

Yet Another Sorcery System

Variant Rules for Sorcery

by David Cake

INTRODUCTION

This is my own very rough draft of a sorcery system. It is based on both the *RQ4* draft, Burtons Cholinskis system, previous unpublished ideas of my own. The basis is separating out the effect of the spell and the intended target into two separate skills. These target skills are called studies, the name taken directly from Burtons system (I contemplated other names - forms, domains, realms - but stuck with study because people seemed to like it. I am not attached to the terminology myself, and would probably prefer domain).

Note that this is very far from a finished draft, as will become obvious. There are a number of places where there is further work to be done, or where I have made a decision but I think that the matter is still very open to debate. Scattered through the text are a number of places where there are authors annotations delimited by three asterisks at the start and end. (***)

Note: These paragraphs have been reset in italics -- ed.

These are places for me to explain my reasoning, and are put in to encourage people who wish to debate my decisions to understand my perspective.

The two main thrusts of my ideas are to give RQ sorcerers a broader range of abilities (if still often specialised) and to maintain compatibility with the *RQ3* sorcery rules.

I (obviously) acknowledge both Burtons system, and the *RQ4* draft as the source of many of the ideas and specifics. I would also mention the Chivalry and Sorcery Basic Magick system as an influence, and particularly *Ars Magica* (though I came up with the basics before I read *Ars Magica*). I would also like to mention

Colin Watsons Rune Sorcery system as another system that basically tries to achieve the same thing, though I wrote this before reading his system. (Apart from this introduction).

I differ from Burtons system by not trying to make the system cover all the existing spells, by making much more of an attempt to maintain *RQ3* compatibility, and by wanting to retain the existing *RQ3* ritual magic system. I value *RQ3* compatibility a great deal, certainly more than Burton or some of the supporters of his system do. I also felt that many of the combinations that made up spells were somewhat forced. I particularly value maintaining the basics of the *RQ3* Enchant system, rather than Burtons all purpose Permanent.

The main way I differ in philosophy from Colin Watsons Rune Sorcery system is in the nature of the generalised skills, and in that I do not try to apply the generalised skills to everything. I also have consciously avoided Gloranthan Runes for most things. This is partly because I wanted to have more specificity (I wanted skills for emotions, senses, very specific substances like bone and iron) and partly because it appears that Greg Stafford is moving away from the concept of the Runes as an integral part of Gloranthan magic, particularly sorcery. I have more or less retained them for the elements (which appear to be a concept established in the West) but not much else. Some of the rune combinations assigned to spells came across as very forced, IMHO, and certainly not wildly intuitive. Generally though, I rather like Colins system, and his actual mechanics are certainly a viable alternative to mine, as far as I can see, and in some ways pre-

fereable (though they make for tough sorcerers!).

Apart from the addition of studies, I differ from the draft in many small ways. The main difference is that I retain much more of the *RQ3* Ritual magic system than the draft. I am also quite happy to be a bit more lenient than the draft was on the amount of manipulation, and I am actually in favour of logarithmic rather than linear Duration and Range, as the amount of manipulation possible is generally rather reduced so it rather unlikely that anyone is going to be casting week or month long spells (at least not in most campaigns). It also makes the true Magus, who has the skills well over 100% that enable him to make his spells last for months and have a range of kilometres, the object of fear he should be. Another change is that I am very much in favour of Multispell as a generally available skill, rather than unique to the Carmanians, partly for *RQ3* compatibility, and partly because it is too useful and important be restricted to a comparatively minor school of sorcery.

I really like what I have seen of the Paul Reilly et al 'Second soul' system, and if people like this system, then I would like the two systems to be integrated into one.

The most obvious criticism of this system is that it makes sorcery more complex. Unfortunately I can't see any way of simplifying it without losing the basic concept or introducing inconsistencies. I actually don't think it is a real problem, even with these rules playing a RQ sorcerer is no more complicated than playing a Shadowrun magician or an *Ars Magica* mage, both successful magic systems.

SORCERY

Sorcery is the third major form of RuneQuest magic. Sorcery acts by manipulating the natural laws and forms of the Universe. The basic arts of sorcery consists of a large number of skills of various types. These skills are generally divided into sorcery spells, general magical skills, sorcerous manipulations, studies, and miscellaneous skills.

Miscellaneous skills are those skills that have no direct magical effect, but that are often learnt by sorcerers as part of their training (such as lores and some crafts). It is the responsibility of the sorcerer not only to know how to manipulate the laws of the world, but to know the worlds natural laws as well. It is also common for sorcerers to study the various inhabitants of the otherworld, to study history and legend (and theology for Malkioni), and to study craft skills that aid in enchanting.

General magical skills are those skills that are common to all types of magic, and are necessary for certain magical operations. They are Ceremony, Summon, and Enchant. Spells are those skills that are necessary to cast magic directly. Studies are those skills that are necessary to cast a spell on a particular type of thing. Note that the term 'studies' is a rules term, not in common use in Glorantha. Sorcerous manipulations are skills that enable properties of spells other than what is affected to be changed. The most common (known by almost all schools of sorcery) include Range, Duration, Intensity and Multispell. Other rarer skills include Speed, Ease, and Combine, for example. Again, these are not necessarily the names by which they are known in Glorantha.

What skills are available for teaching varies wildly by what school of sorcery the sorcerer is a member of, and his status according to that school. The bulk of schools in Glorantha divide their magic into Low magic (including easy spells and the Intensify manipulation) and High magic (all

other spells and manipulations known to the school), and teach High magic only to those with the status of Wizard or Noble. Many skills are not known by all schools. The only major school that does not really have the High/Low distinction is the Vadeli (who talk about Sailors magic, captains magic, fishers magic, etc. and have no specific sorcerer class). Other schools may think of things differently. Among Carmanians, for example, the term Low Magic generally refers to the spirit and divine magic used by the peasantry, and the term High magic may also include non sorcerous magic that is restricted to the nobility (such as some Lunar divine magic).

