



DESTRUCTION SPELLS

RUIN

Requirements: Novice magic talent.

Spell Type: Attack

Magicka Cost: 3+

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

This spell weakens and corrodes an inanimate object that you touch. This spell deals 1d6 damage to the object's Durability per 3 Magicka spent, up to 6d6. If the item is in possession of a creature, the creature can make a Dexterity (Acrobatics) test against your Spellpower to avoid the effects of the spell.

RUINOUS BOLT

Requirements: Journeyman magic talent. Ruin spell.

Spell Type: Attack

Magicka Cost: 4+

Casting Time: Major action

Target Number: 14

Test: Dexterity (Acrobatics) vs Spellpower

With this spell, you cast a bolt that disintegrates an inanimate object at range. This spell functions like the Ruin spell above, but it costs 4 Magicka per 1d6 Durability damage (up to 6d6) and has a range of 20 yards.

WEAKNESS VS FIRE

Requirements: Novice magic talent.

Spell Type: Attack

Magicka Cost: 5

Casting Time: Major action

Target Number: 11

Test: Willpower (Self-discipline) vs Spellpower

This spells makes the target more vulnerable fire. When casting this spell, choose one target that you can see within 20 yards of you.

The target has a -2 penalty on ability tests to resist fire effects and spells, take an extra 1d6 fire damage, and its Armor Rating is halved against fire damage, or completely eliminated if the attacker used the Pierce Armor stunt. A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty to ability tests.

This spell lasts for the encounter or until dispelled.

WEAKNESS VS FROST

Requirements: Journeyman magic talent.

Spell Type: Attack

Magicka Cost: 5

Casting Time: Major action

Target Number: 11

Test: Willpower (Self-discipline) vs Spellpower

This spells makes the target more vulnerable to frost. When casting this spell, choose one target that you can see within 20 yards of you.

The target has a -2 penalty on ability tests to resist frost effects and spells, take an extra 1d6 frost damage, and its Armor Rating is halved against frost damage, or completely eliminated if the attacker used the Pierce Armor stunt. A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty to ability tests.

This spell lasts for the encounter or until dispelled.

WEAKNESS VS SHOCK

Requirements: Journeyman magic talent.

Spell Type: Attack

Magicka Cost: 5

Casting Time: Major action

Target Number: 11

Test: Willpower (Self-discipline) vs Spellpower

This spells makes the target more vulnerable to shock. When casting this spell, choose one target that you can see within 20 yards of you.

The target has a -2 penalty on ability tests to resist shock effects and spells, take an extra 1d6 shock damage, and its Armor Rating is halved against shock damage, or completely eliminated if the attacker used the Pierce Armor stunt. A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty to ability tests.

This spell lasts for the encounter or until dispelled.

WEAKNESS VS MAGIC

Requirements: Master magic talent.

Spell Type: Attack **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 13

Test: Willpower (Self-discipline) vs Spellpower

This spell makes the target more vulnerable to magic. When casting this spell, choose one target that you can see within 20 yards of you.

The target has a -2 penalty on ability tests to resist magic effects and spells, take an extra 1d6 magic damage, and its Armor Rating is halved against magic damage, or completely eliminated if the attacker used the Pierce Armor stunt. A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty to ability tests.

This spell lasts for the encounter or until dispelled.

WEAKNESS VS HARM

Requirements: Master magic talent. Weakness vs Affliction spell.

Spell Type: Attack **Magicka Cost:** 15

Casting Time: Major action **Target Number:** 15

Test: Willpower (Self-discipline) vs Spellpower

This spell makes the target more vulnerable against physical (non-elemental, non-magical) damage. When casting this spell, choose one target that you can see within 20 yards of you.

The target has a -2 penalty on ability tests to resist physical effects, take an extra 1d6 physical damage, and its Armor Rating is halved against physical damage, or completely eliminated if the attacker used the Pierce Armor stunt. A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty to ability tests.

This spell lasts for the encounter or until dispelled.

