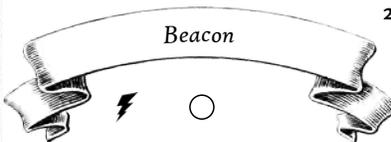


1

**Target:** One beast, monster, or person

**Effect:** The target's Brawn and Quickness are both restored by 3. An attribute may only be restored to its original level with this spell, not increased above its base level. Balm only affects physical injury, not Brawn lost to spellcasting. If it is cast upon on

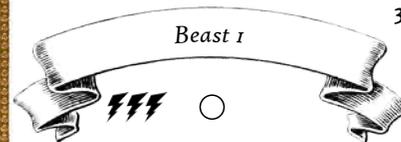
**Unnamed Characters:** The target receives complete healing of injury, but not restoration of maimed or missing body parts.



2

**Target:** Caster

**Effect:** A highly visible column of light blasts upward from the caster's hand; similarly, any wizard within miles (functionally, any wizard who can participate in the current venture) is magically alerted to this spell being cast and knows approximately from what direction.

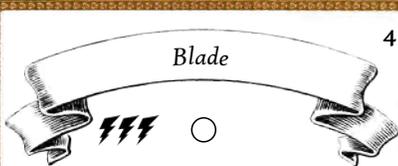


3

**Effect:** A 1-point beast of the caster's choice appears (see Beasts). It obeys the summoner's commands until its Brawn or Quickness is reduced to 0 or below, after which it can be forced to obey with a Charm vs. 12 roll.

**Variants/Options:**

- Hawk: Brawn 3, Quickness 6, flight
- Small snake: Brawn 3, Quickness 6, venom
- Dog or cat: Brawn 3, Quickness 6, Armor 3



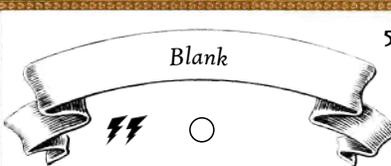
4

**Target:** One person

**Effect:** An ordinary sword is safely created in the person's grasp

**Unnamed Characters:** Ascend if given the sword

**Variants/Options:** Additional blades may be created simultaneously by pumping Brawn 1:1.



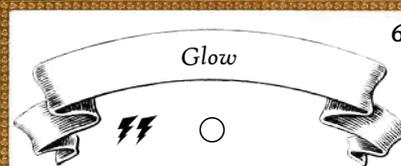
5

**Target:** One person, item, or small area

**Effect:** The target does not emanate magical vibrations and cannot be perceived as magical by a wizard's special senses.

**Unnamed Characters:** Ascend upon casting the spell

**Opposes:** It can still be perceived as magical by the target of a Perfection spell.



6

**Target:** One person

**Effect:** A gleaming silvery light source appears. It is the only way to create light within a Cloud.

**Variants/Options:** The light is emitted either from a small object held or worn by the person or as a hanging, drifting globe near him or her.

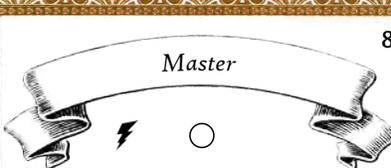


7

**Target:** One person

**Effect:** +3 to his or her defensive Quickness total during combat.

**Unnamed Characters:** Ascend upon casting the spell



8

**Target:** One person

**Effect:** 1d6 is added to any single roll involved in making something, or the spell permits such a roll to be made in the absence of suitable materials.

**Unnamed Characters:** Ascend when spell is cast

**Variants/Options:** Both effects can be achieved simultaneously by pumping 1 Brawn.



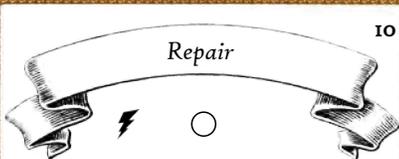
9

**Target:** One person

**Effect:** The target gains perfect sensory abilities excluding pain and balance. He or she sees in near total darkness, hears whispers through walls, smells or tastes poison without ingesting enough to be hurt by it, and otherwise senses the barest possible stimuli

**Unnamed Characters:** Ascend when spell is cast

**Variants/Options:** A single additional die may be rolled by pumping 1 Brawn, but no more.

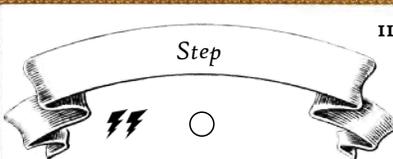


10

**Target:** A broken weapon, piece of armor, or object no larger than a door or table

**Effect:** It is entirely restored.

**Opposes:** Ruin, either at the time of casting or in targeting the subject of a prior Ruin spell

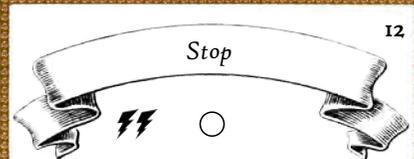


11

**Target:** One person

**Effect:** The target gains nearly perfect balance and coordination, gaining the combat advantage bonus in appropriate conditions and permitting actions usually reserved for professional entertainers.

