

# SAVAGE SPELLBOOK

PRINTER-FRIENDLY VERSION



# TABLE OF CONTENTS

<b>INTRODUCTION</b>	<b>3</b>	Boost/Lower Trait	11
Skill, Edge and Item Trappings	3	Burrow	11
Spell Trappings	3	Burst	13
Improvised Trappings	3	Confusion	14
<b>SPELL LIST</b>	<b>4</b>	Deflection	14
Armour	4	Fly	14
Banish	4	Healing	15
Barrier	5	Light/Obscure	16
Beast Friend	5	Mind Reading	18
Blast	6	Smite	18
Blind	7	Summon Ally	18
Bolt	8	Zombie	19

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This is a printer-friendly version with the artwork removed.

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# INTRODUCTION

A common complaint about Savage Worlds is that the powers are too generic, bland and/or boring. What this criticism fails to recognise is that the powers are not really intended to be used out of the box, instead they should be viewed as templates for designing your own custom spells, each tailored to the needs and background of the individual character.

The Fantasy Companion and Savage Worlds Deluxe make the concept easier to understand, and include informative sections about trappings, but the paradigm shift can still be quite difficult for people to grasp if they're used to playing games which offer large lists of pre-written (and frequently very restrictive in scope) spells.

This document is an attempt to provide some examples of the sort of ways in which trappings can be used to design individual spells. It can serve as a spell list for those who don't feel confident enough to design their own trappings, but it's certainly not exhaustive, and I would hope it encourages more people to express their creativity and invent their own spells.



## SKILL, EDGE AND ITEM TRAPPINGS

Remember that powers aren't the only way to represent spells, you could also apply magical trappings to skills, Edges and items.

Your Lockpicking skill might actually be a Knock spell, Notice might reflect your arcane sight, the Intimidation skill could be used to represent your terrifying Soul Gaze, Taunt could represent distracting cantrips, etc.

Likewise, Beast Master could be druidic magic, Connections or Danger Sense might come from necromancy, Natural Weapons (from Savage Armoury) could be used to build offensive spells, and so on.

Even mundane equipment can be given trappings – leather armour to represent a warded duster, a bow to represent a wizard's staff that shoots energy bolts, etc.

## SPELL TRAPPINGS

When you choose a power, you must also choose its trappings – take a look through the spell list for inspiration. At the GM's discretion, New Power could also allow players to choose two new spells instead of one if they already have the Power/s with different trappings. Alternatively, the GM might allow players to learn additional spells from books and scrolls, as long as they've bought the Power once.

It is strongly recommended that players not be permitted to take powers without any trappings. At the very least they should come up with a name and description.

## IMPROVISED TRAPPINGS

If the GM allows improvised magic, players may spend a benny to use a different trapping for a power they already possess – or to use a power they don't have with a trapping they do. For example someone with Flame Dart (Bolt) might spend a benny to cast Ray of Frost (Bolt) or Fireball (Burst with the same general trapping as Flame Dart). The benny must be spent before making the Spellcasting roll.

# SPELL LIST

## ARMOUR

### Barkskin

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 (1/round)

The target's skin takes on the consistency of rough bark, granting 2 points of Armour, or 4 on a raise. This counts as magical armour, and therefore stacks with physical armour (such as worn or natural armour).

**Design note:** This is a fairly standard Armour spell.

### Bone Armour

**Rank:** Novice

**Power Points:** 2

**Range:** Self

**Duration:** 3 (1/round)

Magical bone armour forms around your body, granting you 2 points of Armour, or 4 on a raise. Undead suffer a -1 penalty when attacking you. This can be treated as either physical armour or magical armour, decided when the spell is cast.

**Design note:** This uses the Necromantic (Feign Undeath) trapping from SWD, but only affects the caster.

### Copper Flesh

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 (1/round)

The recipient's skin hardens and takes on a coppery metallic sheen, granting 2 points of Armour. This counts as magical armour, and therefore stacks with physical armour (such as worn or natural armour). On a raise, lightning arcs up and down the recipient's body, electrocuting nearby targets as if it were a 2d4 Damage Field.

**Design note:** This uses a lightning variant of the Fire/Heat (Aura) trapping from SWD.

### Iceskin

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 (1/round)

Magical ice forms around the recipient's body, granting them 2 points of Armour, or 4 on a raise. It also provides an additional

+2 Armour against cold, ice, fire and heat attacks, although fire and heat count as Dispel against the Iceskin. In addition, ice no longer counts as difficult terrain while this spell is active. This counts as magical armour, and therefore stacks with magical armour, but not with other worn or natural armour.

**Design note:** This uses the Cold/Ice (Armour) and Cold/Ice (Skate) trappings from SWD.

### Radiant Aura

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 (1/round)

The target's skin glows with divine light, granting 2 points of Armour, or 4 on a raise. This counts as magical armour, and therefore stacks with physical armour (such as worn or natural armour). The recipient also produces enough light within a Small Burst Template to negate visibility penalties from darkness, although this can draw attention and make stealth very difficult. This light is treated as natural sunlight for the purposes of harming undead and other creatures of the night.

**Design note:** This uses the Light (Glow) and Light (Sunlight) trappings from SWD.

### Shroud of Darkness

**Rank:** Novice

**Power Points:** 3

**Range:** Self

**Duration:** 3 (1/round)

Your body is shrouded in tendrils of darkness, granting 2 points of Armour, or 4 on a raise. This counts as magical armour, and therefore stacks with physical armour (such as worn or natural armour). Ranged attacks made against you suffer a -1 penalty, due to the shifting darkness, and your Stealth is increased by one die type, or two on a raise.

**Design note:** This uses the Darkness (Shroud) and Darkness (Stealth) trappings from SWD, but only affects the caster.

## BANISH

### Exorcise

**Rank:** Veteran

**Power Points:** 3

**Range:** Smarts

**Duration:** Instant

You are able to exorcise undead and incorporeal demons with an opposed roll against their Spirit. On a success they are Shaken, while each raise inflicts a wound. If the target is incapacitated by this spell, they are immediately banished from the material plane – in the case of physical undead, the body remains behind, although it may rapidly decompose if it was only held together through force of will.

**Design note:** *This version of Banish is capable of inflicting multiple wounds, but it only affects undead and incorporeal demons.*

## BARRIER

### Holy Barrier

**Rank:** Seasoned

**Power Points:** 1/section

**Range:** Smarts

**Duration:** 3 (1 per section, per round)

You conjure a wall of brightly glowing holy light, which instantly expands to cover a 1" area for every 1 PP spent. The wall has Toughness 10, and inflicts 2d4 damage to any undead, demonic or other supernatural evil creatures passing through it. The wall also provides illumination that extends 1" from all sections.

**Design note:** *This uses the Light (Glow) trapping from SWD, and only harms supernatural evil creatures.*

### Wall of Fire

**Rank:** Seasoned

**Power Points:** 1/section

**Range:** Smarts

**Duration:** 3 (1 per section, per round)

You conjure a wall of flames, which rapidly expands to cover a 1" area for every 1 PP spent. The wall has Toughness 10, and inflicts 2d4 damage to anyone passing through it.

**Design note:** *This is a fairly standard Barrier spell.*

### Wall of Stone

**Rank:** Seasoned

**Power Points:** 1/section

**Range:** Smarts

**Duration:** 3 (1 per section, per round)

You conjure a wall of stone that merges with any adjoining rock surfaces. The wall has Toughness 10, and covers a 1" area for

every 1 PP spent. It can be climbed with a Climbing roll at -2.

**Design note:** *This is a fairly standard Barrier spell.*

## BEAST FRIEND

### Insect Swarm

**Rank:** Novice

**Power Points:** 3+

**Range:** Smarts x 100 yards

**Duration:** 10 minutes

You are able to telepathically communicate with and control non-intelligent insects, arachnids and other bugs, including giant spiders and similar. The basic cost to control a medium or smaller creature is 3 PP, however this increases by 2 PP for every point of Size over 0. When controlling entire swarms, the cost is 3, 5 and 8 PP for small, medium and large swarms respectively.

