Animationist

One who animates non-living material to create things or to serve him or her.

Prerequisites:

1. Seeker Abilities: "Magical Prowess"
2. Trade-Skill: "Black Smith"
3. Trade-Skill: "Carpentry"
4. Trade-Skill: "Geological Studies
5. Trade-Skill: "Stone Mason"

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Animation, Bridge (Spell)

This spell will create one bridge from the elements nearby (i.e., earth, rock, sand, dirt, etc.)
Modification Point Cost: 12

Area of Effect: 1 space (5') x the level of the caster (3 normal sized humans may way abreast). This bridge can carry as much weight as the strength of the caster x 1,000 Lbs.

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: Permanent

Effect time: 1 turn (5 seconds)

Explanation: This spell will create a suspension bridge to span chasms for passage.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: None.

Range: 1 space (5') x the level of the caster.

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 6

Susceptibilities: Not applicable.

Value: Scroll: 25,000 white-gold; Spell-Rune: 250 white-gold

Animation, Chair (Spell)

This spell will create one chair from the elements nearby (i.e., earth, rock, sand, dirt, etc.)
Modification Point Cost: 1

Area of Effect: As one normal sized chair
Avoidance-roll: None.
Casting time: 3 turns (15 seconds)
Damage: None.
Duration: Permanent
Effect time: 1 turn (5 seconds)
Explanation: This spell will create chair to sit on.
Hand movement: Two hands.
Healing: None.
Immunities: None.
Maximum adjustment: Not applicable.
Notes: None.
Range: 1 space (5') x the level of the caster.
Resting time: 1 turn (5 seconds)
Special: None.
Spell Preparation: None.
Spell-points to cast: 1
Susceptibilities: Not applicable.
Value: Scroll: 2,000 white-gold; Spell-Rune: 20 white-gold

Animation, Ladder (Spell)

This spell will create one ladder from the elements nearby (i.e., earth, rock, sand, dirt, etc.)
Modification Point Cost: 4

Area of Effect: One normal sized 10' ladder.
Avoidance-roll: None.
Casting time: 3 turns (15 seconds)
Damage: None.
Duration: Permanent
Effect time: 1 turn (5 seconds)
Explanation: This spell will create a ladder to climb as you would any normal ladder of its type.
Hand movement: Two hands.
Healing: None.
Immunities: None.
Maximum adjustment: Not applicable.
Notes: None.
Range: 1 space (5') x the level of the caster.
Resting time: 1 turn (5 seconds)
Special: None.
Spell Preparation: None.
Spell-points to cast: 2
Susceptibilities: Not applicable.
Value: Scroll: 7,000 white-gold; Spell-Rune: 70 white-gold

Animation, Rope (Spell)

This spell will create one Rope from the elements nearby (i.e., earth, rock, sand, dirt, etc.)
Modification Point Cost: 6

Area of Effect: The length of this 1/2" thick rope will be 2 spaces (10') x the level of the caster. This rope can carry as much weight as the strength of the caster x 500 Lbs.

Avoidance-roll: None.
Casting time: 3 turns (15 seconds)
Damage: None.
Duration: Permanent
Effect time: 1 turn (5 seconds)
Explanation: This spell will create a rope to use as you would use any common rope.
Hand movement: Two hands.
Healing: None.
Immunities: None.
Maximum adjustment: Not applicable.
Notes: None.
Range: 1 space (5') x the level of the caster.
Resting time: 1 turn (5 seconds)
Special: None.
Spell Preparation: None.
Spell-points to cast: 3
Susceptibilities: Not applicable.
Value: Scroll: 6,000 white-gold; Spell-Rune: 60 white-gold

Animation, Stairs (Spell)

This spell will create one set of stairs from the elements nearby (i.e., earth, rock, sand, dirt, etc.)
Modification Point Cost: 10

Area of Effect: 1 space (5') x the level of the caster (2 normal sized humans may way abreast). These stairs can carry as much weight as the strength of the caster x 700 Lbs.

