

A list of some of the more common spell words:

Zero Level Spell Words	First Level Spell Words	Second Level Spell Words	Third Level Spell Words	Fourth Level Spell Words
1. Activate	1. Arachnid	1. Absorb	1. Acid	1. All
2. Affect	2. Armor	2. Accelerate	2. Agony	2. Anti-Matter
3. Allow	3. Attack	3. Air	3. Cell	3. Blood
4. Any	4. Augment	4. Animal	4. Change	4. Bind (bond)
5. Area	5. Body	5. Animate	5. Combat	5. Character
6. Arrow	6. Buoyant	6. Anti	6. Construct	6. Race
7. At	7. Calm	7. Aquatic	7. Control	7. Create
8. Bag	8. Chameleon	8. Assume	8. Curse	7. Earthquake
9. Ball	9. Charge (electrical)	9. Avian	9. Dead	8. Elemental
10. Blow	10. Charge (move)	10. Blast	10. Death	9. Energy
11. Bolt	11. Close (see move)	11. Block	11. Electrical	10. Fire
12. Box	12. Cold	12. Breath	12. Extremity	11. Future
13. Caster	13. Cool	13. Burn	13. Fly (Flight)	12. Gate
14. Cause	14. Detect	14. Bush	14. Form	13. Invisible
15. Character	15. Disrupt	15. Cancel	15. Friend	14. Kill
16. Cloak	16. Earth	16. Cast	16. Generate	15. Magic (magical)
17. Cone	17. Enlarge	17. Conduct	17. Illusion	16. Permanent
18. Cube	18. Fatigue	18. Cure	18. Intellect	17. Polymorph
19. Damage	19. Fear	19. Dark	19. Inter-dimensional	18. Regenerate
20. Distance	20. Float	20. Decrease	20. Magical Animal	19. Resurrect
21. Effect	21. Food	21. Discharge	21. Mammal	20. Summon
22. Enemy	22. Fork	22. Dispel	22. Matter	21. Sunlight
23. Enhance	23. Heal	23. Expand	23. Metal	22. Telepathy
24. From	24. Heat	24. Fortify	24. Monster	23. Teleport
25. Grant	25. Ice	25. Fog	25. Multiple	24. Transmute
26. Hole	26. Image	26. Freeze	26. Nullify	25. Transform
27. In	27. Increase	27. Grow	27. Negate	
28. Into	28. Jump	28. Gust	28. Poison	
29. Item	29. Light	29. Hearing	29. Portal	
30. Let	30. Memorize	30. Hold	30. Radiate	
31. Mental	31. Move	31. Hurt	31. Random	
32. Object	32. Movement	32. Ignite	32. Remote	
33. Of	33. Night	33. Life	33. See	
34. Other	34. Open (see move)	34. Lightning	34. Soul	
35. Plain	35. Plant	35. Liquid	35. Steal	
36. Pocket	36. Rain	36. Luck	36. Storm	
37. Physical	37. Range	37. Make	37. Trap	
38. Put	38. Remove	38. Meld	38. Undead	
39. Self	39. Run	39. Muscle	39. Ward	
40. Sphere	40. Shield	40. Pain	40. Warp	
41. Start	41. Shift	41. Produce	41. Will	
42. Take	42. Shrink	42. Protect	42. Willpower	
43. Target	43. Sleep	43. Purify		
44. The	44. Sleet	44. Raise		
45. To	45. Speed	45. Reptile		
46. Turn	46. Slow	46. Shape		
47. With	47. Source	47. Shock		
48. Without	48. Stone	48. Sight		
	49. Strength	49. Skill		
	50. Taste	50. Spark		
	51. Tiring	51. Spasm		
	52. Touch	52. Speak		
	53. Visible	53. Spell		
	54. Wake	54. Swarm		
	55. Wall	55. Terror		
	56. Weaken	56. View		
		57. Water		
		58. Wind		
		59. Wood		
		60. Wound		

Introduction

This is only a small listing of the total number of spells that should eventually be in the game. This does not necessarily mean that I will be making more spells myself (I would rather not actually). The real intent of the spell system is to allow players to make their own spells specific to their own game world. Including such spells would give a huge variety that could be included into any game! Just remember, the final say on a spell being in a game is left to the local Legend Weaver!

First Level Spells

Calm Target 1/0

Dice: Regular 1
Category: Flesh, Control
Range: Touch
Save: Target gets a Spell resistance roll at +1 for each 2 points of synergy bonus the caster has in this spell
Duration: Permanent pending further developments

When this is cast upon a creature it will calm its nerves. The spell will only affect creatures that have not taken damage. It can be used to avoid a fight, if the creature does not have friends that will be upset to see a spell cast upon one of their own

Casting Options (choose when you cast)

You can give the spell range if you add +2 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Chameleon Target 1/0

Dice: Hard 2
Category: Illusion
Range: Touch
Save: N/A
Duration: The spell lasts until the recipient moves or a successful dispel magic is used against him / her.

The target's outer surface area (including equipment) takes on the on the background

characteristics of his or her surroundings. The spell does not hide sound and only really works if the recipient can keep still. So long as the target does not move, he / she is very hard to see. To actually see the target you have to make a Detection Skill check.

Casting Options (choose when you cast the spell)

None

Spell Options (choose when you learn the spell)

You can take the spell as either **Chameleon Self** 1/0). If you do then the following is changed

Dice: Easy 2

Cool Target 1/0

Dice: Regular 1
Category: Fire
Range: Touch
Save: N/A
Duration: Instantaneous

When you cast this spell you freeze the target. The damage dice used with this spell is 2d6. Armor and wound resistance may negate some or all of the rolled damage.

Casting Options (choose when you cast)

You can give the spell range if you add +2 to the cast dice. You can increase the damage of the spell to 3d6 if you add +2 to the cast dice roll. You can give the spell both options at +3 to the dice roll.

Spell Options (choose when you learn the spell)

None

Enlarge Object 1/0

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: 2d12 combat rounds + 1d12 combat rounds for each 2 points of synergy bonus the caster has in this spell.

This spell will cause a small object to expand in size. The object must be no larger than a grape fruit (about 6" across) and must be under a half pound in weight. The object

that the spell is cast upon will expand to double its normal size doubling its weight at the same time. The spells effect will last for 2d12 combat rounds.

Casting Options (choose when you cast)

You can give the spell range by adding +2 to the cast dice roll. You have increase the size and weight of the object by three fold by adding +4 to the cast dice roll. You can have both effects if you add +5 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Fatigue Target 1/0

Dice: Regular 1
Category:
Range: Touch
Save: The target receives a Spell Resistance roll at +1 on the dice for each 2 points the caster has in this spells synergy bonus.
Duration: 2d6 combat rounds + 1d6 combat rounds for each 2 points of synergy bonus the caster has in this spell.

The spell will cause the target to become fatigued. The target receives a resist magic dice roll to avoid the affects of the spell. Once the spell is cast, roll 1d4 and add +1 to the dice roll for each full four points the caster has in synergy bonus. This amount is added as a penalty to all the combat, magic or skill related skill checks made by the target. If the target has a synergy bonus in a skill, then that bonus will lessen the penalty on a point-by-point basis.

Casting Options (choose when you cast)

You can give the spell range by adding +2 to the cast dice roll. You can increase the 1d4 roll to 1d6 roll by adding +4 to the cast dice roll. You can increase the 1d4 to a 1d8 by adding +6 to the cast dice roll. If you want to increase the dice roll and add range to the spell, then add an extra +1 to the cost of increasing the dice roll.

Spell Options (choose when you learn the spell)

None

Fear Target 1/0

Dice: Regular 1
Category:
Range: Touch
Save: The target receives a Spell Resistance roll at +1 on the dice for each 2 points the caster has in this spells synergy bonus.
Duration: 2d6 combat rounds + 1d6 combat rounds for each 2 points of synergy bonus the caster has in this spell.

