

Spells of Bladelands v3.1

Contents

Introduction	3
Spell Modifiers	3
Ritual.....	3
Prepared.....	3
Active.....	3
Special.....	3
Alphabetical List of Spells with Descriptions.....	4
Absorb Spell (Self only)	4
Agony	4
All Heal	4
Befriend.....	4
Black Channels	4
Blast Spirit	4
Blind	4
Blood Sacrifice.....	4
Body of Iron	5
Chain Spells.....	5
Charm.....	5
Choke	5
Close Rift.....	5
Cold Room.....	5
Comprehension.....	5
Confusion	5
Contingency	6
Create Portal	6
Cure Blindness.....	6
Cure Disease	6
Death Fugue.....	6
Death Sleep	6
Deflect Spell (Self only)	6
Detect Magic.....	6
Dimension Chain.....	6
Dimensional Shroud.....	6
Disease	7
Dispel Magic	7
Dominate	7
Drain Life	7
Drop	7
Empower Automata, Lesser, Greater or True.....	7
Empower Object.....	7
Enchant Armour.....	8
Enchant Missile.....	8
Enchant Weapon	8
Enchant Weapon, Greater	8
Enchant Weapon True.....	8
Enhance Agility (I, II and III)	9
Enhance Mind (I, II and III)	9
Enhance Strength (I, II and III).....	9
Enhance Toughness (I, II and III)	9
Enhance Vigour (I, II and III)	9
Enhance Will Power (I, II and III).....	9
Entangle.....	9
Exorcism.....	9
Fear	9
Flee.....	10
Freeze	10
Fumble	10
Hard Shield (personal or area).....	10
Heal Body.....	10
Heal Limb.....	10
Heat	10

Identify Magic.....	10
Instruct Automata.....	10
Instruct Outsider.....	10
Instruct Spirit.....	11
Invisibility.....	11
Iron Guard.....	11
Knock Back.....	11
Knock Down.....	11
Lift Spell.....	11
Light.....	11
Locate Object.....	11
Luck.....	11
Mage Armour.....	12
Mana Transfer.....	12
Mana Drip.....	12
Mana Pulse.....	12
Mend Item.....	12
Negate Magic.....	12
Obeys.....	12
Pact.....	12
Paralyze.....	13
Poison.....	13
Purge Poison.....	13
Reflect Spell.....	13
Regeneration.....	13
Repel.....	13
Restore Energy.....	13
Restore Limb/Organ.....	14
Restore Mind.....	14
Restore Spirit Strength.....	14
Restore Spirit.....	14
Sacrifice Mind.....	14
Sacrifice Substance.....	14
Sense Object.....	15
Shatter.....	15
Sleep.....	15
Strengthen Flesh.....	15
Stun.....	15
Strike Down.....	15
Speak with the Dead.....	15
Spell Guard (self or other).....	15
Spell Guard, item.....	16
Spell Ward.....	16
Spirit Destruction.....	16
Spirit Tether.....	16
Teleport.....	16
Terror.....	17
Trip.....	17
Ward Against Spirits.....	17
Warp.....	17
Wound Body.....	17
Wound Limb.....	17
Wraith Form.....	17

Introduction

This is not a comprehensive list of all of the spells that are available but covers the common spells and the spells available to players as well as others of interest. This list is NOT in character knowledge. Characters using knowledge of this list which they do not have may be penalised by the magic ref.

It is suggested that players also refer to the tables which show the spells known to the various colleges and details of whether they may be mass cast (as area effects or mass ritual effects as appropriate). On that table the reputed 'lost spells' of the college Harringran are noted in brackets.

Spell Modifiers

Ritual

These spells may only be cast as a ritual. This means that the cost cannot be reduced through the use of the invocation skill. It also means that it will take time to cast, following the ritual procedure, and must always be prepared.

Prepared

This describes the process of preparing for the casting of a spell in advance. It requires that the caster prepare a component (called a spell card) by writing the text of the spell on it in Runic (it may also be written in English) while using a copy of the caster's spell book containing the spell in question.

Preparation of a non-ritual requires the skill invocation for 2nd order spells which halves the cost to one mana and the skill high invocation for 3rd order spells which halves the cost to two mana; 1st order spells may be prepared but this does not affect cost. All rituals must be prepared but this does not reduce the cost.

Active

These spells require that the caster (or sometimes the person upon whom it is cast) concentrate upon maintaining the spell. While maintaining the spell, the caster may walk and speak but may not run, fight or cast other spells. Most spells are *Passive* and do not require effort to maintain once cast.

Special

These spells have some special condition which applies. You need to pay careful attention to the description to find out what this is.

Alphabetical List of Spells with Descriptions

Absorb Spell (Self only)

Magic III, Unavailable

This spell is the same as Spell Reflection but allows the recipient to absorb the energy of all the spells which are cast at him, gaining half the regular casting cost as mana. If in any doubt the recipient should speak to a referee at the end of the encounter about how much energy has been absorbed. If the recipient exceeds his mana reserve capacity he will pass out and the spell terminates. The spell is no defence against Dark Channels and will not absorb lift spells or dispel spells. The spell lasts only for a single encounter and is active as it requires concentration. It is an active spell but unusually does permit spell casting while it is active.

Agony

Spirit II, Justrian, Olican, Xadamosian

This spell causes the target to feel intense pain. If possible (and weather, safety etc. permitting) the victim will fall to the ground but in any event is incapable of taking any meaningful action for the duration of the effect.

All Heal

Body III, Dorondan, Harringran

Completely heals all wounds to all locations (as per Heal Limb and Heal Body), removes diseases and neutralises all normal poisons (but not Greater Poisons¹). This spell does not cause lost spirit strength to be recovered but it does prevent the usual loss of one spirit when the wounds are healed.

Befriend

Mind I, all but Justria

The target of this spell becomes friendly towards the caster for the duration of the effect. This does not make the victim stupid – he will not suddenly behave in an irrational fashion, except in so far as he will believe the caster to be his trusted old friend and will not believe anything to the contrary. He will not attack the caster, nor permit others to do so and is likely to help the caster depending on circumstances. The spell does not allow the caster to command the victim. The effect lasts for the rest of the encounter.