**Design note:** *This is a fairly standard Beast Friend spell, except it only works on bugs, and it allows you to control magical versions (such as giant ants).*

### Lord of the Seas

**Rank:** Novice

**Power Points:** 3+

**Range:** Smarts x 100 yards

**Duration:** 10 minutes

You are able to telepathically communicate with and control non-magical aquatic creatures with animal intelligence. The basic cost to control a medium or smaller creature is 3 PP, however this increases by 1 PP for every point of Size over 0. When controlling entire swarms, the cost is 3, 5 and 8 PP for small, medium and large swarms respectively.

**Design note:** *This is a fairly standard Beast Friend spell, except it only works on aquatic creatures, and the PP cost is reduced for larger creatures.*

### Lord of the Skies

**Rank:** Novice

**Power Points:** 3+

**Range:** Smarts x 1000 yards

**Duration:** 10 minutes

You are able to telepathically communicate with and control non-magical flying creatures with animal intelligence. The basic cost to control a medium or smaller creature is 3 PP, however this increases by 2 PP for every point of Size over 0. When controlling entire swarms, the cost is 3, 5

and 8 PP for small, medium and large swarms respectively.

**Design note:** This is a fairly standard Beast Friend spell, except it only works on flying creatures, and the range is increased by 10 times.

## BLAST

### Acid Rain

**Rank:** Seasoned  
**Power Points:** 4  
**Range:** 24/48/96  
**Duration:** Instant

You conjure a cloud of acid rain within a Medium Burst Template, inflicting 3d4 damage and ignoring armour (unless completely sealed). This counts as a Heavy Weapon, and those within the area may attempt to dive for cover with an Agility roll at -2. Anyone hit by the acid rain suffers an additional 2d4 damage on the caster's next action, unless the acid is counteracted in some way. If a target is Shaken or wounded by the acid, there is a 1 in 6 chance of their armour losing 1 point of protection (regular clothing is simply ruined). If the spell is successfully cast, but the attack misses, the location of the rain deviates as if it were a fired projectile. The caster may increase the coverage to a Large Burst Template for 2 PP.

**Design note:** This uses the Acid (Corrosion) trapping from SWD, and always uses the extra damage option.

### Fireball

**Rank:** Seasoned  
**Power Points:** 2  
**Range:** 24/48/96  
**Duration:** Instant

You shoot a small glowing ball of magical fire at your target, and it explodes on contact, expanding to fill a Medium Burst Template. This counts as a Heavy Weapon, inflicts 2d6 damage to everyone with the affected area, ignores armour (unless completely sealed), and can cause flammable targets to catch fire. Anyone who sees the attack coming can make an Agility roll at -2, and if successful they're able to dive out of the way. If the spell is successfully cast, but the attack misses, the fireball deviates as if it were a fired projectile. The caster may increase the damage by d6 for 2 PP, and/or increase the coverage to a Large Burst Template for 2 PP.

**Design note:** This is a fairly standard Blast using the Fire/Heat (Flammable) trapping from SWD, but using fire is advantageous against some opponents, and a drawback against others. It may also result in environmental damage, melt ice, etc. If used underwater, it would probably cause heat damage from the boiling water, but the target wouldn't catch fire.

### Ice Storm

**Rank:** Seasoned  
**Power Points:** 2  
**Range:** 12/24/48  
**Duration:** Instant

You summon a swirling storm of hailstones within a Medium Burst Template, inflicting 2d6 damage and ignoring armour (unless completely sealed). This counts as a Heavy Weapon, and those within the area may attempt to dive for cover with an Agility roll at -2. Targets who are Shaken or wounded by this spell must make a Vigor roll or suffer a point of cold-based Fatigue. If they are hit with a raise, the Vigor roll is made at -2, and their next movement is treated as difficult terrain. If the spell is successfully cast, but the attack misses, the ice storm deviates as if it were a fired projectile. The caster may increase the damage by d6 for 2 PP, and/or increase the coverage to a Large Burst Template for 2 PP.

**Design note:** This uses the Cold/Ice (Fatigue) and Cold/Ice (Slow) trappings from SWD.

### Insect Swarm

**Rank:** Seasoned  
**Power Points:** 4  
**Range:** 24/48/96  
**Duration:** Instant

A swarm of flying insects gather within a Medium Burst Template at the specified location, inflicting 3d4 damage this round, and a further 2d4 damage on the caster's action next round, after which they depart. If there are no valid targets within the template, the insects will fly d6" towards the closest target before rolling damage, but they cannot distinguish friend from foe. The insects cannot be avoided, and armour provides no protection (unless sealed), but if the attack roll misses then their starting point deviates as if they were a fired projectile. This spell inflicts no damage against undead or constructs, although it can cause them to become Shaken. The swarm can be increased to fill a Large Burst

Template for 2 PP. This spell does not count as a Heavy Weapon.

**Design note:** *The damage is based on the Acid (Burn) trapping from SWD. The additional damage option is always used, and it can't kill undead or constructs. The initial damage can't be avoided (assuming the attack roll is successful), but you can simply walk out of the swarm to avoid being hurt again (although it may follow you). For obvious reasons this spell won't work underwater. Unlike most Blasts, it also doesn't count as a Heavy Weapon.*

## Sound Burst

**Rank:** Seasoned

**Power Points:** 2

**Range:** 24/48/96

**Duration:** Instant

You create a massive blast of sound within a Medium Burst Template. This inflicts 2d6 damage, ignores armour (unless soundproof), and counts as a Heavy Weapon. Those within the area may attempt to cover their ears and dive out of the way with an Agility roll at -2. Targets Shaken or wounded by this spell suffer -2 to hearing-based Notice rolls until they recover from being Shaken. If the spell is successfully cast, but the attack misses, the blast deviates as if it were a fired projectile. The caster may increase the damage by d6 for 2 PP, and/or increase the coverage to a Large Burst Template for 2 PP. The sound can be heard from a considerable distance, and the caster may choose what sort of sound is produced (within reason, at the GM's discretion).

**Design note:** *This uses the Sound (Deafen) trapping from SWD. It can also be used as an alarm to warn allies, but it's an extremely poor choice for stealthy missions.*

## Sunburst

**Rank:** Seasoned

**Power Points:** 2

**Range:** 24/48/96

**Duration:** Instant

You conjure a globe of searing light within a Medium Burst Template. This inflicts 3d4 damage against undead, fungi and mold, and 2d4 damage against other targets, ignores armour (unless soundproof), and is treated as Dispel against spells with a darkness trapping. Those within the area may attempt to shelter their eyes and dive out of the way with an Agility roll at -2. Targets Shaken or wounded by this spell suffer -2 to sight-based Notice rolls until

they recover from being Shaken. If the spell is successfully cast, but the attack misses, the blast deviates as if it were a fired projectile. The caster may increase the damage by d6 for 2 PP, and/or increase the coverage to a Large Burst Template for 2 PP. Undead, fungi and mold can be destroyed normally with this spell, but other targets who are incapacitated cannot die or bleed out, and they don't roll on the Injury Table, instead they always apply the *Blinded* result from the Head entry. This spell doesn't damage inanimate objects (unless they would normally be harmed by exposure to bright light), and is only treated as a Heavy Weapon against undead, fungi and mold.