The spell will cause the target to feel fear. When fighting or attacking the spell caster the target is at a +2 penalty on all its to hit and spell casting rolls. The penalty to the spell is negated by a high synergy bonus in the skill or spell being used or cast.

Casting Options (choose when you cast)

You can give the spell range by adding +2 to the cast dice roll. You can increase the penalty to +4 by adding +4 to the cast dice roll. If you want to increase the penalty and add range to the spell, then add +5 to the dice roll.

Spell Options (choose when you learn the spell)

None

Heat Target 1/0

Dice: Regular 1
Category: Fire
Range: Touch
Save: N/A
Duration: Instantaneous

When you cast this spell you burn the target. The damage dice used with this spell is 2d6. Armor and wound resistance may negate some or all of the rolled damage.

Casting Options (choose when you cast)

You can give the spell range if you add +2 to the cast dice. You can increase the damage of the spell to 3d6 if you add +2 to the cast dice roll. You can give the spell both options at +3 to the dice roll.

Spell Options (choose when you learn the spell)

None

Move Object 1/0

Dice: Regular 1
Category: Gravity Control
Range: Touch
Save: N/A
Duration: Instantaneous

This spell will cause an object to move. The object will move a short distance, no more than a few feet, as specified by the caster of the spell. The object must not be very large, no bigger than a weapon (up to halberd size). If the spell is cast upon an unlocked door or chest, the door or chest's lid will swing open. If it is cast upon an open door or a chest with an open lid, then the lid or door will close shut. The spell is not able to pick a lock but will in effect turn a doorknob to allow a door to be opened.

Casting Options (choose when you cast)

You may give the spell range by adding +2 to the dice roll. You can have an object move by up to 20 feet by adding +6 to the dice roll. To do both you must add +7 to the dice roll.

Spell Options (choose when you learn the spell)

None

Heal Target 1/0

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: See below

When cast the spell will cause the targets wounds to heal. The spell will mend all the target's wounds but takes 2d6 combat rounds to do so. The LW will roll the time dice and inform the player when the spell is finished. The magic mending the wounds is too fragile until the time has passed. Any action or skill use will cause the wounds to immediately re-open to how they were before the spell was started. No heal spell will work if the target of the heal spell is active or takes damage while the spell is being cast (i.e., even if from poison).

Casting Options (choose when you cast)

You can give the spell range if you add +2 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Light 1

Dice: Regular 1
Category: Light
Range: Caster Only
Save: N/A
Duration: Indefinite (see below)

This spell creates a small light that radiates out from the palm of the casters hand. The caster decides on casting the spell which palm will radiate the light. The spell allows the caster to see to a distance of about 20 feet. The action of making a fist or gripping a weapon will cover the light source. If there are no other light sources present then any opponent in base-to-base melee against the caster will be at a two point to-hit penalty.

The light spell actually has a duration but so long as the character can maintain the spell (or needs it) it is assumed that the character is recasting the spell as needed.

Casting Options (choose when you cast)

You can get the light to shine out to a distance of 30 feet by adding +2 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Memorize 1

Dice: Regular 1
Category: Mind
Range: Affects Caster Only
Save: N/A
Duration: Permanent

This spell may be used to instantly memorize a map or a piece of written text. It may also be used in conjunction with the gate or teleport spell in that it instantly commits an area to mind (no need to spend days sticking around memorizing it). Using this spell you can memorize one location plus one location for each point of synergy bonus you have in this spell.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Put Target to Sleep 0/0/0/1

Dice: Regular 1
Category: Mind, Control
Range: Touch
Save: See Below
Duration: See Below

If this spell is cast upon a dozing or sleeping target, the target will slip into a deep sleep unless it can make a Spell Resistance roll at +10 to the dice roll.

If a target is awake and is not in a position of possible danger (i.e., the alarm has not been raised) and is not doing something that will keep it awake (i.e., the target is not engaged in conversation) then the spell will put the target into a deep sleep unless he / she / it can make a Spell Resistance dice roll. The target will remain asleep until woken normally (and that means he / she / it will be coming out of a deep sleep). The target of the spell will know that he she or it has been the target of the spell.

Casting Options (choose when you cast)

You can give the spell range is you add +2 to the cast dice.

Spell Options

None

Shift Self 1/0

Dice: Hard 2
Category:
Range: Caster Only
Save: N/A
Duration: instantaneous

This is the weakest of the teleport effects. It causes the recipient to make a minor teleport. The character can shift his location by up to 10 feet after the spell is cast. The new location cannot be behind a wall or door although the spell will teleport the caster over tables and other such furniture.

Casting Options (choose when you cast)

You can double the teleport distance if you add +4 to the dice roll.

Spell Options (choose when you learn the spell)

None

Shrink Object 1/0

Dice: Regular 1
Category: Mater Manipulation
Range: Touch
Save: N/A
Duration: 2d12 combat rounds + 1d12 combat rounds for each 2 points of synergy bonus the caster has in this spell.

This spell will cause a small object to shrink in size. The object must be no larger than a grape fruit (about 6" across) and must be under a half pound in weight. The object that the spell is cast upon will shrink to half its normal size and weight.

Casting Options (choose when you cast)

You can give the spell range by adding +2 to the cast dice roll. Or, you have decrease the size and weight of the object to a third by adding +4 to the cast dice roll. You can do both effects by adding +5 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Wake Target 1/0

Dice: Regular 1
Category: Mind
Range: Touch
Save: N/A
Duration: N/A

The spells range is touch. This spell will cause the target to come fully awake. The target will not suffer the confusion that is normally associated with coming out of a deep sleep.

Casting Options (choose when you cast)

You can give the spell range is you add +2 to the cast dice.

Spell Options

None

Second Level Spells

Absorb Blow 2/0

Dice: Hard 2
Category:
Range: Affects the Caster Only
Save: N/A
Duration: 2d6

This spell sets up a barrier that protects the caster from all melee weapon attacks (but not missile or magic attacks) While in affect, the casters Wound Resistance increases by 2d6.

Casting Options (choose when you cast)

You can increase the protection the spell offers to 3d6 by adding +4 to the dice roll. You can increase the spells duration to 3d6 combat rounds by adding +4 to the To Cast dice roll. If you want to increase both aspects of the spell, add +6 to the dice roll.

Spell Options (choose when you learn the spell)

None

Animate Object 2/0

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: 2d10 combat rounds + 1d10 combat rounds for each 4 points of synergy bonus the caster has in this spell.

This spell allows you to animate objects. It produces slow moving ponderous things. When the spell is cast, you specify the direction the object will move in. It will move three inches per combat round for the spells duration (you can specify no movement if you want). The item animated must at least look like its capable of movement or it just sits and wiggles and jiggles. Thus, it is useless to animate a box. If you animate a chair, you could have it walk slowly across a room. Its best-known use is to animate the corpse of someone recently dead, thus this is the first step in making a zombie or golem. If a corpse or object is animated it will not be able to attack unless given some type of soul (needed to understand what it is told and to guide its actions).

Casting Options (choose when you cast)

You can give the spell Range if you add +4 to the cast dice roll. You can increase the speed of the object to 6 inches per combat round if you add +4 to the casting dice roll. If you want both affects you have to add +5 to the dice roll.

Spell Options (choose when you learn the spell)

None

Burn Target 2/0

Dice: Regular 1
Category: Fire, Flesh
Range: Touch
Save: N/A
Duration: Instantaneous

When you cast this spell you burn the target. The damage dice used with this spell is 1d6+1d8. Armor and wound resistance may negate some or all of the rolled damage.

Casting Options (choose when you cast)

You can give the spell range if you add +4 to the cast dice. You can increase the damage of the spell to 2d6+1d8 if you add +4 to the cast dice roll. You can give the spell both options at +6 to the dice roll.

