



ILLUSION SPELLS

CALM

Requirements: Novice magic talent.

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

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

Test: Willpower (Self-discipline) vs Spellpower

This spell calms a hostile target. Choose one enemy you can see within 20 yards of you. The target is Calmed if they fail at a Willpower (Self-discipline) test against your Spellpower. Calmed targets do not treat you and your allies as a threat, and become neutral towards you. While Calmed, you have a +2 bonus to Communication tests when interacting with the target. If you or an ally make any aggressive action or attack the target, the spell immediately ends.

The spell only lasts for 1 minute, but can be extended with a Free action and by spending 2 Magicka for each additional minute. However, the target gets a new test to resist the spell each time it is extended.

Constructs and undead are immune to this spell.

HARMONY

Requirements: Master magic talent. Calm spell.

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

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

Test: Willpower (Self-discipline) vs Spellpower

Your spell calms hostile enemies within 6 yards of you. Those targets that fail a Willpower (Self-discipline) test against your Spellpower are Calmed. Calmed targets do not see you and your allies as a threat and will remain neutral towards you, and you have a +2 bonus to Communication tests when interacting with the target. If you or an ally make any aggressive action or attack the target, the spell ends. The spell only lasts for 1 minute. Constructs and undead are immune to this spell.

COURAGE

Requirements: Novice magic talent.

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

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

Test: None

This spell bolsters the target with courage. Choose yourself or an ally that you can see within 20 yards of you. The target of this spell gains immunity to fear and fear-like effects and a +2 bonus to Willpower (Courage) tests for 10 minutes.

RALLY

Requirements: Master magic talent. Courage spell.

Spell Type: Enchantment **Magicka Cost:** 12

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

Test: None

You inspire confidence and bravery among your allies. This spell functions as the *Chosen of Fate* spell from *Fantasy AGE* (pg. 71).

SUGGESTION

Requirements: Journeyman magic talent. Calm spell.

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

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

Test: Willpower (Self-discipline) vs Spellpower

You implant a suggestion into the mind of others. Choose a target within 10 yards of you that you can see. The target must succeed at a Willpower (Self-discipline) test against your Spellpower or will follow the next suggestion you present to it. However, the suggestion must be worded in such a manner to make it sound reasonable to the target. Any suggestions that will obviously cause harm will automatically fail. You can continue to implant suggestions to the target with a Minor action and by spending 5 Magicka every round, but the target gets to make a test to resist each new suggestion.

Constructs and undead are immune to this spell.

CHARM

Requirements: Master magic talent. Suggestion spell.

Spell Type: Defense **Magicka Cost:** 12

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

Test: Willpower (Self-discipline) vs Spellpower

This spell entralls the target to aid you. Choose a target that you can see within 10 yards of you. If the fail a Willpower (Self-discipline) test against your Spellpower they see you as a friend and will aid you. This spell breaks if you or an ally attack the charmed target.

This spell lasts for 1 minute, but can be extended with a Free action and by spending 6 Magicka for each additional minute. However, the charmed target gets to make a new test every time you extend the spell.

Constructs and undead are immune to this spell.

SANCTUARY

Requirements: Novice magic talent.

Spell Type: Defense **Magicka Cost:** 10

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

Test: Willpower (Self-discipline) vs Spellpower

You weave a magic charm that persuades others from making attacks against you for 1 minute. A successful Willpower (Self-discipline) test vs your Spellpower is required for anyone to attack you. Making an attack or performing any other hostile action (like casting a spell), negates the spell's benefit, dispelling its effects. This spell can be extended with a Free action and by spending 4 Magicka each additional minute.

MUFFLE

Requirements: Journeyman magic talent.

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

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

Test: Perception (Hearing) vs Spellpower

This spell muffles any sound you make (but you are still able to talk). For 10 minutes, a successful Perception (Hearing) test vs. your Spellpower is required to hear you beyond 4 yards. Making an attack gives away your position, negating the spell's benefits until the beginning of your next turn.

