MODERN MAGIC

BEGINNER TO ADVANCED

A Supplement for the Talislanta RPG
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Preface

When players first opened the 4th edition Talislanta book (a.k.a. "The Big Blue Book of Death") and started making spellcasting characters, they were presented with a large list of pre-made spells. These spells shown were intended to show off the shiny new magic system being introduced with that edition, and were designed to present the reader with a small sample of the inventive things they could do with the system. What those spells were NOT designed for was to act as a pre-made spell list for beginning characters.

I wrote those spells. I take responsibility for their poor design, ill-conceived layout, and confusing purpose. What I should have written was a short list of spells for each Order of magic that every student learns – the basics. After that, a few more exotic spells could be listed that PCs might pick up once they had some experience points and money to spend (which would be where the system got shown off). Finally there would be a few master-level and Archaen spells for advanced PCs to seek someday.

That is what this book is for.

This is a book of supplemental magic spells. These spells can be used in either the 4th or 5th editions of the Talislanta role-playing game. You may use this in your own games as a quick and easy list of spells for beginning spellcasters. I hope you find them helpful.
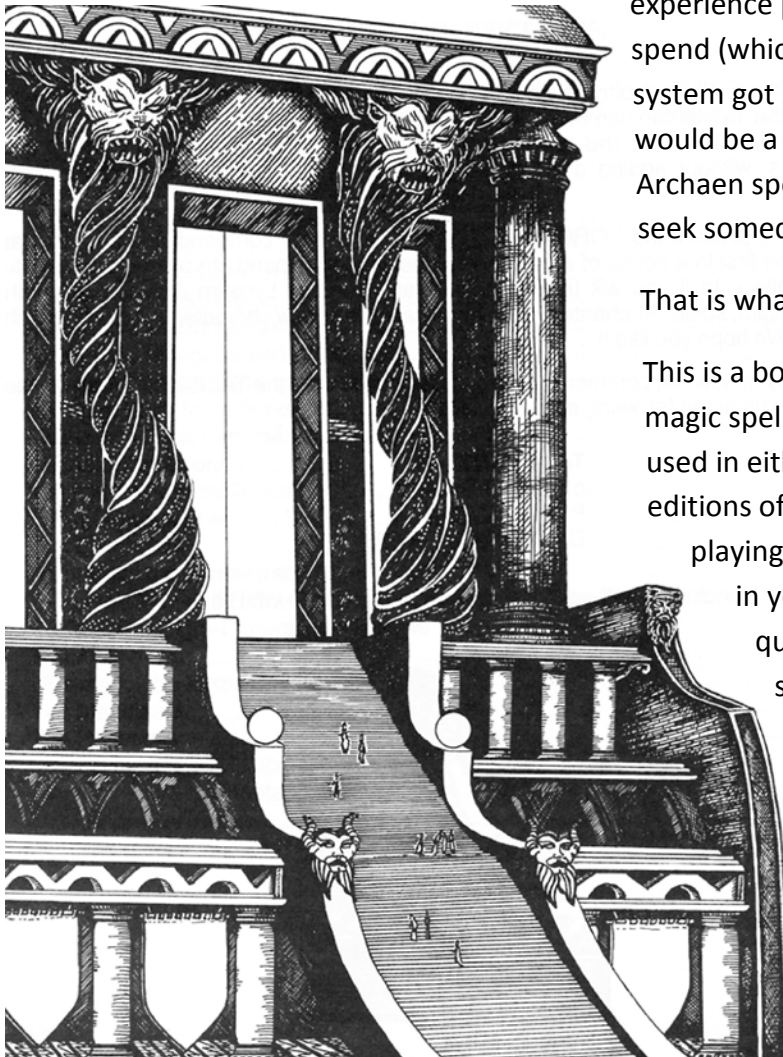
Spell Layout

The spells are organized by Order, then within each Order they are organized by Mode. The spells are detailed as follows:

> ### *Spell Name*
> **Range**: 50' **Duration**: Instant
> **Degree of Difficulty**: Spell Level + X
> **XP Cost**: X
> **Effect**: Text description of what the spell does

The Spell Name is the common parlance for that spell, as translated into English from the original Archaen or Elder or whatever the spell language is normally used.