Black Channels

Unknown

This spell cause the victim to collapse to the ground unable to do anything (unconscious or dead). This continues until briefed otherwise by a referee. This spell can only be blocked by a True Spell Guard or True Faith III, a greater spell guard, spell deflection etc and counter magic do not work

Blast Spirit

Spirit III, Olican, Xadamosian

This spell cause the victim to collapse to the ground unable to do anything (unconscious or dead). This continues until briefed otherwise by a referee. This spell can only be blocked by a True Spell Guard or True Faith III, a greater spell guard, spell deflection etc and counter magic do not work. Note: it is not the effect 'Black Channels' and must still be cast like a spell (although the effect is the same).

Anyone who uses this spell is likely to be attacked by certain players who will automatically have permission to try to kill the caster.

Blind

Body II, Dorondan, Harringran

The blind spell is an attack spell which renders the victim partially blind. The effect of this is to prevent the victim from running, fighting or defending themselves in combat (parrying) or casting ranged spells. It does not prevent the victim from walking away from combat or healing themselves. The 'Blind' spell is an instant, wounding effect which lasts until cured either by medicine or by magic.

Blood Sacrifice

Body I, Dorondan

The Dorondan technique for mana replenishment uses the school of body. The technique involves the ritual killing of a suitable target. The ritual involves a circle with the victim in it overlaid with an 'X'. Due to the implications of this ritual a referee must always be informed when it is used and it may only be performed at the quarter points of the day – first thing in the morning (dawn), lunch time (noon), dinner time (dusk) and late (midnight). Sorcerers wishing to perform a ritual at other times should see the magic referee.

The nature of the victim determines the amount of mana recovered (the following are guidelines):

¹ These poisons are very rare and you will be informed if you have been affected by one.

Animal or other unintelligent	2 mana recovered
Non-human (eg orc)	4 mana recovered
Human, non magically active (not friend)	8 mana recovered
Human, non magically active (friend or ally)	16 mana recovered
Magical human, changeling or sorcerer (not friend)	16 mana recovered

Naturally this procedure is somewhat dangerous for the Dorondan who uses it but it is at no cost to themselves. It is likely that the churches will take a very dim view of this activity.

Body of Iron

Matter III, Justria

This spell causes the recipient's flesh to harden. This has two effects: the recipient is no longer able to run but may move no faster than a jog; the recipient also becomes immune to weapons which are not heavy (ie normal weapons). The spell lasts until the recipient is struck or the nexus cycles; once activated it lasts for a single encounter.

Chain Spells

Magic III, Unknown

This spell is one of a group of spells which permit the caster to create a series of spells which act in series when a contingency occurs.

Charm

Mind III, Xadamosian

This spell is an enhanced and longer duration version of the spell 'Befriend'. While the spell is in effect, the victim will behave as if he trusts the caster completely. If the caster does something to prove that this should not be the case (for example, attacks the victim), then the victim may defend himself but will quickly come back to trusting the caster once again, making up reasons for the casters actions or just forgetting them. For example: the caster attacks the victim who fights back disabling the caster. The victim will then try to seek help for the caster or to heal them themselves as it must have all been a misunderstanding. The effect lasts until removed but will wear off naturally over time unless re-enforced.

Choke

Spirit II, Xadamosian, Olican

This spell causes a character to be unable to breath. Speech is impossible as is moving unaided as the victim will collapse to the ground clutching his throat. If the choke effect is not stopped after one minute the character passes out with a chest wound and immediately goes to life clock. The caster must concentrate on the victim to maintain the effect. It will not kill people capable of regeneration (although it will force them to collapse and need to regenerate).

Close Rift

Dimensions III, Ritual, Unknown

This spell closes a dimensional rift – a rip between our world and other worlds. It always requires referee input and attention. The effect requires the use of a lesser ritual and the use of at least one Korba. Unlike healing spells, it does not always function or indeed always the same way.

Cold Room

Magic III, Ritual, Unknown

This spell creates a mana free area. In this area no magic will function and all magical spells and items have their effects suspended. Outsiders being creatures that require a high level of magic to survive will not enter such an area. If they do or are forced to there are several effects: (1) they will rapidly weaken and die in a matter of minutes; (2) they become vulnerable to normal weapons – all weapons are treated as magical against them; and (3) they lose their magical powers and spell like abilities. It always requires referee input and attention. The effect requires the use of a lesser ritual and the use of at least one Korba. Unlike healing spells, it does not always function or indeed always the same way.

Comprehension

Universal I, Ritual, All

This spell requires a great deal of referee input and as such may not be cast on the fly. A referee's attention must be obtained *before* it is cast. The spell translates non-magical writings and codes into a comprehensible form. How this works in practice will depend upon the circumstances and be up to the referee involved.

Confusion

Mind II, Xadamosian, Dorondan, Olican, Justrian

The victim of this spell becomes completely confused about what is going on. They will be unable to identify their friends or know who their enemies are. This confusion will continue, not withstanding that one group attacks them. While the victim may defend himself, he is too confused to pick a target apart from the person who is attacking him and if that person backs off he will not press the attack. The effect lasts for the duration of the encounter (approximately fifteen minutes).

Contingency

Magic II, Justrian

This spell is used to suspend another spell until a simple, predefined condition occurs at which point the suspended spell activates. The cost of the spell is normal plus the cost of the spell stored. The contingency ends when the nexus cycles.

Lesser contingency will not suspend a High Magic spell. The condition must be a simple and immediate one (when I am wounded, when I am hit, when a spell effects me etc).

Greater contingency (Magic III, Unknown) will suspend any spell and may be stacked with a lesser contingency. A more complex condition is permitted (such as 2 minutes after I am wounded if I am still hurt).

Create Portal

Dimension, Ritual, Unknown

This spell opens a portal into another dimension. Unless the caster knows what he is doing, this will be at best useless and at worst, dangerous. The portal is unstable and will generally only last for the duration of the encounter before collapsing. It always requires referee input and attention. The effect requires the use of a lesser ritual and the use of at least one Korba. Unlike healing spells, it does not always function or indeed always the same way.

Cure Blindness

Body I, Dorondan, Harringran

A spell which restores sight (provided that the eyes are intact). It may take a little time to work if the patient has been blind for a long time. It will not work if the eyes have been damaged; this requires restore organ. It immediately corrects a 'Blind' spell or effect.

Cure Disease

Body II, Dorondan, Harringran

Magically eliminates all diseases from the patient's system. While it works immediately, the patient will take five minutes to recover and may be re-infected.