**Design note:** *This uses light- and sight-based variations of the Electricity (Conduction) and Sound (Deafen) trappings from SWD. The potential to cause permanent blindness is handled through a restriction on the normal incapacitation rules.*

## Vortex

**Rank:** Seasoned

**Power Points:** 4

**Range:** 24/48/96

**Duration:** Instant

You open a swirling vortex which tries to suck in everything within a Medium Burst Template, inflicting 3d6 damage and ignoring armour (unless completely sealed). This counts as a Heavy Weapon, and those caught within the area may attempt to dive out of the way with an Agility roll at -2. Targets incapacitated or destroyed by the vortex are sucked in, never to be seen again. If the spell is successfully cast, but the attack misses, the location of the vortex deviates as if it were a fired projectile. The caster may increase the area of effect to a Large Burst Template for 2 PP.

**Design note:** *Based on the concept that Incapacitated foes are already at the attacker's mercy, destroying the corpse can be useful at times, but it also means you don't get to loot the body. This spell always uses the extra damage option.*

## BLIND

### Glitterdust

**Rank:** Novice

**Power Points:** 4

**Range:** 12/24/48

**Duration:** Instant

You conjure a cloud of glittering golden particles, blinding everyone within a Medium Burst Template unless they succeed on an Agility roll at -2, or -4 if you got a raise on your Spellcasting roll. Those who fail the roll are Shaken, suffer -2 Parry until their next action, and (if invisible) become visibly outlined until their next action. If they roll 1 on their Agility die, they are completely blinded until they recover from being Shaken, suffering -6 to all vision-based rolls and having their Parry reduced to 2. For an additional 2 PP you can increase the area of effect to a Large Burst Template.

**Design note:** *This is a fairly standard Blind spell, except it cannot target individuals, and it also reveals invisible creatures.*

## Sleet Strike

**Rank:** Novice

**Power Points:** 2/4/6

**Range:** 6/12/24

**Duration:** Instant

You project a stream of sleet at your opponent, who may attempt to avert their gaze with an Agility roll at -2. On a failure they are Shaken, suffer -2 Parry until their next action, and must also make a Vigor roll or suffer a level of cold-based Fatigue. If they roll 1 on their Agility die, they are completely blinded until they recover from being Shaken, suffering -6 to all vision-based rolls and having their Parry reduced to 2. If you get a raise on your Spellcasting roll, the target suffers an additional -2 penalty to both their Agility and Vigor rolls. For 2 PP you can target a single opponent, for 4 PP you affect everyone within a Medium Burst Template, and for 6 PP you cover an entire Large Burst Template.

**Design note:** *This uses the Cold/Ice (Fatigue) trapping from SWD, but always uses the Additional Damage option of Bolt.*

## BOLT

### Acid Arrow

**Rank:** Novice

**Power Points:** 2

**Range:** 12/24/48

**Duration:** Instant

You conjure a magical arrow which appears in the air beside you for a moment, before speeding towards the designated target. It inflicts 3d4 damage when it hits, and an additional 2d4 damage the next round. If the target is Shaken or wounded by the

acid, there is a 1 in 6 chance of their armour losing 1 point of protection.

**Design note:** *This uses the Acid (Corrosion) trapping from SWD, but always uses the Additional Damage option of Bolt.*

## Baleful Polymorph

**Rank:** Novice

**Power Points:** 2

**Range:** 12/24/48

**Duration:** Instant/Special

You shoot a beam of dark energy at the target, inflicting 3d6 damage as their bones shift and tendons ripple. If the attack would incapacitate or kill them, it instead transforms them into a frog. You can release them from the curse at any time, or set conditions for their release (such as being kissed by a princess), and it can also be dispelled, but otherwise the transformation is permanent. This spell has no effect on non-living creatures.

**Design note:** *This spell is based on the theory that if you Incapacitate someone, you would normally just kill them anyway, so it's not unreasonable to do something very horrible instead.*

## Bone Spear

**Rank:** Novice

**Power Points:** 1 per spear

**Range:** 12/24/48

**Duration:** Instant

You fire a spear of barbed bone at your target, inflicting 2d6+1 damage. However the brittle nature of the bone gives it AP -2 (if your opponent is wearing any armour on the struck location, the damage of your spear is reduced by 2). You may fire up to 3 spears at 1 PP each, or a single large spear for 2 PP that inflicts an extra d6 damage.

**Design note:** *This uses the Necromantic (Shards) trapping from SWD.*

## Chain Lightning

**Rank:** Novice

**Power Points:** 3

**Range:** 10/20/40

**Duration:** Instant

Lightning arcs from your fingertip, striking your target for 2d8 damage. If you successful hit the target, the lightning then arcs to a second target of your choice, inflicting 2d6 damage. If the second attack hits as well, the lightning arcs to a third target of your choice, inflicting 2d4 damage. All three lightning arcs have AP 2 against metal armour. You must assign each Spellcasting die to a different target before

rolling, and there must be at least two targets (although you can target chandeliers, electrical sockets, etc, if you wish). For the second and third attack, the range is relative to the previous target, allowing you to bounce the lightning from one target to the next.

**Design note:** Originally inspired by a post from Clint Black, this spell has a number of pros and cons. The relative range opens up an interesting tactical choice: If your opponent is at medium or long range, you can reduce the range penalty by bouncing the lightning off another target first, but that also reduces the damage by one die step.

## Dishearten

**Rank:** Novice

**Power Points:** 3

**Range:** 12/24/48

**Duration:** Instant

Far more vicious than it sounds, this spell targets the victim's heart, inflicting 3d6 damage with AP 2. As an indirect spell it cannot miss if successfully cast, or benefit from called shots, but the damage is halved if the attack roll doesn't equal or exceed the TN. If the victim is incapacitated by this spell, the Vigor roll is made at -2; failure means their heart bursts from their chest and flies to the spellcaster's hand. If the spellcaster kills someone in this way, they receive a +2 bonus to Intimidation the next round against anyone who witnessed it. For obvious reasons this spell only works on targets who have (and need) a heart.

**Design note:** The PP cost reflects the AP and the Additional Damage option. The inability to miss sounds a lot more powerful than it is, as you still need to successfully cast the spell, and half damage will typically only result in Shaken status, even for an average Extra. You lose out on multiple Bolts and called shots.

## Disintegrate

**Rank:** Novice

**Power Points:** 3

**Range:** 12/24/48

**Duration:** Instant

You shoot a thin green beam of energy at your target, inflicting 3d6 damage with AP 2. Any target incapacitated or destroyed by this attack is completely disintegrated along with their equipment, leaving behind only a few traces of dust. Against non-living matter, it only disintegrates objects that are destroyed by the damage - if used against part of a larger object (such as a wall), it

can disintegrate a 1" cube if it inflicts enough damage to break through the object.

**Design note:** Based on the concept that Incapacitated foes are already at the attacker's mercy. Disintegrating a corpse can be useful at times, but it also means you don't get the chance to loot the body. Disintegrating holes in walls is also handy, but other Bolts can do the same, just not as neatly.

## Divine Light

**Rank:** Novice

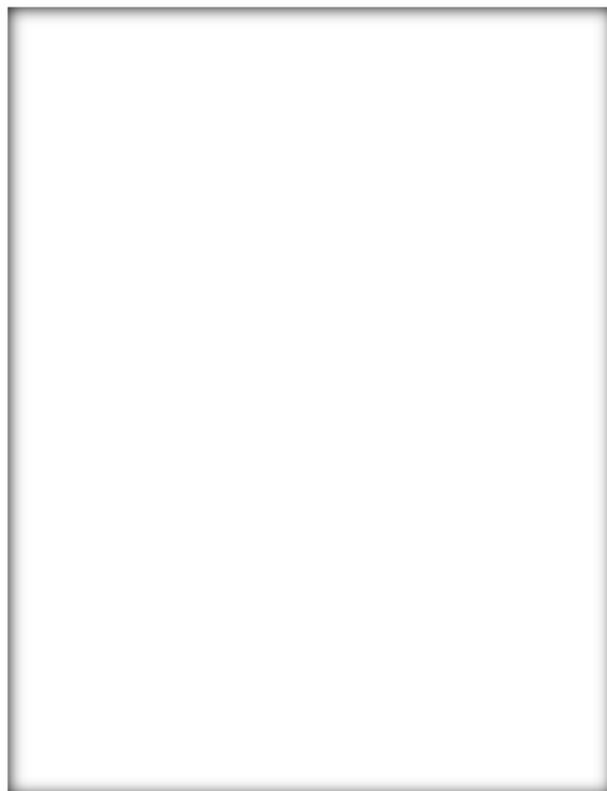
**Power Points:** 1 per beam

**Range:** 12/24/48

**Duration:** Instant

You project 1 to 3 beams of divine light at your targets. This inflicts 2d4 damage with AP 4 against undead, demons and other supernatural evil creatures, and can cause them to catch fire as if they were flammable. It doesn't inflict any damage to other creatures. If you only project a single beam, you can choose to increase the damage to 3d4 for an extra +1 PP.