LEARNING SORCERY

This is highly culture dependent, but here are some guidelines.

LOW MAGIC

The most common form of sorcery is Low Magic, the simplest and easiest of sorcery spells. These spells are also known as cantrips. In regions where sorcery is the dominant form of magic, almost everyone learns some Low Magic. Many people also learn the skills of Intensity and Ceremony. Someone who knows only Low Magic is called a student or novice. An acolythist is an apprentice in training.

If a foreigner or stranger wants to learn low magic, he or she needs to find a sorcerer willing to teach it and make a traditional gift worth at least 100 L. If the GM wishes a method to quickly abstract finding a willing teacher, a character who spends a season searching in a civilized culture succeeds on a roll of POWx5. A character who spends an entire year searching in a primitive, nomadic, or barbarian culture succeeds on a roll of POWx1.

HIGH MAGIC

In theory, anyone can study High Magic spells. In practice, only the

upper classes learn it.

Only those of apprentice rank and above may learn manipulation skills other than Intensity. The most common manipulation skills are Range and Duration.

APPRENTICES

To become an apprentice, an applicant must have a magic skill bonus of at least +10 percent and Read Own Language at 25% or better. (The +10 magic bonus is needed to learn advanced manipulation skills.) Some schools or masters have other requirements as well, such as social class, kinship, or gender. The applicant must find a sorcerer interested in taking on an apprentice, and convince the sorcerer to take him or her on as a student. The GM can abstract this as a POWx3 roll made once a year if searching in a civilized culture. (Sorcerers in a primitive, nomad or barbarian culture will rarely stay there long enough to take on apprentices.) If accepted, the applicant must donate a point of POW in an apprentice bonding ritual to the master or the master's familiar to establish a bond. An apprenticeship traditionally lasts at least 7 years, at the end of which the apprentice learns how to create a familiar for him or herself.

ADEPTS

An apprentice who has completed an apprenticeship and created a familiar is an adept, although some cultures have different terms.

SORCERY SPELLS

Skill in a sorcery spell determines two things:

- 1) It is the maximum percentage chance of successfully casting a spell.
- 2) It sets the total amount of manipulation which the caster can put into the spell (to be split among Intensity, Duration, Range, and so on). Divide the sorcery spell skill by five, rounding to the nearest whole number. This is the total amount of manipulation which

the sorcerer can add to the spell. For example, someone with 2% in a spell can not put any manipulation into it, and can only cast the basic 1 point spell. (All spells automatically have one point of intensity.) With 5%, the sorcerer can add one level of manipulation (round up). Someone with 100% in a spell can add twenty levels of manipulation.

**** Note the change from spell/10 to spell/5. I put this is because I thought that the TOTAL manipulation in a spell was not a play balance problem in RQ3, and I thought that spell/10 was unnecessarily restrictive. Note that the amount of any single manipulation remains manipulation/10, so this change does not actually increase the amount of any single manipulation available, unless spell skill is less than half the amount the manipulation in question. ****

SORCERY MANIPULATIONS

Skill in a sorcery manipulation (such as Intensity, Range, Duration) sets the maximum amount of the manipulation that the sorcerer can use. Divide the manipulation skill by ten (rounding to the nearest whole number). That number is the maximum amount of that manipulation which the sorcerer can use with any spell.

A sorcerer with Neutralize Magic 76%, Intensity 64%, Duration 38%, and Range 51% can cast Neutralize Magic and add up to 8 total levels of manipulation (7.6 rounded), using up to a maximum of 6 levels of Intensity (6.4 rounded), 4 levels of Duration (3.8 rounded), and 5 levels of Range (5.1 rounded). A typical high-powered spell might be Intensity 7 and Range 2. (Remember that a base spell is Intensity 1.) The chance to successfully cast the spell is 75%, regardless of the amount of manipulation used.

MULTISPELL

**** I thought that I would include it here for completeness ****

This manipulation lets a caster cast more than one spell at a time. It works faster than casting them one at a time. Each level of Multispell lets a caster cast one additional spell. The sorcerer sets the

amount of manipulation (Intensity, Range, Duration) he or she will use, and then decides how much Multispell to use. All spells must have the same manipulations. However, Touch spells gain no range this way, and Instant spells gain no duration, even when combined with ranged or temporal spells. The time needed to cast the spells is calculated as if a single spell were cast: 3 SR + DEX SR + Total manipulation used in SR (including Multispell). All the spells go off at the same time. Roll once for all the spells to see if they succeed. Depending on the spell skills involved, the caster may succeed with some and fail with others. The magic point cost of the casting is equal to the normal cost for each spell multiplied by the total number of spells cast, regardless of the success or failure of individual spells.

The caster can direct each spell at a different target if all targets are within range and sight of the caster. The caster can also cast them all at the same target. A caster can also use Multispell to cast spells on each other, such as casting Ward Magic on a spell to make it difficult to detect with Detect Magic or Mystic Vision. If Neutralise Magic and another spell are combined using Multispell, the Neutralise Magic affects defensive spells after other Instant spells are resolved, but before other Temporal spells are resolved.

**** That last point needs to be resolved one way or another, and I thought I would make it a useful technique, but I decided that allowing it to clear the way for other instant spells makes it too good (there is very little reason not too, if you have a high Neutralise magic). ****

Multispell is a Hard Magic skill, and can only be learned by a character with a +10 or greater Magic bonus.