CHAMELEON

Requirements: Journeyman magic talent.

Spell Type: Enchantment **Magicka Cost:** 8

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

Test: Perception (Seeing) vs Spellpower

You blend into the surrounding environs. For 10 minutes, a successful Perception (Seeing) test vs. your Spellpower is required to spot you beyond 10 yards. Making an attack gives away your position, negating the spell's benefits until the beginning of your next turn.

INVISIBILITY

Requirements: Master magic talent. Chameleon spell.

Spell Type: Defense **Magicka Cost:** 12

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

Test: Perception (Seeing) vs Spellpower

This spell makes you completely invisible to sight. For 1 minute, a successful Perception (Seeing) test vs. your Spellpower is required to see you. Making an attack gives away your position, negating the spell's benefits until the beginning of your next turn.

FEAR

Requirements: Novice magic talent.

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

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

Test: Willpower (Courage) vs Spellpower

You instill fear into an opponent. Choose a single target that you can see within 10 yards, the target becomes Frightened for 1 minute. Frightened targets suffer a -1 penalty to their attack rolls, Defense, and ability tests. Also, Frightened targets must succeed at a Willpower (Courage) test against your Spellpower to take any action against you or to move towards you. Targets who succeed at a Willpower (Courage) test against your Spellpower only suffer the -1 penalty to their attack rolls, Defense, and ability tests.

FEAR RUNE

Requirements: Journeyman magic talent. Fear spell.

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

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

Test: Willpower (Courage) 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 Frightens anyone within 4 yards of it. Frightened targets suffer a -1 penalty to their attack rolls, Defense, and ability tests, and will move away from the triggered rune. The triggered effect lasts for 1 minute. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

FRENZY

Requirements: Journeyman magic talent.

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

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

Test: Willpower (Self-discipline) vs Spellpower

You instill a blinding rage into your foes. Choose a single target that you can see within 20 yards, the target becomes Enraged for 1 minute. Enraged targets become hostile to all, enemies and allies alike, attacking indiscriminately. Also, the Enraged target has a +3 bonus on melee damage rolls, and a +1 bonus to Strength (Might) and Willpower (Courage) ability tests. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower are only Enraged for 1 round.

FRENZY RUNE

Requirements: Journeyman magic talent. Frenzy spell.

Spell Type: Defense **Magicka Cost:** 10

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

Test: Willpower (Self-discipline) 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 Enrages anyone within 4 yards for 1 minute. Enraged targets become hostile to all, allies and enemies alike, attacking indiscriminately. Also, the Enraged target has a +3 bonus on melee damage rolls, and a +1 bonus to Strength (Might) and Willpower (Courage) ability tests. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

DAZE

Requirements: Novice magic talent.

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

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

Test: Willpower (Self-discipline) vs Spellpower

You momentarily daze your foe. Choose one enemy that you can see that is within 10 yards of you, they are Stunned for 1 round. Stunned targets can only perform one action during their turn in a round. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower are not Stunned.

CONFUSION

Requirements: Journeyman magic talent. Daze spell.

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

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

3Test: Willpower (Self-discipline) vs Spellpower

This spell befuddles the mind of your foes. When casting this spell, choose one enemy that you can see within 20 yards of you. The target becomes Confused for 1 minute. Confused targets perform a random action during their turn, as determined by a 1d6 roll.

- 1= Takes no action.
- 2= Attacks ally.
- 3= Perform random Minor action.
- 4= Perform random Major action.
- 5= Moves in a random direction at full Speed.
- 6= Acts normally.

Targets who successfully make a Willpower (Self-discipline) test against your Spellpower are only Confused for 1 round.

CONFUSION RUNE

Requirements: Journeyman magic talent. Confusion spell.

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

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

Test: Willpower (Self-discipline) 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 Confuses anyone within 4 yards. Confused targets perform a random action during their turn, as determined by a 1d6 roll.

- 1= Takes no action.
- 2= Attacks ally.
- 3= Perform random Minor action.
- 4= Perform random Major action.
- 5= Moves in a random direction at full Speed.
- 6= Acts normally.