Range is the maximum distance at which the spell may be cast. Duration is how long the spell will last. Note that the effects of a spell can extend beyond the listed duration. The damage from an Attack spell is permanent until healed, and the natural fire caused by a magical flame will continue to burn as long as it has fuel, for two examples.

Degree of Difficulty is the penalty to the casting roll. Generally the player determines the spell level at the time of casting – though Transform and Illusion spells have pre-set spell levels. The Degree of Difficulty for a spell is the spell level plus any modifiers for extended range, area effect, additional targets, and etcetera. These added modifiers are set at the time the spell is designed and cannot be changed later without spell research.

XP Cost is only for advanced magic. Those are spells that have had additional spell research put into them to make them more powerful than the basic spells that everyone knows.

Advanced Magic

Advanced magic spells are listed after the basic spells in each section. These spells are not available to starting characters, but may be purchased later in-game if they are available (by means of a mentor, a discovered scroll, or a teacher at Lyceum Arcanum) at the GMs discretion. Note that in order to teach a spell, the instructor must have a +13 or better rating in the necessary Mode (*i.e.* the Mode alone, not counting the instructor's MR attribute.)

Advanced magic spells have been researched to negate the added Degree of Difficulty due to the extra features in the basic version of the spell. So a spell that has an extra 40' range – with a corresponding +4 to the Difficulty – may have an advanced version with no such penalty.

To learn one of these spells, the PC must spend the required XP, plus study for one day per XP required. At the end of the study period, the PC must then make a check against the appropriate Mode rating with a penalty equal to the XP required. For example, to learn an Attack spell that costs 5xp the PC must spend 5xp, study for five days, and then make an MR+Attack check with a -5 penalty.

To create an advanced spell requires spell research.

WIZARDRY

Remember to choose one Mode of specialization when making your wizard. Spells of that Mode receive a +3 bonus to the casting roll.

Attack Spells

Arcane Bolt
Range: 50' **Duration:** Instant
Degree of Difficulty: Spell level
Effect: A beam of light launches from the caster's outstretched hand and strikes the target, inflicting 1 hit point of damage per spell level.

Arcane Blast
Range: 50' **Duration:** Instant
Degree of Difficulty: Spell level + 5
(The +5 difficulty is for the 5' radius of the blast)
Effect: Like the Arcane Bolt, only with a thicker beam of light which detonates at the target, blasting an area ten feet in diameter. If the targets are reasonably close together, up to four may be struck at one time. Targets have a -5 penalty to dodge.

Arcane Blade
Range: Melee **Duration:** 1 round per spell level
Degree of Difficulty: Spell level
Effect: A glowing blade of arcane energy springs from the caster's hand and cannot be transferred or given away. This blade inflicts 1 hit point of damage per spell level. The caster must use his or her CR and Sword skill to attack with the weapon.

Improved Arcane Blast (Advanced Magic)
Range: 50' **Duration:** Instant
Degree of Difficulty: Spell level
XP Cost: 5xp
Effect: This spell is identical to Arcane Blast, but without the +5 to the Degree of Difficulty. This allows the spell to be cast at a higher level, inflicting more damage yet retaining the blast radius.

Ward Spells (Combined Defend & Ward Modes in 4th edition)

Aura of Protection
Range: Self **Duration:** 1 minute
Degree of Difficulty: Spell level
Effect: With a word and a gesture, the caster is sheathed in a skin-tight aura of magic energy which will stop up to 2 hit points of damage per spell level. This aura is visible as a faint glow.