WEAKNESS VS AFFLICTION

Requirements: Journeyman magic talent. Weaken Skill spell.

Spell Type: Attack **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 13

Test: Willpower (Self-discipline) vs Spellpower

This spell makes the target more vulnerable to afflictions, like disease and poisons. When casting this spell choose one target that you can see within 20 yards of you.

The target suffers a -2 penalty on ability tests to resist afflictions, and takes an additional 1d6 damage (if applicable). A successful Willpower (Self-discipline) test against your Spellpower only has them suffering the penalty on ability tests against afflictions.

This spell lasts for the encounter or until dispelled.

WEAKEN ABILITY

Requirements: Master magic talent. Weaken Skill spell.

Spell Type: Attack **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 15

Test: Willpower (Self-discipline) vs Spellpower

This spell magically saps the target, weakening their abilities. When casting this spell, choose one target within 20 yards of you that you can see, and one ability.

The target suffers a -1 penalty and generate -1 stunt points on ability tests using the chosen ability. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower only generate -1 stunt points on ability tests with the chosen ability.

This spell lasts for the encounter or until dispelled.

WEAKEN SKILL

Requirements: Journeyman magic talent.

Spell Type: Attack **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 12

Test: Willpower (Self-discipline) vs Spellpower

This spell magically weakens the target's skill at a certain task. When casting this spell, choose one target within 20 yards of you that you can see, and one ability focus.

The target suffers a -1 penalty and generate -1 stunt points on ability tests using the chosen ability focus. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower only generate -1 stunt points on ability tests with the chosen ability focus.

This spell lasts for the encounter or until dispelled.

BURNING TOUCH

Requirements: Novice magic talent.

Spell Type: Enchantment **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 11

Test: None

You have a fiery touch. Your brawling attacks inflict an additional 1d6 fire damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 2 Magicka for each additional minute.

FIRE BOLT

Requirements: Novice magic talent.

Spell Type: Attack **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 12

Test: Dexterity (Acrobatics) vs Spellpower

You cast a bolt of fire at your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The spell deals 2d6 + Willpower fire damage, or 1d6 fire damage with a successful Dexterity (Acrobatics) test vs your Spellpower.

FLAMES

Requirements: Novice magic talent. Burning Touch spell.

Spell Type: Attack **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 12

Test: Dexterity (Acrobatics) vs Spellpower

A jet of flame erupts from your hand. This spell functions like the *Flame Burst* spell in *Fantasy AGE* (page 71).

WALL OF FIRE

Requirements: Journeyman magic talent. Flames spell.

Spell Type: Defense **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 11

Test: Constitution (Stamina) vs Spellpower

You conjure a wall of fire, up to 3 yards long and 1 yard wide. Anyone or anything trying to pass through the fire takes 3d6 + Willpower fire damage. Anyone trying to attack through it takes a -2 penalty on their attack rolls (and fire damage if it is a melee attack). Targets who pass through the wall of fire and succeed at a Constitution (Stamina) test vs. your Spellpower only take 1d6 + Willpower fire damage. If you cast this spell more than once in an encounter, you can link together the sections into one continuous wall. The wall of fire lasts until the end of the encounter, although you can end it earlier as a free action if you so choose.

FIRE RUNE

Requirements: Journeyman magic talent. Flames spell.

Spell Type: Defense **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 12

Test: Perception (Seeing) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune deals 3d6 fire damage to anything within 4 yards of it. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

FIRE STORM

Requirements: Master magic talent. Fireball spell.

Spell Type: Attack **Magicka Cost:** 11

Casting Time: Major action **Target Number:** 15

Test: Dexterity (Acrobatics) vs Spellpower

You call a storm of fire. This spell functions as the *Fire Storm* spell in *Fantasy AGE* (page 71), except noted here. Those who succeed at their Dexterity (Acrobatics) test against your Spellpower only take 1d6 + Willpower fire damage and are not knocked prone.

FIREBALL

Requirements: Journeyman magic talent. Fire Bolt spell.