**Design note:** This uses the Light (Beam) and Fire/Heat (Flammable) trappings from SWD, but has been expanded to only affect supernatural evil creatures - this can be a drawback if you're facing bandits or wild animals, but has the advantage of not accidentally harming allies, hostages or innocents with friendly fire.



## Finger of Death

**Rank:** Novice

**Power Points:** 3

**Range:** 6/12/24

**Duration:** Instant

You point at the target and tell them to die. This inflicts 3d6 damage and ignores armor. The spell is indirect and cannot miss if successfully cast, or benefit from called shots, but the damage is halved if it fails to reach or exceed the TN. If the victim is incapacitated by the damage, they are instantly killed as if dispatched with a Finishing Move. The spell doesn't leave any indications of the cause of death, the victim simply drops dead as their life force is snuffed out. This spell has no effect on non-living targets, such as undead and constructs.

**Design note:** This is based on the assumption of a medieval fantasy setting in which most opponents have an armour rating of 0-3.

## Fire and Ice

**Rank:** Novice

**Power Points:** 2

**Range:** 12/24/48

**Duration:** Instant

You shoot two bolts of magical energy at your foes, one fashioned from living flame, the other from blue-white coldfire. Both bolts inflict 2d6 damage and can cause flammable targets to catch fire, although the coldfire inflicts cold damage rather than heat for the purposes of immunities and weaknesses. If the coldfire bolt is fired at a target who is already on fire, it will extinguish the flames instead of inflicting damage - and the same the other way around, if a flame bolt is fired at a target who is burning with coldfire.

If both bolts are fired at a single target they strike nearly simultaneously, and are treated as a single attack inflicting 3d6+2 damage against stone, glass, and similar materials, due to the sudden change in temperature. Against flesh, metal and other substances the combined attack inflicts 3d6-2 damage, as the two bolts partially cancel each other out. When both bolts strike the same target, they cannot cause it to catch on fire (and will automatically extinguish any existing fire - this doesn't impact their damage).

**Design note:** This gives you the benefit of both heat and cold damage, allowing you to harm a wider variety of opponents, but with the limitation that you always fire 1 of each

*bolt - you can't shoot just 1 Bolt, or 3, nor can you fire 2 Bolts of the same type. There is also a utility option, as this spell can be used to extinguish fires. The Additional Damage variant provides a bonus against stone, but a penalty against other targets.*

## Flame Dart

**Rank:** Novice

**Power Points:** 2 per dart

**Range:** 12/24/48

**Duration:** Instant

You shoot a dart of magical fire at your opponent. This inflicts 2d6 damage with AP 2, and can cause flammable targets to catch fire. You may shoot up to 3 darts at 2 PP each, or a single large dart for 3 PP that inflicts an extra d6 damage.

**Design note:** This uses the Fire/Heat (Armor Piercing) and Fire/Heat (Flammable) trappings from SWD.

## Lightning Bolt

**Rank:** Novice

**Power Points:** 2 per bolt

**Range:** 12/24/48

**Duration:** Instant

You fire a bolt of lightning at your opponent. This inflicts 2d4 damage with AP 2. If the target is carrying more than 10 pounds of conductive metal, or is in contact with water or an electrical conductor, the damage is increased to 3d4. You may fire up to 3 bolts at 2 PP each, or a single large bolt for 3 PP that inflicts an extra d4 damage.

**Design note:** This uses both the Electricity (Conduction) and the Electricity (Armor Piercing) trappings from SWD.

## Magic Missile

**Rank:** Novice

**Power Points:** 1 per missile

**Range:** 12/24/48

**Duration:** Instant

You fire a dart of magical energy at your target, inflicting 2d4+1 damage. This attack cannot miss - as long as you successfully cast it, it will always hit your opponent. However it cannot make called shots, and if your attack roll falls to reach the TN, the spell will inflict only half damage. You may fire up to 3 bolts at 1 PP each.

**Design note:** This spell was balanced using Savage Armoury. 2d4+1 damage falls roughly half way between 2d4 and 2d6, and you can't use the Additional Damage option, but the spell inflicts half damage instead of missing.

## Malediction

**Rank:** Novice

**Power Points:** 3

**Range:** 15/30/60

**Duration:** Instant

With a gesture and a word, you place a dark curse upon your enemy, inflicting 3d6 nonlethal damage and ignoring armour (although cover and range still apply normally). As an indirect spell the curse cannot miss if successfully cast, or benefit from called shots, but the damage is halved if it fails to reach or exceed the TN.

If the damage from this spell would incapacitate the victim, you can give them a Minor or Major Hindrance of your choice. They must then make a Spirit roll; on a success or raise the Hindrance goes away when the wounds are healed, on a failure the Hindrance is permanent. The curse can only be reversed by the one who placed it, which requires successfully recasting the spell (this inflicts no damage). The curse vanishes automatically if the spellcaster dies, and can be removed with Dispel using the same rules as healing permanent wounds with Greater Healing.

**Design note:** A standard Bolt would inflict a permanent wound on a failed Vigor roll, and a permanent wound is typically on-par with a Major Hindrance. Malediction uses Spirit instead of Vigor, is reversible, and can't actually kill, but other than that it works in much the same way.

## Ray of Frost

**Rank:** Novice

**Power Points:** 1 per ray

**Range:** 6/12/24

**Duration:** Instant

You project a ray of freezing air at your target, inflicting 2d6 damage. If your opponent is Shaken or wounded by the ray, they must make a Vigor roll or suffer a point of cold-based Fatigue. If you hit them with a raise, the Vigor roll is made with a -2 penalty. You may project up to 3 rays at 1 PP each, or a single large ray for 2 PP that inflicts an extra d6 damage.

**Design note:** This uses the Cold/Ice (Fatigue) trapping from SWD.

## Scorching Ray

**Rank:** Novice

**Power Points:** 1 per ray

**Range:** 9/18/36

**Duration:** Instant

You shoot a ray of scorching heat at your target, inflicting 2d6 damage. If your

opponent is Shaken or wounded by the ray, they must make a Vigor roll or suffer a point of heat-based Fatigue. You may shoot up to 3 rays at 1 PP each, or a single large ray for 2 PP that inflicts an extra d6 damage.

**Design note:** This uses the Heat/Fire (Fatigue) trapping from SWD, with a range reduction to compensate.

## Shadowbolt

**Rank:** Novice

**Power Points:** 1 per bolt

**Range:** 12/24/48

**Duration:** Instant

You shoot a bolt of elemental darkness at your opponent, inflicting 2d6 damage. The shadowbolt inflicts -2 damage when used in normal light, but inflicts +2 damage if the victim is standing in a location with dim lighting (or darker).

You may shoot up to 3 bolts at 1 PP each, or a single large bolt for 2 PP that inflicts an extra d6 damage. If the shadowbolt hits a light-based spell (or a target affected by a light-based spell), it works like Dispel instead of inflicting damage.

