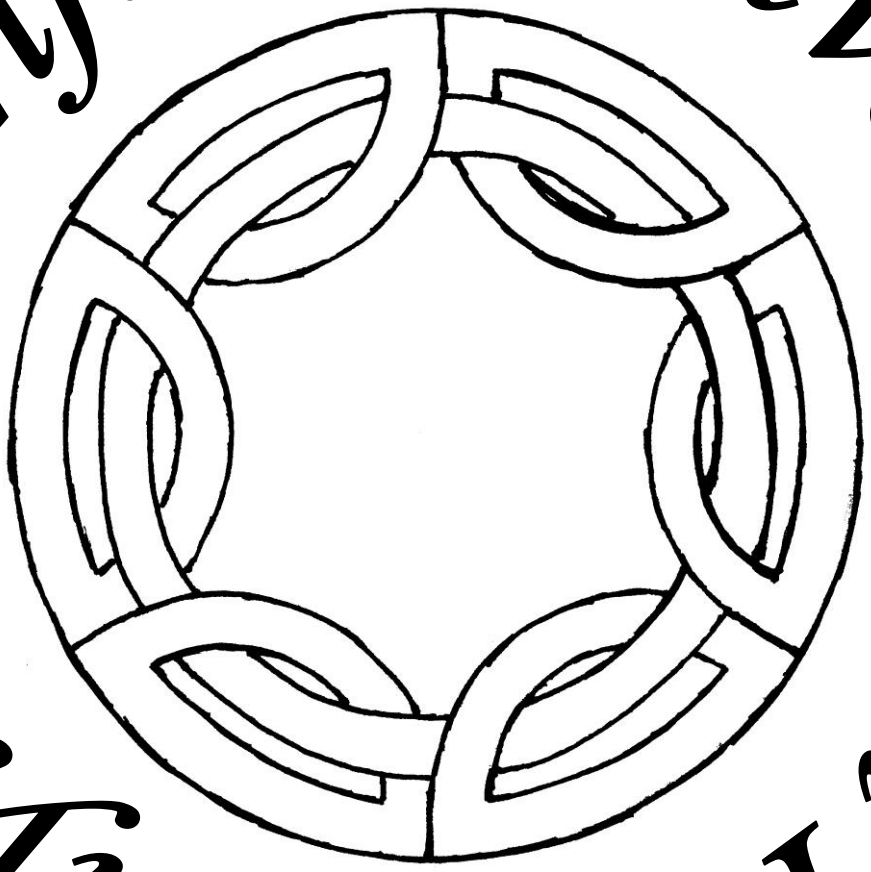
2013

Pathfinder Live Action Role Playing



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Now bugger off and have fun, that's what it's about after all!

Spheres

Magic is divided into areas of influence called spheres. Each sphere contains its own spells, and while some overlap, most are unique in their content. Each sphere is available at a different cost; some are more priest orientated and some are more mage orientated.

SPHERE	CLASS	COST	INFLUENCE
Thaumaturgy	*Wizard*	*20/free*	*Basic mage spells and small cantrips.*
Faith	*Priest*	*20/free*	*Basic priest prayers and blessings.*
Animal	*Druid*	*30/free*	*Basic animal control/enhancing Druid spells.*
Plant	*Druid*	*20/free*	*Basic plant control/enhancing Druid spells.*
Control	*General*	*50*	*The mastery of the minds of others.*
Force	*General*	*30*	*The spells of protection from physical harm.*
Knowledge	*General*	*40*	*For detection and communication.*
Necromancy	*General*	*50*	*The control and creation of Undead.*
Negation	*General*	*50*	*The negation magic and turning of Undead.*
Summoning	*General*	*40*	*The calling and control of supernatural creatures.*
Alteration	*Wizard*	*20*	*Changing the nature of items and enhancing them.*
Energy	*Wizard*	*50*	*The infliction of damage by the creation of elements.*
Movement	*Wizard*	*20*	*The spells of movement and action.*
Harm	*Priest*	*30*	*The draining of health.*
Healing	*Priest*	*30*	*The restoring of health.*
Nature	*Druid*	*20*	*The creation and enhancing spells of druids.*
Weather	*Druid*	*30*	*The use of light and wind and rain.*

The Nature of Magic

When an Art-user that is not a priest casts spells, they draw upon 'the source'. This is an energy that exists in all things, but spell casters learn to store this power within themselves by slowly drawing it out of the area about them. The 'source' is not intelligent, but acts a little like a mass subconscious for all things; thus when a ritual is performed, a part of every living thing decides if it should work or not. When an art-user 'overcasts' they have used all the power within themselves, and are now using their life force to power the spell, forever damaging themselves. The source is NOT a deity, nor is it alive in any normal sense of the word, yet it is found in all living things and spirits.

The Power of a True Name

Every living thing has a true name; for elements and materials this is a shared name; for example all wood shares a true name, but not all living trees.

Every sentient being has a distinct 'true name'; knowledge of this name grants the holder certain privileges, some of which are listed below.

The true name can be used to compel someone to return from death: the spirit has no choice than to return to the body and be joined to it; indeed this is WHY resurrection works.

The true name can be used to target the effect of a ritual far beyond touch or line of sight; for example the correct ritual might allow a hand of death to be cast on someone even if they were the other end of the continent.

The true name would allow other forms of control or influence to be exerted over distance in ritual or through items.

Cudgel for example imbues the weapon with a portion of the true name of all wood, as such it almost becomes "more real than real" and this is how the spell supplies its benefit.

It will NOT allow such actions to be taken with a normal spell however: you cannot just use a true name when casting a spell normally to gain the noted benefits in most cases. Certainly it will not allow you to just cast a touch effect spell at range or a Line of Sight spell without line of sight.

Mass, True Mass, and Targeting

When casting a mass spell, you may include or exclude targets on a broad definition, such as 'Only my side' or 'everyone attacking us'. The spell will include targets out of your line of sight in the effect, as long as they meet all other criteria, as an example a Mass fire-bolt will hit everyone in the area, unless they are in a sealed room where the energy cannot travel to them, even if the person is in a globe of darkness the caster cannot see through. True Mass Spells effect everyone apart from the caster, without any ability to choose. A Caster may ALWAYS choose to include themselves as a target in a Mass spell even if it would normally not affect them.

Spells Listed by Sphere

THAUMATURGY	
Shatter (Touch)	***Lv 1***
Mend (Touch)	***Lv 1***
Ignite (Touch)	***Lv 1***
Flash	***Lv 1***
Know Alignment	***Lv 1***
Power Meld	***Lv 1***
Reveal Magic	***Lv 1***
Dispel Level 1	***Lv 2***
Unlock	***Lv 2***
Clean	***Lv 2***
Magic Lock	***Lv 3***
Dispel Level 2	***Lv 3***
Lesser Contingency	***Lv 3***
Dispel Level 3	***Lv 4***

FAITH	
Know Alignment	***Lv 1***
Preserve Book	***Lv 1***
Protection from Good / Evil / Neutral	***Lv 3***
Temporary Bless	***Lv 3***
Purify Water	***Lv 3***
Spirit Shield	***Lv 3***
Taint Water	***Lv 3***
Spirit Sight	***Lv 3***
Lesser Enwrapment of Faith	***Lv 3***
Spirit Bolt	***Lv 4***
Permanent Bless	***Lv 6***
Spirit Armour	***Lv 6***
Spirit Form	***Lv 9***

ANIMAL	
Befriend Animal	***Lv 1***
Talk to XXXX	***Lv 1***
Talk to Animal	***Lv 2***
Wolf Leap	***Lv 2***
Animal Sense	***Lv 3***
Invisibility to Animals	***Lv 3***
Summon Animal	***Lv 4***
Animal Growth	***Lv 6***

PLANT	
Warp Wood (Touch)	***Lv 1***
Tree Skin (Self)	***Lv 2***
Entangle	***Lv 2***
Pass Without Trace	***Lv 2***
Trip	***Lv 2***
Warp Wood (Range)	***Lv 2***
Tree Skin (Other)	***Lv 3***
Good Berry	***Lv 3***
Control Plant	***Lv 4***
Wall of Thorns	***Lv 4***
Life Berry	***Lv 5***
Merge with Tree	***Lv 5***
Plant Growth	***Lv 5***
Tree Shift	***Lv 5***
Animate Tree	***Lv 6***
Tree Door	***Lv 6***
Animate Great Tree	***Lv 8***
Armour of the Forest	***Lv 9***

CONTROL	
Halt Undead	***Lv 1***
Trip	***Lv 2***
Cause Frenzy	***Lv 2***
Fumble	***Lv 2***
Laughter	***Lv 2***
Charm Person	***Lv 3***
Temporary Silence	***Lv 3***
Fear	***Lv 4***
Permanent Silence	***Lv 5***
Catalepsy	***Lv 7***
Look of Fear	***Lv 9***

FORCE	
Power Shield	***Lv 2***
Force Wall	***Lv 4***
Repel	***Lv 4***
Wall of #	***Lv 5***
Power Armour (Self)	***Lv 5***
Power Armour (Other)	***Lv 7***

KNOWLEDGE	
Reveal Trap	***Lv 1***
Reveal Foe	***Lv 1***
Reveal Undead	***Lv 1***
Reveal Life	***Lv 1***
Talk To Animal	***Lv 2***
Reveal Inanimate	***Lv 2***
See Through Magical Dark	***Lv 3***
Reveal Animate	***Lv 3***
Detect Lie	***Lv 3***
Speak With the Dead	***Lv 3***
Talk To Inanimate	***Lv 3***
Telepathy	***Lv 3***
Conceal Lie	***Lv 4***
Lesser Communication	***Lv 5***
Compel Truth	***Lv 6***
Teach Magic	***Lv 8***

NECROMANCY	
Halt Undead	***Lv 1***
Control Zombie (Lv 1 Undead)	***Lv 2***
Raise Zombie (Lv 1 Undead)	***Lv 2***
Speak With The Dead	***Lv 2***
Control Skeleton (Lv 2 Undead)	***Lv 3***
Raise Skeleton (Lv 2 Undead)	***Lv 3***
Control Ghoul (Lv 3 Undead)	***Lv 4***
Raise Ghoul (Lv 3 Undead)	***Lv 4***
Control Mummy (Lv 4 Undead)	***Lv 5***
Create Mummy (Lv 4 Undead)	***Lv 5***
Paralyse	***Lv 5***
Control Wraith (Lv 5 Undead)	***Lv 6***
Summon Wraith (Lv 5 Undead)	***Lv 6***
Disrupt Undead	***Lv 7***

NEGATION	
Turn Zombie (A) (Lv 1 Undead)	Lv 1
Turn Zombie (B) (Lv 1 Undead)	Lv 1
Dispel Level 1	Lv 2
Extinguish	Lv 2
Twilight	Lv 2
Turn Skeleton (A) (Lv 2 Undead)	Lv 2
Turn Skeleton (B) (Lv 2 Undead)	Lv 2
Dispel Level 2	Lv 3
Turn Ghoul (A) (Lv 3 Undead)	Lv 3
Turn Ghoul (B) (Lv 3 Undead)	Lv 3
Purge Poison	Lv 4
Dispel Level 3	Lv 4
Pass Wall	Lv 4
Turn Mummy (A) (Lv 4 Undead)	Lv 4
Turn Mummy (B) (Lv 4 Undead)	Lv 4
Dispel Level 4	Lv 5
Remove Paralysis	Lv 5
Turn Wraith (A) (Lv 5 Undead)	Lv 5
Turn Wraith (B) (Lv 5 Undead)	Lv 5
Dispel Level 5	Lv 6
Turn Vampire (A) (Lv 6 Undead)	Lv 6
Turn Vampire (A) (Lv 6 Undead)	Lv 6
Dispel Level 6	Lv 7
Remove Petrification	Lv 7
Turn Level 7 Undead (A)	Lv 7
Turn Level 7 Undead (B)	Lv 7
Dispel Level 7	Lv 8
Turn Level 8 Undead (A)	Lv 8
Turn Level 8 Undead (B)	Lv 8
Dispel Level 8	Lv 9
Turn Level 9 Undead (A)	Lv 9
Turn Level 9 Undead (B)	Lv 9

SUMMONING	
Lure	Lv 1
Summon Lesser # Elemental	Lv 3
Summon [Animal Name]	Lv 3
Bolster Golem	Lv 3
Summon Animal	Lv 4
Summon # Elemental	Lv 5
Create Lesser Golem	Lv 5
Summon Wraith (Lv 5 Undead)	Lv 6
Summon Vampire (Lv 6 Undead)	Lv 8
Summon Level 7 Undead	Lv 9
Banish	Lv 9

ALTERATION	
Shatter (Range)	Lv 2
Ignite (Range)	Lv 2
Web	Lv 3
# Blade	Lv 3
Liquid Breathing	Lv 3
Shatter Magical (Touch)	Lv 4
Shatter Magical (Range)	Lv 5
Mend Magical (Touch)	Lv 6
Sword of #	Lv 6
Greater Sword of #	Lv 8
# Form	Lv 9

