Yet Another Gramarye

Magic rules for the Fudge System

http://wanderinghorse.net/gaming/fudge/

Abstract:

Yet Another Gramarye is a derivative of Carl Cravens' *The Gramarye*, and narrows the scope of that work into something more suitable for my own gaming style. Note that this document removes material which is not relevant to my own campaigns, such as Time magic.

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Table of Contents

1 Preliminaries....2
1.1 Obtaining an original copy of The Gramarye....2
1.2 Author's Thanks....2
1.3 License....2
2 Introduction....3
2.1 Spell Rationale....3
2.2 Spells as Skills....3
2.2.1 Five-point Fudge....4
2.2.2 Easy, Average, Hard.......4
2.3 The World-View....4
2.4 How the Magic Works....4
2.5 Who can Cast Spells?....5
3 The Colleges and Realms....5
3.1 Colleges....5
3.1.1 Breaking (e.g. weaken, harm, dispel)....5
3.1.2 Communication (e.g. speak, read)....5
3.1.3 Control (e.g. bind)....5
3.1.4 Creation....6
3.1.5 Enchantment....6
3.1.6 Enhancement (e.g. strengthen, repair)....6
3.1.7 Healing (e.g. fertility, growth)....6
3.1.8 Knowledge (e.g. see, hear, find)....6
3.1.9 Movement....6
3.1.10 Protection....6
3.1.11 Transformation (e.g. shape, size)....6
3.1.12 Transmutation (e.g., man to mouse, mouse to goblin, flesh to stone)....6
3.2 Realms....6
3.2.1 Air (e.g. gas)....6
3.2.2 Animal....7
3.2.3 Body....7
3.2.4 Earth (e.g. solid)....7
3.2.5 Fire (e.g. energy)....7
3.2.6 Illusion (e.g. images, light, darkness, sound)....7
3.2.7 Magic (e.g. mana)....7
3.2.8 Mind....7
3.2.9 Plant....7
3.2.10 Spirit....7
3.2.11 Water (e.g. liquid)....7
3.2.12 Weather....7
4 Creating Spells....7
4.1 Mana....7
4.2 Choosing the Elements....8
4.3 Rituals, Invocations, and Gestures....8

4.4 Props 9
4.5 Putting the Spell Together 9
4.6 Sample Spell Effects 9
4.6.1 Mediocre, cost +0-5 9
4.6.2 Fair, cost +4-10 10
4.6.3 Good, cost +8-16 10
4.6.4 Great, cost +12-20 10
4.6.5 Superb, cost +18-35 11
4.6.6 Legendary, cost +32 or more 11
4.7 Spell Cost and Difficulty Modifiers 11
4.7.1 Number of Targets 11
4.7.2 Range 11
4.7.3 Misc. 12
4.7.4 Time Chart 12
5 Casting the Spell 12
5.1 Spell Failure 13
5.2 Defense Against Spells 13
5.3 Rolling the Dice 13
6 Creating Magic Items 13
6.1 Enchantment Time 14
6.2 Making Sources of Power and Other Wizard Tools 14
7 Sample Spells 14
7.1 Charm Person 14
7.2 Create Golem 14
7.3 Fireball 15
7.4 Grasping Hand 15
7.5 Guardian Beast 15
7.6 Heal Body 15
7.7 Phantom Swarm 15
7.8 Scry Shield 16
7.9 Tanglefoot 16
7.10 Thought Speech 16
7.11 Tongues 16
7.12 Wizard Bolt 16
7.13 Wizard's Eye 16

1 Preliminaries

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Notable changes between revisions:

- 20070919: corrected inconsistency in two conflicting references to cost reduction for taking extra time to cast spells.
- 20070128: reformatted old LyX file into OpenDocument for re-release on the web. Minor changes/corrections from the older file.

1.1 Obtaining an original copy of The Gramarye

This document is a direct descendant of Carl Craven's *The Gramarye*, by stephan beal (stephan@wanderinghorse.net). It is distributed under the license described below.

Carl's HTML copy can be found at http://fudge.phoenyx.net/gramarye/.

1.2 Author's Thanks

Carl sends his Thanks to: Karen Cravens, Michael Feldhusen, Jason Knight, Scott Raun, and the users of the fudge-l mailing list.

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1.3 License

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2 Introduction

The magic system presented here represents the pseudo-scientific approach of a mythical medieval setting.

Magic is a force which can be manipulated, by those with the inborn Gift of Magery, via learned broad skill categories (called Colleges and Realms) or specialized skills for individual spell effects. Spells cost mana to cast, drawn from a character's Mana Points (MPs, also called his mana pool). The amount of mana available is determined by a character's Mana attribute, and this mana is replenished over time. The system encourages, rather than hard-and-fast spell lists, the on-the-fly combination of abstract areas of magical studies. That is, if a caster has studied the magical Realm of Fire and the College of Control, we can assume that he can muster up a number of effects for controling energies such as burning fire. This is not captured in a single spell effect, nor must it be divided into upteen specific effects (though detailed players may prefer to do so).

2.1 Spell Rationale

This material, written by a computer geek, treats magic development very much like the process of software engineering. Working with spells is similar to programming a computer. Spells can be thought of, basically, as software, and can be "run" by casting them. Casters can learn standard spells or create their own, either by spending time to develop them or by combining existing spell skills to create a "one-shot" effect. There is no one single list of standard spells. Many magicians independently develop their own versions of spells, and they often differ in subtle ways, but for most purposes these "clones" can be considered essentially identical.

Though having the ability to work with magic requires the Gift of Magery, this is not to imply that only people with some special Gift can program computers!

2.2 Spells as Skills

These rules may be used with a variety of skill systems. Some examples of given in the subsections below below.