**** I made it Hard where the draft had it as Very Hard, because I conceive as Multispell as being a very common spell among experienced sorcerers, an essential tool. However,*

*it probably doesn't make that much difference, as a little Multispell goes a long way (30% skill allows you to combine 4 spells in one), so maybe Very Hard is OK. ****

CASTING TIME IN STRIKE RANKS (SR)

In melee, a sorcery spell cast goes off at: 3 SR (preparation time) + the sorcerer's DEX SR + the total MP used in SR. At that time, the player or gamemaster rolls to see if the spell succeeds. A spell that takes more than 10 SR to cast takes 1 melee round for every 10 SR, and then goes off in the next melee round at the SR remaining. (For example, a 21 SR spell takes two full melee rounds and then goes off on SR 1 of the third round.)

A 16 DEX sorcerer adds 2 levels of Intensity, 1 level of Duration, and 1 level of Range to a Smother spell. This costs him 1 (base) +2 (added Intensity) +1 (added Duration) +1 (added Range) = 5 MP. It results in a 3 Intensity Smother spell with a duration of 20 minutes and a range of 50 meters. The player rolls on SR 3 (preparation) + 2 (DEX) + 5 (total MP used) = SR 10.

STUDIES

Studies are divided into various groups of equivalent things. Spells which require a study will typically require studies from a specific group or groups. Studies are generally Easy or Medium skills.

Substances.

Easy

Wood, Cloth, Bone, Bronze,

Medium

Fire, Water, most Rune Metals, Darkness, Earth, Air, Lunar, Flesh

Hard

Iron

Characteristics

Medium

STR, CON, SIZ, APP, INT, DEX

Senses

Easy (for humans)

Sight

Medium (for humans)

Smell, Touch, Taste, Hearing

Hard (for humans)

Darksense, Elfsense, Earthsense

Species

Easy

Humans, your own species, common domestic animals, common spirits

Medium

Wild animals, other intelligent species, uncommon spirits

Hard

Demons, very unusual species.

*** *How easy these should be is really a question for play balance. The real question is where humans and other intelligent species go. It may well be that intelligent beings should be Hard (to make Dominate and Shapechange difficult spells), but then Detect Human and various other similar spells would be probably too difficult. Personally I do not think that it is a problem, because it will be unusual to cast Dominate at any high level (because of Intensity/10 limit). Perhaps Dominate could be rewritten if it is seen as a problem? Rarity of spells is a related issue - Dominate Human, formerly rare and exotic, becomes common -but usually less powerful. ****

SPELLS

NOTATION

Some spells have two part names, and often the subject will be generic rather than specific. There are two forms. If the generic is in angle brackets (<>) then this indicates the spell requires a study to provide a subject. If the subject is in square brackets ([]) then this indicates that several variants of the spells exist.

SPELL LIST

Bind

Attach, Glue, Holdfast, Lock, Patch
Ranged, Temporal, Passive

Creates a 10 cm x 10 cm patch which glues two objects together with a STR of 5. Each additional Intensity adds either another 10 cm x 10 cm to the area (which the caster can shape as desired) or another 5 STR to the spell. Once someone or something overcomes the spell's STR, it is broken. The spell cannot affect living tissue or living vegetable matter.

Bless [Tool or Weapon]

Saint's Touch, <Tool or Weapon>
Secret

Touch, Temporal, Passive

Makes a specific weapon or tool 5% more effective for the duration of the spell. Each additional Intensity adds another 5%.

With a weapon, the spell adds to either the attack or the parry percentage with that weapon for that melee round, at the wielder's option. With a tool, it adds to skills that use that tool, but only for the duration of the spell. Long jobs take many castings of the spell or long duration.

The spell has no effect on a different weapon or tool. Thus, Bless Spear has no effect on a broadsword or a hoe.

The spell does not increase the knowledge of the tool user in any way, it simply makes the tool's use more effective. Bless Plume lets you Write better in the sense of better-formed characters, not in the sense of better choice of words.

The spell affects a tool or weapon with an ENC of 6 or less. It takes twice as many Intensities to affect a tool or weapon with an ENC from 6 to 12, three times as many to affect a tool or weapon with an ENC from 12 to 18, and so on.

*** *I do not really know how to fit this into the Studies system. Suggestions are welcome (I like the spells - a nice low power bladessharp style spell, with mundane uses as well). One suggestion is that skill in using the implement counts as the study (so Sword attack or Craft:Blacksmithing counts as study for Bless Sword or*

*Bless Blacksmiths Hammer respectively), which has the effect of making skill VERY important. Another option is just to leave this spell with multiple version, or use the appropriate <substance>. ****

Detect <Species>

Dowsing, Sense, Unmask, Witch's Eye

Ranged, Temporal, Active

If the caster concentrates, he or she sees a glow around each spell target that is within spell range. No one else can see this glow. The spell penetrates 1 meter of dense substance (such as earth, wood, or metal) per point of Intensity. It can be cast without any species study, in which case it acts as Detect Life.

Enhance <Sense>

Dog's Nose, Long Ear, Saint's Sight, Secret of <Sense>
Ranged, Temporal, Active

If the target of the spell concentrates, the specific sense that the spell affects (Sight, Hearing, Smell) becomes more effective. Multiply the effective range at which the sense functions by the Intensity plus one. For example, a character with an Intensity 3 Enhance Sight can see $3 + 1 = 4$ times as far as normal.