Spell Options (choose when you learn the spell)

None

Cause Mental Pain to Target 0/0/2/0/0

Dice: Regular 1
Category:
Range: Touch
Save: Target gets a Spell Resistance roll at +1 on the dice roll for each 2 points the caster has in this spells synergy bonus
Duration: 2d10 combat rounds + 1d10 combat rounds for each 4 points of synergy bonus the caster has in this spell

The target suffers a mental pain when he tries to cast a spell. The target must add +2 to all his spell skill dice rolls for the duration of the spell (this penalty can be negated by the targets synergy bonus in the spell skill he / she is using).

Casting Options (choose when you cast)

You can give the spell range if you add +2 to the cast dice roll. You can increase the penalty to 4 points by adding +4 to the To Cast dice roll. If you want to increase both items, then add +5 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Cause Physical Pain to Target 0/0/2/0/0

Dice: Regular 1
Category:
Range: Touch
Save: Target gets a Spell Resistance roll at +1 on the dice roll for each 4 points the caster has in this spells synergy bonus
Duration: 2d10 combat rounds + 1d10 combat rounds for each 4 points of synergy bonus the caster has in this spell.

The range of the spell is touch. The target suffers a great pain as he uses his muscles. The target must add +2 to all his combat related skills for the duration of the spell (this penalty can be negated by the targets synergy bonus in the weapon he / she is using).

Casting Options (choose when you cast)

You can give the spell range if you add +2 to the cast dice roll. You can increase the penalty to 4 points by adding +4 to the To Cast dice roll. If you want to increase both items, then add +5 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Freeze Target 2/0

Dice: Hard 2
Category: Magic Damage
Range: Touch
Save: The target receives a Spell Resistance Dice at +1 on the dice for each 4 points of synergy bonus the caster has in this spell.
Duration: Instantaneous

The spell does 1d6+1d8 wounds on the target. These wounds are from a cold based

damage source. This means that the target may avoid some or all of the damage from its WR and APV dice rolls.

Casting Options (choose when you cast)

The spell may be given range for +2 on the cast dice roll. You can increase the damage of the spell to 2d6+1d8 if you add +6 to the cast dice. You can give the spell both options at +7 to the dice roll.

Spell Options (choose when you learn the spell)

None

Hurt Target 2/0

Dice: Hard 2
Category: Magic Damage
Range: Touch
Save: The target receives a Spell Resistance Dice at +1 on the dice for each 4 points of synergy bonus the caster has in this spell.
Duration: Instantaneous

The spell does 2d6 wounds on the target plus 1 wound for each 4 points of synergy bonus in the spell. These wounds are from a magical damage source and ignore normal armor and would resistance rolls. The target gets a Spell Resistance roll to avoid the spell's damage. This roll is made at +1 on the dice for each 4 points of synergy bonus the caster has in this spell.

Casting Options (choose when you cast)

The spell may be given range for +2 on the cast dice roll. You can increase the damage of the spell to 2d8 if you add +6 to the cast dice. You can give the spell both options at +7 to the dice roll.

Spell Options (choose when you learn the spell)

None

Increase Target's Jump Distance 1/0/1/0

Dice: Regular 1
Category: Augmentation
Range: Touch
Save: N/A
Duration: 2d12 combat rounds + 1d12 combat rounds for each 2 points of synergy bonus the caster has in this spell.

The range on this spell is touch. The creature the spell is cast upon must be capable of performing a jump. The spell doubles the targets broad jump dice roll. Roll the dice and double the result.

Casting Options (choose when you cast)

The spell may be given range for +2 on the cast dice roll. You can triple the targets jump distance by adding +4 to the case dice roll. If you want to increase both aspects of the spell add +5 to the cast dice roll.

Spell Options (choose when you learn the spell)

You may learn the spell as **Increase Caster's Jump Distance 1/0/1/0**. If you do this please note the following changes.

Dice: Easy 2

Increase Targets Skill 1/0/1

Dice: Regular 1
Category: Augmentation
Range: Touch (but not caster)
Save: N/A
Duration: Up to one day (See below)

When cast, this spell sets up a link between the caster and the target of the spell. In this way the spell can only affect one target at a time and no more. The spell must be cast twice to work. The first time the spell is cast, the target tells the caster which skill he or she wants to increase. This must be done out of combat. If the spell is cast a second time within 24 hours on the same target (without being cast on someone else) then the target's synergy bonus increases by 2d12 points in the chosen skill. The synergy bonus lasts for one battle or until used. Once the bonus comes off, 24 hours must pass before the spell will work on the same target again.

Casting Options (choose when you cast)

You can give the spell range by adding +2 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Remove Fatigue From Target 1/1/0/0

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: Instantaneous.

The spell will remove all fatigue or spells that have fatigued the recipient. Up to 2d4 points of fatigued (penalty) are removed from a single casting of this spell.

Casting Options (choose when you cast)

You can give the spell range if you add +2 to the cast dice roll. If you add +4 to the To Cast dice roll you can increase the spells dice roll to 2d6. If you increase the dice roll plus give the spell range, add +5 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

You can choose the spell as **Remove Fatigue From Self 1/1/0/0**. This will mean that you do not have to worry about giving it range. If you do this, then the following also changes.

Dice: Easy 2

Shock Target 2/0

Dice: Regular 1
Category: Electrical
Range: Touch
Save: Target gets a Spell Resistance dice roll at +1 for each four points of synergy bonus the caster has in this spell.
Duration: Instantaneous

The magic users touch will cause the target to suffer from an electrical shock. Damage from the spell is 2d8. If metal armor is worn, then the APV of the armor is doubled.

Casting Options (choose when you cast)

You can increase the damage of the spell to 3d8 if you add +6 to the cast dice roll.

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Spell Options (choose when you learn the spell)

None

Third Level Spells

Cancel Light 2/1

Dice: Easy 2
Category:
Range: Touch
Save: N/A
Duration: Instantaneous

This spell cancels out the affects of a light spell.

Casting Options (choose when you cast)

You may give the spell range if you add +6 to the cast dice roll

Spell Options (choose when you learn the spell)

None

Make Stone Wall 2/1/0

Dice: Regular 1
Category: Creation
Range: Touch
Save: N/A
Duration: Permanent

For this spell to work the caster must be in a dungeon or a cavern surrounded by stone. When cast a stone wall forms at the tip of the casters finger when the spell is finished. The spell creates a wall of stone that is not very thick, only about a half inch, but it will cover an area of up to 10 by 10 feet. The strength of the wall starts at 10/5 (for each 10 + point blow against the wall, the second figure decreases by one. When the second figure is reduced to zero the wall shatters and is destroyed (the rubble from the wall remains).

Casting Options (choose when you cast)

You can give the wall 10/10 characteristics if you add +6 to the dice roll.

Spell Options (choose when you learn the spell)

None

Grant Flight to Target 0/3/0/0

Dice: Regular 1
Category: Gravity Control
Range: Touch
Save: N/A
Duration: 2d12 combat rounds + 1d12 combat rounds for each 6 points of synergy bonus the caster has in this spell.

The target of this spell can fly. Flying speed is fairly slow, 3 (inches) per combat round. A character that wishes to fight while this spell is in effect must make rolls against the appropriate skills (see the Balance and Combat adventure skills write up).

Casting Options (choose when you cast the spell)

You can give the spell range if you add +6 to the cast dice roll. You can increase the flying speed to 6 inches if you add +6 to the dice roll when you cast the spell. If you want to add both bonuses then you must add +9 to the casting dice roll.

Spell Options (choose when you learn the spell)

You can take the spell as **Grant Flight To Self 0/3/0/0** instead. If you do this, the dice rating of the spell goes to Easy 2.

Increase Target Running Speed 1/0/1/1

Dice: Regular 1
Category: Flesh
Range: Touch
Save: N/A
Duration: 2d12 combat rounds + 1d12 combat rounds for each 2 points of synergy bonus the caster has in this spell.