The triggered effect lasts for 1 minute. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.

ROUT

Requirements: Master magic talent. Fear, Confusion spells.

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

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

Test: Willpower (Courage) vs Spellpower

You instill fear into your enemies. For the remainder of the encounter, you may force enemies within 10 yards of you to re-roll successful ability tests and take the worse result. You can attempt this a total number of times equal to 2 + your Willpower. Enemies can resist the spell with successful Willpower (Courage) test against your Spellpower (test for each attempt). You can only have one rout spell active at one time.

BLIND/DEAFEN

Requirements: Journeyman magic talent.

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

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

Test: Willpower (Self-discipline) vs Spellpower

You inflict blindness or deafness upon your foes. Choose one target within 20 yards of you that you can see, and either blindness or deafness. The target is afflicted for 1 minute.

Blinded: The target automatically fails at Perception (Seeing) tests and suffers a -2 penalty to attack rolls and any other ability tests relying on eyesight.

Deafened: The target automatically fails at Perception (Hearing) tests and suffers a -2 penalty to Defense, Communication tests involving speech, and any other ability tests relying on hearing.

SILENCE

Requirements: Master magic talent.

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

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

Test: Willpower (Self-discipline) vs Spellpower

You silence the target, preventing them from casting spells. When casting this spell choose one enemy that you can see within 20 yards of you. They are Silenced for 1 minute. Silenced targets must succeed at a Willpower (Self-discipline) test against your Spellpower in order to cast a spell. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower only suffer a -2 penalty to their Spellcasting tests. This spell can be extended with a Free action and by spending 6 Magicka for each additional minute, but the target of the spell gets a new test to resist the spell.

SILENCE RUNE

Requirements: Master magic talent. Silence spell.

Spell Type: Defense **Magicka Cost:** 10

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

Test: Willpower (Self-discipline) 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 Silences all within 4 yards of it. Silenced targets must succeed at a Willpower (Self-discipline) test against your Spellpower in order to cast a spell. Targets who succeed at a Willpower (Self-discipline) test against your Spellpower only suffer a -2 penalty to their Spellcasting tests. The triggered effect lasts for 1 minute. Anyone walking into the rune must make Perception (Seeing) test vs your Spellpower, with success indicating that they spot the rune without triggering it.



MYSTICISM SPELLS

SPELL WARD

Requirements: Novice magic talent.

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

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

Test: None

You create a protective ward around you. The ward remains for the encounter and has 6 charges. Whenever you take damage, you can spend 1 charge to reduce the damage by 4. You can spend multiple charges against a single powerful attack. The spell remains for the encounter, until it is dispelled, or all charges have been spent.

SPELL SHIELD

Requirements: Journeyman magic talent. Spell Ward spell.

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

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

Test: X

You conjure a protective shield around you. For the remainder of the encounter, you have +4 Armor Rating against all damage from spells and magic effects, including elemental damage.

REFLECT SPELL

Requirements: Master magic talent. Spell Shield spell.

Spell Type: Defense **Magicka Cost:** 12

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

Test: None

You create a reflective ward around you. For 1 minute, if you successfully resist a spell you do not suffer from its effect and it is reflected back at the enemy spellcaster. The enemy must make an ability test against their own spell or suffer its effects.

ABSORB SPELL

Requirements: Master magic talent. Reflect Spell spell.

Spell Type: Defense **Magicka Cost:** 15

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

Test: None

You create a protective ward around you. For 1 minute, when you successfully resist a spell you do not suffer from its effect and you recover 1d6 + Willpower Magicka.

MARK/RECALL

Requirements: Master magic talent.

Spell Type: Utility **Magicka Cost:** 12

Casting Time: 1 minute **Target Number:** 15

Test: None

This spell allows you (and only you) to teleport to a Marked location. When casting this spell choose one of the following effects:

Mark: You create a dim glowing magic rune upon the ground out to 10 yards away from you. You may only have one Mark active at a time and it lasts until you dismiss it or it is dispelled.