ENERGY	
# Touch (Touch)	Lv 1
Concussive Weapon	Lv 1
# Arrow	Lv 2
Magic Missile	Lv 2
# Ball	Lv 3
# Hit (Touch)	Lv 3
Darkness	Lv 3
Light	Lv 3
# Blast	Lv 5
# Grasp (Touch)	Lv 5
Super Missile	Lv 5
# Bolt	Lv 6
# Burst	Lv 7
# Punch (Touch)	Lv 7
# Ruption	Lv 8
Greater Missile	Lv 8
# Lance	Lv 9

MOVEMENT	
Jump	Lv 1
Fly	Lv 2
Pass Wall	Lv 4
Walk on #	Lv 5
Shift	Lv 6
Invisibility	Lv 6
Dancing Blade	Lv 7
Teleport	Lv 8
Grand Teleport	Lv 9

HARM	
Cause Light Wounds	Lv 1
Concussive Weapon	Lv 1
Cause Disease	Lv 3
Cause Serious Wounds	Lv 3
Cause Blindness	Lv 4
Cause Deafness	Lv 4
Drain Life	Lv 6
Wither Limb	Lv 6
Hands of Death	Lv 9

HEALING	
Cure Light Wounds	Lv 1
Knit Bone	Lv 2
Calm Frenzy	Lv 2
Cure Disease	Lv 3
Cure Serious Wounds	Lv 3
Cure Blindness	Lv 4
Cure Deafness	Lv 4
Total Heal	Lv 6
Regenerate Limb	Lv 6
Resurrection	Lv 9

NATURE	
Create Water	*Lv 1*
Detect Poison	*Lv 1*
Slow Poison	*Lv 2*
Purify Water	*Lv 3*
Taint Water	*Lv 3*
Cudgel	*Lv 4*
Lesser Pollute	*Lv 4*
Purge Poison	*Lv 5*
Reflecting Pool	*Lv 8*
Greater Cudgel	*Lv 8*
Pollute	*Lv 9*

WEATHER	
Predict Weather	*Lv 1*
Faerie Fire	*Lv 2*
Star-shine	*Lv 2*
Gust of Wind	*Lv 3*
Gather Clouds	*Lv 4*
Mist	*Lv 5*
Call Lightning	*Lv 7*
Sun-Ray	*Lv 8*
Sunshine	*Lv 9*

PLEASE NOTE:
ALL SPELLS ASSUME THAT IF TARGETED AT A PERSON / MONSTER THE TARGET IS A STANDARD SIZED (between Halfling and Troll) HUMANOID. OVERLY LARGE MONSTERS OR NON-STANDARD FORMS OF LIFE MAY BE AFFECTED DIFFERENTLY!

It is the responsibility of players to know their spells and effects so that if a monster asks them they can answer.

List of Example 'Flavours' of Art

Blood
Death
Fire
Ice
Lightning
Magic
Power
Slurry
Storm
Dark
Earth
Blackflame
Mana
Sun
Night
Sap

THE CORE SPHERES

Thaumaturgy Sphere

Shatter (Touch) ***Lv*** *1* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"Art shatter this ....."*
Will affect a non-magical item of up to Two-handed (but not Great) weapon, a Buckler or Heater shield (as defined in the equipment section of the Manual) or similar in size object: door shields are too large.

Mend (Touch) ***Lv*** *1* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"Art mend this....."*
Will repair an object that has been broken, or been affected by a 'Shatter' spell: it needs all the pieces of the object to in order to work and all the pieces must be gathered together for the spell to work.

Ignite (Touch) ***Lv*** *1* ***Range****: Touch* ***Duration****: 1 Encounter*
Verbal: *"Arts ignite and burn."*
This spells creates a small flame, about the size you get from a cigarette lighter, at the end of one of the caster's fingers. This flame will catch burnable materials after a couple of seconds in the same way as a flame of the same size (as long as they are dry etc).

Flash ***Lv*** *1* ***Range****: 360 arc* ***Duration****: Instant*
Verbal: *"By my Art I call forth Flash."*
Will blind anyone looking at you for 10 seconds (close eyes and count) and will not affect caster. This spell works against normal and Magic Sight, but not against Spirit Sight, Life Sight or similar. If you are in magical darkness and using an ability to see through it you will be affected by the Flash spell.

Know Alignment ***Lv*** *1* ***Range:*** *Encounter* ***Duration****: Instant*
Verbal: *"Spirit what art thou?"*
Will tell you if one person or spiritually empowered object is Good / Neutral / Evil in their alignment.

Power Meld ***Lv*** *1* ***Range:*** *Touch* ***Duration****: 1min per 2 Art points*
Verbal: *"Lend me thy art for mine is depleted."*
Will transfer Art points from a willing donor up to twice caster's maximum Art points. This spell must be cast in time in: it cannot be cast before an adventure starts.

Reveal Magic ***Lv*** *1* ***Range:*** *Encounter* ***Duration:*** *Instant*
Verbal: *"Arts reveal thyself."*
Will reveal to the caster if an item or person is magical and a very general idea of how powerful the magic is, in essence it appears to the sight of the caster as a rippling corona of power (ping or PING).

Dispel Level 1 ***Lv*** *2* ***Range:*** *10'* ***Duration****: Instant*
Verbal: *"By my art, Dispel one."*
Cancels a level 1 spell but not any damage already caused. The dispel verbal must be completed before the caster of the target spell finished his verbal. A dispel will not work on any instant innate or item abilities such as an Ember-eye's 'fireball' but will work on an innate ability with a duration such as a Treewalker's 'Tree-Skin' innate.

Unlock ***Lv*** *2* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"Arts reveal the secret of this lock."*
Will release one lock (but not a magically held one).

Clean ***Lv*** *2* ***Range:*** *Touch* ***Duration****: Instant*
Verbal: *"Power of Art render this [Person/Object] clean."*
This spell will clean an area the size of a double bed, or one person/animal of all muck and dirt; it will polish surfaces, clean cloth and the like, but will not remove rust or other non surface tarnish.

Magical Lock ***Lv*** *3* ***Range:*** *Touch* ***Duration****: Permanent*
Verbal: *"Arts hold fast this lock."*
Will hold closed one lock until the spell is dispelled.

Dispel Level 2 ***Lv*** *3* ***Range:*** *10'* ***Duration:*** *Instant*
Verbal: *"By my art, Dispel Two."*
Cancels a level 2 or lower spell but not any damage already caused.

Lesser Contingency ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *Until Used*
Verbal: "Powers of the Art, enwrap this "xxx" spell until [State condition]. Lesser Contingency"
This will hold the next spell of level 1 to 3 cast (must be cast immediately) until a 1 sentence long condition is met, at which point the held spell activates. Only one Contingency spell can be pre-cast before each adventure.

Dispel Level 3 ***Lv*** *4* ***Range****: 10'* ***Duration:*** *Instant*
Verbal: *"By my art, Dispel Three."*
Cancels a level 3 or lower spell but not any damage already caused.

Faith Sphere

Know Alignment ***Lv*** *1* ***Range:*** *Encounter* ***Duration:*** *Instant*
Verbal: *"Spirit what art thou?"*
Will tell you if one person /enchanted object is Good / Neutral / Evil in their alignment.

Preserve Book ***Lv*** *1* ***Range:*** *Touch* ***Duration:*** *1 Year*
Verbal: *"Lanokash protect this knowledge from time's passing."*
MAY ONLY BE LEARNT BY A PRIEST OF LANOKASH
Will protect a book from the damage of aging for 1 year: can only be cast once per adventure.

Protection from Good/ Neutral/ Evil ***Lv*** *3* ***Range:*** *5'Radius* ***Duration:*** *1 Encounter*
Verbal: *"I call the spirits empower this circle of Protection from…"*
Draw a circle on the ground as you say the verbal. Nothing possessing the alignment you chose can cross the line of the circle or attack anyone across it. For example if you had up Protection from Good and a Holy weapon, or a sentient one with a good alignment was swung at it, the weapon would strike the line of the circle and stop as if it had hit a wall. A normal mundane weapon would pass through as if nothing were there. Each version is learnt as a separate spell.

Temporary Bless ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *5 Encounters*
Verbal: *"Spirits bless this person."*
For one section the target is granted an additional +1 to their Armour Level: multiple spells do not stack. (PAL, DAL.)

Purify Water ***Lv*** *3* ***Range****: Touch* ***Duration:*** *Instant*
Verbal: *"I call upon the spirits to purify this water."*
Will remove poison or dirt from a pool of water the size of a single bed; will not work on potions or acid pools etc.

Spirit Shield ***Lv*** *3* ***Range:*** *Touch* ***Duration****: 1 Encounter*
Verbal: *"Spirits shield this soul from spiritual harm."*
This will stop a total of 3/3 of damage from spells such as spirit bolt or harm sphere, therefore it could be hit by three Spirit Arrows or Cause Light Wound spells before it was gone; if hit with a 4/4 ability the target would take a 1/1 effect, and this spell is applied BEFORE MAL. When used up it is gone.

Taint Water ***Lv*** *3* ***Range****: Touch* ***Duration:*** *Instant*
Verbal: *"I call upon the spirits to taint this water."*
Will render a pool of water the size of a single bed undrinkable to the point of causing nausea: will not work on potions.

Spirit Sight ***Lv*** *3* ***Range:*** *Self* ***Duration:*** *1 Encounter*
Verbal: *"Spirits what is thy form and seeming?"*
Will grant the person the ability to see spiritually-empowered objects and to see if something is good/neutral or evil in nature.

Lesser Enwrapment of Faith ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *Until Used*
Verbal: *"Powers of my Faith, enwrap this "xxx" spell until [State condition]. Lesser Enwrapment of Faith."*
This will hold the next spell of level 1 to 3 cast (must be cast immediately) until a 1 sentence long condition is met, at which point the held spell activates. Only a spell from the Faith, Healing, Harm or the caster's Church granted sphere may be held. Only one Lesser Enwrapment spell can be pre-cast before each adventure, and the target must be a member of the same church as the caster.

Spirit Bolt ***Lv*** *4* ***Range:*** *LOS* ***Duration:*** *Instant*
Verbal: *"By my faith let the spirit be smitten, Spirit Bolt."*
Causes 3 LF and 3 to every location or 6 hits to a Monster. The impact also knocks you off your feet and onto the floor, even if you have a Blows Aura or enough MAL to stop all the damage. If you are flying then you fall to the floor. If you cannot fall over you should drop to one knee and role play the fact you are stunned for a couple of seconds, this includes not attacking or defending, then continue to act or regain your footing.

Permanent Bless ***Lv*** *6* ***Range:*** *Touch* ***Duration:*** *1 Adventure*
Verbal*: "Spirits I call thee to bless this person here."*
Grants +1 armour level to the PAL and DAL of the target for the duration of the adventure.

Spirit Armour ***Lv*** *6* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"Spirits I call upon you to protect this person from hurt."*
Create a set of transparent plate mail around the target (PAL 1, MAL 3, Bruising 2).

Spirit Form ***Lv*** *9* ***Range:*** *Self* ***Duration:*** *1 Encounter*
Verbal: *"Spirits my flesh is weak, let my form become as insubstantial as thine and shield me from the wrath of my foes, my body is as mist, Spirit Form."*
The caster's body becomes transparent and only magical weapons and spells will affect him. Normal weapons pass straight through him. He cannot affect anything that is not magical or alive. He can pass through but not stay inside anything that is not magical in nature (walls, floors, solid earth). When something in Spirit Form tries to grab a living thing that is not (or vice versa) then no grip can be maintained: the two things 'slide' over each other too much. However Entangle does work.
The following spells and effects work differently.
Scratch Dust will have no effect, and indeed will sail harmlessly through the person in Spirit Form.
Sleep Spore has no effect, as there is no body there to be affected by it.
Swarm of Insects has no effect on a person in spirit form, though they are covered in insects by it.
Blade, Contact and Ingested Poisons do not work, however a blade of contact venom will remain on an object to affect the next person they strike.

Animal Sphere

Befriend Animal ***Lv*** *1* ***Range:*** *Encounter* ***Duration:*** *1 Encounter*
Verbal: *"Creature of nature we are brothers."*
Will make a natural creature friendly and comfortable around the caster.

Talk to XXX ***Lv*** *1* ***Range:*** *Single Target, Line of Sight* ***Duration:*** *1 Encounter*
Verbal: *"Nature our thoughts are one."*
Caster is able to communicate with a single natural animal (type chosen when this spell is learnt, can be learnt multiple times for different animals); the caster speaks normally, and can understand the reply of the animal, but no one else can understand the speech of the animal.

Talk to Animal ***Lv*** *2* ***Range:*** *Single Target, Line of Sight* ***Duration:*** *1 Encounter*
Verbal: *"Nature let our thoughts be as one."*
Caster is able to communicate with a single natural animal; the caster speaks normally, and can understand the reply of the animal, but no one else can understand the speech of the animal.

Wolf Leap ***Lv*** *2* ***Range:*** *Self* ***Duration:*** *Instant*
Verbal: *"By the spirit of the wolf, wolf Leap."*
This spell allows the caster to leap 15ft forwards onto a target, knocking them to the ground and allowing them one free attack on the target. The target can take one free swing with a weapon as they are leapt onto, but anyone else who wishes to try to attack must use a Lightning Strike or Reaction ability to do so (they must have a reasonable chance to react as well; in combat with something facing the other way would mean you do not have a reasonable chance).