It increases the target's movement rates 50%. Targets must be capable of moving for this spell to be effective, although it will work on animated creatures (they will shamble along quite quickly).

Casting Options (choose when you cast)

You can give the spell range if you add +2 onto the cast dice roll. You can increase the targets speed by double if you add +4 to the cast dice roll. You can give the spell both options at +5 to the dice roll.

Spell Options (choose when you learn the spell)

None

Meld Target With Stone 2/0/0/1

Dice: Regular 1

Category:

Range: Touch

Save: N/A

Duration: 2d8 combat rounds + 1d8 combat rounds for each 6 points of synergy bonus the caster has in this spell.

This spell allows the target to occupy the same space as a large piece of stone. This means that the character will sink into and become part of the stone. Movement within the stone is not possible except for forward and back (i.e., into the stone and back out of it). If the character merges with some stone, he may continue to move forward to exit the far side of the stone he has entered (with luck he will reach the far side before the spell runs out). While the character is a part of the stone, he can hear, smell, taste or feel nothing. He can only be harmed by something that affects the stone.

It takes one round to enter the stone and one round to exit it. A character caught in the stone when the spell wears off will instantly die, leaving no trace for friends to find. Movement while in the stone is 3 inches per combat round.

The base spell will affect a target whose RS rating is 1 or less.

Casting Options (choose when you cast)

You can give the spell range if you add +2 to the cast dice. You can affect a target whose RS rating is 2 or less if you add +6 to the cast dice and you can affect a target whose RS rating is 3 or less if you add +9 to the cast dice. If you want to increase the target size plus give the spell range, then add one to the cost of increasing the spells RS rating.

Spell Options (choose when you learn the spell)

You can take the spell as **Meld Self With Stone 2/0/0/1**. If you do then the spell's Dice Rating becomes Easy 2.

Make Target Visible 2/0/1

Dice: Regular 1

Category: Illusion

Range: Touch

Save: Target gets a Spell Resistance save at +1 for each 2 points the caster has in this spells synergy bonus.

Duration: Instantaneous

This spell causes an invisible or camouflaged opponent to turn visible (it will disrupt the magic in the spell that turned them invisible). The target gets a Spell resistance roll to avoid the affects of this spell, but repeated casting will eventually mean that it works. In order for the spell to work at all, the caster must have detected the invisible opponent (usually takes an awareness roll of some type).

Casting Options (choose when you cast)

You can give the spell range if you add +2 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Purify Food 2/1

Dice: Easy 2

Category:

Range: Yes

Save: N/A

Duration: Instantaneous

This spell will purify food. It will purify all the food at a fairly large banquet. It will only work on prepared food (such is magic) and cannot be used to remove the poison that may be within a creature or delivered into a player via an attack of some type. It does not prevent the future poisoning of the food that is purified.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Purify Water 2/1

Dice: Easy 2
Category:
Range: Yes
Save: N/A
Duration: Instantaneous

This spell will purify a body of water. That is it will make poisoned water safe drink. It will not affect other types of drink, just water. Each casting will remove the poison from 100 cubic feet of water (10 by 10 by 1 foot deep). If the water is in a bucket or barrel you do not have to worry about it being re-contaminated (unless it is the bucket or barrel that is producing the poison). If you purify water while it is still a part of a larger body of water then there is always a chance that you will still be poisoned. This chance is 5% on the round following the spell, plus 1% cumulative round thereafter.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Poison Target 3/0

Dice: Hard 2
Category: Creation, Poison
Range: Touch
Save: Target gets a Spell Resistance save at +1 for each 3 points the caster has in this spells synergy bonus.

Duration: 2d4 combat rounds

This spell poisons the targets. The target gets a Spell Resistance dice roll to avoid the affects of the poison completely. In addition, the target gets its WR rolls against the actual poison damage even if the poison gets into his or her system. The poison will do 2d4 damage per combat round for 2d4 combat rounds.

Casting Options (choose when you cast)

You can give the spell range at +4 on the cast dice roll. You can either, increase the damage done by the poison to 2d6 or increase the duration of the spell to 2d6 for +6 on the To Cast dice roll. If you want to take Either of the two later options plus give the spell range, add +8 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Slow Target's Attack Speed 1/0/1/1

Dice: Regular 1
Category:
Range: Touch
Save: Target gets a spell resistance dice roll at + 1 on the roll for each 3 points of synergy bonus the spells caster has in this spell.

Duration: 2d8 combat rounds

This spell adds +4 to the attack rank of the targets weapon. In addition, it adds 1d4 that must be rolled and added into the attack speed dice. This penalty also applies if the target is using missile weapons. Changing weapons does not negate the penalty, however, the target does get a Spell Resistance roll to avoid the affects of the spell.

Casting Options (choose when you cast)

You can give the spell range by adding +6 to the attack dice. You can increase the spells duration to 3d8 combat rounds if you add +8 to the To Cast dice roll. If you wish to give range and increase the spells duration, add +10 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Slow Targets Running Speed 1/0/1/1

Dice: Regular 1
Category:
Range: Touch
Save: The target gets a Spell Resistance check at +1 on the dice roll for each 3 points of bonus synergy the caster of this spell has in this spell
Duration: 2d8 combat rounds.

This spell decreases the targets ground based movement rates by 50%. The target of the spell gets to roll against his Spell Resistance to avoid the affects of the spell.

Casting Options (choose when you cast)

You can give the spell range if you add +6 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Take Flight from Target 0/3/0/0

Dice: Regular 1
Category: Gravity Control
Range: Touch
Save: Target gets a Spell Resistance save at +1 for each 3 points the caster has in this spells synergy bonus.
Duration: 2d8 combat rounds.

The target of this spell will not be able to fly. If the target is the recipient of a fly or levitate spell, then that spell is cancelled if this one takes hold (target gets a spell resistance dice roll to see if this spell takes hold). If the target of this spell is in the air when the spell takes hold, then he / she / it will plummet to the earth and take fall damage (reduce fall may come into play if the target has it and falls within 10 feet of a cliff face).

Casting Options (choose when you cast the spell)

You can give this spell range if you add +6 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Fourth Level Spells

Activate Gate 0/4

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: 2d8 combat rounds.

There are many gates and portals in the world of Panjere. These magical fields are not left running on a continual basis since you do not really know what might step through one. This spell activates a gate portal. A gate portal is a huge permanent set of three stone blocks (two standing upright, one sitting on them as a cap). These gate portals link to all the other gate portals. If you know the destination portal (through the Memorize spell) then you can cast this spell and will know where the gate will lead to. If you cast the spell and do not know the destination, then the portal will re-establish its previous connection.

Casting Options (choose when you cast)

You can increase the time the gate remains open to 3d8 combat rounds by adding +8 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Cause Target to regenerate 0/0/0/4

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: 2d6 combat rounds + 1d6 combat rounds for each 8 points of synergy bonus the caster has in this spell

This will give the target the ability to regenerate battle damage. It will not allow the target to regenerate lost limbs although it will mean that the stubs will heal over very quickly (you can call the character stubby by the end of the battle). So long as the spell is in affect the target regains 1d4 wounds per combat round. It will not allow the target to go over his normal wound maximum and once the character is dead, the spell stops working (although it will continue to work

right up to the time of his death, even stopping bleeding and stabilizing a character that has been dropped in battle- so death is unlikely).

Casting Options (choose when you cast)

You can give the spell range if you add +8 to the cast dice roll.

Spell Options (choose when you learn the spell)

You can learn the spell as **Cause Caster to Regenerate 0/0/0/4**. If you learn this form of the spell the following applies:

Dice: Easy 2

Freeze Water 2/2

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: Permanent (the frozen water has to melt on its own)

It is cast upon a body of water (i.e., not on the water found within a creature). It will cause the top two or three inches of the water to freeze solid until natural processes cause the ice to re-melt. The surface area that is frozen solid is about a 10-foot square. If all sides of the ice are attached to solid ground or to other sections of ice that are attached to solid ground then the ice will support a creature whose RS rating is up to 2. If you try to catch a creature in the ice that is forming the creature can make a react roll to avoid being caught. The roll is made at -10 on the dice.