Recall: You (and only you) teleport to and appear 2d6 yards away from your Mark.

DETECT OBJECT

Requirements: Novice magic talent.

Spell Type: Utility **Magicka Cost:** 4

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

Test: None

You attune your senses to a particular object or material of your choosing. For 1 minute, you can sense all objects/materials within 20 yards of you and get a +2 bonus on Perception tests to detect them. If you have the Intelligence (Mysticism) focus, you may add it to the Perception test. This spell can be extended with a Free action and by spending 2 Magicka for each additional minute.

DETECT CREATURE

Requirements: Novice magic talent.

Spell Type: Utility

Magicka Cost: 6

Casting Time: Major action

Target Number: 12

Test: None

You attune your senses to a particular species of creature of your choosing. For 1 minute, you can sense all creatures of that type within 20 yards of you and get a +2 bonus on Perception tests to detect them. If you have the Intelligence (Mysticism) focus, you may add it to the Perception test. This spell can be extended with a Free action and by spending 2 Magicka for each additional minute.

DETECT LIFE

Requirements: Master magic talent. Detect Creature spell.

Spell Type: Utility

Magicka Cost: 10

Casting Time: Major action

Target Number: 14

Test: None

You attune your senses to all living creatures. For 1 minute, you can sense all living creatures within 20 yards of you and get a +2 bonus on Perception tests to detect them. If you have the Intelligence (Mysticism) focus, you may add it to the Perception test. This spell can be extended with a Free action and by spending 5 Magicka for each additional minute.

DETECT DEAD

Requirements: Master magic talent. Detect Life spell.

Spell Type: Utility

Magicka Cost: 12

Casting Time: Major action

Target Number: 15

Test: None

You attune your senses to the dead. For 1 minute, you can sense all undead creatures within 20 yards of you and get a +2 bonus on Perception tests to detect them. If you have the Intelligence (Mysticism) focus, you may add it to the Perception test. This spell can be extended with a Free action and by spending 6 Magicka for each additional minute.

DETECT MAGIC

Requirements: Novice magic talent.

Spell Type: utility

Magicka Cost: 8

Casting Time: Major action

Target Number: 13

Test: None

You attune your senses to the presence of magic. This spell functions as the *Arcane Awareness* spell from *Fantasy AGE* (pg. 74).

DISPEL MAGIC

Requirements: Master magic talent. Detect Magic spell.

Spell Type: Utility

Magicka Cost: Special

Casting Time: Major action

Target Number: Special

Test: None

You attempt to end an ongoing spell or magical effect within 20 yards of you. This spell functions as the *Arcane Abatement* spell from *Fantasy AGE* (pg. 74-75).



RESTORATION SPELLS

FORTIFY SKILL

Requirements: Novice magic talent.

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

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

Test: None

This spell bolsters the target with affinity with one particular skill. When casting this spell choose yourself or one ally within 10 yards that you can see, and one ability focus. For 1 minute, the target gains a +1 bonus to all tests calling for that ability focus and generates an extra +1 stunt point on tests tied to that ability focus. This spell only takes effect if the original die roll qualified for stunt points (the test was successful and doubles were rolled).

FORTIFY ABILITY

Requirements: Master magic talent. Fortify Skill spell.

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

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

Test: None

This spell bolsters the target with affinity with one particular ability. When casting this spell choose yourself or one ally within 10 yards that you can see, and one ability. For 1 minute, the target gains a +1 bonus to all tests calling for that ability and generates an extra +1 stunt point on tests tied to that ability focus. This spell only takes effect if the original die roll qualified for stunt points (the test was successful and doubles were rolled).

ABSORB SKILL

Requirements: Journeyman magic talent. Fortify Skill, Weaken Skill spells.

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

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

Test: Willpower (Self-discipline) vs Spellpower

This spell steals the target's skill while bolstering your own. When casting this spell choose a target within 10 yards of you that you can see, and one ability focus. The target suffers a -1 penalty on ability test calling for the chosen ability focus, while you gain a +1 bonus tied to the same focus. However, a successful Willpower (Self-discipline) test against your Spellpower has the target suffering the penalty, while you do not receive any benefit. This spell lasts for 1 minute.