Unless specified otherwise, all spell and College/Realm skills have a prerequisite of Magery 1. Some specific effects may require higher Magery levels, as the GM sees fit.

Many spells are standardized or similar enough that they are treated for game purposes as one spell, in the same way that we have many different word processors available to us. Players can present new spells to the GM at any time for inclusion into the campaign, or the characters may spend game time developing new spells[1]. Players are certainly encouraged to name their spells however they like - *Gorno's Raging Fists* sounds much more interesting than *Raise Strength*.

It is recommended College and Realm skills never be learnable at higher than Good without a nice explanation. The reasoning for this is that Colleges/Realms are very broad skills, and it should not be easy to full master a complete College or Realm. A generous GM might allow a limit of Great, and only a GM looking for epic-scale wizards should allow Colleges and Realms to be learned at higher levels.

The GM is free to judge that specific Colleges/Realms are easier or more difficult to learn than average, and that spending skill levels on them gets them at a level above or below the normal rating. e.g., if the GM

1New spells are almost always behind schedule, due often to last-minute changes requested by rich clients.

decides that a particular College is difficult to learn, then spending one of your Good skill slots on it might get it at only a Fair level. Conversely, if the GM decides that the Energy College is remarkably easy, then buying it at a Good level would actually get it at Great.

2.2.1 Five-point Fudge

When using this system with Five-point Fudge (or similar) systems, it is recommended that the following chart be used for converting skill points to College skills.

Points Spent in Magic	College/Realm Skills
1	1 at Fair, 2 at Mediocre
2	1 at Good, 2 at Fair, 2 at Mediocre
3	1 at Great, 2 at Good, 3 at Fair, 2 at Mediocre
4	2 at Great, 3 at Good, 4 at Fair, 2 at Mediocre
5 (only when a 6+ point system is used)	1 at Superb, 2 at Great, 4 at Good, 4 at Fair, 4 at Mediocre

The intention is to give a character fewer skill levels in Colleges as he would get in a mundane skill group (such as Combat or Knowledge skills). For example, becoming mildly skilled with several weapons by spending 1 skill point should be significantly easier than becoming just as skilled in the same number of Colleges of magic!

It is recommended that characters with the Gift of Magery get one free skill level per level of the Gift, to be added to any magic skill(s) they purchase (as opposed to buying new College skills with these free levels). This is intended to represent the relative ease with which such gifted PCs work with magic. e.g., if a character has 2 levels of Magery, he should be allowed to increase two Magic skills by one level or one skill by two levels.

Note that there is no distinction between Broad- and Narrow-focus groups, as Colleges are all considered to be broad skill groups.

A suggestion for Five-point Fudge is to categories the Colleges and Realms into a single new skill group called Gramarye, but to also allow PCs to take any skills from the Magic skill group when they spend points in the Gramarye group. e.g., PCs who want a couple levels of skills like Alchemy and Thaumatology shouldn't need to spend an extra point in the Magic group to get them, but instead should be allowed to purchase those with points spent in the Gramarye group.

2.2.2 Easy, Average, Hard...

When using a system where skills are assigned a difficulty rating, such as Easy, Average, Hard and Very Hard, those difficulties can be converted to the standard Terrible – Superb Fudge scale like so:

Easy:	Poor
Average:	Mediocre or Fair
Hard:	Good
Very Hard:	Great

Spell Colleges and Realms are always learned as broad skill groups. Specific spells may be learned as individual, narrow-focus skills.

The default difficulty level for College skills is Hard. When learning specific spell effects the difficulty defaults to Mediocre. Note that this is the learning difficulty, not the per-use difficulty level.

2.3 The World-View

The world this system is designed for is similar to a mythical medieval Europe. The typical sorcerer sees magic as a scientific force to be manipulated through scientific (to him) means. He divides the world into four basic realms - solids, liquids, gases, and energy - which he calls earth, water, air, and fire. All things are made up of one or more of these elements. (A man's flesh is made of earth, his blood of water, his breath of air, and his spirit of fire.) He divides living things into three different realms as well - body, mind, and spirit. This world-view governs the way a sorcerer approaches magic.

2.4 How the Magic Works

The basic elements of magic are divided up into Realms (areas of control, such as Fire, Water, Spirit, and Body) and Colleges (types of control, such as Healing, Creation, and Transformation). In order to cast spells that manipulate one of these Realms, a character must have a skill for that Realm and a skill for the College that he desires an effect from.

To cast a spell, the character chooses a College and a Realm and combines them for the desired effect. The character's effective skill level for the spell is that of the lowest skill he is using. If a character has more than one Realm that would affect the spell (e.g. Transform Body to Stone when the caster has both Body and Earth), use the higher Realm skill with a +1 level bonus to the skill.

The only difference between Colleges and Realms is that Realms act on Nouns and Colleges act on Verbs. This is strictly an organizational detail – Colleges and Realms are fundamentally the same thing, and one may freely use either word to refer to Colleges and Realms.

2.5 Who can Cast Spells?

With the exception of some trivial spells, only mages may cast spells, and the term "mage" technically refers to anyone gifted with Magery.

Additionally, all mages must learn the Thaumaturgy skill. Depending on the wizard's culture, upbringing, world view, etc., Thaumaturgy may be called something different - such as Rune Lore, Sorcery, Elven Shamanism, Gypsy Dance Magic, etc. No matter what it's called, this skill represents the background knowledge that is common to all spellcasting. To think of it another way, rather than formally studying the topic a character may accumulate this knowledge while learning more specific magics.

A mage may never have a magical skill level which is greater than his Thaumaturgy skill.

The highest attainable skill level in Thaumaturgy equals Intellect + Magery.

Assuming a character meets the Magery requirements (normally 1 level, but possibly higher for very powerful spells) and can find a teacher, he can learn the skill.