Avoidance-roll: None.
Casting time: 3 turns (15 seconds)
Damage: None.
Duration: Permanent
Effect time: 1 turn (5 seconds)
Explanation: This spell will create a set of stairs to use as you would use any common stairs.
Hand movement: Two hands.
Healing: None.
Immunities: None.
Maximum adjustment: Not applicable.
Notes: None.
Range: 1 space (5') x the level of the caster.
Resting time: 1 turn (5 seconds)
Special: None.
Spell Preparation: None.
Spell-points to cast: 5
Susceptibilities: Not applicable.
Value: Scroll: 10,000 white-gold; Spell-Rune: 100 white-gold

Animation, Table (Spell)

This spell will create one table from the elements nearby (i.e., earth, rock, sand, dirt, etc.)
Modification Point Cost: 4

Area of Effect: As a normal type of table. 1 person x the level of the caster can be seated at it.
Avoidance-roll: None.
Casting time: 3 turns (15 seconds)
Damage: None.
Duration: Permanent
Effect time: 1 turn (5 seconds)
Explanation: This spell will create a table to use as you would use any common table.
Hand movement: Two hands.
Healing: None.
Immunities: None.
Maximum adjustment: Not applicable.
Notes: None.
Range: 1 space (5') x the level of the caster.
Resting time: 1 turn (5 seconds)
Special: None.
Spell Preparation: None.
Spell-points to cast: 2
Susceptibilities: Not applicable.
Value: Scroll: 3,000 white-gold; Spell-Rune: 30 white-gold

Animation, Tunnel (Spell)

This spell will form one tunnel from the elements nearby (i.e., earth, rock, sand, dirt, etc.)
Modification Point Cost: 20

Area of Effect: This tunnel will move aside earth, non-solid rock, sand, etc., so that 3 normal sized humans may walk through it. The length will be 1 space (5') per two levels of the caster. This tunnel can support as much weight as the strength of the caster x 2,000 Lbs.

Avoidance-roll: None.
Casting time: 3 turns (15 seconds)
Damage: None.
Duration: Permanent
Effect time: 1 turn (5 seconds)
Explanation: This spell will mold and form one tunnel to hide, or take shelter, within.
Hand movement: Two hands.
Healing: None.
Immunities: None.
Maximum adjustment: Not applicable.
Notes: None.
Range: 1 space (5') x the level of the caster.
Resting time: 1 turn (5 seconds)
Special: None.
Spell Preparation: None.
Spell-points to cast: 10
Susceptibilities: Not applicable.
Value: Scroll: 50,000 white-gold; Spell-Rune: 500 white-gold

Animation, Utensils (Spell)

This spell will form one set of eating utensils (fork, knife, spoon) from the elements nearby (i.e., earth, rock, sand, dirt, etc.)
Modification Point Cost: 1

Area of Effect: This will create one fork, knife and spoon for eating.
Avoidance-roll: None.
Casting time: 3 turns (15 seconds)
Damage: The knife can be used as a weapon but will only inflict 1-D4 -2 points of damage per strike (as knife in "Weapons Book"). It is not a magical weapon.

Duration: Permanent
Effect time: 1 turn (5 seconds)
Explanation: This spell will form one set of eating utensils. The size will acomidate the one who will eat with then.
Hand movement: Two hands.
Healing: None.
Immunities: None.
Maximum adjustment: Not applicable.
Notes: None.
Range: 1 space (5') x the level of the caster.
Resting time: 1 turn (5 seconds)
Special: None.
Spell Preparation: None.
Spell-points to cast: 1
Susceptibilities: Not applicable.
Value: Scroll: 1,000 white-gold; Spell-Rune: 10 white-gold

Animationist's Call (Spell)

This spell will reach out to other Animationists in the "Area of Effect", drawing them to the caster.
Modification Point cost: 4

Area of Effect: 100 spaces (500') x 4,000 spaces (20,000')

Avoidance-roll: None.

Casting time: 1 hour (720 turns).

Damage: None.

Duration: 24 hours. If one heeds this spell and comes to the Animationist, upon sighting the one who cast this spell, the duration of this spell will expire.

Effect time: 1-D6 turns to full impact of this spell.

Explanation: Animationist's Call will send out a magical beckoning to all other possible Animationists within the "Area of Effect" of this spell. It will not force another Animationist to heed the beck and call of the Animationist casting this spell, but it will impress upon their minds that another Animationist seeks an audience.

The % chance for this spell to locate and beckon another Animationist will be as follows:
Caster's Intelligence ÷ 5 (rounded down) + 01% per level advanced after learning this spell.