Spell Type: Attack **Magicka Cost:** 7

Casting Time: Major action **Target Number:** 15

Test: Dexterity (Acrobatics) vs Spellpower

You hurl a ball of fire against one target within 30 yards of you that you can see. On impact, the fireball explodes that deals 2d6 + Willpower fire damage to all within a 4 yard area. Those that succeed on a Dexterity (Acrobatics) test vs your Spellpower only takes 1d6 + Willpower fire damage.

FLAMING WEAPONS

Requirements: Journeyman magic talent. Burning Touch spell.

Spell Type: Enchantment **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 14

Test: None

Your weapon bursts into flames, inflicting an additional 1d6 fire damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka for each additional minute.

CHILLING TOUCH

Requirements: Novice magic talent.

Spell Type: Attack **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 11

Test: None

You have a bone-chilling touch. Your brawling attacks inflict an additional 1d6 frost damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 2 Magicka for each additional minute.

FROST BOLT

Requirements: Novice magic talent.

Spell Type: Attack **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 12

Test: Dexterity (Acrobatics) vs Spellpower

You cast a bolt of frost at your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The spell deals 2d6 + Willpower frost damage, or 1d6 frost damage with a successful Dexterity (Acrobatics) test vs your Spellpower.

FROSTBITE

Requirements: Novice magic talent. Chilling Touch spell.

Spell Type: Attack **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 12

Test: Dexterity (Acrobatics) vs Spellpower

A jet of frigid air and frost erupts from your hand. This spell functions like the *Flame Burst* spell in *Fantasy AGE* (page 71), except deals frost damage.

WALL OF FROST

Requirements: Journeyman magic talent. Frostbite spell.

Spell Type: Defense **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 11

Test: Dexterity (Acrobatics) vs Spellpower

You conjure a wall of frost and ice crystals, up to 3 yards long and 1 yard wide. Anyone attempting to pass through the frost takes 2d6 + Willpower frost damage and is knocked prone. Targets who pass through the wall of frost and succeed at a Dexterity (Acrobatics) test vs. your Spellpower only take 1d6 + Willpower frost damage and are not knocked prone. If you cast this spell more than once in an encounter, you can link together the sections into one continuous wall. The wall of frost lasts until the end of the encounter, although you can end it earlier as a free action if you so choose.

FROST RUNE

Requirements: Journeyman magic talent. Frostbite spell.

Spell Type: Defense **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 12

Test: Perception (Seeing) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune deals 3d6 frost damage to anything within 4 yards of it. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

ICE STORM

Requirements: Master magic talent. Cone of Cold spell.

Spell Type: Attack **Magicka Cost:** 11

Casting Time: Major action **Target Number:** 15

Test: Constitution (Stamina) vs Spellpower

You summon a swirling blizzard. This spell functions as the *Fire Storm* spell in *Fantasy AGE* (page 71), except what is noted here. The spell deals 3d6 + Willpower frost damage and the target is Stunned for 1 round. Those who succeed at a Constitution (Stamina) test vs your Spellpower take 1d6 + Willpower frost damage and are not Stunned.

CONE OF COLD

Requirements: Journeyman magic talent. Frostbite spell.

Spell Type: Attack **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 14

Test: Dexterity (Acrobatics) vs Spellpower

You create a giant blast of frigid air and frost. This spell functions like the *Shock Blast* spell in *Fantasy AGE* (page 73), except deals 3d6 + Willpower frost damage. A successful Constitution (Stamina) test vs your Spellpower has the target only taking 1d6 + Willpower frost damage.

FROST WEAPONS

Requirements: Journeyman magic talent. Chilling Touch spell.

Spell Type: Enchantment **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 14

Test: None

Your weapon becomes coated with frost, inflicting an additional 1d6 frost damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka for each additional minute.

SHOCKING TOUCH

Requirements: Novice magic talent.

Spell Type: Attack **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 11

Test: None

You have an electric touch. Your brawling attacks inflict an additional 2 penetrating shock damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 2 Magicka for each additional minute.