**Unnamed Characters:** Ascend when spell is cast

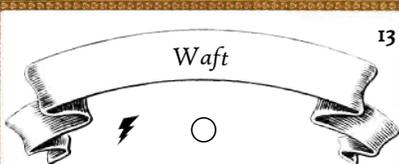


12

**Target:** One person, a small area, or an item about person-sized or less  
**Effect:** 1-point spells cast toward upon the target person, place, or thing are negated.

**Unnamed Characters:** Ascend upon casting the spell

**Opposes:** Either caster may pump Brawn to overcome the other, but the outcome does not terminate the Stop spell

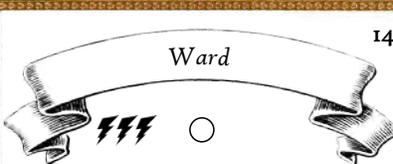


13

**Target:** One person

**Effect:** Arrested in a fall or potential fall. Waft does not permit powered or directed flight.

**Unnamed Characters:** Ascend upon casting the spell

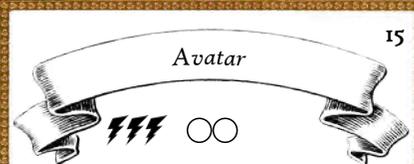


14

**Target:** Object

**Effect:** Serves as an alarm to warn its holder of nearby intent to harm or otherwise interfere with him or her.

**Variants/Options:** The warning is always sensed by the caster, and he or she may also set it to be visible, audible, or tactile, or any combination of these, so that it is noticeable by others. Additional sites for warning may be created in the area by pumping Brawn 1:1.



15

**Effect:** An avatar of the caster's choice appears (see Avatars). To obey the caster, the avatar must be befriended or placated, depending on its type.

**Variants/Options:**

- A unicorn may only be summoned with a supplication by a person who is suffering.
- A pegasus may only be summoned by a person with a martial profession.



16

**Effect:** A 2-point beast of the caster's choice appears (see Beasts). It obeys the summoner's commands until its Brawn or Quickness is reduced to 0 or below, after which it can be forced to obey with a Charm vs. 12 roll.

**Variants/Options:**

- Small bear, Brawn 9, Quickness 6
- Large wolf or panther: Brawn 6, Quickness 9
- Large snake: Brawn 6, Quickness 9; reverses when it coils



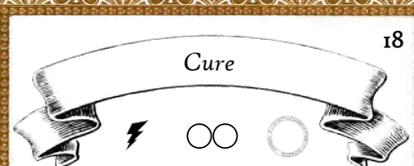
17

**Target:** One person, beast, or avatar

**Effect:** +3 to the attribute of the caster's choice, which may exceed its ordinary value. This is effectively a mini-Oath for that attribute, without gaining color points via the bonus.

**Unnamed Characters:** Ascend upon casting the spell

**Opposes:** Curse



18

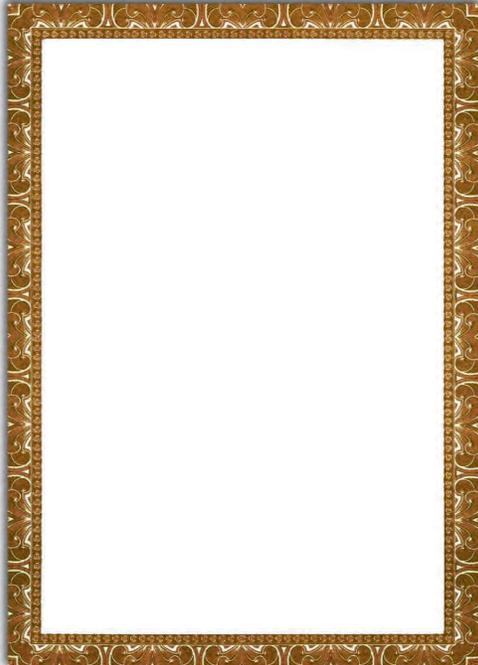
**Target:** One person, beast, or monster, including the caster

**Effect:** The target person or beast is cured of all disease, fatigue, and injury, but does not regrow missing or maimed body parts. If cast upon oneself, the spell's cost is not restored.

**Unnamed Characters:** Ascend when spell is cast

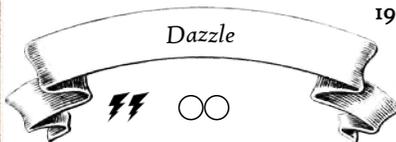


• A valkyrie may only be summoned into a current battle with more than about a dozen people involved.



Dazzle

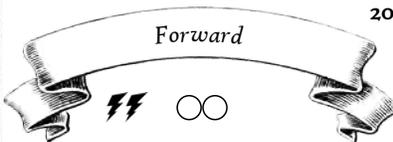
19



**Target:** One person  
**Effect:** Quickness rolls lose a die, including in combat, but he or she also gains a bonus die to Wits rolls.  
**Unnamed Characters:** The target is rendered completely helpless  
**Resistance:** None against the spell being cast, but the affected person may pump 2 Brawn to cancel the effect.