**Design note:** This is loosely based on the Darkness (Darkening) trapping from SWD, modified to work with a damaging spell.

## Sonic Blast

**Rank:** Novice

**Power Points:** 1 per blast

**Range:** 12/24/48

**Duration:** Instant

You emit a focused wave of sonic energy at your target, inflicting 2d6-2 damage, or 2d6+2 damage when underwater. If your opponent is Shaken or wounded by the attack, they suffer a -2 penalty to hearing-based Notice rolls until they recover from being Shaken. You may emit up to 3 blasts at 1 PP each, or a single large blast for 2 PP that inflicts an extra d6 damage.

**Design note:** This uses the Sound (Aquatic Boom) trapping and a slightly modified version of the Sound (Deafen) trapping from SWD.

## BOOST/LOWER TRAIT

### Bear's Endurance

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 minutes (1/minute)

The target's Vigor increases by 2 die steps. On a raise, the target may also roll a d10

Wild Die for Vigor checks. Multiple castings of this spell do not stack.

**Design note:** The duration is increased by ten times, you only need a success (rather than a raise) to get +2 die steps, and it gives a d10 Wild Die on a raise. But the range is reduced to touch, it only affects one target per casting, only allows you to Boost (not Lower), only affects Vigor, and multiple castings don't stack.

## Bull's Strength

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 minutes (1/minute)

The target's Strength increases by 2 die steps. On a raise, the target may also roll a d10 Wild Die for Strength checks. Multiple castings of this spell do not stack.

**Design note:** The duration is increased by ten times, you only need a success (rather than a raise) to get +2 die steps, and it gives a d10 Wild Die on a raise. But the range is reduced to touch, it only affects one target per casting, only allows you to Boost (not Lower), only affects Strength, and multiple castings don't stack.

## Cat's Grace

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 minutes (1/minute)

The target's Agility increases by 2 die steps. On a raise, the target may also roll a d10 Wild Die for Agility checks. Multiple castings of this spell do not stack.

**Design note:** The duration is increased by ten times, you only need a success (rather than a raise) to get +2 die steps, and it gives a d10 Wild Die on a raise. But the range is reduced to touch, it only affects one target per casting, only allows you to Boost (not Lower), only affects Agility, and multiple castings don't stack.

## Fox's Cunning

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 minutes (1/minute)

The target's Smarts increases by 2 die steps. On a raise, the target may also roll a d10 Wild Die for Smarts checks. Multiple castings of this spell do not stack.

**Design note:** The duration is increased by ten times, you only need a success (rather than a raise) to get +2 die steps, and it

gives a d10 Wild Die on a raise. But the range is reduced to touch, it only affects one target per casting, only allows you to Boost (not Lower), only affects Smarts, and multiple castings don't stack.

## Owl's Wisdom

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 minutes (1/minute)

The target's Spirit increases by 2 die steps. On a raise, the target may also roll a d10 Wild Die for Spirit checks. Multiple castings of this spell do not stack.

**Design note:** The duration is increased by ten times, you only need a success (rather than a raise) to get +2 die steps, and it gives a d10 Wild Die on a raise. But the range is reduced to touch, it only affects one target per casting, only allows you to Boost (not Lower), only affects Spirit, and multiple castings don't stack.

## Ray of Enfeeblement

**Rank:** Novice

**Power Points:** 2 per ray

**Range:** Smarts

**Duration:** 3 minutes (1/minute)

A ray of sickly green light springs from the caster's fingertip, and can only be evaded with an opposed Agility roll. If the ray hits, the target's Strength is reduced by one die step, and they suffer -2 Parry until their next action. On a raise, their Strength is reduced by two die steps, they suffer -2 Parry until their next action, and they are Shaken if not already.

This spell has no effect on undead, constructs, or other non-living targets, nor can it reduce the target's Strength below d4. The caster may shoot up to five rays at 2 PP each, and this is handled with a single Spellcasting roll (although each ray must be opposed with a separate Agility roll). The Strength penalties stack if the target is struck by multiple rays.

**Design note:** The duration is increased by ten times, and it also provides the benefits of a trick. But this spell only allows you to Lower (not Boost), and only affects Strength. It is opposed with Agility instead of Spirit.

## BURROW

### Earthmeld

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts x 2

**Duration:** 3 (2/round)

You are able to meld with the earth while in contact with it. While melded your Pace is equal to the range of this spell, and you have the opportunity to surprise your foes by re-emerging – make a Stealth roll opposed by their Notice, on a raise you get the Drop, while a regular success gives half the benefit of the Drop (+2 to attack and damage). This spell may cast on up to five targets, at the cost of 3 PP each.

**Design note:** This is a fairly standard Burrow spell.

## Shadowstep

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts x 2

**Duration:** 3 (2/round)

You step into a shadow and vanish. While merged in this way, you are able to transport your awareness to any other shadow within range as a movement action. You can step out of the shadow at your current location as a free action – make a Stealth roll opposed by your opponent's Notice if you wish to ambush someone, on a raise you get the Drop, while a regular success gives half the benefit of the Drop (+2 to attack and damage). Note that this spell requires shadows of at least human size, and doesn't work in complete darkness. If the shadow you're currently using ceases to exist (for example if someone shines a bright light on it) you immediately reappear and the spell expires. Similarly, you can still be hurt by attacks that hit the shadow where you're hiding.

**Design note:** This version of Burrow uses shadows instead of earth, but only affects the caster.

## BURST

### Burning Hands

**Rank:** Novice

**Power Points:** 2

**Range:** Cone Template

**Duration:** Instant

You project a cone of searing flames from your fingertips, inflicting 2d10 damage, ignoring armour (unless completely sealed), and potentially causing flammable targets to catch fire. This counts as a Heavy Weapon, and those within the template may attempt to dodge with an opposed Agility roll.

**Design note:** This uses the Fire/Heat (Flammable) trapping from SWD.

## Cone of Cold

**Rank:** Novice

**Power Points:** 4

**Range:** Cone Template

**Duration:** Instant

You project a cone of extreme cold from your hand, inflicting 2d10 damage and ignoring armour (unless completely sealed). This counts as a Heavy Weapon, and those within the template may attempt to dodge with an opposed Agility roll. Targets who are Shaken or wounded by this spell must make a Vigor roll or suffer a point of cold-based Fatigue. If they are hit with a raise, the Vigor roll is made at -2, and their next movement is treated as difficult terrain.

**Design note:** This uses the Cold/Ice (Fatigue) and Cold/Ice (Slow) trappings from SWD. Because it uses a Cone Template the range can't be reduced to compensate for the trappings, therefore the PP cost is doubled instead.

## Jet of Flame

**Rank:** Novice

**Power Points:** 2

**Range:** 12"

**Duration:** Instant

You project a narrow jet of flame, 1" wide and 12" long. This inflicts 2d10 damage, ignores armour (unless completely sealed), counts as a Heavy Weapon, and can cause flammable targets to catch fire. Those within the area of effect may attempt to dodge with an opposed Agility roll.

**Design note:** This uses the Fire/Heat (Flammable) trapping from SWD, and replaces the Cone Template with a 1" by 12" line.

## Petrifying Breath

**Rank:** Novice

**Power Points:** 2

**Range:** Cone Template

**Duration:** Instant

You breathe a cone of foul vapours at your targets, inflicting 2d10 damage and ignoring armour (unless completely sealed). Those within the area of effect may attempt to resist the corruption with an opposed Vigor roll, otherwise they suffer the damage – and if incapacitated they are permanently turned to stone (unless reversed with Dispel). This spell is treated as a Heavy Weapon, but has no affect on inanimate objects, constructs, elementals, or undead without flesh.

**Design note:** Based on the concept that Incapacitated foes are already at the attacker's mercy. This also uses Vigor instead of Agility to avoid the attack.