3 The Colleges and Realms

These Colleges and Realms are based on the world-view of the setting. Unless noted otherwise, each College or Realm is a Hard-difficulty skill.

Colleges and Realms are, for practical purposes, the same thing, and are only separate to provide a logical distinction between the actions (Colleges) and the nouns (Realms). All rules which apply to Colleges also apply to Realms, unless noted otherwise, and the term College also includes realms unless otherwise noted.

Colleges and Realms are learned as skill groups. At the GM's option, a character may take a sub-College or sub-Realm for an increase in spell ability for more limited cases.

Example: The Animal Realm allows the caster to affect all animals. A character could specialize in Animal/Birds and use that to get, e.g., a +1 bonus (or other GM-determined bonus) on all spell rolls involving birds.

Spell College specializations may take many forms, such as Animal/Bees, Earth/Silver or Energy/X-Ray.

The GM should allow focused sub-groups to be learned at a higher level than the normal skill group limit of Good; allow one additional potential level per difficulty level decrease. That is, Animal/Birds could be learned at up to Great and Animal/Hummingbirds could be learned at up to Superb.

3.1 Colleges

3.1.1 Breaking (e.g. weaken, harm, dispel)

Breaking is destruction and undoing. Almost anything can be broken, though some things are harder to break than others.

3.1.2 Communication (e.g. speak, read)

Communication is about willing communication. Thought Speech (Communicate with Mind) is okay, but Read Minds is a Knowledge spell instead (Knowledge of Mind).

3.1.3 Control (e.g. bind)

Control is making something perform an action that it could perform of its own volition or through natural events. It cannot make a stream of water flow up-hill, for example. Control can, if the GM allows, influence natural events, such as causing an earthquake along a fault line or causing a fire to spread more quickly.

3.1.4 Creation

Creation is making things. Create combined with any of the life-based Realms will be off-limits in most campaigns. Create Spirit (or any other life) is usually something restricted to the gods, for instance.

3.1.5 Enchantment

This college is used to bind spells, long term, onto objects or locations. The limits of what can be enchanted are only up to the GM's limits she has set for her world.

Specific spells of this college include a variety for each other College and Realm, like Enchant Movement, Enchant Energy, etc. These spells can be used in place of Enchant for any enchantment involving the specialized college. These spells have a difficulty equal to the difficulty of the appropriate College or Realm. If a mage has College-level skill in a given College or Realm, he may purchase Enchant [that College/Realm] as if it were one difficulty level lower (never lower than Mediocre).

3.1.6 Enhancement (e.g. strengthen, repair)

Enhancement is making something better. It can repair broken items, make a man stronger or faster, or grant a "blessing" that gives the party an edge in combat. Enhancement is usually temporary.

3.1.7 Healing (e.g. fertility, growth)

Healing is the repair, growth, and reproduction of living things. Must normally be combined with Body or Plant, but certainly other clever combinations exist.

3.1.8 Knowledge (e.g. see, hear, find)

Knowledge is learning things that are unknown. It allows the caster to see things across long distances, read minds, or learn the history of an object or the true name of a dragon.

3.1.9 Movement

Movement is the transportation of things through space. Examples are psychokinesis, flying, and moving faster than normal.

3.1.10 Protection

Protection is preventing the intrusion of damaging objects, spying spells, unwanted visitors, the weather, etc.

3.1.11 Transformation (e.g. shape, size)

Transformation is changing the size or shape of something. Transformation is usually permanent. The more you transform something from its original state, the harder the spell. Transformation of animals into other

animals requires the more complex magics of the Transmutation college.

3.1.12 Transmutation (e.g., man to mouse, mouse to goblin, flesh to stone)

Transmutation involves changing the atomic or chemical makeup of something, and includes full knowledge of the Transformation College as well. The more you transform something from its original state, the harder the spell. Transforming a man into a goblin is fairly easy; they're both living humanoids. Transforming a man into a mouse is harder, requiring both a mass and form change. Transforming the man into a statue is even harder, requiring an element change. Transforming the man's body into stone while leaving him mobile is harder yet because this is a natural state for neither man nor stone.

3.2 Realms

3.2.1 Air (e.g. gas)

Air is any gaseous substance.

3.2.2 Animal

Animal is any non-intelligent living creature. It overlaps with Body, Mind, and Spirit.

3.2.3 Body

Body is the physical body of any living creature.

3.2.4 Earth (e.g. solid)

Earth is any solid, non-living substance.

3.2.5 Fire (e.g. energy)

Fire is any form of energy.

3.2.6 Illusion (e.g. images, light, darkness, sound)

Illusion is any form of sensory or mental illusion.

3.2.7 Magic (e.g. mana)

Magic is pure mystical force. If it can't be done with any other Realm, it can be done with Magic. Beyond the obvious (Detect Magic, Dispel Magic), Magic is a catch-all area. If a mage wants to affect something and that something isn't one of the Realms, the mage probably needs to use Magic. A Telekinesis spell that can move anything is Move with Magic. The Magic Realm is flexible and can reproduce effects from other Realms (although with slightly different results). For instance, Create Dog using Create Animal will produce a real dog while Create Magical Dog using Create Magic will produce a magical dog with magical properties. (See Guardian Beast in the sample spells.) Spells created through the Magic Realm that reproduce effects from other Realms should cost more mana, be more difficult, and/or have radically different effects. The Magic Realm should not be a general substitute for other Realms.

3.2.8 Mind

Mind is the mind of any living creature.

3.2.9 Plant

Plant is any plant matter, living or dead.

3.2.10 Spirit

Spirit is the life-force of any living creature. The Spirit College works well for creating zombies, golems, or any other animated thing, provided the setting allows for summoning and binding a spirit to animate it.