Forward

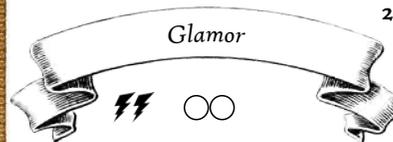
20



**Target:** One person  
**Effect:** The target perceives the route which affords the least immediate danger and is not subject to the perceptual effects of Storm.  
**Opposes:** Trailtwister

Glamor

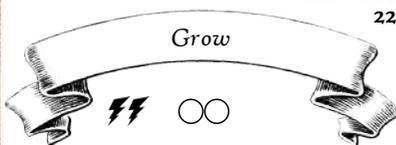
21



**Target:** One person  
**Effect:** The target gains 3 Charm.  
**Unnamed Characters:** Ascend when spell is cast  
**Variants/Options:** The caster may pump 1 Brawn to increase the gain to 6

Grow

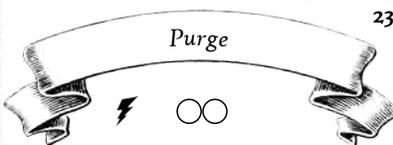
22



**Target:** One beast  
**Effect:** The target visibly increases to between one half again and twice its usual size; if the immediate environment would constrain or damage it, its growth ceases before that point. Benefits include combat advantage in many circumstances, the ability to apply  
**Unnamed Characters:** Animals are ascended to beast status upon casting the spell  
**Resistance:** None

Purge

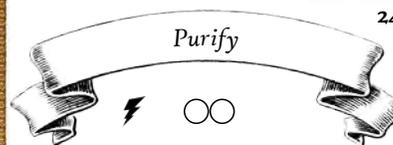
23



**Target:** One person  
**Effect:** The target is cleared of poison including the effects of Envenom and recovers quickly from its prior effects  
**Unnamed Characters:** Unchanged

Purify

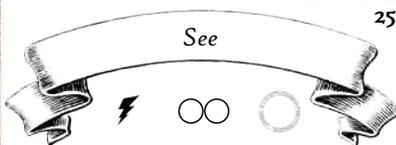
24



**Target:** Substance or object, including ore  
**Effect:** The target is purged of decay or other impurities; in the case of ore, a single metal of the caster's choice remains. If cast upon a corpse, the body becomes a polished skeleton. The spell does not make an inedible substance edible, nor does it reverse t  
**Variants/Options:** The caster may pump Brawn to increase the number of objects affected 1:1, or pump 2 Brawn to affect an area.

See

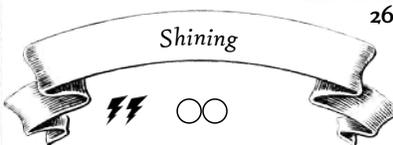
25



**Target:** One person  
**Effect:** The caster perceives the person's entire experiential history, but not thoughts, opinions, or data-based information in the person's mind. Later during the venture, the caster may recall specific details with a Wits vs. 12 roll.  
**Unnamed Characters:** Ascend when the spell is cast against them  
**Resistance:** No

Shining

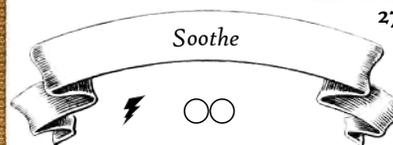
26



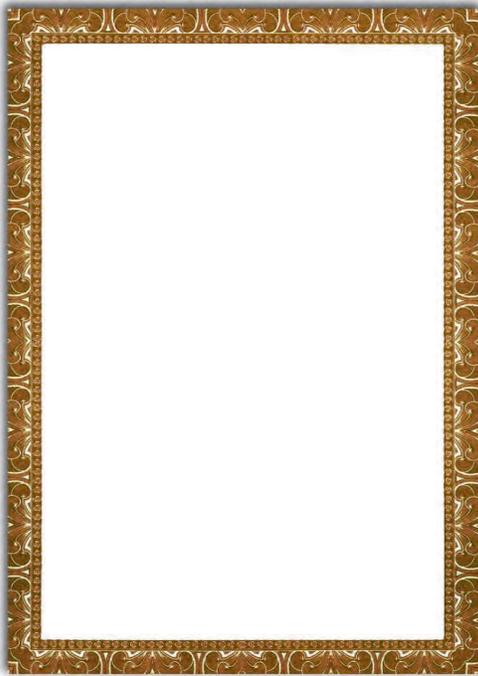
**Target:** One person wearing armor  
**Effect:** The armor gains +3 protection.  
**Unnamed Characters:** Ascend when the armor they wear is targeted by the spell

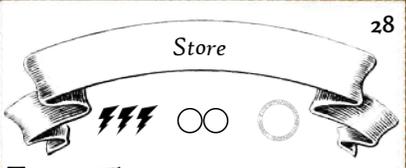
Soothe

27

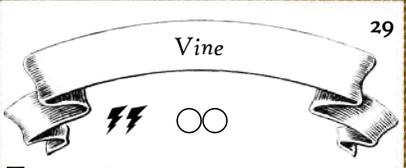


**Target:** One person or beast  
**Effect:** The target becomes sleepy and less capable of action, reducing rolls by one die. The effect is terminated if the target is attacked or subjected to forceful interaction.  
**Unnamed Characters:** Ascend when spell is cast  
**Opposes:** Berserk; it also counters the berserk component of Rage and the effects of Hate for one victim, but it does not cancel either spell or oppose its casting.