## CONFUSION

### Hypnotic Pattern

**Rank:** Novice

**Power Points:** 1 per target

**Range:** Smarts x 2

**Duration:** Instant

You dazzle your victims with a twisting pattern of coloured light. You may affect up to five targets at a time, and each must make a Smarts roll at -2 (or -4 if you succeeded with a raise) or become Shaken. Anyone who is on Hold may choose to attack at the moment this spell is cast in order to any ignore darkness penalties for the brief moment when the target is illuminated. Blind creatures are not affected by this power, but can still be illuminated.

**Design note:** This uses the Light (Glow) trapping from SWD.

## DEFLECTION

### Entropic Aura

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 (1/round)

The recipient is surrounded by an aura of entropic energy, which drains the force and momentum from incoming attacks. All melee and missile attacks made against the recipient are made at -2, or -4 if the spell is cast with a raise. Against area-effect attacks, the recipient has an additional 2 points of armour, or 4 if the spell is cast with a raise. Anyone actually touching the recipient must make a Vigor roll or suffer Fatigue.

**Design note:** This uses an entropic variant of the Acid (Corrosion) trapping from SWD.

### Cloak of Shadows

**Rank:** Novice

**Power Points:** 3

**Range:** Self

**Duration:** 3 (1/round)

You gather the shadows around you, making yourself difficult to hit. All incoming melee attacks against you are made at -2, while missile attacks are made at -3. You also gain 2 points of armour against area-

effect attacks, and your Stealth increases by one die step. If you get a raise, your Stealth is increased by an additional step, and the shadows drain the life force of anyone in close combat with you, as if you had a 2d4 Damage Field.

**Design note:** This uses the Darkness (Shroud) and Darkness (Stealth) trappings from SWD, as well as a life-draining variant of the Fire/Heat (Aura) trapping. It cannot be cast on others.

### Forcefield

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 (1/round)

The recipient is surrounded by an invisible bubble of force which deflects incoming attacks. All incoming melee and missile attacks against the recipient are made at -2, or -4 if the spell is cast with a raise. Against area-effect attacks, the recipient has an additional 2 points of armour, or 4 if the spell is cast with a raise.

**Design note:** This is a basic Deflection power.

## FLY

### Feather Fall

**Rank:** Novice

**Power Points:** 1

**Range:** Smarts

**Duration:** 3 (1/round)

You are able to float downwards at your normal Pace. If you were falling prior to casting this spell, you immediately slow down to your normal Pace (which is slow enough that you suffer no falling damage when you reach the ground). If the spell expires before you reach the ground, falling damage is only calculated from the point where Feather Fall expired. You may also cast this spell on others, affecting up to five willing targets at the cost of 1 PP each.

**Design note:** This is a very limited version of Fly, which only allows you to move downwards. The rank requirement is reduced to Novice and the PP cost reduced to 1, while the range is increased to Smarts.

### Flight

**Rank:** Veteran

**Power Points:** 3/6

**Range:** Touch

**Duration:** 3 (1/round)

Swirling winds gather around you, allowing you to fly at your normal Pace, or at double your Pace if you also double the PP cost. You may also cast this spell on others, affecting up to five willing targets at the cost of 3 PP each, or 6 PP each for double Pace.

**Design note:** This is the basic Fly spell with a simple air trapping.

## Floating Disc

**Rank:** Veteran

**Power Points:** 4

**Range:** Touch

**Duration:** 3 minutes (1/minute)

You conjure a disc of translucent magical energy, which appears directly below or adjacent to you. Anyone standing on the disc may telepathically control it as a free action, allowing them to fly at Pace 8, otherwise it remains hovering in place for the duration of the spell. The disc is indestructible, but if the character flying it is Shaken, they must make an Out of Control roll. You may increase the Pace to 16 by spending an additional 4 PP. The disc is normally only big enough to carry one person, but you can expand it to fill a Small Burst Template by doubling the PP cost, however only one person can control it each round – make an opposed Smarts roll to control it against the wishes of another passenger.

**Design note:** This is a longer lasting Fly spell, but it's also more risky to use, due to the possibility of going Out of Control. It's good for transporting multiple passengers, but less effective for combat due to the group being unable to split up. It's based on the default Pace rather than factoring in Edges and Hindrances, and is boosted by the Electricity (Jazz) trapping from SWD, except without the Agility bonus. Note that only one person can control the disc each round, this is to stop players taking turns at moving the disc on their respective actions.

## Levitate

**Rank:** Seasoned

**Power Points:** 2

**Range:** Smarts

**Duration:** 3 (1/round)

You are able to float up and down at your normal Pace. If you were falling prior to casting this spell, you immediately slow down to your normal Pace (which is slow enough that you suffer no falling damage when you reach the ground). If the spell expires before you reach the ground, falling damage is only calculated from the point

where Feather Fall expired. You may also cast this spell on others, affecting up to five willing targets at the cost of 2 PP each.

**Design note:** This is a limited version of Fly, which only allows you to move up and down. The rank requirement is reduced to Seasoned and the PP cost reduced to 2, while the range is increased to Smarts.

## Living Torch

**Rank:** Veteran

**Power Points:** 3

**Range:** Self

**Duration:** 3 (1/round)

Flames coil around your body as your feet levitate up from the ground, allowing you to fly at your normal Pace. The flames don't hurt you or damage your equipment, but they may cause cosmetic damage to your surroundings (such as scorching the carpet). If you get a raise on the Spellcasting roll, the flames are hot enough to be treated as a 2d4 Damage Field.

**Design note:** This is based on the Fire/Heat (Aura) trapping from SWD. However as Fly normally gives no benefit on a raise, this spell loses the option of faster flight and the ability to affect other targets.

## Ride the Storm

**Rank:** Veteran

**Power Points:** 4/8

**Range:** Touch

**Duration:** 3 (1/round)

Lightning crackles around your body as your feet levitate up from the ground. You are able to fly at your normal Pace+2, and may double the Pace for double the PP cost. If you get a raise on the Spellcasting roll, your Agility also increases by one die step for the duration of the spell. This spell may also be cast on others, affecting up to five willing targets at the cost of 4/8 PP each.

**Design note:** This uses the Electricity (Jazz) trapping from SWD.

## HEALING

### Conjure Food and Drink

**Rank:** Novice

**Power Points:** 3

**Range:** Touch

**Duration:** Instant

This spell conjures enough food and water to feed one adult human for a day, or five people on a raise. The food is highly nourishing, and doesn't require any cooking or other preparation, but it also tastes fairly

bland. It spoils after a few days, the same as normal food.

**Design note:** *Although this trapping may initially seem strange, it actually makes a lot of sense if you ignore the cosmetics and focus on the mechanics. The default Healing power works exactly like the Healing skill, except that it occurs instantly, can be reused on the same patient, and doesn't require any special tools or supplies. This trapping applies the same enhancements to the Survival skill instead (which normally allows you to forage once per day).*

## Cure Wounds

**Rank:** Novice

**Power Points:** 3

**Range:** Touch

**Duration:** Instant

When cast within the "Golden Hour", this spell cures one wound, or two on a raise. The victim's wounds are applied as a penalty to the roll. When used against undead, this spell is instead resolved like a touch attack variant of Bolt (+2 to hit, rolled against the victim's Parry) which inflicts 2d6 damage and ignores armour.

**Design note:** *This normally works like the standard Healing power, but is treated as an attack when used on undead. AP 2 is worth +1 PP, and opponents in a fantasy setting are very unlikely to have more than 4 points of armour, so ignoring all armour seems reasonable considering the higher PP cost of this spell (compared to Bolt) - particularly as it also loses its range. The fact that touch attacks are made at +2 does at least make this a bit better than swinging a hammer.*

## Inflict Wounds

**Rank:** Novice

**Power Points:** 3

**Range:** Touch

**Duration:** Instant

When cast on undead, this spell cures one wound, or two on a raise. The victim's wounds are applied as a penalty to the roll. When used against living creatures, this spell is instead resolved like a touch attack variant of Bolt (+2 to hit against victim's Parry) which inflicts 2d6 damage and ignores armour.