3.2.11 Water (e.g. liquid)

Water is any liquid substance. Lava would normally be Eerth, but this requires a GM's decision.

3.2.12 Weather

The ability to predict or manipulate weather or call down lightning bolts during a storm.

4 Creating Spells

4.1 Mana

All characters have a Mana attribute which represents the amount of mana the character has available at one time (excluding magical devices). Each mage is assumed to have a Gift allowing him to wield magic, and these rules call that gift Magery.

A character's mana is used up as he channels spells and it recovers at a moderate rate. The exact amount of mana available is up to the GM. These rules assume the following simple formula:

Mana Allowance: 16 + (4 x Mana) + (4 x Magery)

Mana Recharge Rate: (4 + Mana + Magery) per day

These rules assume that a mage must "save up" for a few days before casting large spells. If that is not the case in your campaign, adjust the recharge rate's "per day" to "per week", "per hour" or "per combat round", as you see fit.

For example, a character with no Magery and a Mana attribute of Poor will have a mana allowance of (16+ (4x-2) + (4x0)) = 8 and a recharge rate of (4 + -2 + 0) = 2. A powerful mage with Great Mana and level 2 Magery will have an allowance of (16 + (4x2) + (4x2)) = 32 and a recharge rate of (4 + 2 + 2) = 8. A character with Terrible Mana and no Magery would have an allowance of (16+(4x-3)+(4x0)) = 4 points, and a recharge rate of only (4+ -3 + 0) = 1.

Adjusting the amount of available mana is the GM's primary tool for adjusting the overall power level of the system. The above formula was designed to fit well into the -4/+4 ranges used by Fudge, and it may be easier to adjust the time scale (from days to whatever) rather than tinkering with the numbers.

Whether or not Mass Scale affects available mana is up to the GM. For most purposes, scale could be considered to have no effect on mana allowance.

A person's "mana pool" does not actually represent a specific amount of magical energy, but represents more the effectiveness of using the energy which is there. Most humans, for example, all carry around approximately the same levels of mana, but those trained with it, or who have inborn Magery talent, can use that same amount much more effectively than the untrained can.

If the GM wishes, characters with Magic Resistance should treat their level of resistance as a negative Magery score for purposes of the above formula. (Remember that those with Magery cannot have Magic Resistance.) Thus a character with Fair mana and 2 levels of Magic Resistance would have an allowance of (16 + (4x0) + (4x-2) =) 8, and a recharge rate of only (4 + 0 + -2 =) 2.

4.2 Choosing the Elements

The player first determines what he wants the spell to do, then looks at the lists of Colleges and Realms for a pair that describes (very roughly) the desired effect. The player should realize that not all spell effects can be wrangled out of a limited set of Colleges and Realms. For example, Create Animal is not a substitute for Locate (Know) Animal followed by Control Animal; Create creates things.

There are times when more than one Realm may produce the desired effect. Ice is a solid and therefore affected by Earth, but it is also water and affected by Water. It's up to the GM to decide where she'll let this overlap occur. Some GMs might decide that ice is only water and is unaffected by Earth spells, or that ice is no longer a liquid and unaffected by Water spells.

Also note that Move Body, for example, is not a spell; it is a combination of a College and Realm. The player should name the spell he desires before telling the GM which elements he will use. A Haste spell, which makes the target act faster, would require Move Body. The player would say, "I cast Haste using Move Body," not "I cast Move Body."

The player may want to keep a "spell book" of the spells his character uses often, and to give a copy to the GM. This way the spell doesn't have to be described every time the character casts it. This will also save the

time of recalculating a spell's casting parameters.

The GM may require more than one Realm for certain effects (e.g., Transform Body to Stone may require both the Body and Earth Realms). Sometimes a spell will consist of two or more spell effects strung together. A Summon Wolf spell might require two separate skill rolls - Locate (Know) Wolf and Control Wolf.

Example: Baldor the Brilliant wants to cast a huge ball of fire at a group of advancing warriors. He combines his knowledge of Creation with his knowledge of Fire to throw a Fireball spell. Creating a lifeless ball of fire in combat is interesting but not normally terribly useful. Thus Baldor also uses his knowledge of the Control College to shoot the fireball from his hands.

4.3 Rituals, Invocations, and Gestures

A ritual is something the caster does to cast the spell before he actually begins casting. Samples of rituals include fasting, special cleansing or confession, performing a special service or quest, praying at a specific location, etc. Invocations are magical words or prayers spoken aloud during casting. Gestures are magical signs or motions made by the caster with his hands or body during casting. To cast a spell with neither gestures nor invocations doubles the mana cost. (Casting a spell with both provides no bonus.)

One justification for requiring mages to gesture while casting spells is that the gesturing is instrumental in their shaping of mana. In other words, the gestures literally help shape the spell. The GM may decide that certain colleges of spells have particular gestures commonly associated with them. For example, the GM might tell an experienced mage PC, "it looks like he's preparing some sort of fire spell." Such peculiarities between the colleges need not be a significant detail, but can add color, or even humor, to the game. Imagine, for example, a necromancer using rude gestures and foul language to get the attention of a mean-natured spirit, whereas a druid might need to approach a good-natured woodland spirit with gifts and reverence to get its attention.

4.4 Props

Certain very powerful spells may require physical components (props) in order to complete the spell. This is not the default, however, and props are generally ignored for ease of play. Props can, at the GMs discretion, be used to pay for part (or all) of a spell's cost, increase its effectiveness, or otherwise provide some benefit in casting a spell. Readers interested in this level of detail are referred to Carl Craven's *The Gramarye*, which goes into some detail in providing a very useful system for props. Even GMs who do not require props most of the time may find them useful, entertaining, or clever at times.

