all the casting times together. At the end of that time, all spells are cast.

Note if the casting process is stopped, all spells are stopped.

The sequence of spells all are independent in this case, and therefore each requires the requisite duration, area affect modifications, time to cast, etc. In short treat each actual spell as an independent casting, and use all rules discussed previously for usual spells.

This means that if a snake was made from a stick and then animated with a spirit, and the transformation to flesh gives out first, the snake spirit will be trapped in a normal stick. Alternatively, if the spirit spell runs out of time first the spell will end (rather undramatically) with a dead flaccid snake.

Example: Creating a Snake from a Stick

- 1) Locate stick.
- 2) Imprint snake 'essence' or 'property' into stick. This step just makes step 3 easier as if there was no 'snakeness' in the stick at all, the Transmutation spell would suffer a high penalty. Say a level 12 quality of snake is given to the stick.
- 3) Transmute stick to a snake body using the Modeling spell detailed under the Modeling tool description. It is a 23rd level spell without step 2, and is 18th level with the above qualities.
- 4) Summon a level 9 spirit (which is the complexity level of spirit required to fully control a snake body - Reptile) to make into snake spirit by using the Create Spirit spell field.
- 5) Connect spirit to snake body using the Link Spirit spell field. Before this is done, the mage has only a free floating spirit, or clump of power, and a dead snake body. The mage then connects the spirit and the body to form the snake. Through the act of connecting the spirit to a snake body, the spirit assumes aspects of the snake, and is formed into a 'Snake Personality'.

When this is finished, the spirit continuously attempts to maintain the snake personality by pulling more power from the spirit realm and connecting the power to the snake body. However, mages are imperfect, and the connection has a duration which reflects the instability of the connection. When the connection runs out the snake spirit and the body break apart and no longer form a snake.

- 6) Now the mage can use the Affect Emotion or Thought spell tool to motivate the snake to do various



things, such as bite someone. This manipulation is made much easier since the snake mind and spirit connection was constructed by the mage.

The longer the snake exists, however, the smaller this advantage becomes since the Snake is warping. This advantage is detailed on page 207.

In the above example of snake creation, no actual 'Spell Smithing' occurred. It was just a sequence of straight magic spells one after the other.

Also note that the above example is very difficult, and most mages will be very tired after doing this trick.