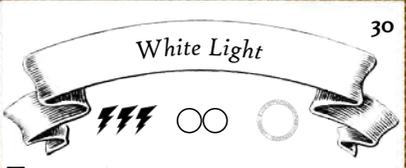




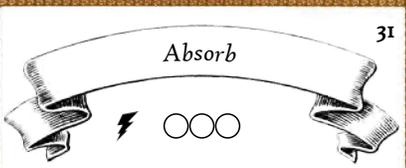
**Target:** The caster  
**Effect:** The 2 Brawn spent are added to a storage pool, which appears as a glowing nexus of energy. After casting, the caster may recover normally and spend the stored Brawn to cast white spells at any point until the next dawn or sunset. The stored Brawn may not  
**Variants/Options:** The stored energy may float in the air or be bound into a staff, gem, or anything else the person carries.



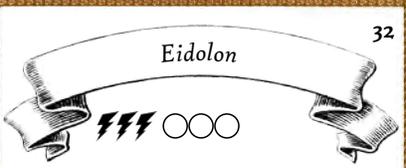
**Target:** Area  
**Effect:** Existing vegetation twists and grows according to the caster's will: a wall, a net, or anything else physically possible. The plant may grow to twice its size; it does not become animated aside from its functions as barrier or entanglement.  
**Unnamed Characters:** Rendered unable to move, communicate, or act effectively



**Target:** Area  
**Effect:** Creatures of Rbaja may not easily cross the boundaries designated by the caster in any fashion (e.g. flying, burrowing). It may pump Brawn against the spell to cross, but the boundary remains and the creature incurs 1d6 Damage as it crosses, which is not stopped by Armor.

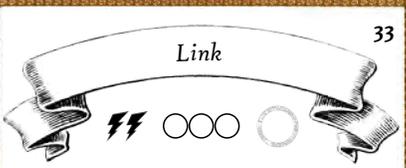


**Target:** Any spell in the process of being cast or a currently active prolonged spell, powered by Brawn 2 or less  
**Effect:** The target is canceled and the Brawn used to cast it is co-opted as per the Store spell, either initiating a Store or adding to an existing one.  
**Resistance:** It is always opposed by the target caster in a comparison of expended Brawn, including pumping.



**Effect:** An eidolon of the caster's choice appears (see Eidolons). To obey the caster, the eidolon must be befriended or placated, depending on its type.  
**Variants/Options:**

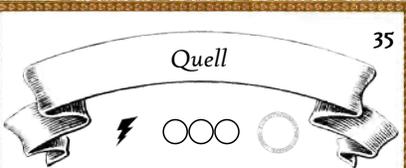
- Guide
- Lammasu
- Silver dragon



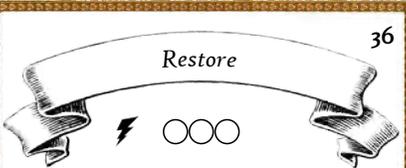
**Target:** The caster and one designated person, animal, avatar, or demon.  
**Effect:** The two beings included in the Link may each use 1 to 3 of the other's attribute points as bonuses at will, stating the amount and the attribute per action at 3:00. While being used in this fashion, the points are unavailable to their original owner. The  
**Unnamed Characters:** Ascend when this spell is cast on them



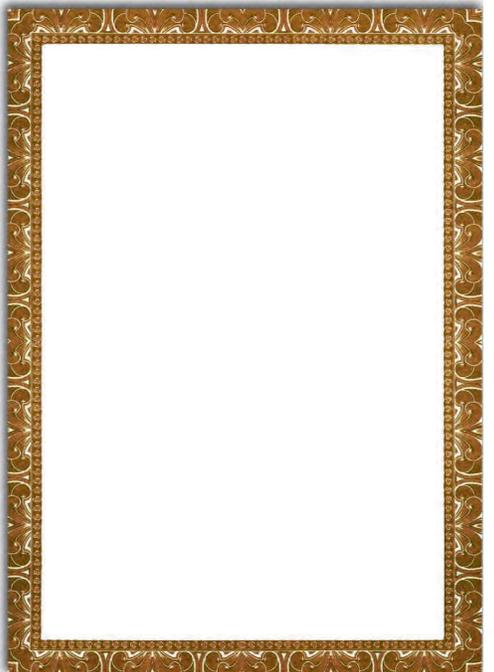
**Target:** One person or beast  
**Effect:** The target is protected from ongoing harm, aging, or decay of any kind. The spell does not protect against attacks and has no healing properties.  
**Unnamed Characters:** Ascend when this spell is cast on them



**Target:** A natural or magical storm, landslide, eruption, or similar phenomenon  
**Effect:** The phenomenon ceases, replaced by mild weather and conditions, although the effects of the prior phenomenon remain.  
**Variants/Options:** The caster may pump 1 or 2 Brawn to reduce the hours for ritual casting to two or one, respectively.  
**Opposes:** Erupt or Storm



**Target:** One undead creature  
**Effect:** It simply and finally dies.  
**Resistance:** The target may pump Brawn to exceed Brawn spent on Restore



### Righteousness

37



**Target:** One weapon

**Effect:** None immediately, but if and when the target weapon or its wielder is subject to attacking magic, and if it or they survive, it inflicts 3 additional Damage until the Righteousness' duration is ended.