Death Fugue

Mind III, Xadamosian

This terrible spell causes the victim to imagine that he is dying in some horrible and immediate fashion. The victim should play out his death scene for thirty seconds and if still conscious at the end of this time, (if the spell has not been lifted and the victim is still conscious) the victim will collapse with a heart attack (immediately go to life clock with a chest wound and pass out cold). During the death fugue, the character is unable to interact with the world around him at all and is completely unable to defend himself, cast spells etc.

Death Sleep

Body I, Dorondan, Harringran

This spell places the target into a torpid state. The body's functions are suspended. The clock stops until it is revoked, allowing a cure to be found. It cannot be used offensively. The effect lasts until the magic is removed (by lifting the spell or dispelling it) or until the next cycling of the nexus.

Deflect Spell (Self only)

Magic III, Justrian

This spell is the same as Spell Reflection but allows the recipient to pick who is to be hit by the spells that it deflects. The spell is no defence against Area Effects, Dark Channels or High Magic and will not deflect lift spells or dispel spells. The spell lasts only for a single encounter and is active as it requires concentration.

Detect Magic

Universal I, All

This spell requires referee input and as such may not be cast on the fly. A referee's attention must be obtained *before* it is cast. The spell is targeted at a small area or a group of objects or people and informs the caster of whether any of the objects are magical or subject to some spell or other form of sorcery. *(It does not detect psychic influence.)*

Dimension Chain

Dimension, Ritual, Unknown

This spell creates a link between a spirit and a living body. There must be a deal with the outsiders in order to create such a chain. When the chain comes into being it links the spirit and body but the spirit is not in the body. The spirit must be housed in a magical construct for this to work. In this way the body is kept alive as if normal. The outsiders controlling the chain are able to injure and hurt the spirit and this can be used as a method to control the spirit and the body. It always requires referee input and attention. The effect requires the use of a lesser ritual and the use of at least one Korba. Unlike healing spells, it does not always function or indeed always the same way.

Dimensional Shroud

Dimension, Ritual, Unknown

This spell creates a magical wall. Within the shroud you pass into the worlds of the outsiders. This normally means that all living creatures will die as their spirits are drawn out by the outsiders who congregate there to get them. The shroud cannot be created without the help of the outsiders. It always requires referee input and attention. The effect requires the use of a lesser ritual and the use of at least one Korba. Unlike healing spells, it does not always function or indeed always the same way.

Disease

Body II, Dorondar

This spell causes the target to be infected with the acute form of a highly infectious magical disease. The victim will collapse to the ground vomiting immediately and will be unable to take any meaningful action for the remainder of the current encounter. After this he will remain weak (losing the bonuses due to any Strength, Toughness or Agility talent he may have), will be unable to run and will have frequent bouts of coughing. This will continue for the remainder of the day, he will then have a feverish and disturbed night after which he will die. During the period of his illness anyone who he comes into contact with for more than ten seconds will catch the disease. They will not suffer from the first stage (vomiting) but will themselves be infectious.

Dispel Magic

Magic II, Justrian

This spell is able to remove magical effects from a person or object. It is cast at a specific effect, and the effect must be accurately described by the caster (this may require referee input) or it may be cast by naming the target spell to be removed. It will not affect High Magic, Dark Channels, permanent effects, magical items or non-sorcerous effects. Area effects must be dispelled one at a time.

The spell removes all the spells that can be removed with 'Lift Spell' and also spells which affect objects such as 'Heat Metal' and 'Enchant Weapon' which may not otherwise be lifted.

There are more powerful forms of dispels which can also be used. Dispel Magic Greater (Magic III, Justrian) will also affect High Magic. Negate Magic (Magic III, Unknown) is a ritual which *may* remove other effects (e.g. Shroud) requires the input of the magic referee, the use of Korba and a bead draw.

Dominate

Mind III, Dorondan, Xadamosian

This spell is the ultimate form of command or charm. The victim of the spell will obey any instruction that they are given by the caster and will behave toward the caster as if charmed. They will follow the spirit of the caster's wishes not the letter of what he says. This includes killing themselves if they are specifically ordered to do it (although they may struggle a bit to actually succeed). The effect lasts until the next dawn.

The spell does not cause the victim to use the coup de gras skill unless specifically instructed to do so by a referee.

NOTE: Player characters and important NPCs or monsters are permitted to shrug off the effect of Dominate with a great effort of will. They must role play the intense struggle required and spend a point of spirit strength to do this. This is permitted at the end of the first encounter during which the Dominate spell caused them to act in a way to which they would be massively opposed, for example, attacking their fellows.

Drain Life

Spirit II, Olican, Xadamosian

This spell places a tremendous drain upon your spirit and life force. The victim loses a point of spirit strength; if this causes your spirit strength to fall to zero, the victim immediately dies. The shock of this effect causes the victim to collapse to the ground unable to do anything for 30 seconds (can crawl around or speak quietly).

Drop

Matter I, all but Xadamos

This spell causes the victim to immediately drop the named item. It must be allowed to fall to the ground (or may be placed on the ground if delicate or dangerous). The victim is unable to pick the object back up for thirty seconds but may then retrieve it if they wish. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted.

Empower Automata, Lesser, Greater or True

Matter I, II and III, Justrian

This spell causes an unpowered lesser automata or golem to become suffused with magical energy so that it becomes active. The duration of the effect is variable and will depend upon conditions.

Empower Greater Automata and Empower True Automata are more powerful versions (also known to Justrians).

Empower Object

Universal II, All

This spell is used to magically imbue an object. The empowered object will only remain empowered for the duration of one encounter after which it becomes normal again. While an object is empowered, it has a number of properties that are beneficial: (1) any blows struck with it are magical (although this does no additional damage or effect), (2) the object is immune to being affected by other spells (such as drop, shatter, warp, heat etc. but not Dispel) and (3) the object will readily detect as magical.

The caster may empower any simple weapon up to 36" long or a staff. It is possible that other items may also be empowerable – speak to the magic referee if you think this might apply to an object.

Enchant Armour

Matter I, Justrian, Harringran

This spell enchants a person's armour, reinforcing it. It acts as an extra point of armour to each location. It is bypassed by "through" hits. The armour is also 'empowered' making it immune to spell effects. It lasts until used or until the next cycling of the nexus (used is the encounter when it first takes a hit or would otherwise have been affected by the spell). A recipient may only have a single Enchant Armour at any one time.

Greater Enchant Armour (Matter II, Ritual, Justrian, Harringran), reinforces the recipients armour massively. The exact effect depends upon the armour on which it is used. Light armour and medium non metal armours are strengthened to double their normal hits (i.e. 1 for light, 2 for medium) and become invulnerable to light weapons. Metal armours become worth 5 pts in all cases but also become immune to all non-heavy weapons and resist "crush" and "sever" hits as if they were plate. In no case does the armour become resistant to "through" hits.