Animal Sense ***Lv*** *3* ***Range:*** *Self* ***Duration:*** *1 Encounter*
Verbal: *"Nature give me the (sense) of the (animal)."*

Caster gains the	*EYES*	*of the*	*EAGLE*	*(Ability to make out distant objects).*
	EARS	*of the*	*OWL*	*(Ability to locate things by sound).*
	NOSE	*of the*	*WOLF*	*(Recognise and track by smell).*

Invisibility to Animals ***Lv*** *3* ***Range:*** *Self* ***Duration****: 1 Encounter*
Verbal: *"Nature shield me from the sight, smell and ears of all animals."*
Natural creatures cannot detect the druid; attacking or casting a spell will cause this spell to fizzle.

Summon Animal ***Lv*** *4* ***Range:*** *1 Mile* ***Duration:*** *Until animal arrives*
Verbal: *"I call upon a child of nature to come to me."*
The Ref. will tell you what animal, if any, comes to you: the animal is not automatically friendly however.

Animal Growth ***Lv*** *6* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"Spirit of nature empower your child with growth."*
Will cause a natural creature to double in size and hits, and increase all damage by one grade. (E.G. Single bite to Double bite.) This spell will not stack with itself.

Plant Sphere

Warp Wood (Touch) ***Lv*** *1* ***Range:*** *Touch* ***Duration:*** *Instant*
Verbal: *"Nature warp this…"*
This spell will render any wooden object, no bigger than a 2 Handed sword, a Buckler or Heater shield (as defined in the equipment section of the Manual) or similar in size object twisted and useless.. Door shields are too large.

Tree Skin (Self) ***Lv*** *2* ***Range:*** *Self* ***Duration:*** *1 Encounter*
Verbal: *"Forest Powers strengthen my skin."*
Grants the target +1 PAL due to a tough springy bark-like covering forming over the caster and their armour.

Entangle ***Lv*** *2* ***Range:*** *LOS* ***Duration:*** *1 Encounter*
Verbal: *"Power of nature hold thee, Entangle."*
Vines and grass grow around the target's feet, holding them to the spot. It takes 5 blows to free oneself or you can use +1 Strength or more to rip yourself free. This spell will work on someone who is in Pure Form.

Pass Without Trace ***Lv*** *2* ***Range:*** *Self* ***Duration:*** *1 Encounter*
Verbal: *"Powers of nature mask my trail."*
The caster can move without leaving any scent or tracks.

Trip ***Lv*** *2* ***Range:*** *LOS* ***Duration:*** *Instant*
Verbal: *"By the force of nature, trip."*
The victim is tripped up by the plants underfoot, and must fall to the ground.

Warp Wood (Range) ***Lv*** *2* ***Range:*** *LOS* ***Duration:*** *Instant*
Verbal: *"Nature powers warp that…"*
This is the same as the Lv 1 spell but at range.

Tree Skin (Other) ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"Forest Powers strengthen this person's skin."*
Grants the target +1 PAL due to a tough springy bark-like covering forming over the caster and their armour.

Good Berry ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *Until Used*
Verbal: *"Plants let thy goodness heal."*
Empowers 5 berries (needs a phys rep such as jelly beans) to each heal 1 LF and 1 LOC to the worst Loc (2 Hits to a monster). Must stay on the druid's person or they lose their magical powers.

Control Plant ***Lv*** *4* ***Range:*** *LOS* ***Duration:*** *1 Encounter*
Verbal: *"Nature powers let me control that… there."*
Allows the druid to take control of one plant with current hits equal or less than his own normal starting LF/hits.

Wall of Thorns ***Lv*** *4* ***Range:*** *Trace on Ground* ***Duration:*** *1 Encounter*
Verbal: *"Power of nature grow before me a wall of thorns."*
Creates a wall 10' high and 5' thick: crossing it can be done at ½ speed and causes 3LF and 2 to every LOC, takes 50 hits to cut down. Fire does double damage.

Life Berry ***Lv*** *5* ***Range:*** *Touch* ***Duration:*** *Until Used*
Verbal: *"Plants let thy true goodness heal and restore."*
Will empower 5 berries (needs a phys rep such as jelly beans) that can each heal 2 LF and 1 Loc to all Locations (3 Hits to a monster). The berries must stay on the druid's person; if they leave it then they lose their ability to heal.

Merge with Tree ***Lv*** *5* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"Forest brother grant me thy protection."*
The druid enters a tree, but destroying the tree will kill him. Count to two after exiting the tree as you 'phase in'.

Plant Growth ***Lv** 5* ***Range:** Touch* ***Duration:** 1 Encounter*
***Verbal:** "Powers of nature enlarge and strengthen thy child."*
Will cause a natural plant to double in size and hits, and increase all damage by one grade. (E.G. Single to Double). This spell will not stack with itself.

Tree Shift ***Lv** 5* ***Range:** LOS* ***Duration:** Instant*
***Verbal:** "Powers of nature take my body to that tree."*
The druid must be touching a tree: he will shift to the tree he indicates, and there is a 2-second 'phase in' at the other end during which you can be seen but not hit.

Animate Tree ***Lv** 6* ***Range:** Touch* ***Duration:** 1 Encounter*
***Verbal:** "Force of nature strengthen this tree so it may aid me."*
The tree will become able to move and will obey the druid. 20 Hits, double with limbs, move at ½ speed, taking double damage from fire and axes.

Tree Door ***Lv** 6* ***Range:** Touch* ***Duration:** Instant*
***Verbal:**"Force of nature take my body from one tree to another."*
The druid shifts from the tree he is touching to any other tree that they know very well. It takes fifteen minutes of study to become familiar enough with a tree to 'Tree-Door' to it.

Animate Great Tree ***Lv** 8* ***Range:** Touch* ***Duration:** 1 Encounter*
***Verbal:** "Force of nature imbue this tree with life and let it move to do my bidding."*
Animates the tree as per the Lv 6 spell but the tree has 30 Blows, triple with limbs and can move normally but no running; takes double damage from fire and axes.

Armour of the Forest ***Lv** 9* ***Range:** Self* ***Duration:** 1 Encounter*
***Verbal:** "I call upon the force of the trees to wrap my body in the armour of my forest brothers, let the blows of my enemies hurt me not. I call the armour of the Forest."*
The druid has his hits turned into blows; only damage over his PAL affects him. But he loses all DAL and takes double damage from fire and axes. (So a Flaming axe will cause TRIPLE damage BEFORE armour is taken into account.)

THE GENERAL SPHERES

Control Sphere

Halt Undead ***Lv** 1* ***Range:** LOS* ***Duration:** 10 Seconds*
***Verbal:** "Undead be still."*
The target is still for ten seconds. This works on non-sentient undead only.

Trip ***Lv** 2* ***Range:** LOS* ***Duration:** Instant*
***Verbal:** "By the arts, trip."*
The target falls over their own feet.

Cause Frenzy ***Lv** 2* ***Range:** LOS* ***Duration:** 1 Encounter*
***Verbal:** "Arts drive that person into a rage."*
The target attacks the nearest threatening creature until the effects wear off, and gains the benefits of a Berserk Rage (takes no bruising damage, +1 Strength, cannot cast, cannot tell friend from foe). "Threatening" is classed as holding a weapon, or casting offensive magic, be it at the person in a rage or someone else.

Fumble ***Lv** 2* ***Range:** LOS* ***Duration:** Instant*
***Verbal:** "By my arts, fumble."*
The target drops their weapon unless it is magically inseparable in some way or a Pure weapon created by a spell or item.

Laughter ***Lv** 2* ***Range:** LOS* ***Duration:** 10 seconds*
***Verbal:** "Arts make my foe shake with laughter."*
The target must convulse in uncontrollable laughter for 10 seconds; they cannot cast spells or talk or fight effectively (Tabletop Mods of -5/-5, limited to only 1 Attack (no ambidextrous bonus) or 1 Innate. This spell will not effect non-sentient undead, elementals or similar mindless creatures.

Charm Person ***Lv** 3* ***Range:** LOS* ***Duration:** 1 Encounter*
***Verbal:** "I bid you see me as your friend."*
This version of the spell only affects characters/monsters of Level 3 or less. The target is highly inclined to do as the caster asks, as if he were the best friend of the caster; he will not act counter to his alignment, nor will he kill himself on demand.

Temporary Silence ***Lv** 3* ***Range:** Touch* ***Duration:** 1 Encounter*
***Verbal:** "Arts at my command strike him dumb."*
The target cannot speak or make any noise with their mouth.

Fear ***Lv** 4* ***Range:** LOS* ***Duration:** 1 Encounter*
***Verbal:** "Behold me and be afraid, for I am thy doom."*
The target must run away screaming until they can no longer see you; affects characters of Level 4 or lower.

Permanent Silence ***Lv** 5* ***Range:** Touch* ***Duration:** Permanent*
***Verbal:** "Arts at my command strike him dumb for all time."*
The target cannot speak or make any noises until this effect is removed in some way, be that on the adventure where the victim suffers the effects or at some later date.

Catalepsy ***Lv** 7* ***Range:** Touch* ***Duration:** 1 Encounter*
***Verbal:** "I call upon the arts to make this body sleep."*
The victim falls into a coma. This spell does not work on Undead or constructs (Elementals or Golems for example).

Look of Fear ***Lv** 9* ***Range:** LOS* ***Duration:** 5 Encounters*
***Verbal:** "I call upon my arts to place a quaking fear in your mind."*
As per the Lv 4 spell but lasts for one section; affects one Lv 9 or lower character.

Force Sphere

Power Shield ***Lv*** *2* ***Range:*** *Self* ***Duration:*** *1 Encounter*
Verbal: *"Art shield me from the attacks of my foes."*
Creates a magical Heater shield that can be used like a normal shield (and also blocks Pure Magic weapons), or enchants a normal shield (any size) so that it works Vs Pure Magical weapons: in the case of the magical shield use the forearm and shout "Magic Parry".

Force Wall ***Lv*** *4* ***Range:*** *10' from caster* ***Duration:*** *1 Encounter*
Verbal: *"Power of my art create a wall of Force."*
Creates a circular wall around the caster; nothing may pass though it but it is invisible to the eye.

Repel ***Lv*** *4* ***Range:*** *20ft* ***Duration:*** *Instant*
Verbal: *"Powers of Art force back those about me, Repel."*
The caster is the centre of a 'mass repel' effect; everyone near the caster is repelled backwards until they are 20ft away from the caster.

Wall of # ***Lv*** *5* ***Range:*** *trace on ground* ***Duration:*** *1 Encounter*
Verbal: *"Arts create for me a wall that is formed of #."*
The caster draws one continuous line while they say the verbal (they can speak more slowly, but it must still be a sentence, not single words spaced out too much); on completion of the verbal the spell creates a wall 10' tall and 1' thick:

FIRE	*causes 3 LF and 2 to every LOC if crossed*
ICE	*takes 400 normal or 200 fire based hits to destroy*
EARTH	*takes 100 Blows to destroy*
AIR	*requires a VERY heavy weight to cross*

You need to learn this spell for each different type of Wall you wish to be able to create.

Power Armour (Self) ***Lv*** *5* ***Range:*** *Self* ***Duration:*** *1 Encounter*
Verbal: *"Arts protect me from harm."*
Creates a suit of transparent plate-mail around the caster (PAL 3, MAL 2, Bruising 3).

Power Armour (Other) ***Lv*** *7* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"Arts protect this person from harm."*
Functions exactly as Power Armour (Self) but may be cast on another person.

Knowledge Sphere

Reveal Trap ***Lv*** *1* ***Range:*** *Encounter* ***Duration:*** *Instant*
Verbal: *"Arts reveal danger to me."*
Reveals any traps in the area; they glow red to the sight of the caster.

Reveal Foe ***Lv*** *1* ***Range:*** *Encounter* ***Duration:*** *Instant*
Verbal: *"Enemies reveal thyself."*
Detects harmful intent in the area; sources of it will glow red to the sight of the caster.

Reveal Undead ***Lv*** *1* ***Range:*** *Encounter* ***Duration:*** *Instant*
Verbal: *"Undead reveal thyself."*
Detects any Undead in the area; they will glow green to the sight of the caster.

Reveal Life ***Lv*** *1* ***Range:*** *Encounter* ***Duration:*** *Instant*
Verbal: *"Arts reveal life to my eyes."*
Tells caster if there is any animate life around (plant life does not count as animate life to this spell); it glows blue to the sight of the caster.

Talk To Animal ***Lv*** *2* ***Range:*** *Encounter* ***Duration:*** *1 Encounter*
Verbal: *"Nature let our thoughts be as one."*
Caster is able to communicate with a natural animal; the caster speaks normally, and can understand the reply of the animal, but no one else can understand the speech of the animal.

Reveal Inanimate ***Lv*** *2* ***Range:*** *Encounter* ***Duration:*** *Instant*
Verbal: *"… reveal thyself."*
Caster is aware of the object if it is in the nearby area; it glows yellow to the sight of the caster.