Fortress of Arcane Force (Advanced Magic)
Range: Self **Duration:** 3 minutes
Degree of Difficulty: Spell level
XP Cost 7 xp
Effect: This powerful spell creates a small square fort 20 feet on each side with walls 10 feet high. The walls have 2 hit points per spell level and a protection rating equal to one-third the spell level (rounded down.)

Ward vs. Evocation
Range: Self **Duration:** 1 minute
Degree of Difficulty: Spell level
Effect: Much like the Aura of Protection, this spell sheaths the caster in a skin-tight barrier. However, this Ward is attuned to only stop Attack spells. It has 2 hit points and 2 protection rating per spell level, but only against Attack spells.
Note: With your GM's permission you may substitute another singular attunement for the Ward, such as demons or missile weapons.

Wall of Arcane Force
Range: Self **Duration:** 1 minute
Degree of Difficulty: Spell level
Effect: With this spell the caster creates a glowing barrier of force, paper-thin but strong. The wall has 2 hit points per spell level, and a protection rating equal to one-third the spell level (rounded down.) It is ten feet wide and ten feet high.

Conjuration Spells (Combined Conjure & Summon Modes in 4th edition)

The order of Wizardry cannot summon or banish beings extra-planar beings. The conjurations of Wizardry tend to be translucent, glowing constructs of magic energy.

Conjure Tool

Range: 50' **Duration:** 1 minute

Degree of Difficulty: Spell level

Effect: This spell conjures a glowing item made from magical energy. The item could be a pry bar, a rope, a ladder, or any similar hand-held tool with a total weight of 10 lbs or less. The tool functions exactly as its non-magical equivalent. Intricate or precise items, such as keys or artistic creations may require an appropriate skill roll at the GM's discretion.

Arcane Sustenance

Range: 50' **Duration:** 5 minutes

Degree of Difficulty: Spell level + 6

(The +6 difficulty is +4 for the duration and +2 for enough food for three people.)

Effect: Popular in Cymril, this spell creates a meal out of magic, typically enough for three individuals. The results vary from neon-green porridge to glowing gourmet meals, depending on the cooking skill of the caster. The food fades away in five minutes if it is left uneaten, though anything consumed will prove filling and nutritious. Many non-Cymrilians claim Arcane Sustenance is an aquired taste. Note that relying on arcane nutrition for extended periods can have unusual effects, such as glowing bodily secretions (sweat, saliva, etc.) - a look that is considered quite fetching in Cymril.

Conjure Arcane Armor

Range: 50' **Duration:** 2 minutes

Degree of Difficulty: Spell level + 13

(The +13 difficulty is +12 for the size, 1x2x6, and +1 for the extra duration)

Effect: This spell creates a complete suit of armor, which can be cast separately or directly on a willing target within range. The armor has all the protection rating, weight, and required strength of real armor of that type. The caster must be very familiar with the armor type chosen, or else an Armorer skill check should be made.

A Note Regarding Conjurations

Spells of Conjuration (as opposed to Summoning) rely almost exclusively on the added difficulty – size, weight, and duration – to arrive at the total Degree of Difficulty. The spell level is always equal to 1.

Thus in the spells described here, Conjure Tool, Arcane Sustenance, and Conjure Arcane Armor, the total Difficulties will always be 1, 7, and 14 respectively. Advanced versions of the latter two would cost 6 and 13 xp each. Conjure Tool is such a simple spell that there could be no advanced version unless one researched a version with modifiers for mass, area, or duration.

Divination Spells (Formerly the Reveal Mode in 4th edition)

Detect Magic

Range: 50'   **Duration:** 1 minute

Degree of Difficulty: Spell level

Effect: The first spell every Wizard apprentice learns, Detect Magic causes any source of magic within range to glow. The spell grants the caster +1 per spell level to his or her Perception attribute to determine the details or power of a magical device or spell. The level of the magic being detected is the Difficulty for the check.