An example of a rather non-conventional prop, but a prop nonetheless:

Our intrepid heroes have the bandit lord surrounded in his small keep, but they have no way of breaching the gate so the main forces can get in and do the dirty work. The gate is made of large logs, magically protected against fire (the PCs find out on their first attempt to burn them). A mage in the group knows some Plant and Control magic, but does not have nearly enough energy to perform a spell needed to breach the wall. He devises an impromptu ritual to assist him in focusing and to attempt to draw in more mana. He has the stronger members of the group gather around a large tree and start chopping to a rhythm he sets by clapping his hands. As they chop, he concentrates on the energy building in the slowly-thining trunk of the tree, and mentally builds a channel for the energy to transport it to a few of the posts holding the main gate in place. As the tree falls, the mage guides the swell of energy he knew would come with it, and causes the door to literally burst from its hinges. He is exhausted, and has drained his own mana pool, but the gate is now down and the invasion can begin.

4.5 Putting the Spell Together

A basic spell has close range, does zero damage or some other minor effect, affects one man-sized target or one cubic meter of material, takes five seconds to cast, lasts for five seconds (if appropriate), costs zero mana, has a Difficulty of Fair, and requires the caster to make magical gestures or incantations.

The final cost, Difficulty, and casting time of a spell is determined by the GM. See Spell Effects, below and right, for rough guidelines. (These are guidelines to help choose basic costs and casting times; they are not strict rules.) The GM should not allow any spell that she thinks may be unbalancing. The GM may declare that certain spells' Difficulty Levels may not be lowered below a certain point for game balance purposes. For example, the GM may declare that Knowledge spells can never be easier than Fair, regardless of the time or mana spent casting them. Likewise, the GM may decide that certain spells require a certain length of casting time or a certain amount of mana regardless of resources available to the caster.

It's difficult to give detailed guidelines for determining a spell's basic level of power. The best way to do so is to compare the desired effect with an existing spell or the suggested Spell Effects. (Note that the level of effect of a particular spell is influenced by the world. For example, if talking to spirits is a common occurrence

in your world, it probably shouldn't be of Great Difficulty.)

Once the GM determines the basic cost for a desired effect, see the Modifiers table to refine the cost, duration, exact spell effect, etc. of a specific spell.

Example: Back to Baldor's Fireball spell. Since he wants to incapacitate these goons, he figures the fireball will need to do 10 damage. According to the Modifiers chart, that's +5 mana. He's in a hurry, so he won't mess with the casting time, but it's long range (+2 mana) and will affect several targets (+2 mana). The base Difficulty is Fair. Total mana required: 9.

4.6 Sample Spell Effects

Note that the sample effect levels below reflect a world where some magics, like Temporal and Teleportation, do not exist, and where spirit communication happens but is not commonplace. Tweak to suit your campaign.

Note that the spell effect level can also be considered to be the difficulty level of casting the spell, if the GM chooses. The given mana costs are very rough guidelines.

4.6.1 Mediocre, cost +0-5

Breaking: Shatter fragile material (crystal). Cause minor discomfort.

Communication: Speak local dialect of known language. Empathy.

Control: Cause target to sneeze or itch.

Creation: Simple illusion (simple stationary image or sound).

Enhancement: Amplify voice. Make a person beautiful. Repair fragile material.

Healing: Relieve minor fatigue, pain, or Scratches. Numb localized pain (toothache, migrane).

Knowledge: Provide information obtainable through simple observation.

Movement: Cause fire to spread more rapidly.

Protection: Shield from weather. Act as cloth armor.

Transformation: bend light bars, warp arrows or spears.

Transmutation: Turn a chicken into a pigeon.

4.6.2 Fair, cost +4-10

Breaking: Shatter or tear soft material (leather, wood).

Communication: Speak unknown language. Telepathy with like mind.

Control: Cause target to do something it's inclined to do.

Creation: Detailed illusion (stationary person).

Enhancement: Temporarily increase one of target's attributes by one level..Repair soft material.

Healing: Cure minor or mid-grade infection. Cure Hurt wound. Numb major or whole-body pain (mafia torture, childbirth).

Knowledge: Provide information obtainable through simple mundane means.

Movement: Move something telekinetically. Allow target to levitate. Allow target to cling to walls like a spider. Cause target to travel faster.

Protection: Shield from severe storm and light weapons.

Transformation: Make a man look like another man, warp heavy metal bars, heavy wooden doors. Bend bones.

Transmutation: Turn a man into a goblin.

4.6.3 Good, cost +8-16

Breaking: Shatter resistant material (stone, bone, fragile metal).

Communication: Speak with being with no language (animals). Telepathy with alien mind.

Control: Cause target to do something it's mildly against.

Creation: Complex illusion (person or dragon fighting).

Enhancement: Temporarily increase one of target's attributes by two levels. Repair resistant material.

Healing: Cure major infection or minor disease. Cure Very Hurt wound.

Knowledge: Provide information the caster could have obtained through complex, lengthy, or dangerous mundane means.

Movement: Allow target to fly.

Protection: Shield from heavy weapons.

Transformation: Create crude “manufactured” good from prepared materials (shape an iron block into a rough sword, or turn a blob of clay into a statue suitable for a golem). Tunnels through solid material. Shape matter into a form it usually could not normally hold. Change object's scale by 1 or 2.

Transmutation: Turn a man into a mouse (or other mammal).

4.6.4 Great, cost +12-20

Breaking: Shatter hard material (hardened metal).

Communication: Speak with spirits, trees, or rocks.

Control: Cause target to do something it's strongly against.

Creation: Very complex illusion (band of knights fighting a dragon).

Enhancement: Temporarily increase one of target's attributes by three levels. Repair hard material.