See Through Magical Dark ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"Arts grant sight through this Darkness."*
Target can see in magical darkness; no matter how many 'Darkness' effects you are subject to, you can see through all of them for the duration of this spell. This spell does not allow you to see in normal, natural darkness.

Reveal Animate ***Lv*** *3* ***Range:*** *Encounter* ***Duration:*** *Instant*
Verbal: *"… reveal thyself."*
Caster is aware of the creature if it is in the near area; it glows orange to the caster's sight.

Detect Lie ***Lv*** *3* ***Range:*** *Self* ***Duration:*** *1 Encounter*
Verbal: *"(Statement.) Arts, have lies been spoken?"*
The wizard repeats the statement with the verbal; he then gets a Yes/No answer to whether the person had lied or not.

Speak with the Dead ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"Spirit of death speak with me."*
The caster can speak with a deceased spirit; however the spell must be cast on a significant sized part of the body, no smaller than a hand. The person the part is from must be actually dead in order for the spell to work.

Talk To Inanimate ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"Arts let me speak with this…"*
The caster speaks normally, and can hear the reply of the item in his head. However an inanimate objects perception is limited to what it can sense given its form, so a door cannot see anything, but a statue of a man can.

Telepathy ***Lv*** *3* ***Range:*** *LOS* ***Duration:*** *Instant*
Verbal: *I call upon my arts to let him know my mind."*
Passes a 10 word message instantly to the target.

Conceal Lie ***Lv** 4* ***Range:** Self* ***Duration:** 1 Encounter*

***Verbal:** "Arts conceal the truth from others."*

Counters the ability of the detect lie spell; no matter what the caster says it will always appear to be the truth as far as the result of a 'Detect Lie' spell is concerned.

Lesser Communication ***Lv** 5* ***Range:** Self* ***Duration:** Special*

***Verbal:** "Arts of Knowledge give unto me the answers that I seek."*

After casting this spell, the caster can ask three questions and will receive the understanding of an accurate "Yes / No" answer to them. All three questions must be asked one after the other; the caster cannot 'save' any of them for an indefinite period to ask later. You may cast this spell only once before starting an adventure and TELL the game ref. you wish to do so. You may cast it on adventure as many times as you are able to.

Compel Truth ***Lv** 6* ***Range:** Touch* ***Duration:** 1 Encounter*

***Verbal:** "Arts ensure the truth be spoken, Compel Truth!"*

Affects 1 person: that person is compelled to speak ONLY the truth; they cannot lie even if they are under the effect of a 'Conceal Lie' spell but they can choose not to reply.

Teach Magic ***Lv** 8* ***Range:** Touch* ***Duration:** Permanent*

***Verbal:** "I call upon my arts to fill this mind with the knowledge of…"*

Allows the caster to teach a spell the target can cast for no experience points cost, however the recipient must have the sphere to be able to learn the spell; this spell may only be cast once per adventure by the art user. This spell can only be cast during a 'time in' situation during an adventure or tavern night, it cannot be cast as part of pre or post adventure spends and actions.

Necromancy Sphere

Halt Undead ***Lv*** *1* ***Range:*** *LOS* ***Duration:*** *10 Seconds*
Verbal: *"Undead be still."*
The target is still for ten seconds. This works on non-sentient undead only.

Control Zombie ***Lv*** *2* ***Range:*** *LOS* ***Duration:*** *5 Encounters*
Verbal: *"Corpse you are mine to command."*
The Zombie (or other Lv 1 Undead) is under the control of the caster. To seize control of an undead under the control of another you need to cast a higher level control spell on the undead than the one it is already under.
All control spells are based off the Level of the Undead; the name is used in the spells as most undead of the type are the right level, however level will always take precedence over the name of the Undead.

Raise Zombie ***Lv*** *2* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"Arts make this corpse do my will."*
This spell creates a non-sentient Zombie. The spell requires a body to be cast upon.
Lv: 1 Align: NN HTK: 8 DAM: Single Notes: ½ Speed (use D10 for initiative)Mods: -2/-2 Attacks: 1

Speak with the Dead ***Lv*** *2* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"Spirit of the dead speak with me."*
The caster can speak with a deceased spirit; however the spell must be cast on a significant sized part of the body, no smaller than a hand. The person the part is from must be actually dead in order for the spell to work.

Control Skeleton ***Lv*** *3* ***Range:*** *LOS* ***Duration:*** *5 Encounters*
Verbal: *"Bones you are mine to command."*
The Skeleton (or other Lv 2 or lower undead) is under the control of the caster.

Raise Skeleton ***Lv*** *3* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"Arts make these bones do my will."*
This spell creates a non-sentient Skeleton; the spell requires a body to be cast upon.
Lv: 2 Align: NE HTK: 8 DAM: BWT +1 Notes: Double Dam from Blunt Mods: +1/+1 Attacks: 1

Control Ghoul ***Lv*** *4* ***Range:*** *LOS* ***Duration:*** *5 Encounters*
Verbal: *"Bag of flesh you are mine to command."*
The Ghoul (or other Lv 3 or lower undead) is under the control of the caster.

Raise Ghoul ***Lv*** *4* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"Arts make this body do my will."*
This spell creates a non-sentient Ghoul; the spell requires a body to be cast upon.
Ghoul Lv: 3 Align: CN HTK: 12 DAM: Single BV2 Notes: scared of Fire, Ambidextrous, DAL 2 Mods: +2/+2 Attacks: 2

Control Mummy ***Lv*** *5* ***Range:*** *LOS* ***Duration:*** *5 Encounters*
Verbal: *"Mouldering body you are mine to command."*
The Mummy (or other Lv 4 or lower undead) is under the control of the caster.

Create Mummy ***Lv*** *5* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"Arts make this mouldering body do my will."*
This spell creates a non-sentient Mummy; the spell requires a body to be cast upon.
Mummy Lv: 4 Align: NE HTK: 12 DAM: BWT+1 Mods: +1/+1 Attacks: 3
Notes: Claws (Double, +3/+1) takes double damage from Fire, Ambidextrous, PAL 1

Paralyse ***Lv*** *5* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"By the powers of the spirits I paralyse thee."*
The target is frozen in place and can do nothing including meditating. This spell works on fleshy corporeal undead, but not on Elementals, Skeletons, non-corporeal undead or the like.

Control Wraith ***Lv*** *6* ***Range:*** *LOS* ***Duration:*** *5 Encounters*
Verbal: *"Spirit of the Wraith you are mine to command."*
The wraith (or other Lv 5 or lower undead) is under the control of the caster.

Summon Wraith ***Lv*** *6* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"I call upon my arts to summon forth a Wraith to do my bidding: come forth Wraith."*
This spell creates a wraith; it requires a body to be cast on which is consumed by blue fire in the casting of the spell.
Wraith Lv: 5th Align: LE HTK: 6 (Magic only) DAM: Pure Spirit single Mods: +2/+0 Attacks: 3
Notes: Shift @ Will, Freeze Touch 1/Ad (30 seconds), Cause Serious Wounds 4/Ad, Ambidextrous, Spirit Form

Disrupt Undead ***Lv*** *7* ***Range:*** *Encounter* ***Duration:*** *1 Encounter*
Verbal: *"I call upon the spirits to drive these Undead into a frenzy."*
The spell causes all Undead in the area to attack the nearest creature to them until they are killed; this spell only affects non-sentient undead.

Negation Sphere

Turn Zombie (A) ***Lv*** *1* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"Zombie I turn thee away."*
Forces the Zombie (or any other Lv 1 Undead) away from the caster; if backed against a hard surface it removes the spirit from the body.

Turn Zombie (B) ***Lv*** *1* ***Range:*** *Thrown* ***Duration:*** *Instant*
Verbal: *"I Strike thee down Undead Level 1."*
Casting this on a "Seal-Stone" (beanbag) you then have 5 seconds to throw it at an Undead; if it hits a Lv 1 non-Sentient Undead then the Undead falls to the floor, returned to a simple corpse. To a Lv 2 or higher non-Sentient Undead it does nothing. To a Sentient Undead it will do 1 Hit or LF (MAL applies). Seal Stones do no damage themselves.

Dispel Level 1 ***Lv*** *2* ***Range:*** *10'* ***Duration:*** *Instant*
Verbal: *"By my art, dispel one."*
Cancels a level 1 spell but not any damage already caused. The dispel verbal must be completed before the caster of the target spell finished his verbal. A dispel will not work on any instant innate or item abilities such as an Ember-eye's 'fireball' but will work on an innate ability with a duration such as a Treewalker's 'Tree-Skin' innate.

Extinguish ***Lv*** *2* ***Range:*** *10'* ***Duration:*** *Instant*
Verbal: *"Powers of art extinguish that Flame."*
Puts out all non-magical flames smaller than a double bed in size.

Twilight ***Lv*** *2* ***Range:*** *Encounter* ***Duration:*** *Instant*
Verbal: *"Arts of light and dark I deny thee both."*
This spell negates the effects of the Light and Darkness spells that are active at the time of casting.

Turn Skeleton (A) ***Lv*** *2* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"Skeleton I turn thee away."*
Forces the Skeleton (or any other Lv 2 or lower undead) away from the caster; if backed against a hard surface it removes the spirit from the body.

Turn Skeleton (B) ***Lv*** *2* ***Range:*** *Thrown* ***Duration:*** *Instant*
Verbal: *"I Strike thee down Undead Level 2."*
Casting this on a "Seal-Stone" (beanbag) you then have 5 seconds to throw it at an Undead; if it hits a Lv 2 (or lower) non-Sentient Undead then the Undead falls to the floor, returned to a simple corpse. To a Lv 3 or higher non-Sentient Undead it does nothing. To a Sentient Undead it will do 2 Hits or LF (MAL applies). Seal Stones do no damage themselves.

Dispel Level 2 ***Lv*** *3* ***Range:*** *10'* ***Duration:*** *Instant*
Verbal: *"By my art, dispel two."*
Cancels a level 2 or lower spell but not any damage already caused.

Turn Ghoul (A) ***Lv*** *3* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"Ghoul I turn thee away."*
The spell forces the Ghoul (or any other Lv 3 or lower Undead) away from the caster; if backed against a hard surface it removes the spirit from the body.

Turn Ghoul (B) ***Lv*** *3* ***Range:*** *Thrown* ***Duration:*** *Instant*
Verbal: *"I Strike thee down Undead Level 3."*
Casting this on a "Seal-Stone" (beanbag) you then have 5 seconds to throw it at an Undead; if it hits a Lv 3 (or lower) non-Sentient Undead then the Undead falls to the floor, returned to a simple corpse. To a Lv 4 or higher non-Sentient Undead it does nothing. To a Sentient Undead it will do 3 Hits or LF (MAL applies). Seal Stones do no damage themselves.

Purge Poison ***Lv*** *4* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"I call upon the spirits to cleanse this body."*
All poisons are removed from the target's body.

Dispel Level 3 ***Lv*** *4* ***Range:*** *10'* ***Duration:*** *Instant*
Verbal: *"By my art, dispel three."*
Cancels a level 3 or lower spell but not any damage already caused.

Pass-wall ***Lv*** *4* ***Range:*** *self* ***Duration:*** *1 Encounter*
Verbal: *"Arts grant me passage here."*
The caster can move through a Force-Wall at will.

Turn Mummy (A) ***Lv*** *4* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"Mummy I turn thee away."*
Forces the Mummy (Or other Lv 4 or lower undead) away from the caster; if corporeal and backed against a hard surface it removes the spirit from the body.

Turn Mummy (B) ***Lv*** *4* ***Range:*** *Thrown* ***Duration:*** *Instant*
Verbal: *"I Strike thee down Undead Level 4."*
Casting this on a "Seal-Stone" (beanbag) you then have 5 seconds to throw it at an Undead; if it hits a Lv 4 (or lower) non-Sentient Undead then the Undead falls to the floor, returned to a simple corpse. To a Lv 5 or higher non-Sentient Undead it does nothing. To a Sentient Undead it will do 4 Hits or LF (MAL applies). Seal Stones do no damage themselves.

Dispel Level 4 ***Lv*** *5* ***Range:*** *10'* ***Duration:*** *Instant*
Verbal: *"By my art, dispel four."*
Cancels a level 4 or lower spell but not any damage already caused.

Remove Paralysis ***Lv*** *5* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"Spirits free this person from their paralysis."*
Removes the effects of a paralysis spell or effect.

Turn Wraith (A) ***Lv*** *5* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"Wraith I turn thee away."*
Forces the Wraith or other Lv 5 or lower undead away from the caster.

Turn Wraith (B) ***Lv*** *5* ***Range:*** *Thrown* ***Duration:*** *Instant*
Verbal: *"I Strike thee down Undead Level 5."*
Casting this on a "Seal-Stone" (beanbag) you then have 5 seconds to throw it at an Undead; if it hits a Lv 5 (or lower) non-Sentient Undead then the Undead dissipates. To a Lv 6 or higher non-Sentient Undead it does nothing. To a Sentient Undead it will do 5 Hits or LF (MAL applies). Seal Stones do no damage themselves.

Dispel Level 5 ***Lv*** *6* ***Range:*** *10'* ***Duration:*** *Instant*
Verbal: *"By my art, dispel five."*
Cancels a level 5 or lower spell but not any damage caused.