Casting Options (choose when you cast the spell)

You can give range to the spell if you add +4 to the cast dice roll. If you want, you can double the thickness of the ice by adding +6 to the cast dice roll. Doubling the thickness of the ice will allow it to support a creature whose RS rating is 3 or less. If you do both then you must add +8 to the casting dice roll.

Spell Options

None

Make Water 2/2

Dice: Regular 1
Category: Creation
Range: Touch
Save: N/A
Duration: Instantaneous and permanent (the water will not go away unless it is spilled, consumed or evaporates).

This spell creates a barrel of water per cast. The water is fresh, cool and clear. Having a container large enough to hold it helps (i.e., cast it on a wine skin and you waste much of the water you create since some will form on the outside of the container).

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Muscle Spasm 2/2

Dice: Regular 1
Category:
Range: Touch
Save: The target gets a Spell Resistance roll at +1 for each 3 points of synergy bonus the caster of this spell has in this spell.
Duration: 2d6 combat rounds + 1d6 combat rounds for each 4 points of synergy bonus the caster has in this spell.

The target of the spell suffers a single giant muscle spasm. To be anything more than an inconvenience the spell must be cast upon the target before its own attack in the combat round. If conditions come together then there is a 25% chance that the target will hit itself in the combat round. If it does not hit itself then it suffers a damage penalty of 1d4 (it rolls an extra d4 and subtracts this from its damage total).

Casting Options (choose when you cast)

The spell can be given range at +8 to the To Cast dice roll. You can make the percentage chance of it causing a spasm 50% if you add +8 to the cast dice. If you want to give the spell range, and increase its percentage add +12 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Remove Poison From Target 1/3/0/0

Dice: Regular 1
Category: Creation
Range: Touch
Save: Target gets a Spell Resistance save at +1 for each 4 points the caster has in this spells synergy bonus.

Duration: See below

This spell removes the poison from the target creature. The poison gathers in one location to ooze from the skin and dissipate / evaporate into some alternate plane. Once cast it will take the spell 1d8 combat rounds to complete (starting on the round following the casting) at which time the creature will have no poison left in its system. This means that if the creature has a poison attack of some type, the attack will not be as effective (i.e., a bit that delivers poison may still do damage).

This spell is fairly nice in that it can be cast at a character or creature that has been poisoned and in this case, it will remove the poison from their system. The problem is that the poison will continue to do damage until the round following the spell running its course.

Casting Options (choose when you cast)

You may give the spell range if you add +4 to the cast dice roll.

Spell Options (choose when you learn the spell)

You may learn the spell as **Remove Poison from Self 0/2/0/0**. If you do then the following change applies.

Dice: Easy 2

Slow Poison in Target 1/3/0/0

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: One Day

When cast upon a creature that has been poisoned, the spell will double the poisons

run time while halving its affect (i.e., roll damage and divide the result by two).

This means that the target of the spell is more likely to survive being poisoned. The spell remains in affect for one complete day.

Casting Options (choose when you cast)

You can give the spell range by adding +4 to the To Cast dice roll. You can have the poison's affect cut to a third if you add +6 to the To Cast dice roll. You can have it cut to a quarter of its original value by adding +9 to the To Cast dice. In the first instance the poisons run time is tripled, in the second, it is quadrupled. If you want to decrease the poisons damage and give the spell range, add +2 to the cost of decreasing the damage.

Spell Options (choose when you learn the spell)

You can learn the spell as **Slow Poison in Self 1/2/0/0**. If you do this then the following changes apply.

Dice: Very Easy 3
Range: Caster only

Slow Target's Casting Speed 1/0/2/1

Dice: Regular 1
Category:
Range: Touch
Save: Target gets a Spell Resistance roll at +1 for each 6 points of synergy bonus the caster has in this spell.
Duration: 2d6 combat rounds + 1d6 combat rounds for each 8 points of synergy bonus the caster has in this spell.

This spell adds +4 to a spells attack rank. In addition, it adds 1d4 that must be rolled and added to the spells attack speed dice. All of the casters spells are affected. A spell can only be cast before combat second 25 (if you can't do it by combat second 24, you don't get to cast your spell that round).

Casting Options (choose when you cast)

You can give the spell range by adding +8 to the attack dice. In addition you can increase the penalty to a +6/1d6 if you add +8 to the dice roll or +8/1d8 if you add +12 to the cast dice roll. If you want to boost the penalty and give the spell range, then add +4 to the amount required to boost the penalty.

Spell Options (choose when you learn the spell)

None

Start Fire 0/4

Dice: Regular 1
Category: Fire
Range: Touch
Save: N/A
Duration: The fire will burn until it is put out or runs out of "fuel"

The caster will start a fire with this spell. It will only work on material that would normally burn. It will start a small fire that will grow if the situation will permit (i.e., you cast it on a pile of dry wood). It will not start a creature on fire; however, it is capable of starting a creature's cloths on fire, if the cloths could burn (i.e., it generates enough heat to start pants and shirts on fire, but not leather armor). If a creatures clothing is set ablaze then the fire will start out small and grow. The progression would be as follows:

First Round: No Damage
Second round: 1 point of damage
Third round: 1d2 Damage
Fourth Round: 1d4 Damage
Fifth Round on: 1d6 Damage

The creatures wound resistance is subtracted from the rolled damage of the fire. In addition, the creature can put out 1d2 fires on round two (when they are small) and one per round thereafter. Putting out fires adds a d6 to the characters attack rank on the round he is putting the fires out.

One additional fire is generated for each 2 points on synergy bonus in the spell. This is actually very good at setting that torch on fire with a snap of the fingers (or the room full of torches).

Casting Options (choose when you cast)

You can give the spell range by adding +2 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Turn Target Invisible 0/0/4

Dice: Hard 3
Category: Illusion
Range: Touch
Save: N/A
Duration: 2d6 combat rounds + 1d4 combat rounds for each 4 points of synergy bonus the caster has in this spell.

The spell turns the recipient invisible. Anyone that wishes to combat the target of the spell must make the appropriate skill checks.

Casting Options (choose when you cast the spell)

You can give range to the spell if you add +4 to the dice roll when you cast the spell

Spell Options (choose when you learn the spell)

You can take the spell as **Turn Self-Invisible 0/0/2** instead of Turn Target Invisible. If you do this, the spell's Dice rating goes to Hard 2.

Radiate Heat 3/1

Dice: Regular 1
Category: Heat
Range: Affect Centers on Caster
Save: N/A
Duration: 3d4 combat rounds

The caster of this spell starts to radiate heat. The caster will not take damage from the spell itself although he or she is not immune to heat and heat based spells. The heat does not actually come from the caster, but from the air immediately around. Any creature standing within melee distance of the caster is subject to the affects of this heat. Damage from the heat is 2d6. Targets receive a WR and APV roll to avoid some or all of the damage

Casting Options (choose when you cast)

You can increase the damage done by the spell to 3d6 if you add +6 to the cast dice roll. Damage from the affect can be increased to 4d6 if you add +9 to the dice roll.

Spell Options (choose when you learn the spell)

None

Radiate Light 3/1

Dice: Regular 1
Category: Creation
Range: Touch
Save: N/A
Duration: 1 day

This creates a point of light that radiates outward and makes everything within easy to see (i.e., the light is equally as bright anywhere in the area of affect. The spell does not "stick" to an item or object, it merely forms at the tip of the caster's finger when the spell is cast. The base distance the light will radiate out is 10 feet plus one foot per point of synergy bonus the caster has in the spell. The spell totally nullifies normal darkness although if combined with a Radiate Dark spell, then the area's that overlap will be filled with flickering lights and shadowy areas until one or both spells expire.