True Enchant Armour (Matter III, Ritual, Justrian), reinforces the armour to an even greater degree. It is only effective on metal or other strong armours. It offers all the benefits of greater enchantment plus it prevents the effects of "through". Plate becomes completely invulnerable to damage. (NB, the referees will monitor the use of this spell very carefully, especially on plate as it could very easily be abused.)

Enchant Missile

Matter I, Justrian, Harringran

This spell is a specialised form of enchant weapon that enchants four missiles. It is lower powered and only lasts for a single hit so the cost is reduced (that is it enchants multiple weapons).

Enchant Weapon

Matter I, Justrian, Harringran

A specialised form of Empower Object. This spell empowers a weapon but is more efficient than the normal Empower Object spell. All the usual considerations apply to the weapon which may be of any size.

While an object is empowered, it has a number of properties that are beneficial: (1) any blows struck with it are magical (although this does no additional damage or effect), (2) the object is immune to being affected by other spells (such as drop, shatter, warp, heat etc. but not Dispel) and (3) the object will readily detect as magical.

Enchant Weapon, Greater

Matter II, Justrian, Harringran

This spell is an enhanced form of the Enchant Weapon spell. It has two additional features which greatly enhance the power of the spell. First the spell remains dormant until the weapon is used. The weapon is then enchanted for one encounter before the spell lapses. The spell also ends at the next cycling of the nexus.

Second, the spell offers a benefit depending upon the weapon: (i) complex bladed weapons enable a skilled user to enhance their ability to get passed armour - if the weapon enchanted is a complex, bladed weapon and the user is able to use it properly, all his attacks while the weapon is enchanted become "magic, through" bypassing armour; (ii) complex blunt weapons the spell causes the weapon to become heavier and in some cases able to cause "knockback" or "crush" hits - if the weapon enchanted is a complex, blunt weapon and the user is able to use it properly, all his attacks while the weapon is enchanted become "magic, knockback" and if the weapon is already heavy, it causes "magic, crush" hits; (iii) missile weapons cause all their projectiles to be enchanted and if the weapon is complex cause 'through' hits.

Simple melee weapons do not receive the second benefit regardless of type.

While an object is empowered, it has a number of properties that are beneficial: (1) any blows struck with it are magical (although this does no additional damage or effect), (2) the object is immune to being affected by other spells (such as drop, shatter, warp, heat etc. but not Dispel) and (3) the object will readily detect as magical.

Enchant Weapon True

Matter III, Justrian

This spell works exactly as a greater enchant weapon but can offer additional benefits to a weapon master. A caster should speak the magic ref before using it.

While an object is empowered, it has a number of properties that are beneficial: (1) any blows struck with it are magical (although this does no additional damage or effect), (2) the object is immune to being affected by other spells (such as drop, shatter, warp, heat etc. but not Dispel) and (3) the object will readily detect as magical.

Enhance Agility (I, II and III)

This spell increases the agility of the person on whom it is cast. The effect is not cumulative with other agility enhancing magic or with existing agility. The effect lasts only for a single encounter.

As with all the 'enhance' spells, it may be cast at double cost to last all day (this excludes Enhance Mind).

Enhance Mind (I, II and III)

Mind I, II and III, Special, Xadamosian all, Dorondan I and II

This spell is 'cast' each day by the caster on himself (it has no cost). It effectively increases his capacity for spell knowledge (i.e. he has more spell slots available).

Enhance Mind adds the following

	1st Order	2nd Order	High Magic
Enhance Mind I	+3	None	None
Enhance Mind II	+4	+3	None
Enhance Mind III	+5	+4	+3

The effect is not cumulative with other mind enhancing spells.

Enhance Strength (I, II and III)

Body I, II and III, Ritual, Dorondan all, Haringran I and II

This spell increases the strength of the person on whom it is cast. The effect is not cumulative with other strength enhancing magic or with existing strength. The effect lasts only for a single encounter.

As with all the 'enhance' spells, it may be cast at double cost to last all day (this excludes Enhance Mind).

Enhance Toughness (I, II and III)

Body I, II and III, Ritual, Dorondan all, Haringran I and II

This spell increases the toughness of the person on whom it is cast. The effect is not cumulative with other toughness enhancing magic or with existing toughness. The effect lasts only for a single encounter.

As with all the 'enhance' spells, it may be cast at double cost to last all day (this excludes Enhance Mind).

Enhance Vigour (I, II and III)

Spirit I, II and III, Ritual, Olican all, Xadamosian I only

This spell increases the vigour of the person on whom it is cast. The effect is not cumulative with other vigour enhancing magic or with existing vigour. The effect lasts only for a single encounter.

As with all the 'enhance' spells, it may be cast at double cost to last all day (this excludes Enhance Mind).

Enhance Will Power (I, II and III)

Spirit I, II and III, Ritual, Olican all, Xadamosian I and II only

This spell increases the will of the person on whom it is cast. The effect is not cumulative with other will power enhancing magic or with existing will power. The effect lasts only for a single encounter.

As with all the 'enhance' spells, it may be cast at double cost to last all day (this excludes Enhance Mind).

Entangle

This spell causes the victim to become entangled in the named object. Because the spell is cast at an object and not at the victim, it cannot be resisted. The object is assumed to move magically to trap the victim who will become unable to move about, unable to move his arms or possibly become blinded depending on the circumstances and the nature of the object. The effect wears off after 30 seconds after which the victim may disentangle himself. The effect may be dispelled but not lifted. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted.

Exorcism

Spirit III, Ritual

This spell requires the caster to role play a complex ritual. The performance and a bead draw will determine the effects.

Fear

Mind I, all but Olica

This spell causes the victim to become terrified of the caster. The victim will probably run away from the caster but will definitely not be able to attack him in any way. The victim must act appropriately considering the circumstances.

In all cases, the players should have regard for safety first; if cowering on the ground would make more sense than charging off in the dark and possibly running off a cliff, the player should use their common sense. The effect lasts for only 30 seconds.

Flee

Body II, Dorondar and Harringran

This spell creates a temporary magical defence for the caster: So long as they move away from all combat at a speed no slower than a jog they are considered impossible to hit with melee weapons. It has no effect on missile weapons or magic.