Note:
If successful, the distance, and time of arrival, should the targeted decide to heed the call, will be strictly up to the discretion of the game master.

Hand movement: None. Animationist chants the Song of the Animationist.

Healing: None.

Immunities: None.

Maximum adjustment: 91% chance to successfully target another Animationist.

Notes: The align of another that heeds this spell's beck and call will be strictly up to the discretion of the game master.

Range: Caster only.

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: Caster must not do anything but chant this song, and cannot be physically touched by anything that could possibly disrupt the chant, or this spell will have to be recast.

Spell-points to cast: 2 Note: Until the "Duration" of this spell has ended, spell-points used to cast this spell will not regenerate.

Susceptibilities: None.

Value: Scroll: 4,500 W.G.; Spell-Rune: 450 W.G.

Bent (Spell)

This spell negates the damage of a weapon.
Modification Point cost: 10

Area of Effect: One weapon.

Avoidance-roll: Yes: Wielder must make a successful avoidance-roll vs. "Magic" (+ 1 per rank of weapon).

Casting time: Tampered Forge (1 turn (5 seconds)

Damage: None.

Duration: 1-D4 turns + 1 per level advanced after learning this spell.

Effect time: Instant.

Explanation: This spell will lower the damage a weapon inflicts. The damage a weapon will do will be modified before any other calculations are figured in. Example: A deadly chopping weapon has successfully been spell-bound. If struck by this weapon, this spell will LOWER THE INITIAL DAMAGE DONE BEFORE THE CHOPPING EFFECT IS CALCULATED (not after).

Hand movement: One hand.

Healing: None.

Immunities: None.

Maximum adjustment: Only up to 81 points of damage can be negated per successful strike (Betrayers Forge).

Notes: None.

Range: 10 spaces (50') + 1 space (5') per level advanced after learning this spell.

Resting time: None.

Special: Enchanted weapon abilities, such as a fire, cold, acid, etc. will not be lowered.

Spell Preparation: Spell component: Must have a broken shard of the type of weapon targeted on your person.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 600 white-gold; Spell-rune: 6 white-gold

Folded Metal (Spell)

This spell enables what the Animationist has created to move and obey commands. This creation, no matter the power of it, will remain a loyal servant to the caster as long as it is not destroyed, or as long as the caster yet lives.

Minor Animation
Modification Point Cost: 8
Prerequisite: Trade-skill: "Blacksmith Level #1"

Minor Servant Animation
Modification Point Cost: 16]
Prerequisite: Trade-skill: "Blacksmith Level #2"

Minor Familiar Animation
Modification Point Cost: 24]
Prerequisite: Trade-skill: "Blacksmith Level #3"

Familiar Animation
Modification Point Cost: 32]
Prerequisite: Trade-skill: "Blacksmith Level #4"

Area of Effect: One creation of metal.

Avoidance-roll: None.

Casting time: 10 turns (50 seconds)

Damage: See each of the four distinct animations for details on "Attack/Damage/Range".

Duration: Permanent, unless destroyed, or until the death of the Animationist.

Effect time: It will take 1 fortnight to create any one of the four Animations.

Explanation: The Animationist must forge a creature or humanoid from metal. Once this is accomplished successfully, the spell must be cast upon it. When this is done, the creation will animate, come to life in a sense (of course it does not actually have life; it is animated by the power of the spell), serving its creator thoughtlessly and perfectly.

Hand movement: Two hands.

Healing: None.

Immunities: 1. Sleepless, 2. Feels no pain, 3. Feels no emotion or sense of conscience. 4. Folded Metal CANNOT be expelled or dispelled by any means other than a wish.

Maximum adjustment: Not applicable.

Notes: Animationist must forge a humanoid his or her height from the following metal alloys:

Range: Touch.

Resting time: None.

Special: The Spell-Points used to create Folded Metal are permanently lost upon the final casting. These spell-points are freely and willingly forfeit by the caster to create this animation.

Spell Preparation: Must have the proper materials and knowledge to create this Animation. The caster must also personally create one metal creature-like creation to be animated.

Spell-points to cast: Minor Animation: 8 / Minor Servant Animation: 16 / Minor Familiar Animation: 32 / Familiar Animation: 64

Susceptibilities: A Spell or Ability that manipulates metal will do a Maximum-Strike.