Healing: Cure major disease or poison, bring someone back from Near Death.

Knowledge: Provide information the caster could not have obtained otherwise.

Movement: Allow target to walk through solid matter.

Protection: Shield from most weapons.

Transformation: Create manufactured-quality goods from prepared materials. Change object's scale by 3-5.

Transmutation: Transmuting an animal into another kingdom (mammal to reptile, for example) or element. Turn a man into stone. "She turned me into a newt!"

4.6.5 Superb, cost +18-35

Breaking: Shatter mythical material (mithral).

Communication: Speak with extra-planar being

Control: Cause target to do something it would never do under its own will.

Creation: World-altering illusion (change entire setting).

Enhancement: Temporarily increase one of target's attributes by four levels. Repair mythical material.

Healing: Reattach or regrow severed limbs.

Knowledge: Provide information no one could have obtained otherwise.

Movement: Allow target to move from one plane to another. This magic is out of reach of PCs.

Protection: Shield from most magical effects.

Transformation: Bend people like Silly Putty(tm). Increase object's scale by 6 or more.

Transmutation: Turn a man into living stone. Disintegrate target via molecular deconstruction.

4.6.6 Legendary, cost +32 or more

These spells are earth-shaking and rare. They destroy powerful entities, wreck nations, sink continents, and unleash terrible evils on the world.

4.7 Spell Cost and Difficulty Modifiers

Add all that apply to specific spell's mana cost.

4.7.1 Number of Targets

Adjust the mana cost according to the number of targets or size of the target area:

-1 Small - a bread box

+0 One - one person

+1 Few - 2-4 people, a closet-sized space

+2 Several - 5-10 people, a whole room

+4 Many - a small crowd, a small building

+8 Great - large crowd, a large building (or more)

Note: A spell that affects multiple targets should not be selective; it affects everyone in the area in which it is cast. In other words, the mage shouldn't get to selectively shoot multiple targets for +1 mana to avoid casting the spell once for each target.

4.7.2 Range

Adjust the mana cost based on the range to the target:

-1 Touch - must touch target, requires to-hit roll

+0 Close - in close fighting range

+1 Short - within thrown weapon range

+2 Long - within sight or powered weapon range

+4 Extreme - out of sight of the caster (or more)

4.7.3 Misc.

+2 damage: +1 mana

+1 defense: +1 mana

Has no mundane defense (armor, etc. doesn't stop the damage or effect): +2 mana

Increase Duration one level on Time Chart (see below): +2 mana

-1 level Difficulty: increase Casting Time level on Time Chart (see below)

+1 level Difficulty: decrease Casting Time level on Time Chart (see below)

4.7.4 Time Chart

Each level of the Time Chart is a rough approximation of five times the previous level. Use this chart to determine time modifiers both for spell duration and casting time.

1 level = 2 mana or 1 Difficulty Level

1 Second

5 Seconds (one combat round)

25 Seconds (five combat rounds)

2 Minutes

10 Minutes

1 Hour

5 Hours

1 Day

1 Week

1 Month

1 Season

1 Year

Extending the duration of a spell is at the GM's option; some spells are too powerful or make no sense if they last longer than a moment.

Example of modifying difficulty levels via taking extra time to cast spells:

Morbert wants try out his Transform Dog to Hellhound spell on his dog Rover. He has just developed the spell and still has a Terrible skill level with it. The GM rules that Rover's tiny size (a chihuahua) does not lend well to such a massive change, and assigns a Great difficulty and warns of “potential dire consequences” for Rover if the spell fails. To have any reasonable chance of success, Morbert needs to increase his effective skill. The base casting time of the spell is, the GM has previously determined, 5 seconds. He decides to take extra time to cast the spell to increase his chance of success. In the list above, a jump from 5 seconds to 1 day is 6 levels, which would effectively raise his Terrible (-3) to Superb (+3). That wouldn't ensure success, but it would at least give him a reasonable chance of success. If the spell is permanent, or at leasts lasts a few days, the extra effort might be worth it, otherwise Morbert is probably likely to spend more time enhancing his skill before he attempts to mutate his pet.

5 Casting the Spell

To begin casting a spell, the mage must have the desired components at hand, be able to recite or perform any incantations or gestures, and have the necessary mana available (which might be partially provided by the rituals).

Once he has started casting a spell, an unintentional interruption of the spell results in failure as though he had failed his skill roll. If the mage is wounded, he should make a Willpower (or similar) check to avoid interruption (wound penalties apply; -1 for Hurt, -2 for Very Hurt). The mage may voluntarily release the spell at any time before actually finishing it at no penalty. The source of mana - whether the mage himself or some other source - does not recover mana while casting a spell. When the spell is complete, the player must make a skill check against the Difficulty of the spell for the spell to succeed.

Once cast, the mage may "hold" the spell and not release it right away. The exact mana cost, if any, for doing so is up to the GM.

Spells normally do not require a to-hit roll and get no bonuses to damage for relative degree of success, that being the nature of magic. A spell either does its damage or it does not. If the GM desires, she may require to-hit rolls for all targeted spells and may allow increased damage based on the relative degree.

If a spell may have an extended duration, the mage may continue to maintain that spell at a cost determined by the GM. A mage may maintain, at most, M x 2 spells. The mage does recover mana while maintaining spells (GMs may wish to ignore this rule).

5.1 Spell Failure

The game master may use penalties for spell failure as a means to control the more powerful spells. A player who would risk a 90% chance of failure on an extremely powerful spell would be more reluctant if failure probably meant the death of his character . Spell failure penalties are optional. If it is extremely dangerous to use magic, this can greatly change the tone of the campaign. If the GM wishes to use penalties for spell failure, the risks that their characters may take should be made clear to the players.