Freeze

Matter II, Justrian, Harringran

This spell causes the victim to be completely paralysed and immobile standing still as a statue until it wears off. The effect lasts for 30 seconds.

Fumble

Mind II, Olican, Xadamosian, Dorondan, Harringran

This attack spell makes the victim extremely clumsy and unable to hold anything in their hands. For the duration of the spell the victim must drop what he is holding and not pick anything up.

Hard Shield (personal or area)

Matter I and II, Justrian, Harringran

This spell creates a protective barrier that prevents missile fire from injuring anyone so protected. The spell lasts for the duration of an encounter. The self version protects only the caster, the area version shields everyone in the immediate vicinity of the caster (this is the entire encounter – both sides – provided they do not run off away from the caster).

Heal Body

Body II, Dorondan, Harringran

As heal limb, but fixes a head or body wound. This spell does not cause lost spirit strength to be recovered.

Heal Limb

Body I, Dorondan, Harringran

This spell completely fixes injuries to one limb. It immediately takes effect, restoring full function. This spell does not cause lost spirit strength to be recovered.

Heat

Matter II, Justrian, Harringran

This spell causes the item nominated to become extremely hot. The Lesser version can be used on smaller objects such as weapons. The Greater version (Matter III, Justrian) can be used on larger objects such as armour.

A heated object cannot be held but must be dropped at once. It may not be picked up. Heated armour must be removed within 30 seconds or it will seriously injure the wearer.

Identify Magic

Universal II, all

This spell allows the caster to determine some information regarding a magical spell, effect, item or other phenomenon. The caster must precisely nominate the source being identified. The amount of information you get will depend on the magic you know. A referee will be required when this spell is used.

Instruct Automata

Matter, Justria II

This spell allows the caster to take temporary control of an automata or golem. Such creatures may be made by those skilled at artifice and are used to protect certain locations. The automata instructed will follow all the instructions of the caster precisely. The effect depends upon the power of the automata and the proximity of its master / creator.

Instruct Outsider

Dimension, Olica and Xadamos II

This spell allows the caster to take control of an outsider. The outsider will be forced to do the caster's bidding. It is an ancient spell and little used by your college. Outsiders are generally regarded as evil entities and extremely dangerous to deal with. The churches and the colleges (except Xadamos) generally take extreme action against those sorcerers who deal with them. This is particularly true of this spell as it may appear as if the sorcerer is trafficking with dark forces. From the old records it is unclear whether it is necessary to name the spirit (whether by name or by type) in order for the instruction to be successful. The 'Instruct' effect will have a duration and effect determined by the power of the outsider.

Instruct Spirit

Spirit, Olica and Xadamos II

This spell allows the caster to take control of a spirit. The spirit will be forced to do the caster's bidding. It is an ancient spell and little used by your college. Spirits are generally regarded as the purview of the churches and the colleges try to avoid conflict. This is particularly true of this spell as it may appear as if the sorcerer is trafficking with dark forces. From the old records it is unclear whether it is necessary to name the spirit (whether by name or by type) in order for the instruction to be successful. The 'Instruct' effect will have a duration and effect determined by the power of the spirit.

Invisibility

Dimension I and II, Xadamos, Olica (Olica also knows 'other' versions)

This spell removes the recipient from the physical plane. While the spell is in effect, the recipient holds his hand over his head. He is not present physically in his apparent location. The recipient is invisible and intangible. The spell lasts for the duration of an encounter but terminates immediately if the recipient moves. The spell is active and requires concentration.

The Greater version of the spell (Dimensions II, Xadamos and Olica) allows the recipient to move about at walking speed while the spell is in effect. The recipient may not cast a spell, attack or otherwise act without dropping the invisibility first.

The True version of the spell (Dimension III, unknown) allows the recipient to become visible and then become invisible again for the duration (but note it continues to require concentration).

Iron Guard

Matter, Justria III

This spell cause the target to become untouchable by common metals. The target must remove all normal metal objects (armour and weapons). While it is in effect the recipient is immune to normal metal weapons. The effect lasts for one encounter once the recipient comes into contact with normal metals or until the nexus cycles.

Knock Back

Matter I, Dorondan, Haringran and Justrian

This spell causes the victim to be knocked back as if struck by a massive weapon. The victim will be driven back several feet away from the caster and knocked to the ground. The spell is instant and has no duration. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted.

Knock Down

Matter II, Dorondan, Haringran and Justrian

This spell causes the victim to be knocked to the ground as if struck by a massive weapon. The victim will be driven back several feet away from the caster and knocked to the ground. The spell is instant and has no duration. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted. It is essentially the same as the spell 'Knock Back' but more powerful.

Lift Spell

Universal II, All

This spell removes the effect of another spell which is on a person. When the spell is cast the caster must name the spell or effect to be lifted; if he does not know the name, he must accurately describe the effect. It does not generally remove spells from objects. It is also not capable of removing High Magic spells. It can be resisted by spell guards or resists.

Light

Universal I, All

This spell creates a small magical light. This may be physreped in a number of ways but if a torch is used, it must be a small torch and must be pointed at the ground near the caster's feet. The light can be used to read or perform magic when it would otherwise be impossible because the runic script cannot be read.

The affect lasts for about an hour (unless turned off).

Locate Object

Universal II, All

This spell requires a great deal of referee input and as such may not be cast on the fly. A referee's attention must be obtained *before* it is cast. The spell requires a physep diving rod of some sort to show the direction. It causes the rod to indicate the direction of the object in question. The spell may only be used to locate well known objects (known to the caster).

Luck

Unknown

This spell makes the recipient lucky. The next blow that would hit them just misses. This is treated as if the recipient “dodged” the blow. Alternatively if the recipient is about to be affected by a spell or psychic power (which is not area effect), the spell misses. It lasts until used or until the next cycling of the nexus. A recipient may only have a single Luck spell at any one time.

Mage Armour

Universal I (self) II (other), All

This spell places a protective shield of magic upon the recipient. It counts as one point of magical armour, it is under the normal armour but above the skin. It is not avoided by “through”. It lasts until used or until the next cycling of the nexus. A recipient may only have a single Mage Armour at any one time. Mage Armour (other) has a range of touch.

The Greater version of this spell (Magic II, Ritual, Justrian) prevents non magical weapons from harming the recipient in any way. They do not pierce the skin and therefore poisons and other carrier attacks are not delivered. The spell lasts until used and then for one encounter. Armour and other defences are worn away as normal (that is you still dodge the first blow, your armour is still worn down, other magical effects are still used up but when your actual skin is hit there is no damage).