THUNDER BOLT

Requirements: Novice magic talent.

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

You cast a bolt of lightning at your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The spell deals 1d6 + Willpower penetrating shock damage, or 1d6 shock damage with a successful Dexterity (Acrobatics) test vs your Spellpower.

LIGHTNING

Requirements: Novice magic talent. Shocking Touch spell.

Spell Type: Attack

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Dexterity (Acrobatics) vs Spellpower

Streaks of lightning arc from your hand. This spell functions like the *Flame Burst* spell in *Fantasy AGE* (page 71), except deals 1d6+1 penetrating shock damage, or 1d3+1 penetrating shock damage with a successful Dexterity (Acrobatics) test against your Spellpower.

WALL OF STORMS

Requirements: Journeyman magic talent. Lightning spell.

Spell Type: Defense

Magicka Cost: 6

Casting Time: Major action

Target Number: 11

Test: Constitution (Stamina) vs Spellpower

You conjure a wall of arcing electricity, up to 3 yards long and 1 yard wide. Anyone attempting to pass through the shock takes 2d6 + Willpower penetrating shock damage and is Stunned for 1 round. Targets who pass through the wall of lightning and succeed at a Constitution (Stamina) test vs. your Spellpower only take 1d6 penetrating shock damage and are not Stunned. If you cast this spell more than once in an encounter, you can link together the sections into one continuous wall. The wall of frost lasts until the end of the encounter, although you can end it earlier as a free action if you so choose.

LIGHTNING RUNE

Requirements: Journeyman magic talent. Lightning spell.

Spell Type: Attack

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: Perception (Seeing) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune deals 2d6 shock penetrating damage to anything within 4 yards of it. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

LIGHTNING STORM

Requirements: Master magic talent. Chain Lightning spell.

Spell Type: Attack

Magicka Cost: 11

Casting Time: Major action

Target Number: 15

Test: Dexterity (Acrobatics) vs Spellpower

You call forth a storm of thunder and lightning. This spell functions as the *Fire Storm* spell in *Fantasy AGE* (page 71), except what is noted here. The spell deals 2d6 + Willpower penetrating shock damage and Stunned for 1 round. Those who succeed at a Dexterity (Acrobatics) test vs your Spellpower are not Stunned.

CHAIN LIGHTNING

Requirements: Journeyman magic talent. Thunder Bolt spell.

Spell Type: Attack

Magicka Cost: 12

Casting Time: Major action

Target Number: 17

Test: Constitution (Stamina) vs Spellpower

A stroke of lightning arcs towards your foes. This spell functions as the *Chain Lightning* spell in *Fantasy AGE* (page 73-74).

SHOCKING WEAPONS

Requirements: Journeyman magic talent. Shocking Touch spell.

Spell Type: Enchantment

Magicka Cost: 6

Casting Time: Major action

Target Number: 14

Test: None

Your weapon crackles with electricity, inflicting an additional 2 penetrating shock damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka for each additional minute.

POISONOUS TOUCH

Requirements: Novice magic talent.

Spell Type: Attack **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 13

Test: None

You have an poisonous touch. Your brawling attacks inflict an additional 3 penetrating poison damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka for each additional minute.

POISON BOLT

Requirements: Novice magic talent.

Spell Type: Attack **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 15

Test: Constitution (Stamina) vs Spellpower

You hurls a bolt of sickly green energy at your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The spell deals 2d6 penetrating poison damage, or 1d6 penetrating poison damage with a successful Constitution (Stamina) test vs your Spellpower.

POISON CLOUD

Requirements: Master magic talent. Poisonbloom spell.

Spell Type: Attack **Magicka Cost:** 12

Casting Time: Major action **Target Number:** 17

Test: Constitution (Stamina) vs Spellpower

You call forth toxic cloud of poison. This spell functions as the *Fire Storm* spell in *Fantasy AGE* (page 71), except what is noted here. The spell deals 2d6 penetrating poison damage and Stunned for 1 round. Those who succeed at a Constitution (Stamina) test vs your Spellpower are not Stunned.