**Unnamed Characters:** Ascends those who wield such weapon

### Sink

38



**Target:** An area

**Effect:** A stationary, swirling magical well is created in the air; all magic cast in the Sink's proximity costs 2 additional Brawn; prolonged spells currently running must have 2 Brawn pumped to them immediately or dissipate.

### Spirit

39



**Target:** The caster

**Effect:** A glowing white semblance steps from the caster's body (not a target person's) and may act independently, as if his or her personality were present in both bodies. Its Brawn and Quickness are both +1 to the caster's. It has an armor score of 6 and Perfect Senses. In a clash, it always splits evenly. It may not cast spells nor can it be healed by any means; it cannot talk or interact in any way aside from combat. The caster is incapable of

### Statue

40



**Target:** A specially-prepared statue of clay or metal

**Effect:** The caster animates and commands the target. It has Brawn 9 and Quickness 6, and it is effectively invulnerable to ordinary combat damage. It always splits for maximal offense (12/0). It is not alive and cannot be killed in any ordinary sense of the word. Its Quickness is not reduced by damage. It is capable of standing guard and taking pre-arranged action against specific individuals, and of pursuing

### Throng

41



**Target:** One person

**Effect:** The target uses the ordinary resolution rolls when addressing a group of people, including increased volume for voice and improved visibility. The effect only applies in motivating them to act; it will not calm.

**Unnamed Characters:** Ascend upon casting the spell

**Resistance:** None

### Wrath

42



**Target:** Area of a size of the caster's choosing between a patch big enough to cover a small room, and about a quarter acre

**Effect:** An Amboriyon zone is created.

**Unnamed Characters:** All in the area are killed; the GM may choose to ascend one of them, who survives

### Black Speech

43



**Target:** Caster

**Effect:** Undead respect the target and listen to him or her instead of taking other action; given a successful Charm vs. 12 roll, they will act as he or she directs.

**Variants/Options:**

- A draugr or skeleton under someone else's control can be commanded using Black Speech, given a Charm vs. 12 roll to wrest control from their current master.

### Cloud

44



**Target:** Area

**Effect:** All light sources in the immediate area are extinguished, and all target actions in that area receive a 1d6 reduction, as does attempting to leave the area of effect.

**Unnamed Characters:** Completely helpless

**Opposes:** None which prevent the spell from taking effect, but Glow provides the single working light source in its effect and Perfect Senses permits its target to act normally.

### Confuse

45



**Target:** One person or beast

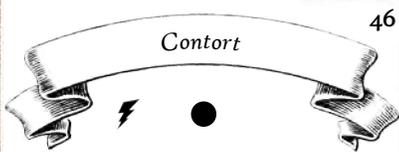
**Effect:** The target becomes incapable of targeting other characters in any way, or of speaking  
**Unnamed Characters:** Completely incapable of directed action or communication

**Resistance:** None which prevents the spell from taking effect, but effect is removed if the person or beast pumps 2 Brawn.

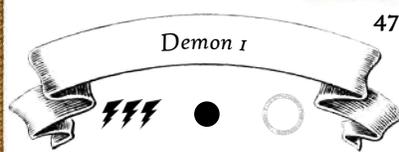
combat or further spellcasting while the Spirit is active. It may be resorbed at the caster's discretion at any time prior to the duration's end. If it is brought to 0 Brawn, it dissipates and the caster must succeed in a Wits vs. 12 roll to remain conscious.

a designated target. Although it is not mighty enough to destroy any possible barrier quickly, it is relentless and will eventually get through most human-crafted barriers. Although Statue is not a ritual spell, if you don't have a statue handy, then building one is a lengthy and expensive project.

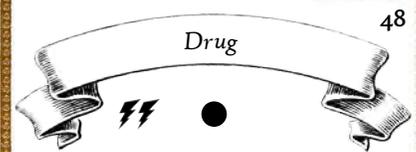
- A draugr can supply limited information (see description in Chapter 7).
- A ghoul can supply limited information but is almost impossible to sway from its favorite topic.
- A haunt can converse almost normally, but cannot think outside the context of its obsession.
- A lich converses and interacts almost normally without Black Speech, but can be commanded to perform single actions with Black Speech – one of a lich's few weak points, and a sure way to make it seek the spellcaster's imminent and horrible doom.



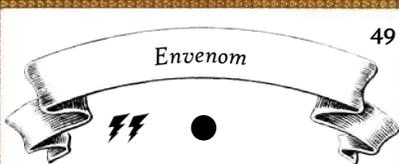
**Target:** One person, animal, or monster  
**Effect:** The target's body becomes sufficiently malleable and flexible – including the pelvic symphysis and the fused skull bones – to permit passing through frighteningly small openings. All items worn or carried are affected as well.  
**Unnamed Characters:** Ascend upon casting the spell



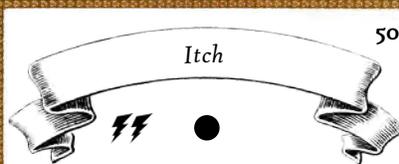
**Effect:** A 1-point demon of the caster's choice appears (see Demons).  
• If the spell Sacrifice was employed, then the demon obeys the summoner by default for its first action  
• If not, then the summoner must force it to obey with a Charm vs. 12 roll, which is a full action of its own  
**Variants/Options:**  
• Imp  
• Splotch  
• Doll