The True version of this spell (Magic III, Ritual, unknown) is even more powerful, not only does it prevent non-magical weapons from harming the recipient, but it causes damage to be reflected back on the attacker as a wound effect. The protected person may call wound (location) back at the person who hit them. Even magic damage is affected in this way. Normal resistances apply. The spell also blocks and reflects the spells wound limb, wound body, strikedown and stun.

Mana Transfer

Universal I, All

This spell moves mana from one sorcerer to another. The spell allows a sorcerer to immediately move any amount of mana from his mana reserve to another sorcerer that he is touching. The transfer takes ten seconds per point. The mana will only transfer until the recipient has a full mana reserve.

(NB there is a special Dorondan version that works slightly differently to allow them to transfer mana from a special resource.)

Mana Drip

Universal I, All

This spell allows the caster to support the life force of another sorcerer. This is a complex and unpredictable process which requires the input of a referee. Any mage who wishes to perform such an effect should remain motionless with both hands touching the patient; while this is done, the life clock is suspended. The treating mage loses one point of temporary spirit strength immediately, but is not injured in any way. The patient and/or the caster should seek advice from a referee as soon as reasonable.

Mana Pulse

Universal, Special, All

This spell creates a condition such that when the caster dies, a pulse is sent to a specified other sorcerer. The time taken for this to arrive is variable but it is normally quite quick. The mana pulse will not cross major bodies of water (i.e. seas).

Mend Item

Matter I, Justrian, Harringran

This spell restores an item which has been shattered or warped by magic. It may also restore other damaged items at the discretion of the referees.

Negate Magic

(See Dispel Magic)

Obey

Mind II, all but Harringran

This spell is compels the victim to obey the next single concept instruction received from the caster, which must come immediately after the spell is cast. The duration is for the length of the encounter (or about fifteen minutes). It will not cause a victim to use the effect coup de gras.

Pact

Spirit II, all but Harringran

This spell creates a powerful pact between the caster and the target. While the effect lasts neither may take action (directly or indirectly) to harm the other in any way. This includes preventing their underlings and fellow adventurers from harming the other. The effect continues or is cancelled on both parties at once. It lasts until the next dawn.

Pact with spirits and outsiders is similar but affects the appropriate type of creature.

Paralyze

Body III, Dorondan

This spell causes the victim to be frozen (as the freeze spell) until the end of the encounter.

Poison

Body II, Dorondan and Xadamos

This spell introduces a swift acting and highly virulent toxin into the victim's blood. The victim is immediately affected by a deadly venom. With no sign of how the poison got into their system it may be difficult to detect as a poison at all. The victim collapses to the ground immediately, unconscious and begins their life count. If not treated for injected poisoning before this ends the victim dies.

Purge Poison

Body II, Dorondan, Harringran (Greater: Body II, Dorondan)

This spell eliminates all poisons from the patient. It also removes all herbal and alchemical effects. If a poisoned weapon is still in the body, it will re-poison immediately. It also treats all forms of blood poisoning. The patient recovers immediately but if unconscious remains so until woken.

The greater version of the spell is required to remove ultra powerful poisons – you will be informed if this is required.

Reflect Spell

Magic II, Justrian, Olican, Harringran

This spell causes other spells cast at the shielded person to be reflected back at the caster. This is only possible if the recipient is able to understand magic (this will generally mean that this effect will only work for a sorcerer). The effect is worked by restating the command word immediately targeting the caster. The spell lasts only for a single encounter and is active as it requires concentration. The spell is no defence against High Magic, Area Effects or Dark Channels and will not reflect lift spells or dispel spells.

Regeneration

Body II, Ritual, Dorondan, Harringran

This spell lasts for the duration of an encounter. During this time the recipient will magically heal any wounds that they receive **after the spell is cast on them**. It does not matter what the wounds are. The recipient may still be wounded and still takes the effects, but one minute after receiving any wound it will have healed (expelling any material left in the wound). This only applies to wounds not to poison or disease or to very serious damage including loss of limbs which still have their normal effects. The recipient will not recover from damage received prior to the spell being cast, nor will they recover consciousness unless awoken.

The Greater version of the spell (Body III, Ritual, Dorondan) also heals poisons and diseases, regrows any serious damage, wakes the recipient up and works in thirty seconds. It lasts until activated or the nexus cycles.

Neither version prevents sever removing a limb (nor is it regrown) or lethal (unless the recipient also has Toughness III).

Repel

Spirit II, Justria Olica and Xadamos

This spell causes the victim to be repelled from the caster. The victim must move at least twenty feet directly away from the caster and then come no closer than that to the caster. The spell continues for so long as the caster continues to concentrate on repelling the victim holding his arm outstretched. He may speak or walk but may not cast other spells or run. In any event the maximum duration of the spell is the duration of the encounter.

Restore Energy

Dimensions I, Ritual, Xadamosian

The college of Xadamos has two very different techniques which can be used to restore mana. The second, more recent and more common technique uses the school of dimensions. The college has negotiated a deal with a very powerful outsider or group of outsiders. Under the terms of this deal college members are able to open a dimensional portal to a place where there is a rapidly cycling nexus which causes a nexus cycle of the sorcerer performing the ritual (not for anyone else present although several Xadamosians can perform it together at the same time). This causes his spells to terminate as usual and causes his mana to be fully restored. A sorcerer is always required to be notify a referee when this ritual is used as some people may sense its use.

This ritual may be performed at any time, not just every quarter day as with some of the mana replenishment rituals. The ritual involves inscribing a circle on the ground overlaid with an 'X'. The Xadamosian sorcerer also requires a special stone inscribed with his mark. This is obtained from the college and is used to identify the ritualist as a party to the deal, thereby avoiding a misunderstanding with the outsiders guarding the nexus.

Use of this ritual is hazardous to sorcerers as many people including all those with faith are likely to view this as a terrible act. The college encourages its members to only use it with extreme caution to avoid potential problems.

Restore Limb/Organ

Body III, Ritual, Dorondan

This spell allows a destroyed or permanently damaged area to be restored to full health. It is very difficult to cast and causes a loss of spirit strength. The patient loses one spirit strength if the affected body part is small (eg an eye) or two if it is large (eg an arm). These losses may be recovered normally. The spell takes an hour to work, during which time the patient is in a great deal of pain.

It always requires referee input and attention. The effect requires the use of a lesser ritual and the use of at least one Korba. It does not always function or indeed always the same way.