Casting Options (choose when you cast)

You can give range to the spell if you add +6 to the cast dice roll. You can increase the base radius of the spells area from 10 to 20 feet if you add +6 to the cast dice roll. You can do both if you add +9 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Wake Multiple Targets 1/3/0

Dice: Regular 1
Category:
Range: Yes
Save: N/A
Duration: Instantaneous

This spell will cause multiple targets to come fully awake. When cast the spell will affect 1d4+1 targets. Add an additional +1 for each point of synergy bonus the caster has in the spell. All the targets of the spell must be within 10 feet of a single point.

The targets of this spell will come fully awake and will not suffer the confusion that is normally associated with coming out of a deep sleep.

Casting Options (choose when you cast)

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Add +6 to the spell to increase the area of affect of the spell from 10 feet to 20 feet.

Add +9 to the dice roll to increase the area of affect of the spell from 10 feet to 30 feet.

Spell Options (choose when you learn the spell)

None

Fifth Level Spells

Create Food 4/1

Dice: Regular 1
Category: Creation
Range: Touch
Save: N/A.
Duration: Instantaneous / Permanent (the food does not vanish on its own, but must be eaten).

This spell will create enough food to feed a party of 6 adventures for one meal. It does not include water for the group. The food is dry and tasteless but can sustain life. The food will not sustain most animals unless they eat what people eat.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Create Shield 4/1

Dice: Regular 1
Category:
Range: Caster Only
Save: N/A
Duration: Lasts for 2d4 combat rounds.

This spell will only work on the magic user that casts the spell and will not combine with a normal shield, if the character should wield one. The caster creates a magical shield of energy that surrounds him / her self. The shield will attempt to deflect all incoming blows in a given combat round (from all sides). The shield has a deflection adjustment of four against melee attacks and three against missile attacks (works just like a normal shield but its based on the character base synergy level in the spell. The shield protects the caster from all sides and all incoming melee and missile attacks.

Casting Options (choose when you cast)

Increase the spells duration to 2d6 by adding +8 to the To Cast dice roll. Increase the spells duration to 2d8 by adding +12 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Create Stone Wall 4/1/0

Dice: Regular 1
Category: Creation
Range: Touch
Save: N/A
Duration: Permanent

The wall forms at the tip of the casters finger when the spell is finished. The spell creates a wall of stone that is about 2 inches thick and takes up an area of 10 feet high by 20 feet wide. The strength of the stone wall is 10/20 (for each 10 + point blow against the wall, the second figure decreases by one. When the second figure is reduced to zero the wall shatters and is destroyed (the rubble from the wall remains).

Casting Options (choose when you cast)

You can give the spell range if you add +4 to the cast dice roll. You can give the wall 10/30 characteristics if you add +8 to the dice roll. If you do both, then you must add +10 to the cast dice roll

Spell Options (choose when you learn the spell)

None

Detect Invisible 1/4

Dice: Regular 1
Category:
Range: Yes
Save: N/A
Duration: 2d8

This spell allows the recipient to see invisible opponents.

Casting Options (choose when you cast)

You can increase the duration of the spell to 3d8 combat rounds by adding +6 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Detect Magic 1/4

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: Instantaneous

When the magic user casts the spell and touches an item, he / she will instantly know if the item is magical in nature. It will not tell the character what the magic is, just that there is magic in the item touched.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Cure Poison In Target 2/3/0/0

Dice: Easy 2
Category: Modification
Range: Touch
Save: N/A
Duration: Instantaneous

This spell is cast upon a target and will instantly remove any poisons from its systems. This cannot be used on a creature that has a poison attack (i.e., it will not nullify a snakes poison bite attack). It will work on a target if the target is the recipient of a poison attack.

Casting Options (choose when you cast)

You can give range to the spell if you add +4 to the cast dice roll

Spell Options (choose when you learn the spell)

You may learn the spell as **Cure Poison in Self 2/3/0/0**. If you do the Dice Rating of the spell goes to Easy 2.

Fortify Willpower 2/3

Dice: Hard 2
Category:
Range: Affects Caster Only
Save: N/A
Duration: 2d6 combat rounds

While this spell is in affect, the caster is immune to all mind control. His will is total and complete and cannot be influenced by outside factors. This means that even if his soul has been sucked dry by a vampire, the

vampire will not be able to exert control so long as this spell is in affect. The spell will even protect against any type of fear or terror spells.

Casting Options (choose when you cast)

You can increase the duration of the spell to 2d8 combat rounds if you add +6 to the To Cast dice roll. If you add +9 to the To Cast dice roll the spells duration goes up to 2d10

Spell Options (choose when you learn the spell)

None

Radiate Darkness 3/2

Dice: Hard 2
Category: Creation
Range: Touch
Save: N/A
Duration: 1 day.

This creates a point of darkness that radiates outward and negates normal sources of light. The spell does not "stick" to an item or object, it merely forms at the tip of the caster's finger when the spell is cast. The base distance the darkness will radiate out is 10 feet. The spell totally nullifies normal light although if combined with a Radiate Light spell, then the area's that overlap will be filled with flickering lights and shadowy areas until one or both spells expire.

Casting Options (choose when you cast)

You can give range to the spell if you add +6 to the cast dice roll. You can increase the base radius of the spells area from 10 to 20 feet if you add +6 to the cast dice roll. You can do both if you add +9 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Raise Dead 2/3

Dice: Hard 2
Category: Necromancy
Range: Touch
Save: N/A
Duration: See below.

This spell works on the recently dead (under a few days old). For a short time after death the soul still has a connection to the physical

body. This connection lasts until the God Kaminari takes notice that you have died and pulls you into the dungeon of the dead. It usually takes Kaminari 2 or 3 days to notice that you have died but when he does, he breaks the cord that connects the soul to the body (basically 48+2d12 hours). This spell will work so long as that connection has not been severed.

If the spell is started before the soul cord has been severed, it will restore life to the target at a cost of 1d4 soul points if the target can roll equal to or less than his or her soul points.

If the character rolls over his or her current number of soul points, the spell still works but the cost is 3d4 soul points.

The character returns to life in a stable condition, one wound from death.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Remove Bond 1/4

Dice: Hard 2

Category:

Range: Touch

Save: See below

Duration: Instantaneous

This spell is used to remove a bond from a magic item. When a magic item is bonded to a character it is linked to the character's soul. Only the character the item is linked to can use the item. This spell tries to break that bond.

The caster of this spell must overcome the strength of the bond. This is automatic if the individual is dead.

If the individual is not dead, then there is only a 25% chance the spell will work, plus 1% per point of synergy level the caster has in the spell.

A single magic user is allowed one attempt to break the bond. If the bond cannot be broken on the first attempt, another caster of the spell must be found.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Spark Storm 2/3

Dice: Regular 1

Category: Electrical

Range: See Below

Save: None

Duration: Instantaneous

When a magic user casts this spell, 2d4 electrical bolts are created as a shower of sparks arc out from his / her hand. The spell will create a cone shape 20 feet long and 10 feet wide by its far end. Randomized the hits between all the potential targets. Only one bolt will ever hit one target so if there are less targets than bolts, excess bolts are lost.

Each bolt does 2d4 damage. The target(s) of the bolts get their normal WR and APV dice rolls against the damage. If a target is wearing metal armor then the APV dice roll of the armor is doubled.

Casting Options (choose when you cast)

You can increase the distance to the end of the cone to 30 feet if you add +6 to the To Cast dice roll. You can give the spell 2d6 damage dice (rather than 2d4) if you add +8 to the cast dice roll. If you want to have 2d8 as the base damage dice, add +12 to the cast dice roll. The damage dice can be increased to 2d10 if you add +16 to the dice roll. If you want to increase the damage dice of the spell plus make the cone longer, then add 3 to the cost of increasing the damage dice.