**Design note:** *This is a reversed version of Cure Wounds. The "Golden Hour" limitation has been dropped, as it doesn't make sense for undead - and as they either regenerate quickly or not at all, this is arguably more like a repair spell.*

## Mend

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** Instant

When cast on constructs or inanimate objects, this spell repairs one wound, or two on a raise. The victim's wounds are applied as a penalty to the roll, representing the higher difficulty of repairing more significant damage.

**Design note:** *This trapping simulates the Repair skill rather than the Healing skill. As with Healing it allows you to skip the need for special tools, and remove wounds instantly. However unlike Healing, the Repair skill can already be reused on the same target, therefore the PP cost has been reduced by 1. Repairing vehicles would normally take hours, but is also easier than the Meld spell (unless you're in the field).*

## Unlock

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts

**Duration:** Instant

This spell magically opens barred or locked doors, chests, shackles, padlocks, and so on. Particularly complex locks may require a higher roll to open.

**Design note:** *This trapping simulates the Lockpicking skill rather than the Healing skill. As with Healing it allows you to skip the need for special tools, and resolves the task instantly. Unlike Healing, Lockpicking can already be reused on the same target, so as compensation this spell can instead be used at a distance.*

## LIGHT/OBSCURE

### Cloud of Fog

**Rank:** Novice

**Power Points:** 2

**Range:** Smarts x 2

**Duration:** 30 minutes (1 /10 minutes)

This spell conjures a cloud of thick, rolling fog, which fills an area the size of a Large Burst Template. The fog provides a -6 visibility penalty, and muffles sound so that speaking becomes a normal action instead of a free one (you have to yell to be heard).

**Design note:** *This only uses the Obscure version of the spell, but has an extended duration. It uses the Sound (Absorbtion) trapping from SWD.*

## Dancing Lights

**Rank:** Novice

**Power Points:** 2

**Range:** Smarts x 2

**Duration:** 30 minutes (1/10 minutes)

This spell conjures either four spheres of glowing light, each of which illuminate an area the size of a Small Burst Template, or one vaguely humanoid glowing shape which illuminates a Large Burst Template.

The lights float in the air and cannot be cast onto an object, but they can be moved anywhere within the range as a free action.

If the caster wishes to distract people with the lights, resolve it as a normal Smarts trick. Treat this as Dispel when cast on a spell with a darkness trapping.

**Design note:** This uses the Light (Enhance) trapping from SWD. There is no Obscure option, but the light covers a larger area (or multiple smaller areas).



## Darkness

**Rank:** Novice

**Power Points:** 2

**Range:** Smarts x 2

**Duration:** 3 (1/round)

This spell darkens an area the size of a Large Burst Template, and may also be cast onto an inanimate object. The caster can adjust the intensity of the darkness as a free action, choosing between dim (-1), darkness (-2), pitch darkness (-4), and utter darkness (-6). Treat this as Dispel when cast on a spell with a light trapping.

**Design note:** This only uses the Obscure version of the spell, but it provides more flexibility by making the intensity adjustable – a useful option for spellcasters with Low Light Vision.

## Illusion

**Rank:** Novice

**Power Points:** 2+

**Range:** Smarts

**Duration:** 3 (1/round)

This spell allows the caster to create visual illusions within an area the size of a Small Burst Template. If the illusion is animated, the caster must remain within range, and suffers a -2 penalty to all other actions while maintaining the illusion due to the amount of concentration required. If the illusion is static, the caster may move out of range after casting it.

Observers can make a Notice roll at -6 to recognise the illusion for what it is, although they still can't see through it, and still suffer penalties to attack someone who is covered by the illusion.

Note that although the illusion can conceal someone by covering them, it cannot cover someone with an "illusion" of empty space – it cannot mimic invisibility. Nor can it mimic the effects of other powers.

The caster may increase the size of the illusion to a Medium or Large Burst Template for +2 or +4 PP respectively. They may also add sound to the illusion, but this doubles the PP cost.

**Design note:** This only uses the Obscure version of the spell, and only covers a Small Burst Template, but it is far more flexible. It is important to realise that this spell cannot mimic other powers (unless you're using the Improvised Trappings rule) – the player needs to take the Disguise power to create an illusionary disguise, the Invisibility power to make someone invisible, the Confusion spell for offensive illusions, and so on.

## MIND READING

### Speak with Dead

**Rank:** Novice  
**Power Points:** 3  
**Range:** Smarts  
**Duration:** 1

You temporarily imbue a corpse with the semblance of life, and force it to answer a single question. The corpse is limited to whatever it knew in life, and its answers tend to be brief and cryptic, but it doesn't lie. If you get a raise then you can cast the spell again if you wish to ask another question, otherwise the corpse becomes immune to this spell for one week.

**Design note:** Uses a fixed TN rather than an opposed roll. As there is no real drawback in a corpse knowing you've read its mind, the consequence of a normal success has been changed to a one week delay, and the information provided is more cryptic.

### Speak with Plants

**Rank:** Novice  
**Power Points:** 3  
**Range:** Smarts  
**Duration:** 1

You temporarily animate a plant with the semblance of life, and force it to answer a single question. The plant is limited to whatever it could reasonably have observed had it had human senses, and its answers tend to be limited to a plant-like perspective (e.g., it cannot generally distinguish one human from another), but it doesn't lie. If you get a raise then you can cast the spell again if you wish to ask another question, otherwise you must wait an hour before any plants will answer you again.

**Design note:** Uses a fixed TN rather than an opposed roll. As there is no real drawback in a plant knowing you've read its mind, the consequence of a normal success has been changed to a delay, and the information provided is more limited.

### Telepathy

**Rank:** Novice  
**Power Points:** 3  
**Range:** Smarts  
**Duration:** 1

Make an opposed roll against the target's Smarts. On a success, you can feel their current emotional state. On a raise, you can also read their current surface thoughts.

**Design note:** Less risky than normal Mind Reading, as it can't be detected, but also less precise. If you want to read someone's thoughts about a specific subject, you first have to trick them into actively thinking about it.

## SMITE

### Psychic Infusion

**Rank:** Novice  
**Power Points:** 2  
**Range:** Self  
**Duration:** 3 (1/round)

You infuse your fists with psychic energy, increasing your unarmed damage by +2. If you get a raise on the Spellcasting roll then the psychic energy surrounds your entire body, and is treated as a 2d4 Damage Field.

**Design note:** Only effects the caster, and only unarmed attacks, but enhances all natural weapons instead of just one. Also uses a psychic variant of the Fire/Heat (Aura) trapping from SWD.

## SUMMON ALLY

### Summon Skeletons

**Rank:** Novice  
**Power Points:** 3+  
**Range:** Smarts  
**Duration:** 3 (1/round)

This spell allows the caster to summon a skeleton. Use the skeleton stats from the SWD bestiary, except that it is wearing a rusty chainmail vest (armour 2 on the torso), and armed with either a shortsword and medium shield, a spear, or a bow, as chosen when the spell is cast. For every increase in rank, the caster may choose to summon additional skeletons for +1 Power Point each – one skeleton for 3 Power Points at Novice, two skeletons for 4 Power Points at Seasoned, three skeletons for 5 Power Points at Veteran, and so on. All skeletons summoned with a single casting are equipped with identical weapons.

**Design note:** These skeletons are on-par with the Bodyguard, but are more diverse in their choice of weapons. However the caster doesn't unlock additional creature types as they increase in rank, they just summon more of the same.