Forbiddance

Range: 50'   **Duration:** 5 minutes

Degree of Difficulty: Spell level + 4

(The +4 difficulty is for the extra duration)

Effect: A Scrying spell in reverse, Forbiddance is used when a Wizard suspects he or she is being magically observed. If the Forbiddance spell is higher level than the Scrying spell, the Scrying spell is automatically negated.

Arcane Deception

Range: 50'   **Duration:** 2 minutes

Degree of Difficulty: Spell level + 1

(The +1 difficulty is for the extra duration)

Effect: A "Detect Lie" spell in reverse, this spell is a favorite of con artists and gamblers. Every spell level gives observers a -1 to their PER checks to detect falsehoods and deceptions. Even the telltale glow of Wizardry is concealed, making this a devilishly tricky spell to notice.

Arcane Vision

Range: 50'   **Duration:** 5 minutes

Degree of Difficulty: Spell level + 4

(The +4 difficulty is for the extra duration)

Effect: When cast, this spell causes the caster's eyes to glow and become magically attuned to one specific thing. When the spell is learned, the caster can choose one attunement which the Arcane Vision will detect. Common attunements include Lies, Invisible and Hidden things, or Emotions. Whatever the caster chose, Arcane Vision grants +1 per spell level to his or her Perception attribute to detect that thing.

Note: As an Order-related side effect, the radiance from Arcane Vision can counter the penalties from darkness, up to 1 per three spell levels. *e.g.* In complete darkness the penalty is -5. A level 9 Arcane Vision would reduce that to only -2.

Scrying

Range: 1 mile per spell level   **Duration:** 1 minute

Degree of Difficulty: Spell level

Effect: With this spell the caster can observe distant locales. The caster must have previous knowledge of the location. A reflective surface is required to cast Scrying, which can be easily provided with the Conjure Tool spell.

Note: A simple perception check will allow those in the area to notice the scrying effect, which has a detectable glow.

Dampen Sounds

Range: 50'   **Duration:** 5 minutes

Degree of Difficulty: Spell level + 4

(The +4 difficulty is for the extra duration)

Effect: This spell acts as a magical cushion between the target's actions and the rest of the world, nullifying sound. Others have a penalty to their PER equal to the spell level to hear anything the target does.

Enchantment Spells (Combined Alter Mode and Enchant skill in 4th edition)

The enchantment spells of Wizardry affect only physical properties, i.e. strength, durability, sharpness, etc. The targets of a Wizardry enchantment will have a distinctive glow.

Mass Armor

Range: Touch   **Duration:** 2 minutes

Degree of Difficulty: Spell level + 5

(The +5 difficulty is for the extra duration and four additional targets)

Effect: Mass Armor increases the Protection Rating of up to five targets +1 per three spell levels. As with Enchanted Weapons, the wizard must touch the targets as part of the spellcasting.

Improved Mass Armor (Advanced Magic)

Range: Touch   **Duration:** 2 minutes

Degree of Difficulty: Spell level

XP Cost 5xp

Effect: This spell is identical to Mass Armor, but without the +5 difficulty. This allows the wizard to cast the spell at a higher level.

Improved Enchanted Weapons (Advanced Magic)

Range: Touch   **Duration:** 2 minutes

Degree of Difficulty: Spell level

XP Cost 5xp

Effect: This spell is identical to Enchanted Weapons, but without the +5 difficulty. This allows the wizard to cast the spell at a higher level.

Bolster Barrier

Range: Touch   **Duration:** 1 minute

Degree of Difficulty: Spell level

Effect: This spell will boost the Protection Rating of the target by +1 per three spell levels. Possible targets include a suit of armor, a cloth robe, or a wooden door. One popular use is to cast this on an existing Ward effect, which will greatly increase its durability.