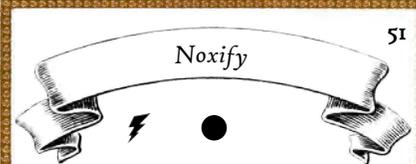
**Target:** One person or beast  
**Effect:** The target suffers 1d6 Damage immediately and another at the end of the spell's duration; the latter effect is counteracted if he or she receives another Drug spell prior to that point; Drug cast upon a Drugged target inflicts no damage.  
**Unnamed Characters:** Ascend upon casting the spell  
**Resistance:** None



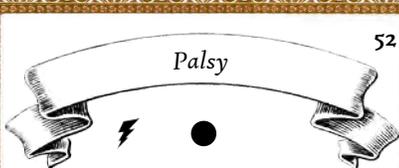
**Target:** Weapon or other item used against the skin (cup, clothing, blanket); alternately, food or drink  
**Effect:** The target inflicts 1d6 Damage upon its user, or in the case of a weapon, upon suffering ordinary Damage from it after armor.  
**Unnamed Characters:** Kills instantly  
**Resistance:** None



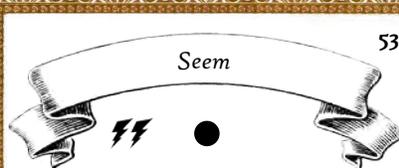
**Target:** One person or beast  
**Effect:** The target's Quickness is reduced by 1 and he or she cannot benefit from the advantage during combat.  
**Unnamed Characters:** Rendered completely helpless  
**Resistance:** None



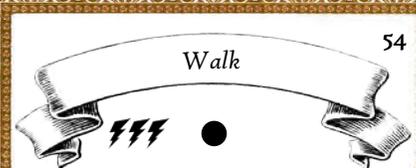
**Target:** Organic, non-living substance  
**Effect:** The target becomes disgusting and unusable; it has no effect on living targets, nor can it target anything currently Purified.  
**Variants/Options:** The caster may pump two Brawn to affect all objects within an area



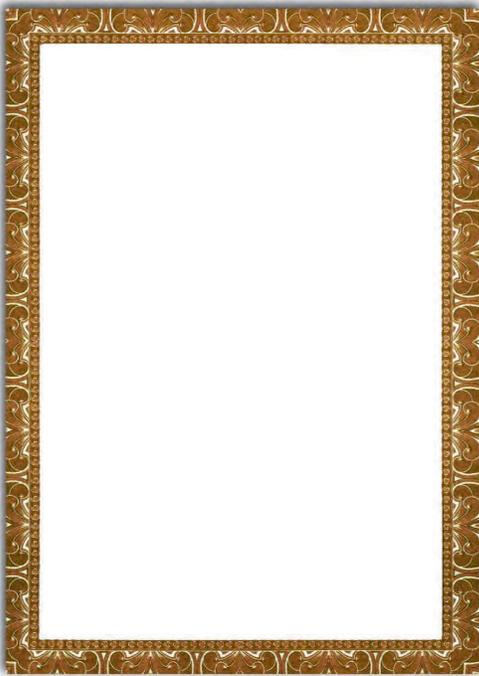
**Target:** One person, beast, demon, eidolon, or avatar.  
**Effect:** The target becomes unable to change position significantly or move coherently enough to attack.  
**Unnamed Characters:** Rendered completely helpless  
**Resistance:** None which prevents the spell from taking effect, but effect is removed if the person or beast pumps 2 Brawn.

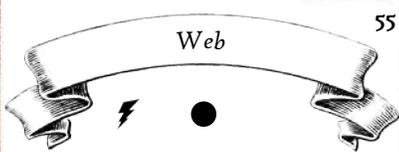


**Target:** One person  
**Effect:** The target looks, sounds, and smells like anything else of the caster's choice, subject only to size constraints. This spell is completely ineffective against Perfect Senses. The spell does not confer any abilities.  
**Unnamed Characters:** Ascend when spell is cast  
**Resistance:** To fool an observer who has reason to doubt the semblance, the target must make a Wits vs. 12 roll



**Target:** One corpse of a person or beast  
**Effect:** The target becomes either an undead skeleton or draugr (see Undead). It obeys the caster's desire immediately at 3:00; such commands are integrated into the casting of the spell.  
**Unnamed Characters:** Ascend when spell is cast  
**Variants/Options:** The spell produces either a draugr vs. skeleton based on the condition of the corpse.





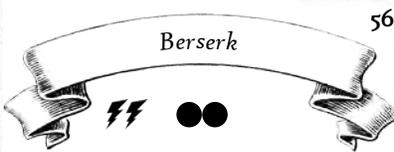
55

**Target:** Area

**Effect:** The target area is covered with sticky webs. Any person or creature in the area is constrained in movement and actions and must make a Brawn vs. 12 roll to act or escape.