ABSORB ABILITY

Requirements: Master magic talent. Fortify Ability, Weaken Ability spells.

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

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

Test: Willpower (Self-discipline) vs Spellpower

This spell steals the target's ability while bolstering your own. When casting this spell choose a target within 10 yards of you that you can see, and one ability. The target suffers a -1 penalty on ability test calling for the chosen ability, while you gain a +1 bonus tied to the same ability. However, a successful Willpower (Self-discipline) test against your Spellpower has the target suffering the penalty, while you do not receive any benefit. This spell lasts for 1 minute.

RESIST FIRE

Requirements: Novice magic talent.

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

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

Test: None

This spell makes the target more resilient against fire damage and effects. Choose yourself or one target that you can see within 10 yards of you. The target gains a +2 bonus on ability tests to resist fire spells and effects, and gains +4 Armor Rating against fire damage. This spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka every 1 minute.

RESIST FROST

Requirements: Novice magic talent.

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

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

Test: None

This spell makes the target more resilient against frost damage and effects. Choose yourself or one target that you can see within 10 yards of you. The target gains a +2 bonus on ability tests to resist frost spells and effects, and gains +4 Armor Rating against frost damage. This spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka every 1 minute.

RESIST SHOCK

Requirements: Novice magic talent.

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

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

Test: None

This spell makes the target more resilient against shock damage and effects. Choose yourself or one target that you can see within 10 yards of you. The target gains a +2 bonus on ability tests to resist shock spells and effects, and gains +4 Armor Rating against shock damage. This spell lasts for 1 minute, but can be extended with a Free action and by spending 3 Magicka every 1 minute.

RESIST MAGIC

Requirements: Master magic talent.

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

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

Test: None

This spell makes the target more resilient against magic spells and effects. Choose one target that you can see within 10 yards of you or yourself. The target gains a +2 bonus on ability tests to resist magic spells and effects. This spell lasts for 1 minute, but can be extended with a Free action and by spending 4 Magicka every 1 minute.

RESIST AFFLICTION

Requirements: Journeyman magic talent.

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

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

Test: None

This spell makes the target more resilient against afflictions like disease and poison. Choose one target that you can see within 10 yards of you or yourself. For 10 minutes, the target gains a +2 bonus on ability tests to resist an affliction.

CURE AFFLICTION

Requirements: Journeyman magic talent. Resist Affliction spell.

Spell Type: Utility **Magicka Cost:** 6+

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

Test: None

With a touch you can cure a target of an affliction, like a poison and disease. When casting this spell, choose one affliction that is currently affecting the target, a successful Spellcasting test cures the target of the affliction. The TN for the Spellcasting test is based on the affliction being cured.

REMOVE CURSE

Requirements: Journeyman magic talent.

Spell Type: Utility **Magicka Cost:** 8

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

Test: None

You attempt to end an ongoing spell or magical effect within 20 yards of you. Make a casting test against the Spellpower of the target spell. If it is successful, you can spend Magicka equal to the original cost of the spell or effect to negate it. If either the casting test fails or you do not have sufficient Magicka to cover the cost, then you cannot cancel the target effect.

HEALING TOUCH

Requirements: Novice magic talent.

Spell Type: Utility **Magicka Cost:** 1+

Casting Time: Major action **Target Number:** 10

Test: None

Your touch seals wounds and restores vigor to one wounded target. This spell functions as the *Healing Touch* spell from *Fantasy AGE* (pg. 72).

HEALING CIRCLE

Requirements: Journeyman magic talent. Healing Touch spell.

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

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

Test: None

Waves of healing energy radiate from you and aid your nearby allies. This spell functions as the *Healing Aura* spell from *Fantasy AGE* (pg. 72).