Turn Vampire (A) ***Lv*** *6* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"Vampire I turn thee away."*
Forces the Vampire (or other Lv 6 or lower undead) away from the caster.

Turn Vampire (B) ***Lv*** *6* ***Range:*** *Thrown* ***Duration:*** *Instant*
Verbal: *"I Strike thee down Undead Level 6."*
Casting this on a "Seal-Stone" (beanbag) you then have 5 seconds to throw it at an Undead; if it hits a Lv 6 (or lower) non-Sentient Undead then the Undead falls to the floor, returned to a simple corpse. To a Lv 7 or higher non-Sentient Undead it does nothing. To a Sentient Undead it will do 6 Hits or LF (MAL applies). Seal Stones do no damage themselves.

Dispel Level 6 ***Lv*** *7* ***Range:*** *10'* ***Duration:*** *Instant*
Verbal: *"By my art, dispel six."*
Cancels a level 6 or lower spell but not any damage already caused.

***Remove Petrification Lv** 7 **Range:** Touch **Duration:** Permanent*
***Verbal:** "By the spirits I command thee to be flesh once more."*
Removes the effects of petrification.

***Turn Lv 7 Undead (A)** **Lv** 7 **Range:** 10' **Duration:** Permanent*
***Verbal:** "… I turn thee away."*
Forces an Undead of Lv 7 or lower away from the caster.

***Turn Lv 7 Undead (B)** **Lv** 7 **Range:** Thrown **Duration:** Instant*
***Verbal:** "I Strike thee down Undead Level 7."*
Casting this on a "Seal-Stone" (beanbag) you then have 5 seconds to throw it at an Undead; if it hits a Lv 7 (or lower) non-Sentient Undead then the Undead falls to the floor, returned to a simple corpse. To a Lv 8 or higher non-Sentient Undead it does nothing. To a Sentient Undead it will do 7 Hits or LF (MAL applies). Seal Stones do no damage themselves.

***Dispel Level 7** **Lv** 8 **Range:** 10' **Duration:** Instant*
***Verbal:** "By my art, dispel seven."*
Cancels a level 7 or lower spell but not any damage already caused.

***Turn Lv 8 Undead (A)** **Lv** 8 **Range:** 10' **Duration:** Permanent*
***Verbal:** "… I turn thee away."*
Forces an Undead of level 8 or lower away from the caster.

***Turn Lv 8 Undead (B)** **Lv** 8 **Range:** Thrown **Duration:** Instant*
***Verbal:** "I Strike thee down Undead Level 8."*
Casting this on a "Seal-Stone" (beanbag) you then have 5 seconds to throw it at an Undead; if it hits a Lv 8 (or lower) non-Sentient Undead then the Undead falls to the floor, returned to a simple corpse. To a Lv 9 or higher non-Sentient Undead it does nothing. To a Sentient Undead it will do 8 Hits or LF (MAL applies). Seal Stones do no damage themselves.

***Dispel Level 8** **Lv** 9 **Range:** 10' **Duration:** Instant*
***Verbal:** "By my art, dispel eight."*
Cancels a level 8 or lower spell but not any damage already caused.

***Turn Lv 9 Undead (A)** **Lv** 9 **Range:** 10' **Duration:** Permanent*
***Verbal:** "… I turn thee away."*
Forces an Undead of level 9 or lower away from the caster.

***Turn Lv 9 Undead (B)** **Lv** 9 **Range:** Thrown **Duration:** Instant*
***Verbal:** "I Strike thee down Undead Level 9."*
Casting this on a "Seal-Stone" (beanbag) you then have 5 seconds to throw it at an Undead; if it hits a Lv 9 (or lower) non-Sentient Undead then the Undead falls to the floor, returned to a simple corpse. To a Quest Lv non-Sentient Undead it does nothing. To a Sentient Undead it will do 9 Hits or LF (MAL applies). Seal Stones do no damage themselves.

Summoning Sphere

Lure ***Lv*** *1* ***Range:*** *LOS* ***Duration:*** *1 Encounter*
Verbal: *"Arts draw that animal closer to me."*
Causes the caster to appear non-threatening to a single animal and make it draw closer to them.

Summon Lesser # Elemental ***Lv*** *3* ***Range:*** *10'* ***Duration:*** *1 Adventure*
Verbal: *"I call upon the arts of # to create for me a servant of # to do my bidding."*
Creates a creature made of #; it has 10 hits, does BWT, can do a # arrow at the cost of 1 hit and a # bolt at the cost of 3 hits, and takes no damage from their own element (Table Top mods: +1/+1). A wizard may only have one elemental at any one time.

Summon [Animal Name] ***Lv*** *3* ***Range:*** *1 Mile* ***Duration:*** *Until animal arrives*
Verbal: *"I call upon [Animal] brother to come to me."*
This spell will summon an animal of the type (as long as it is within 1 mile) to you; the animal is not necessarily friendly to the caster.

Bolster Golem ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"Let my arts strengthen this servant."*
A Golem under the control of the caster gains 3 additional hits; multiple castings of this spell DO stack. A Golem can only benefit from a number of castings equal to the level of the Golem.

Summon Animal ***Lv*** *4* ***Range:*** *1 Mile* ***Duration:*** *Until animal arrives*
Verbal: *"I call upon a child of nature to come to me."*
The Ref. will tell you what animal, if any, comes to you. The animal is not necessarily friendly to the caster.

Summon # Elemental ***Lv*** *5* ***Range:*** *10'* ***Duration:*** *1 Adventure*
Verbal: *"I call upon the arts of # to create for me a servant of # to do my bidding."*
Creates a Lv 5 creature made of #; it has 20 hits, can do a # arrow at the cost of 1 hit and a # bolt at the cost of 3 hits, and takes no damage from their own element, They will do either a Magic Triple, or a Pure Magic Double as the base damage (Table Top mods: +2/+2, not counting DAL, Attacks: 3). A wizard may only have one elemental at any one time.
Elementals serve for one task or for a short period of time: you cannot summon one a week before you need it and keep it hanging about doing nothing. An elemental need not be humanoid in appearance. Stats do vary by type a little, the list below covers the main types.

Type	***PAL***	***DAL***	***MAL***	***Damage***
Fire	*0*	*2*	*2*	*Pure Magic Double*
Air	*0*	*3*	*1*	*Pure Magic Double*
Earth	*3*	*0*	*1*	*Magic Triple*
Water	*1*	*2*	*1*	*Magic Triple*
Light	*0*	*1*	*3*	*Pure Magic Double*
Dark	*0*	*1*	*3*	*Pure Magic Double*

Create Lesser Golem ***Lv*** *5* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"I call upon the arts to animate for me this servant to do my bidding."*
The caster must either sculpt a form in the material, or must use an existing statue or sculpture. The material must be able to hold the shape on it's own for the duration of the casting of the spell. The Golem remains until it is destroyed. The caster can give the Golem a simple set of instructions, and can alter them at any time by using the "Talk to Inanimate" spell on the Golem. The possible materials are limited only by the imagination of the caster. (E.g. Stone, Metal, Armour, Cake, Cloth.) A caster can only have ONE Golem created at any one time.
The exact stats of the Golem depend on the nature of the material used, but the following is a general guide:
 # Golem Lv: 5 Align: L/? HTK: 20 DAM: Triple Mods: +2/+2 Attacks: 3
Notes: PAL 1, # arrow at the cost of 1 hit, # bolt at the cost of 3 hits.

Summon Wraith ***Lv*** *6* ***Range:*** *10'* ***Duration:*** *Permanent*
Verbal: *"I call upon my arts to summon forth a Wraith to do my bidding: come forth Wraith."*
This spell creates a wraith: it requires a body to be cast on which is consumed by blue fire in the casting of the spell.
Wraith Lv: 5th Align: LE HTK: 6 (Magic only) DAM: Pure Spirit single Mods: +2/+0 Attacks: 3
Notes: Shift @ Will, Freeze Touch 1/Ad (30 seconds), Cause Serious Wounds 4/Ad, Ambidextrous, Spirit Form

Summon Vampire ***Lv*** *8* ***Range:*** *10'* ***Duration:*** *Permanent*

Verbal: *"I call forth a Vampire with the arts at my command: come forth creature of night to serve my will."*

Creates a vampire; a Priest may only have control of one Vampire at any time. The spell requires a body to be cast upon.

Vampire Lv: 7th Align: LE HTK: 15 DAM: Magic Double Mods: +4/+3 Attacks: 4

Notes: Last Hit Magical, Mist Form 1/Ad, Vampiric Touch 1/Ad (1/2 Remaining Hits), Shift in Shadows @ Will, Move Silently @ Will, +1 Strength, DAL 2, MAL 1, Ambidextrous, Charm Person 1/Ad, Sentient

Summon Lv 7 ***Lv*** *9* ***Range:*** *10'* ***Duration:*** *Permanent*

Verbal: *"I call forth a … with the arts at my command: come forth creature of night to serve my will."*

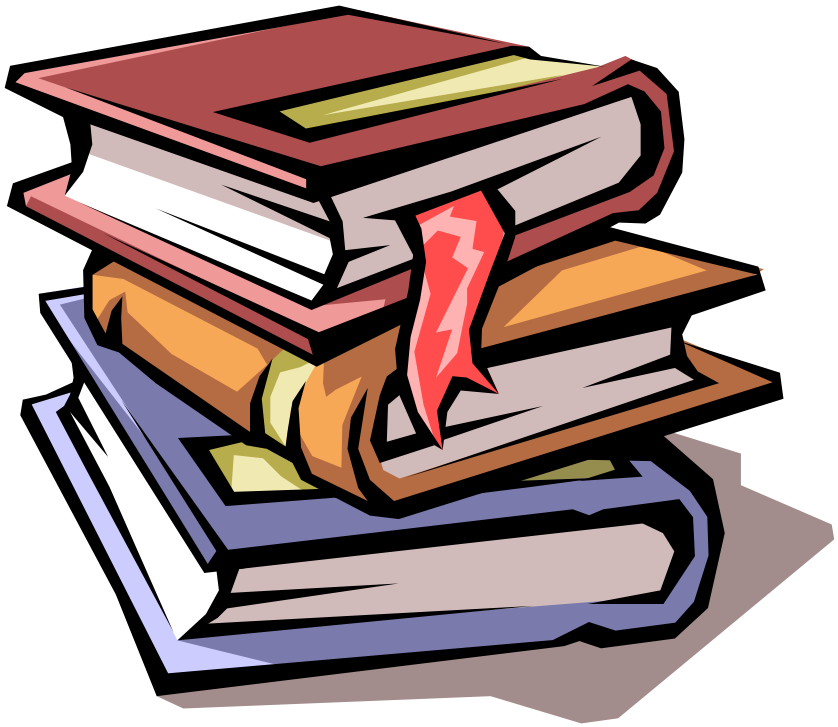
This spell creates a…; 30 hits, last hit magical, Pure Magic double with hands, Vampiric Touch 2/Ad (1/2 remaining hits) Shift in @ will, Move Silently @ will, Cause Light Wounds 10/Ad, Cause Serious Wounds 2/Ad, Dark-Bolt 2/Ad, +1 Strength, DAL 2, MAL 2, Ambidextrous, Sentient. A Priest may only have control of one Lv 7 undead at a time. (Table-top mods: +4/+3.) The spell requires a body to be cast upon.

Banish ***Lv*** *9* ***Range:*** *LOS* ***Duration:*** *Permanent*

Verbal: *"By the arts I command I cast thee out of this world, I free you of the bonds of this world of Vara; return whence you came. I banish thee hence."*

This will send any supernatural creature back to its home place of existence, removing it from Vara for a year and a day. It will only work on summoned creatures.

THE WIZARD SPHERES



Alteration Sphere

Shatter (Ranged) ***Lv** 2* ***Range:** LOS* ***Duration:** Instant*
***Verbal:** "By my art I shatter that…."*
Works as the Lv 1 Thaumaturgy Spell.

Ignite (Ranged) ***Lv** 2* ***Range:** LOS* ***Duration:** Instant*
***Verbal:** "By my art ignite that…"*
Works as the Lv 1 Thaumaturgy Spell.

Web ***Lv** 3* ***Range:** LOS* ***Duration:** 1 Encounter*
***Verbal:** "By my Art I web you there."*
Target's feet and legs are glued to the spot with sticky webs. The victim cannot cut their way out (weapons stick to the webbing) and must either wait it out or have the webbing removed by a Dispel.

 # Blade ***Lv** 3* ***Range:** Touch* ***Duration:** 1 Encounter*
***Verbal:** "Arts imbue this blade with #."*
Wreathes a weapon in energy, the weapon does +1 Magical Damage; the weapon still has its normal damage cap.

Liquid Breathing ***Lv** 3* ***Range:** Touch* ***Duration:** 1 Encounter*
***Verbal:** "Arts make this ... as Air to me."*
The target can breathe in liquid.

Shatter Magic (Touch) ***Lv** 4* ***Range:** Touch* ***Duration:** Instant*
***Verbal:** "I call upon the Arts to shatter the magic of this…"*
As per the Thaumaturgy spell but affects magical objects; enchanted objects lose their magic and even if repaired they need a Magical Mend spell to restore the lost magic. The spell will not work on indestructible items.