**Unnamed Characters:** Trapped and helpless

**Variants/Options:** The caster may pump to reduce the dice rolled to escape.



56

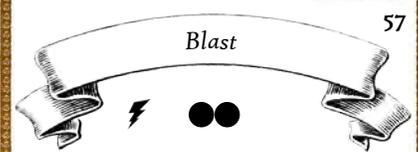
**Target:** One person

**Effect:** The target suffers no Quickness penalty from Damage and may neither all-out defend nor retreat. For the duration of the spell, he or she is incapable of speech and cannot make Wits rolls.

**Unnamed Characters:** Ascend upon casting the spell

**Resistance:** None

**Opposes:** Soothe



57

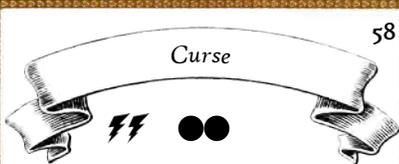
**Target:** One person, beast, monster, eidolon, or avatar

**Effect:** The target suffers 1d6 Damage. Armor does not protect against this damage. The damaged area has a characteristic blackened, fried look without being burned.

**Unnamed Characters:** Killed

**Variants/Options:** The caster may pump further Brawn 2:1 for additional dice of Damage

**Resistance:** None



58

**Target:** Person or beast

**Effect:** The target loses a die for all rolls using a single attribute of the caster's choice

**Unnamed Characters:** Rendered incompetent at any attempted task

**Opposes:** Bless



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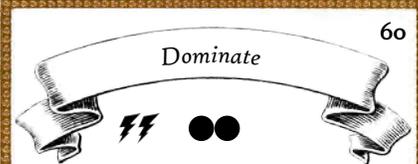
**Effect:** A 2-point demon of the caster's choice appears (see Demons).

- If the spell Sacrifice was employed, then the demon obeys the summoner by default for its first action

- If not, then the summoner must force it to obey with a Charm vs. 12 roll, which is a full action of its own.

**Variants/Options:**

- Nzagg
- Nightmare
- Eye



60

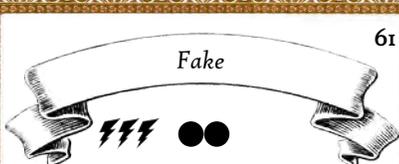
**Target:** One person

**Effect:** The Target may apply Charm vs. 12 rolls to animals and peasants.

**Unnamed Characters:** Successful Charm effect with no roll required

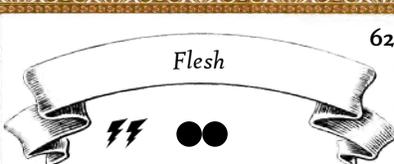
**Variants/Options:** The caster may pump Brawn to affect additional individuals 1:1

**Resistance:** None



61

**Effect:** A fabricated object of the caster's choice, no larger than may be carried by hand, is created from minimal materials. It looks serviceable and even tests well, but crumbles when it is used in earnest.



62

**Target:** One or more corpses of people or animals

**Effect:** A wall is created with strength equal to the bodies' combined original Brawns. If damaged, it will regrow 5 Brawn per action. The bodies used do not necessarily retain their original integrity, such that the wall is about 5' by 5' per human-sized body.



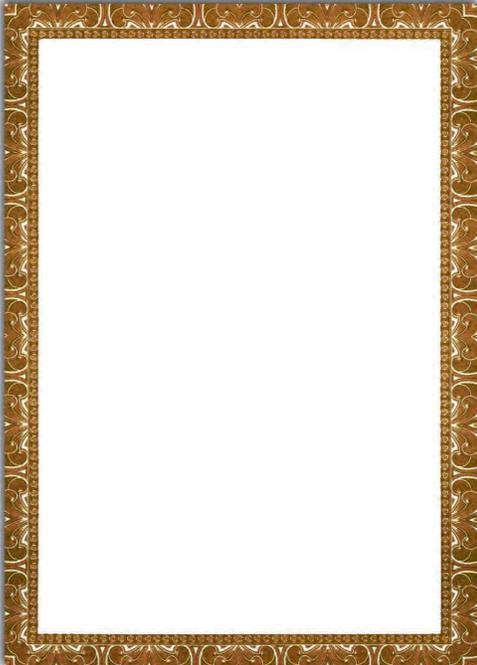
63

**Target:** An area

**Effect:** All persons or animals within the area attack one another at random and without ceasing

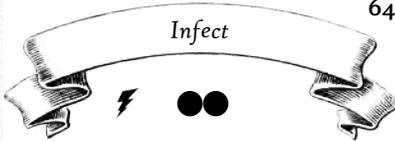
**Unnamed Characters:** If a person or animal succeeds in the Wits roll, he or she ascends

**Resistance:** To behave differently, one must succeed with a Wits vs. 12 roll; this roll must be made per intended action as long as one is in the area.