Senses that are 0 range become more sensitive as well, but the effects are not as precisely defined. Taste allows you to taste things at lower concentrations, touch allows you to feel finer details of the surface, etc. A bonus of +5% to appropriate skills may be appropriate, but often the effects of these unusual spells will be left to the GM.

Increase <characteristic>

Banish Frailty, Enhance <Characteristic>, Secret of <Characteristic>, Taste of Solace
Touch, Temporal, Passive

This spell adds 1 point per Intensity to the appropriate characteristic (STR, CON, DEX, APP), to a limit of double the current characteristic. Such increases do not

affect experience or research rolls.

Restore <Substance>

Crafter's Secret, Shortcut
Touch, Instant

Repairs 1 point of damage per Intensity. A shattered or severely damaged item needs a successful Craft [as appropriate] roll as well, to make it functional again. If the caster fails the Craft roll, the amount by which the roll is missed shows how badly put together the object is.

**** an excellent example of a spell that integrates very nicely with both the Studies system, and the normal skill system ****

Treat Wounds

Xemela's Touch, Balm
Touch, Instant

The base spell stops bleeding from a wound. Each two points of Intensity heal 1 point of damage in a location. For example, a Intensity 4 spell heals 2 points of damage in a location and stops the bleeding from that wound. An Intensity 3 spell stops bleeding from one wound and heals one point of damage. The caster must touch the part of the body he or she is healing. The spell cannot restore severed limbs.

HIGH MAGIC SPELLS

High Magic spells are Medium skills, unless otherwise stated. The format lists the name by which the spell appears in Zzabur's Blue Book first, then several other common names for the spell.

Animate <Substance>

Man of <Element or Substance>, Walking (Thing), Zombie
Ranged, Active, Temporal
Hard

Animates 3 SIZ per Intensity of a solid substance, or 1 cubic meter per Intensity of a non-solid element (fire, water, air). The animated thing has a base movement rate of 1 meter per round. The caster can increase this with additional Intensity: each level of Intensity used for this adds 1

meter per round to the movement rate. The animated object has a chance to do any action equal to the caster's DEX x 3 or skill (such as Climb or Jump), whichever is greater. As a rule of thumb, an animated solid substance (including earth) does damage equal to 1d2 per 3 SIZ if it lands a blow, animated air and water causes 1d4 points of knockback damage per cubic meter, and animated fire causes fire damage based on its size (as per the Fire and Heat table on page ??).

Boost Damage

Cleave Iron, Damage Boosting,
Talar's Sword
Ranged, Passive, Temporal

Affects any tool or anything that can be used as a weapon (such as a fist or sword). Each level of Intensity adds 1 point to the damage that object does when it strikes. (Simply touching someone or something with the object does not cause damage.) The base spell affects a weapon of up to 6 ENC, and the caster can use additional levels of Intensity to affect bulkier weapons at the rate of one level of Intensity per 6 additional ENC.

Boost Range

Bless Bow, Boost Missile, Bull's Eye
Ranged, Passive, Temporal

Allows a missile weapon to fire missiles out to the maximum range of the spell with no range penalties (that is, a base range of 25 meters, plus 25 meters for each level of Range).

Cast <emotion>

Ranged, Passive, Temporal

Causes the target to be affected by the appropriate emotion. The precise effects depend on the emotion. In all cases, an INT x 1 roll allows the target to realise that they are affected by the spell (higher if they are expecting it), and they can attempt to dispel or otherwise counter it. Opposite emotions cancel out. The next few spells are examples of particular emotions.

Cast Confusion

Cause Confusion, Perplex, Flabbergast, Stupefaction
Ranged, Temporal, Passive

When cast upon a target with normal INT, every time they attempt to use a skill or cast a spell there is a 10% chance per Intensity of spell that they forget what they know of the skill or spell. If a skill has a base chance of greater than 0%, it can be used at its base chance of success (base plus bonus) only. If the target of the spell succeeds in an INTx1 roll when he or she is first affected by the spell, he or she realizes that they have been affected by the spell, and can attempt to dispel or otherwise magically counter the effects of the spell.

Cast Courage

Enrage, Make Peasant Fight,
Vision of Rage
Ranged, Passive, Temporal

Increases the chance to hit in melee by half again, when cast on a being with normal INT. The target cannot parry or cast magic other than attack spells. He or she can still Dodge, but at half skill. Characters outside of melee (such as missile users) attack and Dodge normally. Each additional level of Intensity adds 5% to the chance to hit and subtracts another 5% from Dodge. If the target of the spell succeeds in an INT x 1 roll when first affected by the spell, he or she realizes that the spell is in effect, and can attempt to dispel or otherwise magically counter the effects of the spell. Each Intensity of Cast Fear cancels one Intensity of Cast Courage.

Cast Desire

Cause Love, Love Hex, Vision of Beauty, Wandering Eye
Ranged, Passive, Temporal

This spell causes its victim to see a target of the caster's choice as sexually attractive, adding 1 to the target's effective APP for each Intensity of the spell. Both victim and target must be within range of the spell. If the victim fails a roll of his or her POW vs. the effective

APP of the target, the target can seduce him or her. If the victim of the spell succeeds in an INT x 1 roll when first affected by the spell, he or she realizes that a spell is in effect, and can attempt to dispel or otherwise magically counter the effects of the spell. Of course, a victim is seduced more easily by someone he or she would be attracted to without the spell, and it is very hard to make the victim go to bed with someone who would ordinarily be repulsive to that person. Each Intensity of Cast Desire cancels one Intensity of Cast Malice.