Generally, the more powerful the spell, the greater the penalty for failure. Examples of penalties are loss of mana, loss of consciousness, temporary loss of magical ability, damage, unexpected spell effects, etc. The penalty should be related to the type of spell cast.

5.2 Defense Against Spells

A character normally gets no defensive roll against a spell; whether or not he gets hit is a function of the mage's success at casting it. A character may take multiple levels of the gift Magic Resistance, which acts like armor against magical damage and reduces the effects of other magic at the GM's discretion. (The GM may allow Magic Resistance to reduce the mage's chances of success with some spells.)

5.3 Rolling the Dice

When casting a spell the GM may decide to make the roll himself, in secret. This is in character with magic - it is not an entirely-understood force, and the caster may not know if he succeeded or not until he can witness the final result. In the case of the standard put-the-bitch-to-sleep-until-someone-kisses-her curse,

that could be years. (And the story changes drastically if she doesn't wake up when kissed!) To keep the player from feeling left out, the GM should only make these rolls on occasions where the wizard cannot instinctively know if his spell succeeds.

6 Creating Magic Items

To create a magic item, the mage must perform lengthy rituals involving the Colleges and Realms necessary for the effects he wants the item to have. For instance, to create a sword that increases the wielder's skill would require Enhancement and Body. Additionally, the Enchantment college is a prerequisite for enchanting any item long-term.

The enchtantment time is up to the GM, but one solution is proposed below. Formal enchantment, in a magic-rich campaign, might take one day per 5 or 10 mana used in enchanting an object. Quick and Dirty enchantments can normally be done in a single casting of the spell, assuming enough mana is available.

A fair guideline for an enchantment's mana cost is to take the mana cost of the desired spell and square it. If the final mana cost of the desired spell is 5, it would take 25 mana to create a magic item that could cast that spell. This produces a magical item that allows a person to cast the item's spell at the same casting time, mana cost, and other requirements as normal. Essentially, it grants the user the ability to cast that particular spell as if he were a mage with the proper skills, even if he isn't.

Mana to power enchanted object is drawn from their user's Mana Pool.

To create an item that requires no mana to use it, double the final mana cost and assign that object a Mana score equal to its spell's skill level, from which the object can draw mana and recharge. If an object has multiple spells, the Mana score is that of the highest-skill spell.

To create an item that requires no skill roll to use it, double the final cost again. If the player suggests limitations on the item, such as single-use, the GM is encouraged to reduce the creation time and mana requirements.

If it ever becomes significant, enchanted objects are assumed to have a Magery score equal to that of their enchanter.

When the character has reached the end of the creation period, the chance of successfully finishing the item is the same for successfully casting the basic spell. If the item has more than one spell, roll for each spell as it is enchanted into the item. To increase the chance of success, the caster can modify the casting cost of the creation in the same ways as an ordinary spell.

6.1 Enchantment Time

To enchant an item a mage must be able to continually supply mana until the whole enchantment cost is paid (i.e., the normal mana cost, squared). The completion time is a factor of how quickly the mage can supply the mana. If he can pay the whole thing in one go, he can enchant an item very quickly. An item which requires a hundred or more mana will probably take at least several days to enchant. A suggested minimum of one hour is recommended for any permanent enchantment. A mage may make use of mana stones and other mana sources during the enchantment process.

At the end of the casting, a skill roll is made against the GM-set difficulty, using the lowest of Enchantment or the spell being enchanted. On a failure all mana is lost and the mage must start over. A failure may destroy the target object, depending on the level of the failure and the type of magic being enchanted (a fireball-casting wand is a prime candidate for destruction, for example). Only a cruel GM will destroy objects being enchanted with Heal spells, though she may pervert the enchantment into a Staff of Cancer!

6.2 Making Sources of Power and Other Wizard Tools

Mana stones and other items that store mana are important tools. They provide the mana necessary to cast large spells, or to cast a large number of spells in a short time. It is suggested that Mana Stones be given a Mana score, and treated just as PC Mana scores are. A recommended average size for mana stones is Poor. Fair and higher stones are rare indeed. Stones are assumed to have no Magery for purposes of recharging and maximum mana.

To make use of such stored mana, the mage simply needs to be in physical contact with the "battery" when paying a mana cost. As much or as little as the mage desires can be pulled from the object at any given time.

Exactly what objects can be enchanted to store mana must be determined by the GM. Many GMs will limit it to a specific type of hard-to-obtain or expensive jewel. Others will allow coins, leaves and other mundane objects to be turned into batteries of magical force. Or perhaps leaves and small stones can act as Terrible or Poor stones, but it takes a fine diamond to act as a Fair or better stone.

Creating a mana stone requires Control and Magic for a Bind Mana spell (Good difficulty skill). The more mana the stone can hold, the more mana the Bind Mana spell will require. The difficulty of casting the spell is the desired Mana level of the stone, +2. Thus a Poor stone is Fairly difficult to enchant. Mana required is twice that needed to fill the stone up to it's maximum level. That is, a Poor stone, with 10 mana points, requires 20 Mana to enchant. When the stone is created is has no stored mana, and must recharge at its normal rate.

A mana stone recharges at a rate determined by its Mana score. A character may carry any number of mana stones, but can use only one at a time, and must be in physical contact with it, or perhaps in indirect contact (a stone set in a ring, or in his staff). The mage and any depleted stones he carries will compete for mana recharge; only one will recharge at a time, highest Mana score to smallest. That is, if a mage has a stone of higher Mana than he is, his stone will recharge before he does. Separating the stones (distance is up to the GM) allows them to recharge at normal rates.

There are rumored to be naturally-occurring stones and woods which absorb mana by themselves, but you've never seen such a thing personally.