Shatter Magic (Ranged) ***Lv** 5* ***Range:** LOS* ***Duration:** Instant*
***Verbal:** "I call upon the arts to shatter that…"*
As per the above spell but works at Range.

Mend Magical (Touch) ***Lv** 6* ***Range:** Touch* ***Duration:** Instant*
***Verbal:** By my art, let the enchantments upon this … be healed and made whole."*
Restores lost enchantments to a broken magical object (but not n/Ad used on that adventure). However it does NOT physically mend a broken item; it needs to be mended first then have Mend Magical cast on it.

Sword of # ***Lv** 6* ***Range:** Touch* ***Duration:** 1 Encounter*
***Verbal:** "Into my hand I call forth a blade of purest #, with which to smite my foes."*
This spell creates a 1 handed sword of # doing a Pure Magic Single. This spell can be learnt as any other melee weapon (with a base damage of single) if desired, but always has a base of Pure Magic Single.

Greater Sword of # ***Lv** 8* ***Range:** Touch* ***Duration:** 1 Encounter*
***Verbal:** "By the arts at my command I summon a sword forged of # to smash my foes with its might."*
Creates a 2 handed sword of # doing a Pure Magic Double. This spell can be learnt as any other two handed weapon (with a base damage of double)if desired, but always has a base of Pure Magic Double.

 # Form ***Lv*** *9* ***Range:*** *Self* ***Duration:*** *1 Encounter*

Verbal: *"Arts my flesh is weak, let my form become as insubstantial as thine and shield me from the wrath of my foes, my body is made of magic, # Form."*

The caster's body becomes transparent and only magical weapons and spells will affect him. Normal weapons pass straight through him. He cannot affect anything that is not magical or alive. He can pass through but not stay inside anything that is not magical in nature (walls, floors, solid earth). When something in Pure Form tries to grab a living thing that is not (or vice versa) then no grip can be maintained: the two things 'slide' over each other too much. However Entangle does work.

The following spells and effects work differently.

Scratch Dust will have no effect, and indeed will sail harmlessly through the person in Pure Form.

Sleep Spore has no effect, as there is no body there to be affected by it.

Swarm of Insects has no effect on a person in pure form, though they are covered in insects by it.

Blade, Contact and Ingested Poisons do not work, however a blade of contact venom will remain on an object to affect the next person they strike.

Energy Sphere

 # Touch ***Lv*** *1* ***Range:*** *Touch* ***Duration:*** *Instant*
Verbal: *"By the power of #, # Touch."*
The caster's hand glows with energy that discharges on touching something to do 2 LF and 2 Loc. to the location touched or 4 Hits to a monster. # means you pick an effect like fire, ice, stone, lightning, light, dark, green, PINK, etc. See Ref. for the special effects that result.

Concussive Weapon ***Lv*** *1* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"By the Art of Energy, Concussive Weapon."*
Will allow the weapon touched to do +1 Subdual.

 # Arrow ***Lv*** *2* ***Range:*** *Line Of Sight* ***Duration:*** *Instant*
Verbal: *"By the arts of #, # Arrow."*
The spell creates an arrow of energy that strikes the target, doing 1 LF and 1 to every Location or 2 hits to a monster.

Magic Missile ***Lv*** *2* ***Range:*** *Thrown* ***Duration:*** *Instant*
Verbal: *"Art charge this rock with power, Magic Missile."*
This spell charges a rock/arrow or some other object with energy, that when it is thrown and strikes a target does 2 LF and 2 Loc. to the location struck or 4 hits to a monster. You need to throw a foam / 'Nerf' / Latex Rock ball at the target. (Bring your own balls!)

 # Ball ***Lv*** *3* ***Range:*** *LOS* ***Duration:*** *Instant*
Verbal: *"By my art I call forth a # Ball."*
This spell creates a ball of energy that flies to the target, striking it to do 2 LF and 1 to every Location or 3 hits to a monster.

 # Hit ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *Instant*
Verbal: *"By my art and skill of #, # Hit."*
This spell charges the caster's hand with energy that when it touches something does 3 LF and 3 Loc. to the location struck or 6 Hits to a monster.

Darkness ***Lv*** *3* ***Range:*** *LOS* ***Duration:*** *1 Encounter*
Verbal: *"By my art I call down Darkness."*
Creates globe of total darkness, 10ft in every direction from the target point; all within are blind (barring innates/skills/spells) except the caster and should role play as such (do not close your eyes if in combat for safety).

Light ***Lv*** *3* ***Range:*** *10' Radius from target* ***Duration****: 1 Encounter*
Verbal: *"By my art I call forth light."*
Creates an area flooded with intense natural light.

 # Blast ***Lv*** *5* ***Range:*** *LOS* ***Duration:*** *Instant*
Verbal: *"I call upon the arts at my command to bring forth a # Blast."*
Creates a blast of energy that flies to the target, striking it to do 2 LF and 2 to every location or 4 Hits to a monster.

 # Grasp ***Lv*** *5* ***Range:*** *Touch* ***Duration:*** *Instant*
Verbal: *" Into my hand I call forth #, # Grasp."*
This spell charges the caster's hand with energy that on touching something causes 5 LF and 5 Loc. to the location struck or 10 hits to a monster. The impact also knocks you off your feet and onto the floor.

Super Missile ***Lv*** *5* ***Range:*** *Thrown* ***Duration:*** *Instant*
Verbal: *"Let my art charge this rock with deadly power, Super Missile."*
Does 4 LF and 4 to location (or 8 hits to a monster) hit plus 2 LF and 2 Loc. (or 4 hits to a monster) to every location to all within 5' of the impact.

 # Bolt ***Lv*** *6* ***Range:*** *LOS* ***Duration:*** *Instant*

Verbal: *"Arts shape a bolt of purest #, #Bolt."*

Does 3 LF and 3 to every location (or 6 hits to a monster). The impact also knocks you off your feet and onto the floor, even if you have a Blows Aura or enough MAL to stop all the damage. If you are flying then you fall to the floor. If you cannot fall over you should drop to one knee and role play the fact you are stunned for a couple of seconds, this includes not attacking or defending, then continue to act or regain your footing.

 # Burst ***Lv*** *7* ***Range:*** *LOS* ***Duration:*** *Instant*

Verbal: *"Let my art strike down my enemy with its fury, # Burst."*

Does 4 LF and 4 to every location or 8 hits to a monster. The impact also knocks you off your feet and onto the floor, even if you have a Blows Aura or enough MAL to stop all the damage. If you are flying then you fall to the floor. If you cannot fall over you should drop to one knee and role play the fact you are stunned for a couple of seconds, this includes not attacking or defending, then continue to act or regain your footing.

 # Punch ***Lv*** *7* ***Range:*** *Touch* ***Duration:*** *Instant*

Verbal: *"Let my hand shine with the power of #, # Punch."*

This spell causes 6 LF and 6 Loc. to the location struck or 12 hits to a monster. The impact also knocks you off your feet and back 10ft onto the floor, even if you have a Blows Aura or enough MAL to stop all the damage. If you are flying then you fall to the floor. If you cannot fall over you should drop to one knee and role play the fact you are stunned for a couple of seconds, this includes not attacking or defending, then continue to act or regain your footing.

 # Ruption ***Lv*** *8* ***Range:*** *LOS* ***Duration:*** *Instant*

Verbal: *"By the power of my Art and the forces of #, let my foes fall down before me, # Ruption."*

Does 5 LF and 5 to every location or 10 hits to a monster. The impact also knocks you off your feet and onto the floor, even if you have a Blows Aura or enough MAL to stop all the damage. If you are flying then you fall to the floor. If you cannot fall over you should drop to one knee and role play the fact you are stunned for a couple of seconds, this includes not attacking or defending, then continue to act or regain your footing.

Greater Missile ***Lv*** *8* ***Range:*** *Thrown* ***Duration****: Instant*

Verbal: *"Let my art imbue this rock with the most lethal of forces, Greater Missile."*

Does 6 LF and 6 to Loc. hit (or 12 hits to a monster) plus 3 LF and 3 Loc. (or 6 Hits to a monster) to every location to all within 5' of the impact. The impact also knocks you off your feet and back 10ft onto the floor, even if you have a Blows Aura or enough MAL to stop all the damage. If you are flying then you fall to the floor. If you cannot fall over you should drop to one knee and role play the fact you are stunned for a couple of seconds, this includes not attacking or defending, then continue to act or regain your footing..

 # Lance ***Lv*** *9* ***Range:*** *LOS* ***Duration:*** *Instant*

Verbal: "By all the arts at my command, I unleash a lance of pure #; let thy body be riven asunder, # Lance."

Does 6 LF and 6 to every location or 12 hits to a monster. The impact also knocks you off your feet and back 10ft onto the floor, even if you have a Blows Aura or enough MAL to stop all the damage. If you are flying then you fall to the floor. If you cannot fall over you should drop to one knee and role play the fact you are stunned for a couple of seconds, this includes not attacking or defending, then continue to act or regain your footing.

Movement Sphere

Jump ***Lv*** *1* ***Range:*** *Self* ***Duration:*** *Instant*
Verbal*: "Arts take me there."*
Works as per the Jump Skill.

Fly ***Lv*** *2* ***Range:*** *Self* ***Duration:*** *1 Encounter*
Verbal: *"I call upon the arts to grant me flight."*
Grants the caster the ability to fly (Magically). Please keep reminding people you are in the air and call out your height. Change height by 5' per step. If you are hit and take any damage, you fall out of the sky as your concentration is broken; however you CAN start flying again at any point until the end of the spell's duration.

Pass Wall ***Lv*** *4* ***Range:*** *Self* ***Duration:*** *1 Encounter*
Verbal: *"Arts grant me passage here."*
The caster can move through a Force-Wall at will.

Walk on # ***Lv*** *5* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"I call upon the Arts to empower me to walk on #."*
The target can move on # at walking speed. Please note that # must be set when the spell is learnt, so you may need to buy it multiple times.

Shift ***Lv*** *6* ***Range:*** *LOS* ***Duration:*** *Instant*
Verbal: *"By the power of my art let me be taken there."*
Moves the caster to the desire location with a 2 second 'phase in'; you cannot change the direction you are facing in between when you disappear and appear. You should run to the target point as fast as possible as this is meant to represent near instant travel.

Invisibility ***Lv*** *6* ***Range:*** *Self* ***Duration:*** *1 Encounter*
Verbal: *"Arts hide me from the sight of all; wrap me in a cloak of power to render me invisible."*
Will turn you invisible; however you can still be heard, bumped into or smelt. If you take any offensive action you become visible again (speaking will not break the effect, nor will picking a pocket, but casting an offensive spell or attacking will).

Dancing Blade ***Lv*** *7* ***Range:*** *LOS* ***Duration:*** *1 Encounter*
Verbal: *"I call upon the arts to imbue this blade with life."*
The blade is used by a monster as the caster directs; it does a single unless the caster is trained in its use.

Teleport ***Lv*** *8* ***Range:*** *Anywhere the caster knows* ***Duration:*** *Instant*
Verbal: *"I call upon my arts to move this body to where I will it."*
This spell moves the caster to a place that they know well. For this spell "well known" means the caster must have been there and taken time to study the area, must have spent a great deal of time in the place (such as your own home) or they need a highly detailed and relatively current picture of the area in order to target the place. A change of season or a moved cart will not affect it, but a new building or other major change will. It takes 15 minutes of uninterrupted study to memorise a place; you need to tell the ref. when you start memorising and you should ensure you update your Character History sheet to include the places you memorise.

Grand Teleport ***Lv*** *9* ***Range:*** *Unlimited (known to the caster)* ***Duration:*** *Instant*
Verbal: *"I call upon all the arts that I command to move us to the place that I desire, let us travel in the blink of an eye, Grand Teleport."*
Moves the caster and up to five willing others to a place that is known well to the caster; all must link hands.
For this spell "well known" means the caster must have been there and taken time to study the area, must have spent a great deal of time in the place (such as your own home) or they need a highly detailed and relatively current picture of the area in order to target the place. A change of season or a moved cart will not affect it, but a new building or other major change will. It takes 15 minutes of uninterrupted study to memorise a place; you need to tell the ref. when you start memorising and you should ensure you update your Character History sheet to include the places you memorise.

THE PRIEST SPHERES

Harm Sphere

***Cause Light Wounds Lv** 1 **Range:** Touch **Duration:** Permanent*
***Verbal:** "Powers cause this wound."*
Target loses 1 LOC. to every location and 1 LF (2 hits to a monster).

***Concussive Weapon Lv** 1 **Range:** Touch **Duration:** 1 Encounter*
***Verbal:** "By the power of my faith, Concussive Weapon."*
Will allow the weapon touched to do +1 Subdual.

***Cause Disease Lv** 3 **Range:** Touch **Duration:** Permanent*
***Verbal:** "Powers fill this body with disease."*
This spell infects a person with a natural disease which causes 1 LF damage per section start after it is cast.

***Cause Serious Wounds Lv** 3 **Range:** Touch **Duration:** Permanent*
***Verbal:** "Powers cause these wounds to this person."*
Inflicts 2 LOC. to every location and 2 LF (4 hits to a monster).