Restore Mind

Mind III, Ritual, Xadamosian, Dorondan

This spell is used to alleviate insanity. The mind is a strange thing and it may not always work quite as planned, or even at all.

It always requires referee input and attention. The effect requires the use of a lesser ritual and the use of at least one Korba. It does not always function or indeed always the same way.

Restore Spirit Strength

Spirit II, Olican, Xadamosian

This spell restores two points of spirit strength to the patient. It is effective immediately. The effect is permanent (unless it is lost again). It will not bring a person above their maximum spirit strength.

Restore Spirit

Spirit III, Olican

This spell restores a spirit which has been driven from the body. If the spirit is tethered or otherwise in the immediate area, it is much more likely to work.

It always requires referee input and attention. The effect requires the use of a lesser ritual and the use of at least one Korba. It does not always function or indeed always the same way.

Sacrifice Mind

Mind I, Ritual, Xadamosian

The college of Xadamos has two very different techniques which can be used to restore mana. One is an older technique which involves the school of mind, while the other is a more recently acquired technique involving an alliance with certain outsiders. Use of this second technique causes all sorts of problems with the churches.

The first technique uses the school of mind. The technique involves the temporary reduction of a sorcerer's will power and mental faculties in return for a replenishment of his mana pool. This ritual may be performed at any time, not just every quarter day as with some of the mana replenishment rituals.

The sorcerer performing the ritual determines how much he wishes to sacrifice and this determines how much mana is received:

Loss of Will III	4 mana recovered
Loss of Will II	8 mana recovered
Loss of Will I	16 mana recovered

If will is lost, the sorcerer does not receive the benefit of any potions, concoctions magical spells or other forms of effect which grant it as well as the standard effect on their own will. Loss of Will III also prevents the sorcerer from benefiting from Spell Guard True and Enhance Mind III; loss of Will II does the same for Greater Spell Guard and Enhance Mind II; and loss of Will I does the same for Lesser Spell Guard and Enhance Mind I. The lost will and mind are recovered after a good rest (over night) but cannot be repeatedly sacrificed.

Sacrifice Substance

Matter I, Ritual, Justrian

The Justrian mana replenishment technique uses the school of matter. The technique involves the ritual destruction of a suitable object of worked value, effectively using the labour stored up in the manufacture of the object. The ritual involves a circle with the object in it overlaid with an 'X'. This ritual may only be performed at the quarter points of the day – first thing in the morning (dawn), lunch time (noon), dinner time (dusk) and late (midnight). Sorcerers wishing to perform a ritual at other times should see the magic referee.

The nature of the object determines the amount of mana recovered (the following are guidelines, a referee may be required to make the final determination):

Korba or Pente	2 mana recovered
Mastercrafted object or minor potion or scroll	4 - 8 mana recovered
Advanced mastercrafted object or talisman	8 - 16 mana recovered
Any artificed device	<u>all</u> mana recovered

While this is an expensive procedure for the sorcerer, it is safe in that it is very unlikely to cause any offence to most people. This makes the ritual flexible and useful if costly.

Sense Object

Universal I, All

This spell requires a great deal of referee input and as such may not be cast on the fly. A referee's attention must be obtained *before* it is cast. The spell requires a physep diving rod of some sort to show the direction. It causes the rod to indicate the location of the object in question, provided that the object specified is in the immediate area. The caster becomes aware of the object's general location and as he approaches its exact location will be revelled. The spell may only be used to locate well known objects (known to the caster). This spell is much shorter range than locate object but more precise.

Shatter

Matter II, Dorondar, Haringran and Justria

This spell causes the named item to break into several pieces and become useless. It is generally targeted at inflexible inorganic objects such as metal weapons. If the item is being used in combat it must immediately be dropped as it is no longer usable. It may be carried so that it can be taken and repaired. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted. The effect is instant and may not be lifted or dispelled. As an important side note a hafted weapon which has its head shattered, it becomes a club. A spear does not, for example, become a quarter staff but a two handed club. This spell affects the object to be shattered.

Sleep

Spirit II, Dorondar, Olica and Xadamos

This spell causes the victim to fall into a deep sleep. The spell may be dispelled or lifted or the victim may be woken by vigorous shaking, which takes 30 seconds; otherwise he will wake up after a good sleep.

Strengthen Flesh

Body III, Dorondar

This spell reinforces the body of the recipient. It does not prevent wounds but it makes the recipient much tougher: it will take three normal blows to render a location useless for someone under this spell. This does not have any effect on 'Sever' or 'Crush' both of which immediately take a location to incapacitated.

If the recipient does not have Toughness I, any wound will still render them in shock and unable to fight. Toughness II allows the recipient to take 4 hits to each location and Toughness III gives the recipient 6 hits per location.

After combat the recipient will have the wounds they have taken so when the spell wears off they will need to be healed. The spell lasts until the recipient is hit or the nexus cycles. Once activated it lasts for a single encounter.

Stun

Matter II, Haringran, Justrian

This spell causes the victim to collapse to the ground unconscious as if waylaid and sapped. The victim loses consciousness immediately but is otherwise unharmed. The spell is instant and may not be dispelled or lifted but the victim may be woken by vigorous shaking, which takes 30 seconds; otherwise he will wake up after about five minutes. This spell affects a living target and will not affect a target wearing a rigid helm or immune to small weapons.

The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted but is blocked by a mage armour spell. (As the attack is magical, greater mage armour does not block it.)

Strike Down

Body III, Dorondar

This spell creates a blast of power. The victim of this powerful spell must fall to the ground wounded to each location.

The spell is instant and may not be lifted or dispelled although the wounds may be treated as normal.

Speak with the Dead

Spirit I, Olican, Xadamosian

This spell is another which the college regards as secret. Spirits are generally regarded as the purview of the churches and the colleges try to avoid conflict. This is particularly true of this spell as it may appear as if the sorcerer is trafficking with dark forces. The spell is cast upon a body and calls forth the spirit of the dead person to answer the sorcerer's questions. The spell calls the spirit and forces one answer, each subsequent answer costs a further point of mana. The spell causes considerable pain to the spirit. It will not work on a spirit that has been properly buried by a priest.

Spell Guard (self or other)

Universal I or II, All

This spell places a spell guard on the caster. The next spell to be cast upon the recipient *which would otherwise affect the recipient* has no effect. This occurs whether the recipient wants the spell to work or not. The spell lasts until it is used up or until the next cycling of the nexus when it fades away. The spell is no defence against Dark Channels or High Magic.