Value: Scroll: Minor Animation: 10,000 White-gold; Minor Servant Animation: 20,000 White-gold; Minor Familiar Animation: 40,000 White-gold; Familiar Animation: 80,000 White-gold

Spell-rune: Minor Animation: 100 White-gold; Minor Servant Animation: 200 White-gold; Minor Familiar Animation: 400 White-gold; Familiar Animation: 800 White-gold

Minor Animation

Prerequisite:
1. Seeker: "Blacksmith"

Attacks/Damage/Range: 1 Fist per turn / 4-D6+4 blunt / 1 space (5')

Damage-points: 1-D4 x caster's level (these will be base damage-points that will increase as the caster levels).

Defense: As caster

Explanation: When completed, the Animationist will cast Folded Metal upon his or her creation, in which it will animate to do the bidding of its creator for as long as the Animationist lives, or until it is destroyed.
The caster can see through the eyes of the Minor Animation, yet is personally blind when doing so.

Move: ½ that of the caster (rounded up).

Offence: As caster

Special abilities: When Folded Metal comes in contact with any form of ELECTRICITY, it will gain the following: 1. +3 movement / 2. +1 attack / 3. 50% physical damage-resistance for 2-D6 turns / 4. Half of all previously sustained damage will heal instantly.

Minor Servant Animation

Prerequisite:

1. Seeker: "Blacksmith Level #2"

2. "Minor Animation"

Attacks/Damage/Range: 2 Fists per turn / 4-D8+8 blunt / 1 space (5')

Damage-points: 1-D6 x caster's level (these will be base damage-points that will increase as the caster levels).

Defense: As caster

Explanation When completed, the Animationist will cast Folded Metal upon his or her creation, in which it will animate to do the bidding of its creator for as long as the Animationist lives, or until it is destroyed.
The caster can see through the eyes of the Minor Servant Animation, yet is personally blind when doing so.

Move: ½ that of the caster (rounded up).

Offence: As caster

Special abilities: When Folded Metal comes in contact with any form of ELECTRICITY, it will gain the following: 1. +3 movement / 2. +1 attack / 3. 50% physical damage-resistance for 2-D6 turns / 4. Half of all previously sustained damage will heal instantly.

Minor Familiar Animation

Prerequisite:
1. Seeker: "Blacksmith Level #3"
2. "Minor Animation"
3. "Minor Servant"

Attacks/Damage/Range: 3 Fists per turn / 4-D10+16 blunt / 1 space (5')

Damage-points: 1-D8 x caster's level (these will be base damage-points that will increase as the caster levels).

Defense: As caster

Explanation When completed, the Animationist will cast Folded Metal upon his or her creation, in which it will animate to do the bidding of its creator for as long as the Animationist lives, or until it is destroyed.
The caster can see through the eyes of the Minor Familiar Animation, yet is personally blind when doing so.

Move: ½ that of the caster (rounded up).

Offence: As caster

Special abilities: When Folded Metal comes in contact with any form of ELECTRICITY, it will gain the following: 1. +3 movement / 2. +1 attack / 3. 50% physical damage-resistance for 2-D6 turns / 4. Half of all previously sustained damage will heal instantly

Familiar Animation

Prerequisite:

1. Seeker: "Blacksmith Level #4"
2. "Minor Animation": Must have the ability to create.
3. "Minor Servant" Must have the ability to create.
4. "Minor Familiar" Must have the ability to create.

Attacks/Damage/Range: 4 Fists per turn / 4-D20+32 blunt / 1 space (5')

Damage-points: 1-D10 x caster's level (these will be base damage-points that will increase as the caster levels).

Defense: As caster

Explanation When completed, the Animationist will cast Folded Metal upon his or her creation, in which it will animate to do the bidding of its creator for as long as the Animationist lives, or until it is destroyed.
The caster can see through the eyes of the Familiar Animation, yet is personally blind when doing so.

Move: ½ that of the caster (rounded up).

Offence: As caster

Special abilities: When Folded Metal comes in contact with any form of ELECTRICITY, it will gain the following: 1. +3 movement / 2. +1 attack / 3. 50% physical damage-resistance for 2-D6 turns / 4. Half of all previously sustained damage will heal instantly

Frailty (Spell)

This spell will weaken a set of armor
Modification Point cost: 25

Area of Effect: One set of armor, one shield, or one weapon.