***Cause Blindness Lv** 4 **Range:** Touch **Duration:** Permanent*
***Verbal:** "Powers cloud this person's sight."*
Removes the sight of the target.

***Cause Deafness Lv** 4 **Range:** Touch **Duration:** Permanent*
***Verbal:** "Powers cause this person to be deaf."*
Removes the hearing of the target.

***Drain Life Lv** 6 **Range:** Touch **Duration:** Permanent*
***Verbal:** "I call upon the powers to shatter this body and spirit."*
Removes all LOC. and LF; target is unconscious and bleeding from multiple cuts.

***Wither Limb Lv** 6 **Range:** Touch **Duration:** Permanent (takes 1 day)*
***Verbal:** "I call upon the powers to wither this limb."*
The limb loses Loc. at the rate of 4 per section until it reaches zero; at that point it is twisted and useless.

***Hand of Death Lv** 9 **Range:** Touch **Duration:** Permanent*
***Verbal:** "Powers of Faith rend the soul from this vessel; their time is now come, take this soul away. Hand of Death."*
The target touched is killed. Only a resurrection effect will return the life of the target.

Healing Sphere

Cure Light Wounds ***Lv*** *1* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"Powers cure this wound."*
Restores 1 LOC. to every location or 1 LF (1 hit to a monster).

Knit Bone ***Lv*** *2* ***Range:*** *Touch* ***Duration:*** *Instant*
Verbal: *"Spiritual powers, knit this bone."*
The bones of the location touched, if broken, are fused and healed, and DAMAGE to the location still remains. Note that this spell will NOT knit together bones that should not be joined in the first place.

Calm Frenzy ***Lv*** *2* ***Range:*** *LOS* ***Duration:*** *1 Encounter*
Verbal: *"Arts soothe that person's rage."*
The target loses any Rages that they may be under the effects of.

Cure Disease ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"Powers cleanse this body of disease."*
Cures a person of all natural diseases, but does not restore any damage.

Cure Serious Wounds ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"Powers cure this wounded person's wounds."*
Restores 2 LOC. to every location and 2 LF (4 hits to a monster).

Cure Blindness ***Lv*** *4* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal*: "Powers cleanse this person's sight."*
Restores the sight of the target.

Cure Deafness ***Lv*** *4* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"Powers cleanse this person of deafness."*
Restore the hearing of the target.

Total Heal ***Lv*** *6* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"I call upon the powers to make this body and spirit whole."*
Restores all lost LOC. and LF; it cannot restore lost limbs.

Regenerate Limb ***Lv*** *6* ***Range:*** *Touch* ***Duration:*** *Permanent (takes 1 day)*
Verbal: *"I call upon the powers to restore this missing limb."*
Restores a lost limb but takes a full day to grow it.

Resurrection ***Lv*** *9* ***Range:*** *Touch* ***Duration:*** *Permanent*
Verbal: *"Powers of Faith restore the soul to this vessel; their time is not yet come, return (NAME) and let them live once more."*
Returns an intact body to life if cast within one week of death. Needs the true name of the person to work; the target loses one 'Res chance' and permanently loses 1 LF. The target returns at one point above death, be that Life Force or Locational damage depending on what killed the target. The body must be relatively complete (no major organs missing etc); any destroyed locations will not be restored and further spells may be needed to regenerate them. In the case of critical locations if they are not present then the body cannot be resurrected. Normally this would be the case if say the location had been subject to magical damage that burnt it away rather than simple melee damage. If however a Necromancy spell is used to repair the body beforehand then a Resurrection may then be performed.

THE DRUIDIC SPHERES

Nature Sphere

Create Water ***Lv*** *1* ***Range:*** *Hand* ***Duration:*** *Instant*
Verbal: *"Pure water, arise."*
A pint of pure water flows from the hand of the caster.

Detect Poison ***Lv*** *1* ***Range:*** *10' Area* ***Duration:*** *Instant*
Verbal: *"Power of nature show me where poison lies."*
Will tell the druid if there is any poison near him and give a vague direction.

Slow Poison ***Lv*** *2* ***Range:*** *Touch* ***Duration:*** *5 Encounters*
Verbal: *"Nature, slow the effects of this poison."*
The effects of all poisons are delayed until the end of the section (or for 5 encounters, whichever is longest).

Purify Water ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *Instant*
Verbal: *"I call upon the spirits to purify this water."*
Will remove poison or dirt from a pool of water the size of a single bed; will not work on potions or acid pools etc.

Taint Water ***Lv*** *3* ***Range:*** *Touch* ***Duration:*** *Instant*
Verbal: *"I call upon the spirits to taint this water."*
Will render a pool of water the size of a single bed undrinkable to the point of causing nausea; will not work on potions.

Cudgel ***Lv*** *4* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"Force of nature imbue this club."*
Adds +1 Damage to any wooden weapon; this does not add 'magic' to the damage call. Also this spell grants the "No Max Damage" effect to the weapon.

Lesser Pollute ***Lv*** *4* ***Range:*** *Touch* ***Duration:*** *Instant*
Verbal: *"Let foulness fill thy veins, Lesser Pollute."*
This spell causes an IV 3 inside the body of the target. You have 10 seconds from casting the spell to touch the target.

Purge Poison ***Lv*** *5* ***Range:*** *Touch* ***Duration:*** *Instant*
Verbal*: "Nature's power, purge the poisons from this body."*
All poisons are removed from the body of the target; this does not affect any damage already caused by poisons.

Reflecting Pool ***Lv*** *8* ***Range:*** *Ref. discretion* ***Duration:*** *1 Encounter*
Verbal: *"Power of nature, let my sight roam free."*
The caster can cast his vision though a pool of water to a point in the distance. The water must be pure and at least 5 foot across and 1 foot deep; it should be noted the pool is NOT a portal. While you can cast spells through it, if the spell requires something to travel from the caster to the target (or vice versa) it will not travel through the pool. So a web spell will work perfectly, but a Fire-bolt will fly out the window and try to take a straight line from you to the target and there may be a delay in the spell striking the target depending on distance.

Greater Cudgel ***Lv*** *8* ***Range:*** *Touch* ***Duration:*** *1 Encounter*
Verbal: *"Force of nature imbue this club with thy power and might."*
Adds +2 Damage to any wooden weapon; this does not add 'magic' to your damage call. Also this spell grants the "No Max Damage" effect to the weapon.

Pollute ***Lv*** *9* ***Range:*** *Touch* ***Duration:*** *Instant*
Verbal: *"Let foulness fill thy veins and burn inside thy body, corrupt thy blood, Pollute."*
This causes an Instant IV 6 inside the body of the target, as well as Wracking Pain for 10 seconds. You have 10 seconds from casting the spell to touch the target.

Weather Sphere

Predict Weather ***Lv*** *1* ***Range:****20 mile area* ***Duration:*** *Instant*
Verbal: *"Air and sky tell me thy course."*
The druid learns the weather conditions for the day.

Faerie Fire ***Lv*** *2* ***Range:*** *LOS* ***Duration:*** *1 Encounter*
Verbal: *"Nature light my foe with sky-fire."*
Covers the target in a harmless glow; reduces DAL by one and shows up even if target is invisible.

Star-shine ***Lv*** *2* ***Range:*** *10'* ***Duration:*** *1 Encounter*
Verbal: *"By the power of the sun let gentle light shine forth."*
The area is filled with soft magical light, dispelling all Light and Darkness spells in the area.

Gust of Wind ***Lv*** *3* ***Range:*** *LOS* ***Duration:*** *Instant*
Verbal: *"By the powers of air, Gust of Wind."*
This Spell will throw the target back 10' and throw him to the floor. If you are flying then you fall to the floor. If you cannot fall over you should drop to one knee and role play the fact you are stunned for a couple of seconds, this includes not attacking or defending, then continue to act or regain your footing.

Gather Clouds ***Lv*** *4* ***Range:*** *Local area* ***Duration:*** *Takes 2 Minutes*
Verbal: *"Let the powers of nature gather the clouds."*
This spell gathers all the clouds in the area above the caster (useful for a call lightning spell).

Mist ***Lv*** *5* ***Range:*** *Encounter* ***Duration:*** *1 Encounter*
Verbal: *"Mists and vapour rise and hide all from view."*
A thick mist rises to fill the area; it is impossible for anyone but the druid to see and is unaffected by wind.

Call Lightning ***Lv*** *7* ***Range:*** *LOS* ***Duration:*** *Instant*
Verbal: *"By the powers of nature let the skies open in Rage, Call lightning."*
A bolt of lightning doing 3 LF and 3 Loc. (or 6 hits to a monster) to every location strikes the target from above. This spell only works OUTSIDE and ABOVE GROUND. MAL does NOT apply against this spell. You also fall to the floor, even if you have a Blows Aura. If you are flying then you fall to the floor. If you cannot fall over you should drop to one knee and role play the fact you are stunned for a couple of seconds, this includes not attacking or defending, then continue to act or regain your footing.

Sun-Ray ***Lv*** *8* ***Range:*** *LOS* ***Duration:*** *Instant*
Verbal: *"Let the powers of the sun bathe my foe in its searing brilliance, Sunray."*
The druid must hold up a clear or white crystal from which the light emanates. This will not affect anything that is not undead; undead take 8 Hits, ignores MAL.

Sunshine ***Lv*** *9* ***Range:*** *Local Area* ***Duration:*** *Instant*
Verbal: *"By the power of nature and sunlight let the searing light of the sun strike my foes and sear them to the bone; Sunshine."*
The druid must hold up a clear or white crystal from which the light emanates. This has the same effect as Sunray but affects all Undead in the local area of the caster.

RITUAL MAGIC: AN EXPANDED VIEW

The way in which ritual magic is conducted is very much dependent on its purpose. While there are some constants, the nature of a ritual can be as varied as the aims of it.

Sacrifices

The sacrifice or offering made should be appropriate to the Powers being petitioned and the intent of the ritual. For instance, if summoning an elemental creature, the sacrifice should be something which corresponds to that element. A holy ritual might require something associated with the God or Gods being petitioned and a ritual for another purpose, say transportation or empowering a weapon, would require a sacrifice to the Source.
A sacrifice could be something valuable to the Head Ritualist, in the form of money, metals or other precious items. Other sacrifices include works of art to patron deities; some have even used the life force or soul of another creature. While such rites do grant excessive power, such a ritual carries with it great risk. The holy and elemental sacrifices are cumulative in their effect on the ritual as a whole. The penalties for not providing a suitable offering can range from the ritual not working at all, not being able to control what was summoned, having a ritual nasty show up, taking damage from the element being petitioned, or other forms of 'ritual backlash'.

A sacrifice of monetary value should follow the basic pattern below. All sacrifices should total at least 100 Guilder per level of the ritual; it is better if the main sacrifice alone is this value and the attendant sacrifices are of good quality. The more that you give, the more likelihood that any slip-ups in your ritual will be overlooked and the more powerful the outcome of the ritual is likely to be.
There is a hierarchy to simple monetary value sacrifices, from lowest to highest:
Cash.
Jewellery/esoteric items of monetary value (works of art, weapons, expensive potions, scrolls).
Gemstones.
Gemstones that correspond to the Power or Element they are being given to.
More esoteric but monetarily valued items that correspond to the Power/Element.
Items of Power (SIP items).

Other sacrifices that can be made in addition to the monetary ones can include:
Personal service, in the sense of promising to perform a task for a deity or deities.
Objects of personal or sentimental value to the Ritualist offering it.
Magical/Physical items of power.
Personal Art (either temporary, or permanent; a permanent donation is of higher value).
Life Force (in blood or the offering of your life essence): this might be a permanent loss.
Living Sacrifices: The higher the LF (and Art) they have the more powerful a sacrifice they make.

The Structure of Rituals

Rituals should all follow the same basic structure:

1. *Entrance to the circle (and in most cases sealing it behind you).*
2. *Summoning the Powers whose attention is needed.*
3. *Demonstrating what you are asking for.*
4. *The actual request and taking of sacrifices.*
5. *The releasing of the Powers called.*
6. *Exiting the circle (again in most cases sealing it behind you).*

1) A group should enter a circle ready to perform the ritual; it is considered a sign of a poor Ritualist to enter and then meditate, and as such preparations should be conducted before undertaking such a task. Also it is considered poor technique for someone other than the Head Ritualist leading the ritual to be the one to raise and lower the wards or to meditate in the circle then leave the wards down before returning to perform the ritual. Mental approach to a ritual is just as important as the actual method. As such a group should take the entrance as part of the ritual as a whole.

While it is not required that the wards are raised to perform a ritual, there are two reasons why it is normally done. The first is to protect those inside from interference, and to ensure Vara is protected from any unforeseen results of a failed ritual. The second is a symbolic marking of the commencement of the ritual itself.

It is essential that all the required equipment be remembered BEFORE the ritual wards are raised again, as lowering and raising them again takes power that is better reserved for the actual ritual.

It is acceptable to vary the wording of the commands to open or close a Circle, but you MUST include your own name (though not your true name).