REVIVE**Requirements:** Master magic talent. Healing Touch spell.**Spell Type:** Utility **Magicka Cost:** 10**Casting Time:** Major action **Target Number:** 14**Test:** None

Your touch can bring back the dying and recently-dead. This spell functions as the *Revival* spell from *Fantasy AGE* (pg. 73).

REJUVENATING TOUCH**Requirements:** Novice magic talent.**Spell Type:** Utility **Magicka Cost:** 2+**Casting Time:** Major action **Target Number:** 12**Test:** None

Your touch rejuvenates the vigor to one fatigued target. You can choose to spend 2, 4, or 6 Magicka when you cast the spell. For every 2 Magicka spent the target gets back 1d6 Stamina, to a maximum of 3d6 Stamina for 6 Magicka. You can cast this on yourself.

REJUVENATING AURA**Requirements:** Master magic talent. Rejuvenating Touch spell.**Spell Type:** Utility **Magicka Cost:** 4+**Casting Time:** Major action **Target Number:** 15**Test:** None

Waves of rejuvenating energy radiate from you and aid your nearby allies. You can pick a number of targets up to twice your Willpower, all of whom must be within 10 yards of you. All targets regain 1d6 Stamina per 4 Magicka spent, to a maximum of 3d6 Stamina for 12 Magicka. You can designate yourself as one of the targets.

RADIANT TOUCH**Requirements:** Novice magic talent.**Spell Type:** Attack **Magicka Cost:** 4**Casting Time:** Major action **Target Number:** 11**Test:** None.

You have a touch of radiant energy. For the remainder of the encounter, your brawling attacks deal an extra 1d6 radiant 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.

RADIANT WEAPONS**Requirements:** Journeyman magic talent. Radiant Touch spell.**Spell Type:** Enchantment **Magicka Cost:** 6**Casting Time:** Major action **Target Number:** 14**Test:** None

Your weapon crackles with radiant energy, inflicting an additional 1d6 radiant 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.

RADIANT BOLT**Requirements:** Journeyman magic talent. Radiant Touch spell.**Spell Type:** Attack **Magicka Cost:** 8**Casting Time:** Major action **Target Number:** 14**Test:** Dexterity (Acrobatics) vs Spellpower

You cast a bolt of radiance 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 radiant damage, or 1d6 radiant damage with a successful Dexterity (Acrobatics) test vs your Spellpower.

HARM UNDEAD**Requirements:** Journeyman magic talent. Radiant Touch, Turn Undead spells.**Spell Type:** Attack **Magicka Cost:** 12**Casting Time:** Major action **Target Number:** 15**Test:** Constitution (Stamina) vs Spellpower

Waves of radiant energy emanate from you and harm nearby undead. All undead within 10 yards of you take 3d6 + Willpower penetrating damage. Undead who succeed at a Constitution (Stamina) test against your Spellpower only take 1d6 penetrating damage.

TURN UNDEAD**Requirements:** Novice magic talent.**Spell Type:** Attack **Magicka Cost:** 6**Casting Time:** Major action **Target Number:** 13**Test:** Willpower (Self-discipline) vs Spellpower

You cast a radiant bolt that frightens the undead. When casting this spell choose one undead target within 20 yards of you that you can see. The target becomes frightened, being unable to move closer to you. In addition, the undead has a -1 penalty to their Defense. Undead who succeed on a Willpower (Self-discipline) test against your Spellpower only suffer the penalty to their Defense. This spell effect lasts for the remainder of the encounter.

REPEL UNDEAD

Requirements: Journeyman magic talent. Turn Undead spell.

Spell Type: Defense

Magicka Cost: 8

Casting Time: Major action

Target Number: 15

Test: Willpower (Self-discipline) vs Spellpower

This spell projects a 6 yard diameter circle of protection on the ground where you cast it. Undead must succeed on a Willpower (Self-discipline) test against your Spellpower to enter or remain within the area. Those that succeed can move about the area without hindrance. The spell lasts for 1 minute, but can be extended with a Free action and by spending 4 Magicka for each additional minute.