Avoidance-roll: Yes: If wearer or holder of armor or weapon makes a successful avoidance-roll vs. "Magic" this spell will not take effect.

Casting time: 3 turns (15 seconds)

Damage: See: "Explanation"

Duration: 1-D10 turns + 1 turn (5 seconds) per level of the caster after learning this spell.

Effect time: Instant. Causes Armors to be at 1/2 quality, or durability, or toughness, weakening it as follows (Scale-hide-leather to Heavy-leather, Heavy-leather to Light-leather, etc., (Admontanium-steel to Earthen-steel, Earthen-steel to Krakkin-steel, Krakkin-steel to Shank-steel, etc.). **Example:** Heavy leather will be weakened down to Light-leather for the "Duration". Light-leather cannot be effected as it is already at it's lowest possible weakness. This applies to all forms of armor, not just leather (steel is also effected).

This spell can also be cast upon a weapon to decrease damage caused.

Weapons effected:
- 2-D4 subtracted from total damage of each strike (caster levels 6-16)
- 3-D6 subtracted from total damage of each strike (caster levels 17-27)
- 4-D8 subtracted from total damage of each strike (caster levels 28-38)
- 5-D10 subtracted from total damage of each strike (caster levels 39-48+)

Hand movement: One hand.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: None.

Range: Touch.

Resting time: None.

Special: This spell has a 05% chance of destroying the item it is cast upon once the spell has worn off.

Spell Preparation: None.

Spell-points to cast: 24

Susceptibilities: None.

Value: Scroll: 25,000 White-gold; Spell-rune: 2,500 White-gold

Load (Spell)

This spell will load a ballast, catapult, crossbow, pistol-crossbow, etc., as if the caster were loading it him or herself. This spell can also unload a weapon in the same manner
Modification Point cost: 15

Area of Effect: 1 weapon + 1 per 5 levels advanced above the level when caster learned this spell.

Avoidance-roll: Yes: If holder of weapon makes a successful avoidance-roll vs. "Magic" this spell will not take effect.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Once a weapon has been loaded, this spell must be cast upon it again.

Effect time: Instant.

Explanation: This spell will enable the caster to wield a weapon he or she can normally use without any penalty or negative adjustment without touching it. While this spell is in effect, the caster can use the Animated Weapon, and also cast or use a personal weapon.

Hand movement: One hand.

Healing: None.

Immunities: For every rank a weapon is, there will be a 05% resistance to Animated Weapon. Example: a Rank-5 weapon will have a 25% chance of not being effected by this spell. The spell can, however, be cast again upon the weapon in an attempt to control it.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5') x caster's Dexterity.

Resting time: None.

Special: None.

Spell Preparation: Caster must be in "Range" of the weapon he or she wishes to cast this spell upon. The weapon must also be fully visible initially (if the weapon is blocked from the caster's vision after the spell has already been cast upon it, this spell will still work for the "Duration").

Spell-points to cast: 3

Susceptibilities: None.

Value: Scroll: 4,000 white-gold; Spell-rune: 400 white-gold

Make-Shift (Spell)

This spell will bring together materials to create a certain structures based on the power of the spell

Modification Point Cost: See each structure

Area of Effect: See each structure.

Avoidance-roll: None.

Casting time: Shelter: 1 turn (5 seconds); Hut: 2 turns (10 seconds); Cabin: 4 turns (20 seconds); Keep: 8 turns (40 seconds); Stronghold: 16 turns (80 seconds)

Damage: None.

Duration: Permanent

Effect time: Shelter: 1 turn (5 seconds); Hut: 2 turns (10 seconds); Cabin: 3 turns (15 seconds); Keep: 4 turns (20 seconds); Stronghold: 5 turns (25 seconds)

Explanation: These structures can be formed non-living materials such as: Bone, Clay, Dirt, Gem, Ice, Leather, Leaves, Minerals (i.e., copper, gold, silver, etc.), Rock, Snow, Steel, and Wood. Remember that only non-living materials can be used UNLESS the caster has taken a druidic path -- in which living foliage and trees will accommodate the Animationist, forming a living structure as best it can (but only if the Animationist is in good standing with nature).