7 Sample Spells

7.1 Charm Person

Control Mind, Great effect (+8), extreme range (+4), lasts 1 season (+9), takes 5 hours (-10). Total mana: 11.

Allows the caster to bind the target to his will. The target will carry out the caster's commands at all times, even when out of sight of the caster. The target may break the control when told to do something he is strongly against if a Willpower or similar attribute check is successful.

7.2 Create Golem

Find (Know) Spirit, Good effect (+8), long range (+2), takes 1 hour (-8). Total mana: 2.

Move Spirit, Good effect (+4), long range (+2), takes 10 minutes (-6). Total mana: 0.

Control Spirit, Great effect (+8), lasts one day (+6), takes 1 hour (-8). Total mana: 6.

Causes a clay, wooden or other sculpture to be imbued with a spirit under the control of the caster.

A three-part ritual magic, each part must be completed successfully before the next part can begin, and the parts must be cast in immediate succession with no recovery of mana in between. It is best to cast the spell in an area where a spirit is expected to be found, otherwise the range of the spell will need to be increased.

This spell assumes the use of spirits (tormented souls that have not left this realm for one reason or another) to animate non-animate objects and is a combination of three spell effects.

To animate things purely by magical force, use Move with Magic (a Great effect, cost variable).

7.3 Fireball

Create and Control Fire, Good effect (+5), long range (+2), several targets (+2). Total mana: 9.

Creates a ball of flame which streaks from the caster's fingertips and explodes when it comes into contact with something. It causes 10 damage to all in its area (in a cramped area, enough for several man-sized targets).

A “lighter” variant of this spell which only targets a single individual:

Good effect (+5), medium range (+1). Total mana: 6

7.4 Grasping Hand

Move with Magic, Fair effect (+2), small target (-1), short range (+1), lasts 2 minutes (+2). Total mana: 4.

Allows the caster to move a small amount of any substance without touching it.

7.5 Guardian Beast

Create Magic beast, Good effect (+4), lasts 1 day (+6), small area (+1).Total mana: 11.

Creates an invisible guardian to guard an item or area. If anything enters the area and moves toward the

guarded item, the Beast will begin barking as a warning. If someone touches the item, the Beast will attack with the abilities of a powerful dog, with a fighting ability of Good due to being invisible. The Beast will not stray more than a couple feet from the guarded item. For +1 mana, the Beast can guard (and roam) an entire room.

7.6 Heal Body

Heal Body, permanent, one target (must touch), casting time: 5 rounds.

Reduces a wound by one level:

Scratch: 2 mana, Fair difficulty

Hurt: 6 mana, Good difficulty

Very Hurt: 10 mana, Great difficulty

Near Death: 16 mana, Superb difficulty

For serious wounds, increasing the casting time is recommended to decrease the difficulty level. Assuming the wounded have the time to wait.

If the target is of a larger scale than the caster, add twice the difference to the mana cost or increase casting time by one level, and assess a penalty when healing races with drastically different biologies than the healer is used to. For smaller targets, reduce the mana cost by 1 per scale difference.

GMs may require that healers have professional biology skills related to the type of creature they attempt to heal, or provide a cost or difficulty penalty for drastically different species.

7.7 Phantom Swarm

Control Mind, Good effect (+4), lasts 2 minutes (+2). Total mana: 6.

Causes the target to believe he is being attacked by a huge swarm of stinging insects. Unless target passes a Willpower or similar attribute check or would normally be immune to stinging insects, he will take one Scratch of psychic damage every round. (Psychic damage disappears at the end of the spell duration, and cannot cause death, but in all other respects acts as normal damage.) A character who takes “lethal” damage from the Swarm simply passes out and will wake up at some GM-determined point. A critical success on the attribute check (+4 on the dice, or a result beyond Superb) will cancel the spell prematurely.

7.8 Scry Shield

(Break Magic) or (Protect from Magic), Fair effect (+3), small room (+2), lasts one hour (+4). Total mana: 9.

Prevents spying by magical means anywhere inside its area. Treat attempts to spy through the shield as opposed actions, spell skill vs. spell skill.

7.9 Tanglefoot

(Control Body), Mediocre effect (+1). Total mana: 1.

Causes target to stumble and possibly fall.

7.10 Thought Speech

(Communicate with Mind), Fair effect (+2). Total mana: 2.

Allows caster to mentally communicate with another intelligent humanoid. Note that it works only at Close range for five seconds if the caster doesn't add more mana to increase range and duration.

7.11 Tongues

(Communicate with Body), Good effect (+4), lasts 1 hour (+4). Total mana: 8.

Allows target to speak to any living being that has a formal language. To speak to creatures without a formal language is a Great effect.

7.12 Wizard Bolt

(Create and Control Energy, though Create might be waived if a suitable source is available), Mediocre effect (+2), 1 target (+0), short range (+1), + the cost for damage, up to a max of 4xM damage. Total mana: 3 + (damage points/2).

(Control Magic), as above, but no mundane protection (+2).

A bolt of energy shoots forth from the caster towards a single target, who must be approximately within throwing range and be in physical sight of the caster. The bolt automatically hits if the target is unaware that the caster is targeting him, otherwise roll a contest: the caster's skill level + Magery against the target's Dexterity. If the mage wins, the bolt hits, but damage is not modified by the relative degree of the win.

Mundane armor does not protect from the variant of this spell from the Magic College, but magical armor might, at the GMs discretion, as might some strongly magical creatures.

7.13 Wizard's Eye

(Know with Magic), Good effect (+4), small room (+2), extreme range (+4), lasts 10 minutes (+3). Total mana: 13.

Allows the caster to see things at a distance and through mundane obstacles as though he were standing at another place. The "eye" is invisible and can be moved about via concentration. It's eyesight is very limited.

Add Sound for +3 Mana.