Spell Options (choose when you learn the spell)

None

Speak With Dead 2/0/3

Dice: Regular 1

Category: Necromancy

Range: N/A

Save: N/A

Duration: 2d6 combat rounds.

This allows the caster to speak with and ask question to the dead. It will only speak to a soul / ghost or spirit that is nearby (i.e., in the same room). This means that it might be

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necessary to summon the Soul to the area (See the Summon Soul spell). Once you have the spell cast, you may ask the creature questions but realize that it is an independent entity. It is not required to answer question or tell the truth about the answers it does give.

Casting Options (choose when you cast)

You can increase the duration of the spell to 3d6 combat rounds if you add +6 to the To Cast dice roll. You can increase the duration of the spell to 4d6 if you add +9 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Sixth Level Spells

Create Burning Ball 4/2/0

Dice: Regular 1
Category: Fire
Range: Yes
Save: No
Duration: Instantaneous

The burning ball of fire is created by this spell. The ball has a radius of 10 feet. All creatures within will take 2d4 damage although normal WR and APV dice rolls apply, If a target is on the edge of the area of affect, then the target gets a React roll (or Escapist skill check) to avoid the affects of the spell.

Casting Options (choose when you cast)

You can up the damage done by the bolt to 2d6 by adding +6 to the cast dice roll. Damage becomes 2d8 if you add +9 to the cast dice roll. Damage becomes 2d10 if you add +12 to the cast dice roll and 2d12 if you add +15 to the cast dice roll. You can increase the radius of the ball to 15 feet if you add +8 to the To Hit dice roll. You can increase the radius to 20 feet if you add +12 to the dice roll. If you want to increase the damage done by the spell and the radius of the sphere, then cut the cost of increasing the radius by half.

Spell Options (choose when you learn the spell)

None

Create Burning Bolt 4/2/0

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: Instantaneous

The caster creates a small ball of fire that forms by his / her hand and is thrown like a missile weapon. The ball travels out from the caster to impact on the first thing in its path (be it friend or foe). A successful cast means the caster will hit the target. The target gets a react roll (if he / she / it is in a position to see it coming) to avoid the bolt plus a target hit by the bolt will get its normal armor and would resistance rolls. The bolt does 1d10+1d12 damage.

Casting Options (choose when you cast)

You can up the damage done by the bolt to 2d10 + 1d12 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Create Fog 4/2

Dice: Regular 1
Category: Creation
Range: Centers on Caster
Save: N/A
Duration: 2d10 combat rounds + See below

This spell causes a thick dense fog to billow up around the magic user. The fog will billow out to form a sphere whose radius is 20 feet. The fog is very thick making it hard to see more than a foot or two. As such, fighting is very hard and suffers a +15 penalty for all in the fog or fighting someone in the fog. Once you finish off your current set of opponents, you must leave the fog before being able make a react roll to find another opponent. The fog will last for a minimum of 2d10 combat rounds. After that, circumstance and environment will cause it to dissipate (i.e., cast it in a room with a closed door and it may take a good half hour for it to clear).

Casting Options (choose when you cast)

You can give the spell range if you add +8 to the cast dice roll. You can increase the radius of the area of affect to 30 feet if you add +8 to the dice roll. If you want to give the spell range plus increase the area of affect add +12 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Create Lightning Bolt 4/2/0

Dice: Regular 1
Category: Electrical
Range: Yes
Save: No
Duration: Instantaneous

The caster creates a lightning bolt. The lightning bolt will streak through the air and slam into the target. Damage from the bolt is 1d10+1d12. WR and APV rolls apply. However, if the target is wearing metal

armor, the APV dice roll of the armor is double.

Casting Options (choose when you cast)

You can up the damage done by the bolt to 2d10+1d12 by adding +8 to the To Cast dice roll. Damage becomes 3d10+1d12 if you add +12 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Make Sunlight 2/4

Dice: Regular 1

Category:

Range: Touch

Save: N/A

Duration: 2d4 combat rounds.

This creates a point of light that is treated as real sunlight for the purpose of the undead. The light radiates out to a distance of 10 feet.

Casting Options (choose when you cast)

Spell may be given range if you add +8 to the To Cast dice roll. If you want to increase the duration of the spell to 2d6 combat rounds then add +8 to the To Cast dice roll. A duration of 2d8 means you add +12 to the To Cast dice roll. If you want to increase the spells range and duration then add +4 to the cost of increasing the spells duration.

Spell Options (choose when you learn the spell)

None

Meld Target With Fire 2/0/0/4

Dice: Hard 2

Category: Fire

Range: Touch

Save: N/A

Duration: 2d8 combat rounds.

This spell allows the target to occupy the same space as fire without taking damage from the fire. It does not grant immunity to burn damage (you adapt and can survive in one particular fire and that it). When it is cast, the target may move into a burning area, taking on the form and becoming part of the fire itself. While part of the fire, the character can hear and see out from within.

The fire must be large enough to completely engulf the character. The character has free movement while in the fire at 3 inches per combat round. The character will not take damage from the fire he is within, but if another fire based spell is cast at him, then he will take damage from this.

It takes one round to enter the fire and one round to exit and return too normal. The base spell will affect a target whose RS rating is 1 or less.

Casting Options (choose when you cast)

You can give the spell range if you add +8 to the cast dice. You can affect a target whose RS rating is 2 or less if you add +8 to the cast dice and you can affect a target whose RS rating is 3 or less if you add +12 to the cast dice. If you want to increase the target size plus give the spell range, then add +4 to the cost of increasing the spells RS rating.

Spell Options (choose when you learn the spell)

You can take the spell as **Meld Self With Fire 2/0/0/4**. If you do then the Dice rating of the spell goes to Regular 1

Nullify Poison in Target 3/3/0/0

Dice: Regular 1

Category: Modification

Range: Touch

Save: Spell Resistance.

Duration: Instantaneous

When this spell is cast, it will nullify the poison within a creature. This means that if the creature has a poison bite or attack, that attack will no longer be affective (the bite may still do damage, but the poison will no longer do damage or any other affect). The target of the spell gets a spell resistance dice roll to avoid the affects of the spell.

Casting Options (choose when you cast)

You can give the spell range if you add +8 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Slow Target's Combat Skills 1/0/3/2

Dice: Regular 1
Category: Augmentation
Range: Touch
Save: Spell Resistance dice roll.
Duration: 2d4 combat rounds.

The target of this spell must add 4/1d4 points to all its melee speed related dice rolls and to the attack rank of any weapon he / she / it uses.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Seventh Level Spells

Assume Animal Form 2/2/3

Dice: Regular 1
Category: Transmutation
Range: Affects Caster Only
Save: N/A
Duration: Until dispelled or caster wishes to turn back to normal form

The caster of this spell can assume the form of an animal. The "animal" must be alive in the world today and must have a Relative Size rating of half or up to twice that of the caster. The caster becomes the animal in all respects, save the mind and remains as such until he "wants" to change back or a dispel magic is cast upon him. While in animal form the caster cannot cast spells / speak and can only do things his new form would normally allow.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Bind Soul to Object 4/3/0/0

Dice: Hard 2
Category:
Range: Touch
Save: N/A
Duration: Permanent

Please note that you have to have a soul to bind to an object. You may have to use a Summon Soul spell if you need to get a hold of a soul. This is the spell you use to bind a soul to an object. Anything that is dead is considered an object, so if you have a corpse in front of you it is an object (you can't bind a soul into something that is living although you still have a connection between a body and a soul if the death is very recent (see the Raise Dead spell). A caster that wants to create undead or animate a golem of some type must cast Make Permanent before the Bind Soul spell expires.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Bond Object To Soul 4/0/0/3

Dice: Hard 2
Category:
Range: Touch
Save: N/A
Duration: Permanent until dispelled

The spell has a range of touch. This allows the caster to bond an item to a characters soul. If the item is magical, it will thereafter only be magical to the character it is "bound" to. The object being bound cannot already have a connection to another soul or creature.