2) Rituals should then begin with the summoning to the circle of the attention of the Powers being called upon, be that the six elements, or the gods, or even one particular deity if the ritual is either in their service or would fall solely under the area of their ethics. However in the case of the elements and the gods as a pantheon, one should ensure to call opposing elements or gods as the power of a ritual must be balanced; unbalanced power can result in a canting of the effect of a ritual towards the unbalanced power, and certainly will increase the chances of the power running awry in the ritual.
If you call upon more than one god you should call on all of them, for while they might act in opposition to one another balance in a ritual is paramount to ensuring its success, and omitting any one factor of this balance is toying with danger. Be aware that there may be different interpretations of the colours or representations used in a ritual for the elements or the gods; however at all times this should be serious in nature.

Once you have begun to call the powers to a circle, should anything go wrong you are now risking both the effects of a miscast ritual and also the chances of a Ritual nasty appearing should you make a mistake. Powers can be called one after the other or in pairs, however the normal convention is to call Light (or Osrose if a deity ritual) first and Darkness (or Neroz) last with the other powers called in-between in any order deemed fitting. One should never call more than two powers at any one time, as it is beyond most Head Ritualists to balance the influx of more than two powers at once.

In the circle the Powers are physically represented either by cloth in their corresponding colours or a substance that corresponds to the element. Representations should be placed as the Powers are called, as to some degree the representation is where the power will reside for the duration of the Ritual. They should be equidistant in placing about the circle from each other. The representations need to be in existence for the duration of the ritual as they are the manifestation of the attention of that power for the ritual. One of those representations being removed or destroyed could result in that power no longer being part of the ritual with the attendant imbalance of power occurring.

It is considered good practice to cast a spell aligned to the power being called over the representation as a means of dedicating it to the power being called, in some sense 'purifying' it.

Power	*Cloth*	*Substance*
Light	*White, often silk or some other sheer material.*	*Stone with 'Light' cast on it.*
Earth	*Green or brown, often roughly woven.*	*Salt, granite or marble. Generally some type of hardwearing rock.*
Air	*Yellow or light blue, typically gauzy.*	*Incense, paper, wind chimes.*
Fire	*Red, thick velvets.*	*Red candle or lit torch.*
Water	*Dark blue or dark green, gauzy, tie dyed in many shades.*	*Bowl of purified water.*
Dark	*Black, plain cotton.*	*Stone with 'Darkness' cast on it.*
Osrose	*Reds and oranges.*	*A brazier of red hot coals or a small fire. Something intricate made by a master craftsman.*
Neroz	*Un-dyed cotton or bone white, but impeccably clean. Possibly shroud material.*	*A well kept skull or some other important bone, possibly of an exotic creature or related to the ritual.*
Lanokash	*Pure white or bright yellow, silk or some other sheer material.*	*A church ribbon with light cast on it, an important book.*
Shashay	*Rich black, silk or velvet, expensive and sensuous materials.*	*A book containing secrets, a church ribbon with darkness cast on it.*
Starsha	*Pale blue or white, clean.*	*The shed feathers of a living dove, a bowl of pure water.*
Bronwen	*Electric blue or silver, durable material.*	*A weapon or armour of quality or belonging to a heroic individual.*
Ash'i'el	*Greens or browns, homespun and possibly hand embroidered with animal and plant motifs.*	*A bow, the pelt of an animal, a living plant or animal, a bowl of blood from a willing donor. (The last is rarely used.)*
Liren	*Beige, light brown or grey cloth.*	*A metal or stone tall chalice or plain wing feather.*
The Crone	*Dark greens and greys or dirty white, stained, possibly with blood.*	*A sick animal or plant, a cup of dirty water, a rusted or broken object, a bowl of blood from an unwilling sacrifice. The last is rarely used outside of the church.*
Any Deity		*Items consecrated to the god and/or bearing their iconography.* *A temporary altar with the proper cloth on it.*

As a note, the 'Light' and 'Dark' spells tend to be lower levels than the ones normally used to decrease their range.

At this point it is not necessary to make any offerings to the Powers, although it is certainly viable to do this at this time and onwards during the ritual. However the Main sacrifice should NOT be placed at this point of the ritual.

Although there is no set order for giving the offerings, it is generally accepted that offerings to Deities take precedence over the elemental Powers. The sacrifices are placed on the ritual representations and the Ritualist must repeat the following words, or something to a similar effect and of at least the same length.
"(Name of Deity) accept this sacrifice of our devotion and grant us our boon."

If the sacrifice is to be made to an elemental force then that is placed on the representation, and the Ritualist must repeat the following words, or something to a similar effect and of at least the same length.
"Element of (?) take this gift and lend us your might to our needs."

3) Once the elements have been called, the main part of the ritual may now proceed. This stage of a ritual is to demonstrate and explain to the powers what you are asking for, through the use of symbolism. This tends to be when most spells are cast in a ritual, be it on items to exhibit the properties you are trying to imbue it with, or to better explain what it is you are asking to happen.
Care should be taken as well when it comes to targeting of effects here, the normal rules apply if you are seeking to affect something or someone you cannot see, be it through the use of reflecting pools, true name or objects closely tied to the target.

Ritualists may act the part of characters in a story told by the Head Ritualist in a small 'play' that either tells of why the group is here or what it is they seek to do.

Great care should be taken that no-one stumbles over their words or loses where they are in the ritual, as such in-clarity or confusion is the most common cause of a ritual going awry and failing. Groups should practice a ritual before undertaking it to ensure everyone is clear on what they are doing when. Only the truly great ritualists can perform one unprepared and 'off the cuff,' and any good Ritualist can adapt their role to absorb changes or interferences by other influences into the ritual as a whole. However it is the task of the Head Ritualist to provide the lead and focus of events especially in this portion of the ritual.

However, unless everyone is saying the same thing in chorus, only one person should speak at any one time: it is essential not to 'confuse' the Powers you are petitioning.

Again at this point is it advisable to place the sacrifices to the Powers, and it is a good time to also place the main sacrifice. This should always be placed in the centre of the circle, normally on some form of receptacle or on a cloth of some kind. In the case of a ritual dedicated to one deity, the cloth should have the iconography of the god in question on it prominently.

4) The culminating request should always be preceded by the presentation of the main sacrifice, then the basic request should be made in simple terms and no more than a short paragraph in length. It summarises what you are asking for, and any and all sacrifices given to the Deity, Pantheon or Source. At this point the sacrifices are taken and the effect desired may or may not occur (based off the quality of the ritual and sacrifices) or if you have insulted the powers called by an insufficient sacrifice this may be where their ire is made known to you.

It is important to note that one should not check to see if the outcome has been achieved, as this is considered rude to the Powers. Instead the Ritualist will at this point pay the casting cost of the ritual and then proceed onto the next part of the ritual. Any thanks for receiving the desired effect should be made at a later time.

For the sacrifice to the main Power, be it the Pantheon, particular Deity or the Source: At the offering in the centre, the following words, or something to a similar effect and of at least the same length should be said.
"[Source of Power/Gods/Name of Deity] accept these gifts as we take from you. Receive it and grant us our boon."

5) The Powers summoned should be thanked and released in much the same way as they were called, in the same order as called; at the same time the representations should be gathered up and the ritual circle as a whole 'tided up' so as to be in a clean state.

Again it is acceptable to release the Powers in opposite pairs. Until all the called Powers have been released it is STILL possible to offend them in such a way as to end up on the receiving end of an unfortunate accident.

Once the Powers are all released then the group is safe from such a mishap; however they should still continue to act with care and control.

6) Lastly the group should exit the circle, preferably closing it behind them. It is considered good practice to do so and the mark of a good Ritualist to treat everything soberly until one closes the wards and moves a short distance away from the circle.

Only then should anyone attempt such things as checking to see if the aim of the ritual was achieved and in what form this has happened.

There are two main types of Ritual: Arcane (which calls on the Source and balanced pairs of elements) and Spiritual (which call on one deity or all of them). You can combine the two types but this is rarer, more difficult, and can be a lot harder to balance correctly. In the early autumn of the Year 1514 a Varan-wide swathe of holy rituals failed; after investigation by the Churches involved and the Fellowship of Hermes eventually the Clergy of Lanokash supplied the reason; there had been a shift in the nature of The Crone. Now when calling on power to balance Ash'i'el instead it was needed to call on the power of Liren, the Goddess of Endings, in order to correctly hold all the forces in equilibrium. To call on The Crone was now to risk serious consequences, not to mention the nature of the creatures that resulted from unbalanced failed rituals was frightening to behold.

Items and Rituals

Rituals to create items do not require SIPs per sae, however the following should be kept in mind.
You will need an object to become the item; this should be of high quality and may indeed require the investment of SIPs in order to fulfil this. A weapon or armour is better if Master Crafted, or at least made by a craftsman capable of Master Craft work. Jewellery is better if of value and made by someone with a high degree of skill to represent the quality of the work involved. Any object used for an item needs to be well made in order to contain the magic it is imbued with; a poor quality item may not be able to hold the power and will be destroyed rather than empowered; also a ritual cannot easily give it properties which are more of what it is made from than anything else, such as being made from silver etc.

It is possible to invest SIPs or MC into rituals; however this is best done either by the person receiving the item (or being imbued with power) or when the item is going to be made as a 'Group' item. This is at the discretion of the System and Game Ref. however.

Apart from this, the items are earned through the effort of the group to make the item and the expenditure of other benefits of the characters involved in terms of money, items and other things offered as sacrifices as part of the ritual as well as the effort of the ritual itself to complete.

Lastly there is no guarantee that any one desired property will be placed on an item; this is down to how well the group conveyed the desired outcome in the ritual and how well they performed it as a whole as well as the value of the sacrifices made in the ritual.

Levels of Rituals

At this time there is no hard guide to the level of a given ritual; some standard ones (such as the transport ritual) will have a set level, but as the scope and intent of a ritual increases so will the level. It is unfortunately the case that it is hard to give a simple answer to level until we see the ritual plan and the desired outcome that is intended to be achieved. The simple rule is:
"The larger the scope, effect or range of a ritual, the higher the level of it will be."

Notes on Magical Familiars

The possession of a familiar can be both the greatest asset and biggest liability that an Art user can have. The familiar gives the Art user the ability to see more and to allow the targeting of spells where they might normally not be able to. The familiar can also offer bonuses to the owner's ability to cast spells as well as having other abilities similar to items. They have the power to reason and communicate with the Art user, so they can add role play opportunities to an adventure.
However, since the Art user can feel everything the familiar feels, should the familiar die the effect on the art user is catastrophic, permanently losing a significant portion of his skills in magic.

A familiar is more than a normal animal; while it has the physical limitations of the creature mentally it can diverge greatly.
Unlike a normal animal, the familiar can communicate with it's owner who can 'translate' concepts for it into terms the creature will understand. The creature can learn faster, and develop a much greater cognitive reasoning than any normal animal of the type can. So while a dog familiar could never have the manual dexterity to pick a lock, it can easily understand what a key is, what it does and how it works. It could then without prompting be able to sneak about and steal the key for a door and if it can manage to, unlock the door with it or at least get the key to the person inside to use.
They can learn to read languages, as the owner can teach it to recognise words and more importantly the concepts behind them readily. While the animal is always going to approach the world around it in terms of its own animal nature, it can still learn disturbingly human behaviour and traits. The younger the animal was at the time of bonding and the longer the bond has existed the more likely this is.
Sometimes however this can lead to frustration on the part of the familiar; for example the animal can easily learn to understand speech, but since it cannot physically talk it may suffer frustration at being unable to express itself when the caster it is bonded to is not around to communicate for it.

Through the bond with the caster, the creature can also manifest powers that a 'normal' creature of the type could not. For example the cat familiar of a fire mage might be able to create a 'fire-blade' effect on it's claws after several years of seeing it's master do such a thing. In game terms, SIPs can be spent to grant abilities to the familiar as well as to increase the benefits from the familiar to the caster.

Additionally a familiar can easily learn to activate items made for it; this becomes VERY useful in giving it ways to safeguard itself against harm.

Familiars allow the Art user to:
See and hear whatever they can see and hear. So they can target spells using the familiar's line of sight. The bond goes both ways but the caster can choose to 'block out' the familiar.
Feel (to a limited degree) whatever the familiar feels.
Be aware of the emotional state of the familiar.
Communicate with each other telepathically at will.
The familiar gains the lifespan of it's master.

Should your familiar die (and not be resurrected on the spot / the same adventure), aside from being expected to role play such a massive trauma, the following effects apply:
You instantly lose the use of HALF (rounded down) the Levels of Art you have at the time it dies (anything from Generation, Exp or Racial SIP upgrades is included).
You instantly lose the use of HALF (rounded down) the Points of Art you have at the time it dies (again, anything from Gen, Exp or Racial SIPs).
(You still have the Points and Levels of art as far as working out the cost of buying more of each of them is considered.)
You suffer the same effects as if you had overcast, and in addition cannot cast for the rest of the Adventure.

A Familiar should be a normal animal, preferably small. It will have the same alignment as the character it is bonded to.
Normally it will count as a creature of the same level as far as stats go. However it is possible to improve this with item points; indeed a familiar can eventually become a full NPC in it's own right given enough time and effort.
(As a phys rep a decent (realistic) soft 'plushie' toy is probably the best thing.)