Cast Malice

Curse of Hate, Traitors Heart, Cause hatred, Create Enemy Ranged, Passive, Temporal

This spell causes its victim to see a target as an enemy. It does not create blind fury, or make them attack them immediately, but it does cause unreasoning resentment. Both Victim and target must be in range of the spell. The effects of this spell are highly roleplaying dependent. It is difficult to overcome strong friendships and love with this spell, though it can make things difficult temporarily. Each Intensity of Cast Malice cancels one Intensity of Cast Desire.

**** I stuck this one in for completeness really, but I rather like it. ****

Cast Fear

Cause Fear, Evil Eye, Frighten, Turn Foe, Vision of Fear Ranged, Passive, Temporal

Lowers morale of a being with normal INT. If the target believes the situation is bad, he or she attacks at only half percentage, and can cast only defensive and healing spells. An Intensity 2 spell causes this effect regardless of whether or not the target believes he or she is outclassed. Every level of Intensity beyond the first 2 subtracts 5% from the target's chance to attack. If the target of the spell succeeds in an INT x 1 roll when first affected by the spell, he or she realizes that the spell is in

effect, and can attempt to dispel or otherwise magically counter the effects of the spell. Each Intensity of Cast Courage cancels one Intensity of Cast Fear.

Conceal <substance, species>

Hide, No Sign, Shield, Veil Touch, Temporal, Passive Hard

Each level of Intensity of this spell blocks one Intensity of the Detect or Show spell it is specific for. In other words, an Intensity 3 Detect Malice spell (or a spirit magic Detect Enemies or Divine Find Enemies) will not detect an enemy who is shielded by an Intensity 3 Conceal Malice spell.

Cloak <Sense>

Silence, No Smell, Hide Touch, temporal, Passive

Each level of Intensity makes you more difficult to detect with that sense, adding +15% to appropriate skill rolls, though only if that sense is used to detect you.

**** This replaces Conceal [Object, Self, etc.] which I thought seemed to obviously designed as a skill enhancer spell. This spell fulfills a similar purpose with more style, and fits in better with studies. An option would be instead of +15% on stealth skills, -10% on Perception rolls to detect. ****

Conceal Soul

Belittle, Inconspicuousness Touch, Temporal, Passive Hard

This spell decreases its target's apparent POW and MP by 2 points per level of Intensity. This increases Stealth skills as if the target's POW were actually lower.

Decrease <Characteristic>

Make Frail, Neutralize <Characteristic>, Reduce <Characteristic>, Weaken Ranged, Temporal, Passive

This spell subtracts 1 point per Intensity to the appropriate characteristic (STR, CON, DEX, APP or Move). Decrease Vigor is Instant, and causes the target to lose 1 level of short term fatigue

for every two Intensities of the spell used (for every 10 points or fraction thereof over 20 SIZ, reduce the effective Intensity by one).

**** If move is on the RQ3 scale where human Move is 3, should only subtract intensity/3 from Move ****

Dominate <Species>

Beguile, Charm, Fascination, Puppet Ranged, Temporal, Active (until commanded, then Passive) Hard

Spell description as per RQ III.

**** As noted, Intensity/10 limit makes this much less useful (it is difficult to even Dominate a Pow 10 simple spirit). However, the study system probably means spells like Dominate Human are far more common. ****

Illusion of <Sense>

Fantasy, Phantom <Sense>, Reify Thought Ranged, Temporal, Active

As per RQ III, but maximum effect at 10 Intensities (as per the Chaosium errata).

Invoke <Air, Dark, Earth, Fire, Light, Stone, Water>

Berm, Brighten, Flare, Fountain, Shroud, Summon <Element>, Wall of <Element>, Wind Ranged, Instant/Temporal

Causes some of a specific element to appear where there was none before, depending on how common the element is to the surroundings. If it is common, 1 cubic meter per Intensity appears; if it is uncommon, 1/2 cubic meter per Intensity appears; if it is rare, 1/5 cubic meter per Intensity appears; if it is normally impossible, none appears. The caster can distribute the amount that appears as he or she likes, but it can not be less than 1/10 of a meter in any dimension. Invoke Light and Invoke Dark can create barriers that one cannot see through. Elements that are not normally native to the surroundings (typically Dark, Light and Fire) will only remain

for the duration of the spell, then vanish (Fire however, can spread naturally if summoned onto or adjacent to flammable material). Elements normally found in the surroundings (typically Air, Water and Earth) remain even after the spell expires.

Some guidelines:

Common

Air from air.
Water from water
Earth from earth
Fire from fire.
Dark from water.
Light from fire.

Uncommon

Air from water.
Water from earth.
Earth from fire.
Fire from air.
Dark from earth.
Light from air.

Rare

Air from earth.
Water from air.
Earth from water.
Fire from earth.
Dark from air.
Light from water.

Impossible

Air from fire.
Water from fire.
Earth from air.
Fire from water.
Dark from fire.
Light from earth

Invoke <other substance>

Ranged, Instant

This spell brings some of the substance within range to the caster. Thus if cast were none of the substance is within range, it does nothing. It does not usually effect the substance if held by someone (Intensity matched vs. MP). Thus Invoke Iron is generally only useful if in an area with a lot of unworked Iron (but it makes a nifty mining technique).

**** I am a bit iffy about this spell. Comments welcome. I decided to generalise Invoke Element. ****

Form <Substance>

Craft, Mold, Shape, Transform
Ranged, Temporal, Passive

Forms 1 SIZ per Intensity of 3 AP of the appropriate substance into a temporary rough form. When the spell ends, the laws of nature hold sway again, and the substance attempts to revert to its original form, often with only partial success. Each additional level of Intensity can affect another point of SIZ or an additional 3 AP of the substance. Affecting 6 kg (1 SIZ) of 6 AP bronze takes a total of 2 Intensities. The spell must affect the entire object for it to work.