POISON SPRAY

Requirements: Journeyman magic talent. Poisonous Touch spell.

Spell Type: Attack **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 13

Test: Constitution (Stamina) vs Spellpower

A noxious spray erupts from your hand. This spell functions like the *Flame Burst* spell in *Fantasy AGE* (page 71), except deals 1d6+1 penetrating poison damage, or 2 penetrating poison damage with a successful Constitution (Stamina) test.

POISONBLOOM

Requirements: Master magic talent. Poison Bolt spell.

Spell Type: Attack **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 16

Test: Constitution (Stamina) vs Spellpower

The target emanates a poisonous aura. Choose a target within 20 yards of you that you can see. The target takes 1d6+1 penetrating poison damage every round. Anyone within 2 yards also takes 2 penetrating poison damage (no test required). This effect lasts for 1 minute. Targets who succeed at a Constitution (Stamina) test vs your Spellpower only take 2 penetrating poison damage that round.

POISON RUNE

Requirements: Journeyman magic talent. Poison Spray spell.

Spell Type: Defense **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 14

Test: Perception (Seeing) vs Spellpower

You create a dim glowing magic rune upon a solid surface out to 10 yards away from you. The rune lasts for 10 minutes or until triggered. During this time if anything comes within 2 yards of the rune, be it object or creature, will trigger the rune. A triggered rune deals 2d6 penetrating poison damage to anything within 4 yards of it. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

POISON WEAPONS

Requirements: Journeyman magic talent. Poisonous Touch spell.

Spell Type: Enchantment **Magicka Cost:** 10

Casting Time: major action **Target Number:** 16

Test: None

Your weapons are coated in a deadly poison, inflicting an additional 1d6 penetrating poison damage with a successful attack. The spell lasts for 1 minute, but can be extended with a Free action and by spending 5 Magicka for each additional minute.

DRAINING TOUCH

Requirements: Journeyman magic talent. Weaken Ability spell.

Spell Type: Attack **Magicka Cost:** 4+

Casting Time: major action **Target Number:** 13

Test: Willpower (Self-discipline) vs Spellpower

You touch drains Magicka your foes. For every 4 Magicka you spend, your target loses 1d6 Magicka, up to 3d6. Targets that succeed at a Willpower (Self-discipline) test vs your Spellpower only lose 1d6 Magicka.

DRAINING BOLT

Requirements: Master magic talent. Draining Touch spell.

Spell Type: Attack **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 15

Test: Willpower (Self-discipline) vs Spellpower

You cast a withering bolt that drains Magicka from your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The target loses 2d6 + Willpower Magicka, or 1d6 Magicka with a successful Willpower (Self-discipline) test vs your Spellpower.

ENERVATING TOUCH

Requirements: Journeyman magic talent. Weakness vs Affliction spell.

Spell Type: Attack **Magicka Cost:** 3+

Casting Time: Major action **Target Number:** 12

Test: Constitution (Stamina) vs Spellpower

You touch drains Stamina your foes. For every 3 Magicka you spend, your target loses 1d6 Stamina, up to 3d6, plus your Willpower. Targets that succeed at a Constitution (Stamina) test vs your Spellpower only lose 1d6 Stamina.

ENERVATING BOLT

Requirements: Master magic talent. Enervating Touch spell.

Spell Type: Attack **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 14

Test: Constitution (Stamina) vs Spellpower

You cast a withering bolt that drains Stamina from your foes. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The target loses 2d6 + Willpower Stamina, or 1d6 Stamina with a successful Constitution (Stamina) test vs your Spellpower.

FORCE BOLT

Requirements: Master magic talent.

Spell Type: Attack **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 15

Test: Dexterity (Acrobatics) vs Spellpower

You cast a bolt of force. This spell functions like the *Rock Blast* spell in *Fantasy AGE* (page 70), except as noted here. The spell deals 2d6 + Willpower magic damage, or 1d6 magic damage with a successful Dexterity (Acrobatics) test vs your Spellpower.