The item remains linked to the person even after death, not allowing anyone to use its magic. A successful Remove Bond spell must be cast upon the item before it can ever be used again as a magic item.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Cause Target to Regenerate Extremity 0/0/0/4/3

Dice: Hard 2
Category:
Range: Touch
Save: N/A
Duration: See below

This spell causes a limb or body piece to grow back. The target must be alive for this to work and will work on any limb but the head (you are just too far gone if you loose your head). The spell takes 6d6 combat rounds to finish. Both the caster and recipient are incapacitated while the spell is regenerating the limb.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

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You can learn the spell as **Cause Caster to Regenerate Extremity 0/0/0/4/3**. If this form of the spell is taken then the dice rating of the spell becomes Regular 1

Create Burning Wall 4/2/1

Dice: Hard 2
Category: Fire
Range: Yes
Save: N/A
Duration: 2d6 combat rounds + 1d6 combat rounds for each 8 points of synergy bonus the caster has in this spell.

This spell creates a 10 by 10 foot wall of fire. If another wall of fire is cast within 10 feet of this one, then both combine into a single spell. Damage is not cumulative with this spell so having two spells combine will not increase the damage done by the wall of fire. The wall always forms in an upright position. If the spell is cast so that it forms around a target, then the target gets a react roll to avoid being burned on the round the wall forms. Once it is formed, it will stay in place until dispelled or the spell expires. Damage from the spell is 2d12. To take damage from the wall a creature must move through it or be in it. A creature gets its normal WR and APV dice rolls against the spells damage.

Casting Options (choose when you cast)

You can make the wall longer by 10 feet at a time if you add +10 to the cast dice roll for each extra 10 feet of wider you make the wall. You can increase the damage done by the wall to 3d12 if you add +10 to the To Cast dice roll. If you want to increase the damage and make the wall longer then add +5 to the cost of making the wall longer.

Spell Options (choose when you learn the spell)

None

Create Forked Lightning Bolt 4/1/2/0

Dice: Hard 2
Category: Electrical
Range: Yes
Save: No
Duration: Instantaneous

The caster of this spell creates a lightning bolt that splits into two forks to streak out from his or her fingertip. The bolts must be

sent after two different targets (each must be in the caster's line of sight). Each bolt does 2d12 damage. WR and APV rolls apply against the damage done by the lightning bolts.

Casting Options (choose when you cast)

You can up the damage done by each bolt to 3d12 by adding +12 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

Create Portal 4/3

Dice: Hard 2
Category:
Range: Touch
Save: N/A
Duration: 2d4 combat rounds

This spell normally forms at the tip of the caster's finger. When cast, a portal opens up that joins two separate and distinct areas. The portal connects the two areas forming a doorway between them. The caster of the spell must have memorized the location he or she wants the portal to go to. The caster will always have a single home location memorized. The caster can memorize that location, plus one additional location for each 6 points of synergy bonus he has in the spell.

When formed the gate will allow the passage of any creature whose relative size is one or less. Anyone in the gate on the round that it collapses (i.e., the spell ends) has a 50/50 chance of which side he / she / it will end up on (this would only really matter if someone were stepping through the gate when it collapsed. One creature can step through the gate each combat round.

Casting Options (choose when you cast)

For each +8 on the dice you can increase the size of the gate by one factor (i.e., the RS rating of the gate goes from 1 to 2, then from 2 to 3 etc.). You can increase the spells duration by 1d4 for each +8 on the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Create Water Source 4/2/1

Dice: Hard 2
Category: Creation
Range: Touch
Save: N/A
Duration: Instantaneous and permanent

This spell creates a water source. A well forms that will provide a small town or settlement with fresh water.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Fire Storm 4/3

Dice: Hard 3
Category: Fire
Range: Yes
Save: No
Duration: 2d4 combat rounds.

This spell creates an area where a fire storm rages. Damage taken to all creatures within the area is 2d10 per combat round. Damage is taken each round the spell is in affect. Normal WR rolls and APV rolls. Creatures or targets on the edge of the area get to make a react roll to see if they avoid being caught in the firestorm on the round it forms (no damage takes place on the round it is formed).

The area that is affected a circular area with a 20-foot radius and height.

Creatures in the fire will move in a random direction at their charge speed to try and exit the fire. If their run distance takes them to a wall, they will stop there until the next round when they will try again to leave.

Casting Options (choose when you cast)

You can increase the radius of the area by adding +12 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Make Permanent Light 2/4/1

Dice: Regular 1
Category: Augmentation
Range: Touch
Save: N/A
Duration: Permanent

This spell creates a point of light that will last forever or until removed by a Cancel Light spell. The light has full strength up to 20 feet from the source and fades to darkness by the time it is 50 feet from the source. The light cannot be cast upon an object; it is cast on a point.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

See Invisible 3/4

Dice: Regular 1
Category:
Range: Yes (see below)
Save: N/A
Duration: 2d12 Combat Rounds

All creatures or characters within 20 feet of the spell caster are granted the ability to see invisible creatures or items

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

See Magic 3/4

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: 2d12 Combat Rounds

The target of this spell gains the ability to see the energy that (most) Magic Items shed. This does not give information on what bonus or powers an item might have, just that there is magic associated with it (strength is not given either).

Casting Options (choose when you cast)

You can give the spell range by adding +8 to the To Cast dice roll.

Spell Options (choose when you learn the spell)

None

Summon Soul 4/3

Dice: Hard 2
Category: Necromancy
Range: N/A
Save: N/A
Duration: See below

If you want to summon a soul, it helps to have a connection to it. Having an object it had in life, knowing a location that was important to it, or having a piece of its remains makes it possible to summon a specific soul. This means that you can summon a soul that haunts an area, or you can summon a soul by having access to its corpse. If you do not have a way to connect to a specific soul, then you have no way of knowing whose soul you will get.

Once you cast this spell, you can expect a soul to show up within 1d4 combat rounds. The soul will manifest itself as a spirit or ghost that will remain in the area for no more than a few combat rounds before moving on or going back to where it came from. Note that if you summon a soul that is capable of attack (i.e., you summon the poltergeist to the living room of the house that it haunts) then it has full power after being summoned.

Once summoned you will either have to establish communication or bind the soul to an object.

Now for the bad news

Animation of the dead is not an easy task. If you were to summon a child's soul and put in into a skeleton, you would have a skeleton with the skills of a child. To make a great skeletal warrior, one worthy of protecting your dungeon, you must summon the soul of a great warrior. This means you will want to find the remains of a great warrior. If you want to summon a specific type of soul then roll percentile and compare the result against the synergy bonus you have in this spell. If you can roll under your synergy bonus in this spell, you get the soul you want with the following restrictions. Its highest skill cannot be higher than your own highest skill. After this is known then pick 6 remaining skills that it can have and

randomly determine their levels. Once known, the caster of the spell can swap the levels of any two skills with each other.

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None

Trap Item With Fire Ball 3/0/0/4/0

Dice: Hard 2
Category: Fire, Trap
Range: Touch
Save: N/a
Duration: Permanent until disrupted or activated

The item may be a door, table, and chair or any inanimate object that you like, although the item must be large enough to hold the magic of the spell. This restricts the trap to items that are at least the size of a small chest, box or a door. If a trapped item is within 20 feet of another trapped item then the spells will cancel each other out (both spell affects will dissipate)

When you cast the spell, you specify what will trigger the trap from the following list.

Move the item
Unlock or Lock the Item
Open the item

When activated, the spell releases a fireball that spreads out to a 10-foot radius from the trapped object. The fireball does 2d12 damage to all creatures within the area unless they can make an Escapist Skill check. The trap cannot be disarmed since it is magical in nature. The affect does radiate magic so any type of detect magic spell will show it up (it will show that the object radiates magic, not that it is a trap).

Casting Options (choose when you cast)

None

Spell Options (choose when you learn the spell)

None