Hand movement: Two hands.

Healing: None.

Immunities: Unless a druid path has also been taken, living foliage cannot be used in the casting of this spell.

Maximum adjustment: Not applicable.

Notes: At 50th level the caster can depict the shape of the structure to his or her own whim (discretion of the G.M.)

Range: Awareness = the number of spaces from the caster this spell can be cast.

Resting time: Shelter: 1 turn (5 seconds); Hut: 2 turns (10 seconds); Cabin: 3 turns (15 seconds); Keep: 4 turns (20 seconds); Stronghold: 5 turns (25 seconds)

Special: If a structure is created from living materials, it will regenerate damage taken at a rate of UP TO 1 point x the level of the caster (after he or she has learned the spell).

Spell Preparation: The caster must have materials to construct a shelter (it does not appear out of nowhere. Also, this spell will not uproot rock, trees, large amounts of extremely solid earth, etc.).

Spell-points to cast: Shelter: 4; Hut: 8; Cabin: 16; Keep: 32; Stronghold: 64

Susceptibilities: Not applicable.

Value: Scroll: Shelter: 1,200 White-gold; Hut: 2,400 White-gold; Cabin: 4,800 White-gold; Keep: 9,600 White-gold; Stronghold: 19,200 White-gold

Spell-rune: Shelter: 120 White-gold; Hut: 240 White-gold; Cabin: 480 White-gold; Keep: 960 White-gold; Stronghold: 1,920 White-gold

Shelter

Enough room for the Animationist and 3 other of equal size
Modification Point cost: 4

5 sides. Damage-points: Each side will have 10-D4 + 1 per level of the caster after learning this spell (roll once as each side will be the same).

Box shaped with an oval roof.

Hut

Enough room for the Animationist and 9 others of equal size
Modification Point cost: 8

Prerequisite: Shelter

5 sides. Damage-points: Each side will have 10-D6 + 2 per level of the caster after learning this spell (roll once as each side will be the same).

Box shaped with an oval roof.

Cabin

Enough room for the Animationist and 27 others of equal size
Modification Point cost: 16

Prerequisite: Hut

5 sides. Damage-points: Each side will have 10-D8 + 4 per level of the caster after learning this spell (roll once as each side will be the same).

Box shaped with an oval roof.

Keep
Enough room for the Animationist and 81 others of equal size
Modification Point cost: 32

Prerequisite: Cabin

5 sides. Damage-points: Each side will have 10-D10 + 8 per level of the caster after learning this spell (roll once as each side will be the same).

Box shaped with an oval roof.

Stronghold

Enough room for the Animationist and 243 others of equal size
Modification Point cost: 64

Prerequisite: Keep

5 sides. Damage-points: Each side will have 10-D12 + 16 per level of the caster after learning
this spell (roll once as each side will be the same).

Box shaped with an oval roof.

Quicken Weapon (Spell)

This spell will cause a weapon to rise up and wield itself as if the caster himself is using it. It will attack and defend for the caster at a mere thought [Modification Point Cost: 14]

Area of Effect: One weapon.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D4 turns + 1 turn (5 seconds) x the level of the caster after learning this spell.

Effect time: Instant.

Explanation: This spell will enable the caster to wield a weapon he or she can normally use without any penalty or negative adjustment without touching it. While this spell is in effect, the caster can use the Quicken Weapon, and also cast or use a personal weapon.

Hand movement: One hand.

Healing: None.

Immunities: For every rank a weapon is, there will be a 05% resistance to Quicken Weapon. Example: a Rank-5 weapon will have a 25% chance of not being effected by this spell. The spell can, however, be cast again upon the weapon in an attempt to control it.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5') x caster's Dexterity.

Resting time: None.

Special: None.

Spell Preparation: Caster must be in "Range" of the weapon he or she wishes to cast this spell upon. The weapon must also be fully visible. After the weapon is Quickened, the weapon can move about at the will of the caster, but not out of range. A target, or area, that the weapon attacks within in which the caster cannot see will be subject to the normal penalty adjustment to fighting blind (-60 attack / -60 defense).

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 13,000 white-gold; Spell-rune: 130 white-gold

Staminaturia (Spell)

This spell causes armoring to be strengthened up one full grade. It can also be cast upon a weapon to increase damage caused.
Modification Point Cost: 25

Area of Effect: One set of armor, one shield, or one weapon.