**** Probably embodies the study system, this spell is the most basic representation of the concept. ****

Palsy

Cripple, Enfeeble, Paralyze
Ranged, Passive, Temporal

Strikes at a random hit location. If the caster succeeds in a MP vs. MP roll, and the spell has an Intensity equal to or greater than half the HP in the location, the target cannot use the location. Targets struck in the head, chest or abdomen suffer the same result as if the location had fallen to 0 HP, even though no actual damage or bleeding occurs.

Project <Sense>

Clairvoyance, Clairaudience, Floating (Eye, Ear, Nose), <Sense> Projection, Spy

Ranged, Temporal, Active (if moving or sensing, otherwise Passive)
Lets the caster project the specified sense out to the maximum range of the spell. If the caster moves out of the maximum range, the spell ends. The caster can move the viewpoint at a base speed of 1 meter per melee round. Each additional level of Intensity adds 1 meter per melee round to the base speed. The spell cannot penetrate more than 1 meter of dense substance (not necessarily contiguous) per Intensity (movement slows by 1 meter per round for every meter of dense substance, until it reaches 0). The viewpoint is immaterial - one can detect it magically and

dispel it, but other magical spells or physical attacks have no effect on it. When focusing on the projected sense, the caster cannot make normal use of the sense. For example, a sorcerer using Project Sight cannot see what is in front of his body, only what is in front of the projected viewpoint. Project Touch only causes the caster to lose the sense of touch from his or her hands.

Mystic <Sense>

Analyze Aura, Eye of Truth, Magesight, Wizard's Sight, Mystic Vision, Smell Magic, Smell Soul, Hear Power, Song of the Soul
Ranged, Temporal, Active (when using, otherwise Passive)

Augments the target's sense so that they can sense the aura of Magic Points of a creature or spirit, and can tell whether the Magic Points are within 5 of his or her Magic Points, less than that, or more than that.

In addition, the caster can sense magic, with greater detail at higher levels of Intensity. The basic spell gives only a rough idea as to the strength of the magic. At 5 intensities, the target begins to sense something of the basic purpose of the magic, and at 10 Intensities, the target may get ideas as to the nature of the magic. Lore skills, such as Magic Lore, or Sorcery Lore, can greatly enhance one's ability to understand the magic (see skills).

Any layer of dense substance blocks the ability of the caster to see Magic Points, and each meter of dense substance blocks 1 Intensity of magic detection. Barriers and the surrounding aura affect other sense differently. For example smell is not necessarily blocked by barriers, but is easily drowned out by powerful auras nearby.

An appropriate sense roll may be necessary to discover details or other hard to sense things, usually scan for sight. This severely restricts the usefulness of this spell for some senses for most humans.

Neutralize Magic

Dispel, Reduce Magic, Remove Blessing, Remove Curse, Unhex, Valkaro's Glance
Ranged, Instant

As per RQ III.

Regenerate

Regrow, Restore Wholeness, Xemela's Tears
Touch, Temporal, Passive
Hard

The base spell allows the caster to reattach a newly severed organ (within the normal time limits). The spell will otherwise cause a maimed or severed organ to regrow at 10% per season per Intensity (if this was not done so already, roll 1d100 to determine the percentage of the limb that was maimed or severed). Note that the spell needs to be recast often unless the caster greatly extends the duration.

May be able to Regenerate damage to senses (blindness, deafness, etc.) if combined with <sense> study. To heal unusual ailments requires <Human>, and to heal injuries to other races may require <race>.

Regain Life

Miracle of Healing, Wizard Balm, Xemela's Salve
Touch, Instant
Hard

Each Intensity heals 1 of location hit point damage or 1/3 HP of general HP damage (that is, each point of general HP damage requires 3 Intensities).

Remove Life

Venom, Neutralize Life, Reduce Life, Swift Curse
Ranged, Instant

Does 1d2 per Intensity in general HP damage to its target.

Resist Bleeding

Armor of Pslac, Knight's Bandage
Touch, Temporal, Passive

Each Intensity keeps a single wound from bleeding. Wounds treated with First Aid or a healing

magic do not resume bleeding once the spell duration expires. One can cast the spell before or after the wounds occur.

Resist Death

Bar the Gate, Preserve Breath
Touch, Temporal, Passive

The target of the spell does not die after taking twice his or her total HP. Each Intensity lets the target go one HP below his or her HP as a negative number before dying (though the target is still unconscious if at 0 HP or below). For example, a character with 11 HP, who normally dies at -11 HP, only dies at -14 HP or beyond if he or she has a 3 Intensity Resist Death spell. cast on him or her. In addition, the spell adds its Intensity to the target's MP for the purposes of resisting death magic (Remove Life, Disruption, and Sever Spirit are all examples of death magic).

Resist Disease

Cure Malady, Ward Disease, Xemela's Holy Kiss
Touch, Instant

Each Intensity gives +5% to the character's next roll to resist the effects of a disease.

Resist Poison

Antidote, Antivenin, Neutralize Venom, Ward Snakebite
Touch, Temporal, Passive

Each Intensity of the spell negates 3 HP of poison damage. The spell decreases by one Intensity for every 3 HP of poison damage so negated. The spell has no effect on poison damage suffered before casting the spell. One can cast it before exposure to the poison, or after exposure but before the damage has occurred.