## Animate Armour

**Rank:** Veteran

**Power Points:** 3/suit of armour

**Range:** Smarts

**Duration:** Special

This spell magically animates a suit of armour for 1 hour on a success, d6 hours on a raise, and 24 hours with two or more raises. The armour must be a relatively undamaged full suit, including a helmet, greaves, bracers, gauntlets and boots. The spell doesn't work if someone is wearing the armour, and if the armour is "killed" it must be repaired before it can be animated again.

## Animated armour

A magically animated suit of armour.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d4, Shooting d6

**Pace:** 6; **Parry:** 5; **Toughness:** 6-8 (1-3)

### Special Abilities

- **Gauntlets:** Str.
- **Armour +1/+2/+3:** Varies.
- **Fearless:** Animated armour is immune to Fear and Intimidation.
- **Construct:** +2 to recover from Shaken; called shots do no extra damage.

***Design note:** The animated armour loses the +2 Toughness (+4 racial ability) and the weakness to head shots, but gains +2 Pace (+1 racial ability) and its Strength increases to d8 (+2 racial ability). Animated armour is less offensive than a rotting zombie, but you're unlikely to find undamaged suits of armour lying around unless you're in a museum - even if you kill someone wearing armour, you'll have to spend time stripping it off them before you can animate it.*

## Earth Elemental

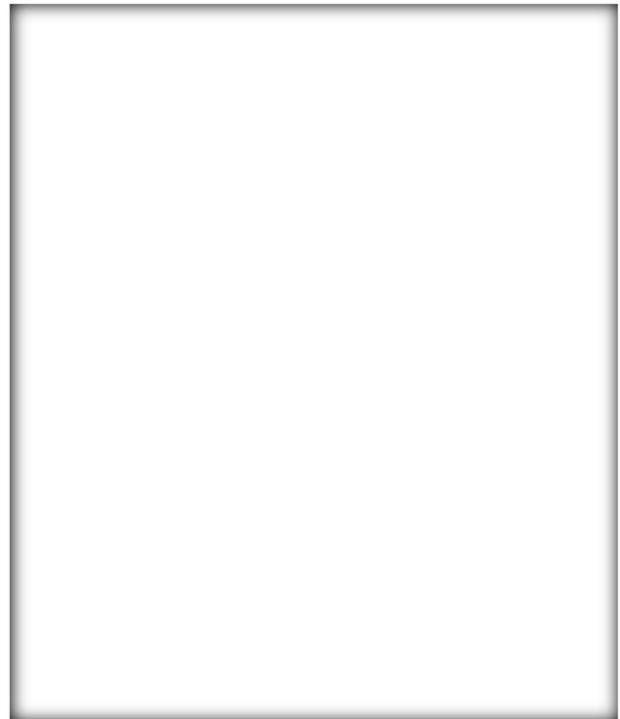
**Rank:** Veteran

**Power Points:** 4/elemental

**Range:** Smarts

**Duration:** Special

The spellcaster summons a minor earth elemental, which arrives at the beginning of his next turn. It is Shaken when it appears, but may immediately make a Spirit roll to recover. This spell may only be cast when there is plenty of earth or rock nearby, and the elemental remains for 1 hour on a success, d6 hours on a raise, and 24 hours with two or more raises.



## Minor Earth Elemental

An humanoid figure of rock and earth.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d6, Notice d4

**Pace:** 4; **Parry:** 5; **Toughness:** 8 (2)

### Special Abilities

- **Bash:** Str+d6.
- **Armour +2:** Rocky skin.
- **Elemental:** Fearless; called shots do no extra damage; immune to poison/disease.
- **Burrow (10''):**  Move through the earth.

***Design note:** The elemental is on-par with an armed and armoured zombie (tested with my combat simulator), and is easier to summon as you only need earth or rock rather than a corpse. To compensate, the PP cost has been increased by +1, it doesn't appear until the following turn, and it's Shaken when it first arrives (meaning it'll usually be a few rounds before it can start attacking your enemies).*

## Golem

**Rank:** Veteran

**Power Points:** 3/golem

**Range:** Smarts

**Duration:** Special

The spellcaster must first construct a humanoid figure out of clay, inscribe a magical glyph on its forehead, and then allow it to dry. By enchanting its glyph, the golem animates for 1 hour on a success, d6 hours on a raise, and 24 hours with two or more raises. If destroyed, the golem

crumbles to dust, otherwise it can be animated again by recasting the spell.

## Golem

An animated being constructed from clay, and brought to life through a magical ritual.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d10, Vigor d8

**Skills:** Fighting d6, Intimidation d6, Notice d4

**Pace:** 4; **Parry:** 5; **Toughness:** 8 (2)

### Special Abilities

- **Fists:** Str.
- **Armour +2:** Hard skin.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Construct:** +2 to recover from Shaken; called shots do no extra damage (unless they target the glyph).
- **Weakness (Glyph):** A called shot to the glyph on the golem's forehead (at -6) inflicts a total of +8 damage.
- **Rage:** The golem gains the benefit of the Berserk Edge, except that while berserk the owner loses control and it will attack random targets. The golem never tries to end its own rage, but the owner can attempt to calm it down by making a Smarts roll at -2 as a full action.

***Design note:** The golem loses the +2 Toughness (+4 racial ability) and Shooting d6 (+1 racial ability), but its Strength is increased to d10 (+3 racial ability) and its Vigor to d8 (+2 racial ability). It also gains the Berserk Edge (+2 racial ability), but when Berserk the owner loses control of the golem, making it as much of a drawback as an advantage. The Armour +2 is technically a +2 racial ability, but unlike a zombie the golem cannot be fitted with purchased or looted armour. The golem also has to be constructed and transported around, while corpses can be found on battle fields, dug up in graveyards, or simply "made" by killing an enemy. Note that the same trapping can be applied to the Necromancer and Master Necromancer Edges from the Horror Companion, renamed to something more appropriate.*

## Mount

**Rank:** Veteran

**Power Points:** 3/mount

**Range:** Smarts

**Duration:** Special

This spell allows the caster to summon a magical steed with the same stats as a

riding horse. The mount remains for 1 hour on a success, d6 hours on a raise, and 24 hours with two or more raises, and vanishes if killed. The mount will flee if attacked.

***Design note:** This is a utility version of the Zombie power. It summons a steed that won't fight, but provides another service.*

## Scarecrow

**Rank:** Veteran

**Power Points:** 3/ scarecrow

**Range:** Smarts

**Duration:** Special

This spell animates a scarecrow or stick mannequin, infusing it with a semblance of life for 1 hour on a success, d6 hours on a raise, and 24 hours with two or more raises. The scarecrows found in farmers' fields often have no legs, in which case they have Pace 0 when animated. The mannequin can be anything from a traditional scarecrow to a roughly humanoid-shaped bundle of sticks.

## Scarecrow

An animated mannequin of sticks or straw.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d4, Notice d6, Stealth d6, one other skill at d6

**Pace:** 4; **Parry:** 5; **Toughness:** 5

### Special Abilities

- **Fists:** Str.
- **Fearless:** Scarecrows are immune to Fear and Intimidation.
- **Construct:** +2 to recover from Shaken; called shots do no extra damage.
- **Weakness (Fire):** +4 damage from fire, and highly flammable.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.

***Design note:** Shooting is replaced with Stealth, Intimidation switched with Notice, and the Weakness changed to fire. The scarecrow also loses the +2 Toughness from Undead, but gains Low Light Vision and a skill of the caster's choice (chosen when the spell is cast), and its Pace also increases to 6. This still puts it at a slight disadvantage in combat, but the bonus skill gives the scarecrows more flexibility as servants, and they are easily made and far more socially acceptable than animated corpses. Note that the same trapping can be applied to the Necromancer and Master Necromancer Edges from the Horror Companion, renamed to something more appropriate.*