Avoidance-roll: Yes: If wearer or holder of armor or weapon makes a successful avoidance-roll vs. "Magic" this spell will not take effect.

Casting time: 3 turns (15 seconds)

Damage: See: "Explanation"

Duration: 1-D10 turns + 1 turn (5 seconds) per level of the caster after learning this spell.

Effect time: Instant.

Explanation: Causes Armor to be at x2 quality, or durability, or toughness, strengthening it as follows (Light-leather to Heavy leather, Heavy-leather to Scale-hide leather, Scale-hide leather to Troll-hide leather, etc. (Gage-steel to Shank-steel, Shank-steel to Krakkin-steel, Krakkin-steel to Earthen-steel, etc.). Example: Light-leather will be strengthened up to Heavy-leather for the "Duration". Borgus-leather cannot be effected as it is already at it's highest possible strength. This applies to all forms of armor, not just leather (steel is also effected)

It also increases the damaging strikes of all weapon types as follows:
+ 2-D6 added to total damage of each strike (caster levels 6-16)
+ 4-D6 added to total damage of each strike (caster levels 17-27)
+ 6-D6 added to total damage of each strike (caster levels 28-38)
+ 8-D6 added to total damage of each strike (caster levels 39-48)
+ 10-D6 added to total damage of each strike (caster levels 49-58)
+ 12-D6 added to total damage of each strike (caster levels 59-68)
+ 14-D6 added to total damage of each strike (caster levels 69-78)
+ 16-D6 added to total damage of each strike (caster levels 79-88)
+ 18-D6 added to total damage of each strike (caster levels 89-98)
+ 20-D6 added to total damage of each strike (caster levels 99-100+)

Hand movement: One hand.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: None.

Range: Touch.

Resting time: None.

Special: This spell has a 05% chance of destroying the item it is cast upon once the spell has worn off.

Spell Preparation: None.

Spell-points to cast: 12

Susceptibilities: None.

Value: Scroll: 25,000 White-gold; Spell-rune: 250 White-gold

Trigger (Spell)

Pulls or Releases the trigger on a crossbow, trap, etc. The trigger mechanism must be seen
Modification Point cost: 10

Area of Effect: One trap or trigger mechanism.

Avoidance-roll: None.

Casting time: Instant. Even though the casting time on this spell is instant, you may only cast one spell per turn (unless you possess a Divine Favor to do otherwise).

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This spell will set off anything that has a physical trigger mechanism, such as a trap, the trigger to release a bolt or dart from a weapon, etc.

Hand movement: One hand. Caster must point at the intended target.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: None.

Range: 1 space (5') x caster's awareness.

Resting time: None.

Special: Once the trigger mechanism is seen, the caster will no longer have to have it in sight to set it off. The caster only need be within the spell's "Range". If the caster knows the mechanism well, the trigger mechanism does not have to be visually seen to set it off (he or she has see it before, and knows it -- that is considering it has not been physically altered -- then the spell would simply fail).

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 1,000 White-gold; Spell-rune: 10 White-gold

Twisted (Spell)

Causes the elements of the earth to form into an Earth Cretin to do caster's bidding
Modification Point cost: 37

Area of Effect: 50' x 50' x 3" surface of ground.
Avoidance-roll: Not applicable.
Casting time: 6 turns (30 seconds)
Damage: See: "Cretin, Earth" in the C Section of the Creatures Book.
Duration: 1 hour + 1 hour per level after learning this spell.
Effect time: 1 turn (5 seconds)
Explanation: See: "Cretin, Earth" in the C Section of the Creatures Book.
Hand movement: One hand.
Healing: None.
Immunities: Enchanted and magical ground is not effected.
Maximum adjustment: Not applicable.
Notes: Cannot take up any space larger than x2 caster's height, nor can it be less than half.
Range: Touch. Caster must touch the ground.
Resting time: 1 turn (5 seconds)
Special: None.
Spell Preparation: Caster merely casts the spell and touches the ground before him or her with his or her forefinger.
Spell-points to cast: 18
Susceptibilities: Not applicable.
Value: Scroll: 125,000 White-gold; Spell-rune: 1,250 White-gold