Shapechange <Species> to <Species>

Alter Shape, Shapeshift, Transform
<Species> to <Species>, Twist
Form
Ranged, Passive, Temporal
Hard

The spell must have a an Intensity of at least 1 for every 3 points of

SIZ of the target, and must succeed in a Intensity vs. MP roll if the target is unwilling. For example, to affect an unwilling SIZ 13 target takes a minimum 5 Intensity spell (that overcomes the target's MP with its Intensity). The target's SIZ remains constant, regardless of the new form.

Show <Life, Emotion, Species, Substance>

Light of Truth, Revelation
Ranged, Temporal, Active

These spells act like their equivalent Detects, except that targets within range of the spell visibly glow with a soft light visible to all (including the targets). Without an appropriate Study it acts as Show Life.

**** I removed Show Magic because it created a special case that I didn't like much, and because I didn't like it much (stick with Mystic Vision) but if other people like it, make it an option for casting without a Study, or separate into two separate spells (Show [Life, <species>, <emotion>], and Show [Magic, <Substance>]). ****

Skin of Life

Breathe Underwater, Miner's Blessing
Touch, Temporal, Passive

As per RQ III, except requires 1 Intensity/3 SIZ to function.

Smother

Choke, Strangulation, Wear Down
Ranged, Passive, Temporal

Divide the number of melee rounds between Fatigue rolls made by an affected character by the Intensity of the spell plus one (rounding up). Thus a Smother Intensity 1 would require a roll every three melee rounds (5/(1+1)), a Smother Intensity 4 every round (5/4+1), and a Smother Intensity 9 two rolls per round (5/9+1).

Tap <attribute>

Consume, Ruin, Sorcerer's Touch, Steal Life, Zzabur's Curse
Touch, Temporal, Passive
Hard

Each Intensity permanently drains a point of the specified attribute and adds it to the caster's attribute for the duration of the spell. Since temporary POW is MP, each point of POW drained adds 1 MP to the caster for the duration of the spell. As per the normal stacking rules, only the highest Intensity spell will have effect - a Tap STR 7 and a Tap STR 5 add only 7 STR to the caster.

**** I don't really like this version of Tap that much, but maybe it will be improved when integrated with the Paul Reilly et al. Second Soul system. ****

Teleport

Escape, Gate, Return, Wizard Gate Ranged, Instant

Each level of Intensity teleports 3 SIZ that the caster touches (or him or herself) to a specific previously enchanted area within range of the spell. If the caster has several areas within range, he or she can choose the one to which to teleport.

Telepathy

Silent Speech, Wizard Tongue Ranged, Temporal, Passive
As per RQ III.

Travel in <substance>

Fly, Swim, Valkaro's Wings, Valkaro's Fins Ranged, Temporal, Active

This spell moves 3 SIZ per Intensity through or on the appropriate medium at a base speed of 1 meter per round. Additional levels of Intensity can be used to add 1 meter per round of movement per Intensity. Travel in Water can add to the target's natural movement rate if he or she is swimming or running along the surface of the water. If the substance moved through is solid, an additional Intensity of AP/3 is required.

**** While obviously this spell is mostly used as Fly or Swim, I rather liked the other option that are opened up with this new definition. I like some of the true oddities that are possible (sorcerous smiths who can also*

*travel through Iron walls, or woodland magicians who can walk through the walls of huts or hide in trees. If anyone really doesn't like it, just specify that Travel in <substance> only affects substances with AP 0. ****

Ward Blow

Damage Resistance, Resist Damage, Wizard Armor, Turn Blow Ranged, Temporal, Passive

Each Intensity of the spell adds one point of armor protection to the whole body or object, which acts as normal armor.

Ward Magic

Avert, Resist Magic, Spell Resistance, Turn Hex Ranged, Temporal, Passive
As per RQ III Resist Magic.

Ward Spirit

Ghost Armor, Spirit Resistance, Turn Demon Ranged, Temporal, Passive
As per RQ IV Spirit Screen.

RITUAL SORCERY

**** In contrast to the Sorcery draft (and Burtons ideas), which had very little use for the standard Enchant and Summon skills, I make extensive use of them, even more than the RQ3 rules. This is partly because I really like the idea of a unified ritual magic system, and partly because it seemed to work really well. In fact, I think that Enchant/Summon skills + studies works better than Enchant/Summon skill + Enchanting/Summoning spells. ****

Some ritual spells involve special skills for that spell, but many use spells or studies whose usefulness is not confined to Ritual magic. Virtually all Ritual magic involves one of the common Ritual skills, Enchant, Summon, and Ceremony. There are other Ritual skills, but they are less useful.

All Enchanting skills are limited to a maximum POW expenditure of the minimum of Enchant and any required skills, divided by 10 to any one enchantment. So to Enchant a 10 POW point item

(such as +50% to a Hard spell) requires the caster to be 100% in the spell and 100% in Enchant.

However, this is the limit on any single enchantment, and manipulation counted as a separate enchantment for this purpose. The total POW on all Enchantments is Enchant divided by 5. So with 100% enchant, you could make an item that was +50% to a Hard spell and also +3 to Intensity and +2 to range.

**** I will have to think about exactly Multispell works in with this ****

Restrictions and extensions to the enchantment (such as restricted use, enchanting an area, and triggering actions add to the POW cost of enchanting the item, but do not count against the Enchant/5 limit.

**** This is just my feeling, and fits in with my general philosophy that you should not restrict people to much if they want to do something that is about as powerful but more interesting. I think that it is actually a moot point most of the time, as Enchant/5 is probably far more than most people are interested in spending on an item. ****

COMMON RITUAL LOW MAGIC

Banishment (funeral ritual)
Blessing (blessing ritual)
Open Seas (as per GoG--Dormal)
Worship Invisible God (as per GoG)

**** All are Ceremonies. I would probably only classify Open Seas as true usually presided over by someone with some ecclesiastical status. ****

COMMON RITUAL HIGH MAGIC

Apprentice Bonding

As per RQ III.