Only one Spell Guard may be placed upon any one person at any one time.

Greater Spell Guard (Magic II or III, Justrian) is the same as a Spell Guard except that the guarded person (that is the person on whom the spell has been cast) may choose to resist a spell that is cast on them or to allow it through. In any event a person may have both a Greater Spell Guard and a Spell Guard upon them at the same time (if they do the Spell Guard will activate first automatically on the first effective spell that is cast upon them). The Greater spell guard is no defence against Dark Channels but will block High Magic.

True Spell Guard (Magic III, self only, Justrian) is the same as Greater Spell Guard except that the spell will block Dark Channels. A person may have a True, Greater and normal spell guard all at once potentially blocking three spells targeted at them (although the first effective spell cast upon them would be blocked regardless).

All Spell Guard, other versions are special in that they can be cast either as rituals (for mass effect if required) or as enchantments (possibly using invocation to reduce cost).

Spell Guard, item

Magic I, Justrian, Olican, Harringran

This spell blocks the next spell cast at the protected item which would otherwise affect it. It lasts until used or until the next cycling of the nexus. An item may only have a single spell guard at any one time.

Spell Ward

Magic I, Justrian, Olican, Harringran

This spell has two effects. It prevents the person upon whom it is cast either being affected by or casting a second spell chosen and cast at the same time as the Spell Ward. The spell lasts until it is used up or until the next cycling of the nexus when it fades away.

Spirit Destruction

Spirit I, Ritual, Olican

The Olican technique for mana replenishment uses the school of spirit. The classic use of the technique allows the sorcerer to drain his own spirit strength in order to replenish his mana reserve. It is also possible that the same techniques could be used to drain the spirits of others, willing or unwilling. A sorcerer who wishes to try this should contact the magic referee and a bead draw will be required.

The standard ritual may be performed at any time, not just every quarter day as with some of the mana replenishment rituals.

The sorcerer performing the ritual determines how much spirit strength to sacrifice and this determines how much mana is received:

1 point sacrificed	2 mana recovered
2 points sacrificed	4 mana recovered
3 points sacrificed	8 mana recovered
4 points sacrificed	16 mana recovered etc

This spirit strength cannot be recovered by the use of magic or other rapid recovery techniques (although these can be used prior to the sacrifice) only natural recovery will work to restore these lost points. Naturally this procedure is somewhat dangerous for the Olican who uses it but it is extremely reliable and does not require external assistance.

Spirit Tether

Spirit II, Olica, Xadamos

This spell will prevent the spirit from leaving the body immediately if the recipient dies. The effect may be lifted or dispelled and the spirit will not be able to return without help. When the nexus cycles the spirit leaves for good. The effect is only 100% reliable in the next encounter, after this a bead draw may be required.

Spirit Tether, Greater, Ritual is a Spirit III spell which is much harder to remove and which continues to work all day.

Teleport

Dimensions II, Olican, Xadamosian

This spell moves the caster instantly between two points. With the referee's permission the caster casts the spell, the referee calls "Time Freeze!" and the caster moves quickly to the desired destination, the referee then calls "Time In!". Otherwise the caster puts their hand up and moves quickly to the target point and then reappears. You may not 'hover' or change destination but must move in a straight line at a fast walk and then appear.

It may be cast on the caster or a willing or unconscious target.

Terror

Mind II, Haringran, Justian and Xadamosian

This effect is very similar to the “Fear” spell, except much more extreme. The victim must immediately flee from the caster and will run for the duration of the effect (thirty seconds) at the end of which (if the spell has not been lifted and the victim is still conscious) the victim will collapse with a heart attack (immediately go to life clock with a chest wound and pass out cold). If the target is immune to “Fear”, this spell is treated in all ways as a “Fear” spell (i.e. the effect is reduced).

Trip

Matter I, Justrian, Haringran

This spell causes the target to fall to the ground. The target is not injured in any way by this. If you are running when this spell is cast at you, please take care to stop before falling to the ground to avoid injuring yourself or others. The effect is instant. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted.

Ward Against Spirits

This spell requires the caster to role play a complex ritual. The performance and a bead draw will determine the effects.

Warp

Matter II, Haringran, Justrian

This spell causes the named item to change shape and become useless. It is generally targeted at inflexible organic objects such as hafted weapons, bows or shields. If the item is being used in combat it must immediately be dropped as it is no longer usable. It may be carried so that it can be taken and repaired. The spell is indirect, affecting an object which affects the victim, and as such is not blocked by a spell guard and may not be resisted. The effect is instant and may not be lifted or dispelled.

Wound Body

Body II, Dorondar, Haringran and Olican

This spell creates a blast of power. The victim of this spell must fall to the ground wounded to the targeted location, which may be the chest or head as specified by the caster. The spell is instant and may not be lifted or dispelled although the wound may be treated as normal.

Wound Limb

Body I, Dorondar, Haringran and Olican

This spell creates a blast of power. The victim of this spell must fall to the ground wounded to the targeted location, which may be any limb as specified by the caster. The spell is instant and may not be lifted or dispelled although the wound may be treated as normal.

Wraith Form

Spirit III, Olican

This spell shunts the caster and all the objects on the caster’s person partially onto the spirit plane. The recipient is able to move around normally but is unable to interact with the world around them. They cannot:

- Walk on holy ground
- Approach a strongly presented holy symbol
- Touch anything in the real world
- Hit any targets or be hit by them²
- Be affected by ‘Matter’ spells

They can:

- Cast spells
- Hit other spirits in certain circumstances

They are:

- Hit by ‘spirit’ weapons
- Injured by ‘blessed’ weapons³
- Affected by all spells except ‘Matter’ spells
- Spirit Ward hold them out
- Instruct Spirit functions like an irresistible⁴ Obey spell
- Dismiss Lesser Spirit affects them like an ‘Agony’ affect⁵ which cannot be blocked and Dismiss Greater Spirit kills them immediately⁶

² There is an exception to certain spirit creatures, for example wraiths, which can interact fully with the character.

³ A hit from a blessed weapon does not wound but causes shock and knockback.

⁴ Immunity to Obey is ineffective but spell guard works as does counter magic.

The spell lasts for a single encounter or for fifteen minutes. It can be terminated early with a Greater Dispel but otherwise lasts for the full duration

⁵ Immunity to Agony does not apply.

⁶ Unless appropriate action is taken to prevent this in some way.