Enfeebling Strike

Range: Touch   **Duration:** 1 minute

Degree of Difficulty: Spell level

Effect: Popular among swordsmages, the Enfeebling Strike can cripple an opponent, especially one wearing heavy armor or weidling heavy weapons. With a touch, the target takes a penalty of -1 to Strength for every five spell levels. Lost strength returns at the end of the spell's duration, if the target is still alive.

Enchanted Weapons

Range: Touch   **Duration:** 2 minutes

Degree of Difficulty: Spell level + 5

(The +5 difficulty is for the extra duration and four additional targets)

Effect: Enchanted Weapons increases the Damage Rating of up to five weapons +1 for every three spell levels. The wizard must touch all five weapons as part of the spellcasting, either one by one or all at once.

Arcane Body (Choose one Attribute)

Range: Touch   **Duration:** 2 minutes

Degree of Difficulty: Spell level + 1

(The +1 difficulty is for the extra duration)

Effect: Arcane Body adds +1 to a single physical attribute for every five spell levels. When learning this spell, the wizard must choose a physical attribute (Strength, Dexterity, Constitution, or Speed) that the spell may enhance. Arcane Body may be taken more than once, choosing a different attribute each time. The various versions go by the names Arcane Strength, Arcane Speed, etc.

Variations on a Theme

At character creation, and with your GMs permission, you may take one of these basic spells and change the range, duration, or number of targets (which will change the Degree of Difficulty.)

You are even encouraged to create your own spells, using these as examples, with your GMs approval.

Illusion Spells

A weakness of Wizardry is the distinctive glow associated with its effects. This makes Wizardry illusions relatively easy to tell from reality, unless the spell creator takes it into consideration.

Radiance

Range: 50'   **Duration:** 5 minutes

Degree of Difficulty: Spell level (4) + 4

(The +4 difficulty is for the extra duration)

Effect: The simple Radiance spell creates an immobile ball of light that illuminates an area as well as a torch. Shadow-beings will take 4 points of damage per round when exposed to a Radiance spell.

Blinding Radiance

Range: 50'   **Duration:** 1 minute

Degree of Difficulty: Spell level (13)

Effect: Blinding Radiance is a more intense version of the standard Spell of Radiance. It is as bright as the Greater Sun, blinding targets for 1 round (targets may make a PER check at -13 to avoid.) Shadow-beings will suffer 13 damage every round they are exposed.

Distraction

Range: 50'   **Duration:** 1 minute

Degree of Difficulty: Spell level (7)

Effect: The Distraction spell imposes alternating sensory effects on the target: flashing lights, disgusting aromas, piercing cries, bizarre sensations. The net effect is that of intense distraction, inflicting a -2 to all rolls for the duration. The target may make a PER check at -7 to ignore the effects.

Invisibility

Range: 50'   **Duration:** 2 minutes

Degree of Difficulty: Spell level (13) + 1

(The +1 difficulty is for the extra duration)

Effect: The Spell of Invisibility renders a single man-sized target invisible to the unaided eye. The spell includes motion, precise details, complex elements, and one level of magnitude, at 3 levels each, for a total spell level of 13.

Obscuring Field

Range: 50'   **Duration:** 1 minute

Degree of Difficulty: Spell level (13)

Effect: The Obscuring Field is a swirling maelstrom of magical energy that blocks line of sight. Nothing within the energy field can be discerned, giving melee attacks a -5 penalty and making ranged attacks nearly impossible. The field is twenty feet in diameter (level 4 magnitude.)

Whisper

Range: 50'   **Duration:** 1 minute

Degree of Difficulty: Spell level (1)

Effect: This spell delivers a whispered message into the ear of the chosen recipient in range. Note that Whisper can be cast on the subject of a scrying spell regardless of normal range limitations.

Advanced Magic and Illusions

Unlike most spells, Illusions have pre-defined spell levels. This is because the spell level literally defines what the spell *does* rather than just boosting the strength of the effect.

For this reason, there are few Advanced Magic spells of illusion.

Influence Spells

Move Spells