**** Probably a separate Easy spell. Or integrated with the Paul Reilly, et al. system ****

Create Familiar

As per RQ III, but use POW to create familiar stats (1 for 1) instead.

Definitely uses the Paul Reilly system.

Divination [Various]

Various divination spells, of varying effectiveness. Some rely on saints, and others rely on natural laws.

I am not sure whether this should be a Ceremony spell, with a supplementary skill, or a new Ritual skill of its own.

Enchant <Substance>

Enchant Iron, Silver, etc.

Rune Metals are enchanted with the effects described in Elder Secrets. Substances other than Rune Metals generally gain few advantages above the unenchanted material, but that is only a generalisation. The one universal advantage is that creatures hit only by magic weapons may be affected by the enchanted material, though this is not relevant for all substances.

There are many unusual substances that gain special abilities when enchanted this way. Some examples include certain elven plants, special crystals, and parts of certain rare animals.

**** So rather than a special Enchant [substance] skill, your ability to enchant rune metals, etc. relies upon knowledge of the appropriate <substance> study, and Enchant skill. Suggests that studies of Rune metals may be closely guarded secrets. Perhaps the major ability of the Third Eye Blue is that they have Study of Iron is well known among them, as well as Enchant, and they can thus Enchant Iron? ****

Homing Circle

I would make this simply the combination of Teleport and Enchant skill.

Enchant Spell

+20% per point of POW to a specific Easy spell skill.

+10%/point to a specific Medium spell skill

(+5%/point if Hard, +3%/point if Very Hard).

Limit of Enchanting is lowest of spell ability and Enchant skill. To make items that work in response to a trigger condition without requiring a casting action gets only this %age, so needs the chance to be raised to 100% to work all the time. However, items should not get Fumbles or automatic failures or criticals usually. There may be some ways to modify this chance for such items (doubling the %age for spells that are normally ranged where the item works only by touch is one option, that makes such items not prohibitively expensive). For spells involving studies, as usual the spell chance is the lower of the two skills, assuming that items must have the spell in them completely specified before creation. It is possible that there might be some way to create an item where the spell is not specified - such as a Shapechange <species> to Gorp item, where the user must supply the first study, for example. Items that are activated by triggers rather than casting must have a well-defined source of magic points (preferably either the user, or some source built into the item).

**** I feel that the way triggered items worked was a badly defined area in RQ3. On my reading of the rules, it seemed that you had the choice of creating an item that allowed you to cast the spell at you base %age, or that allowed you to cast it 100% of the time that a trigger condition was met, and one was just so much more sensible that the other (especially as triggers could be code words etc.). This should be addressed in the new rules (it was only a big problem with sorcery anyway). ****

Spell Items created this way can be manipulated normally, at the standard cost of 1 point of POW per point of manipulation.

Jane the sorceress wishes to make a magic stick that causes people to become weak when she hits them with it. She has the spell Decrease <characteristic> at 80% and the Study of STR at 54%. She also has Enchant at 67%. The lowest of all these three skills is 54%, so that limits the amount of POW she can enchant the stick with to 5 points, which would enable her

to enchant the stick with +50% to POW.

She also wants to expend the extra POW point to make it triggered, which does not count against her 13 point (67/5) on maximum enchantment. This would give her a stick that instantly casts a Decrease STR when the trigger condition is met (striking someone hard) at 50%. This is not very reliable, but as she does not want her item to be able to cast the spell at range, and Decrease STR is a ranged spell, she gets to double the chance to 100%, so her item works every time (no automatic failures for triggered items, so even on a 96-00, so no point rolling). She also thinks that Decrease STR Intensity 1 is a bit of a waste of time, so she decides to add some intensity. The minimum of her intensity and spell skills is her Study of STR at 54%, so she can add up to 5 points of intensity. That is pretty good, and she does so. She has now accounted for 10 of her possible 13 points of enchantment (5 for cast chance, and 5 for intensity), plus 1 more. She has three remaining, and contemplates making the item power itself by adding a 3d10 points of magic point storage for another three points of POW (she knows how to make MP matrixes), but she decides that 11 points of POW is more than enough to spend at one time, and decides that the item will draw mp from the user.

She creates her stick. She has a chance to create it of 67% (her Enchant skill) but she wisely decides that a bit of Ceremony is a good idea, and spends two weeks of fasting and meditating before finalising the enchantment. Her item is created successfully, and she now owns a stick that casts Decrease STR 6 (1+5) on whoever she strikes with it. She finds that two hits generally reduces most barbarian warriors to near helplessness, three always works, and one is enough to convince the average thug that they picked the wrong victim. The spell normally must overcome the targets magic points, but hers are higher than almost everyone she meets (except when she expends a lot, such as when she hits someone three times with her stick). It takes her a few years to recover from her massive POW expenditure, though. Her stick counts as a singlestick, so in addition it does 1d6 (and may have damage boost cast on it), and is wielded with light club. It also makes a nice walking stick.

**** Perhaps there should be some sort of more complete system that lets you play around with the properties of spells in items? Lets you swap around properties like ranged and passive/active, and triggered and maybe even properties like 'requires a mp vs. mp roll' (eg items that do not require a resistance roll, but require you to physically strike them). Just a passing thought. It might make some logically reasonable things possible - shackles that dominate whoever wears them, for example. ****

Summon <species>

Various summonings. All that is necessary is Study of <species> and Summon skill, not a specialised summon spell. Only otherworld creatures can be summoned.