Infect

64

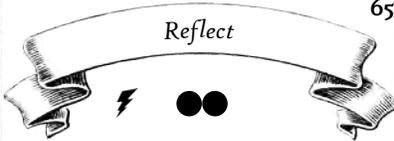


**Target:** One person or animal  
**Effect:** The target person or beast contracts a nonfatal, non-contagious fever.

**Unnamed Characters:** Rendered miserable and helpless

Reflect

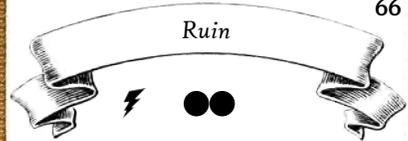
65



**Target:** A spell in the moment of its casting by another  
**Effect:** The target spell is directed to another target of the caster's choice

Ruin

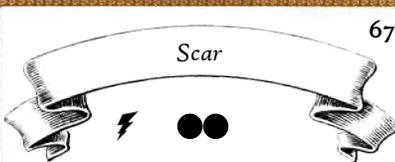
66



**Target:** Non-living object, approximately human-size or less  
**Effect:** The object is broken.  
**Opposes:** Repair

Scar

67



**Target:** Person  
**Effect:** The target loses 1 die of effectiveness with Charm; the effect recovers similar to injury.

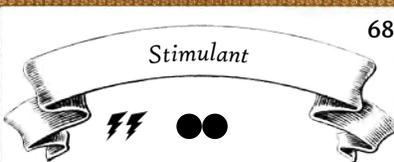
**Unnamed Characters:** Disfigures them terribly

**Variants/Options:** Removes 2 dice with an additional 1 point of pumped Brawn

**Resistance:** None

Stimulant

68



**Target:** One person or animal  
**Effect:** The target person or beast adds two points to either Brawn or Quickness as desired by the caster, which may exceed its original value. When the spell's duration is over, the target suffers 1d6 Damage.

**Unnamed Characters:** Ascend when this spell is cast on them

Trailtwister

69



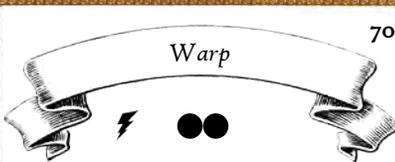
**Target:** An area  
**Effect:** People and beasts in the target area will go anywhere, even backwards, except where they wished to go. Once affected, a person or beast may try a Wits vs. 12 roll to overcome the effect.

**Unnamed Characters:** Hopelessly lost

**Opposes:** Forward

Warp

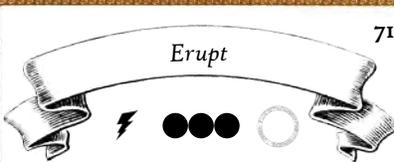
70



**Target:** A spell of Amboriyon in the moment of its casting by another  
**Effect:** The target spell is converted to Rbaja, conferring black color points rather than white. The target instant or prolonged white spell is transformed into a black spell, i.e., it confers black color points upon its caster. The caster of Warp may also pump 2 points of Brawn to change the spell's effect into a Curse.

Erupt

71

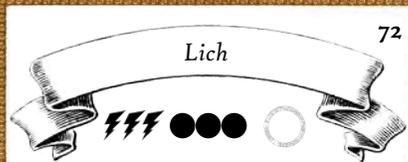


**Target:** An area of natural ground or built upon it.  
**Effect:** The ground bursts forth in a miniature (20' tall) volcano, with attendant effects depending on the situation. Named characters in the area of effect make a Quickness vs. 12 roll or suffer 6 Damage;

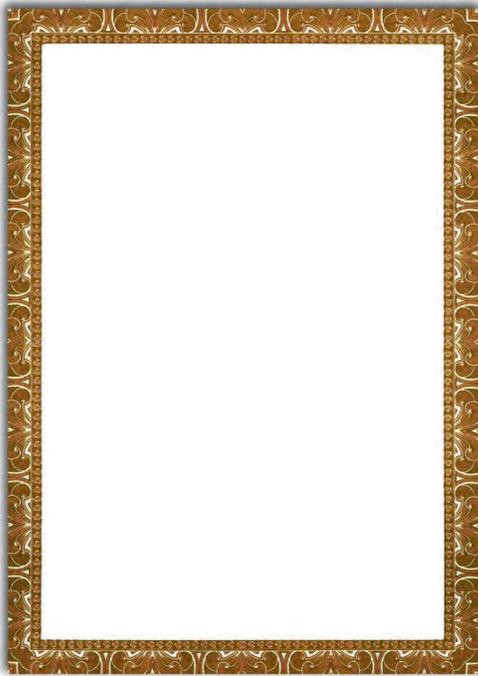
**Unnamed Characters:** Killed or Flee

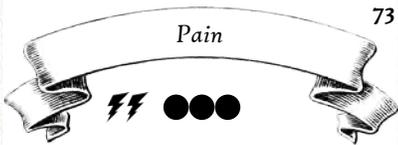
Lich

72

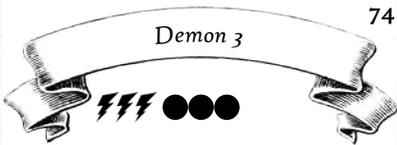


**Target:** The caster  
**Effect:** The target dies and transforms himself or herself into a lich, given the appropriate materials (see Undead; also see rules for player-characters).



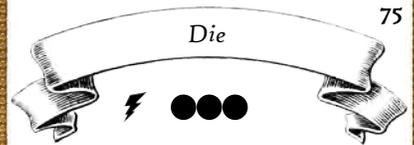


**Target:** One person  
**Effect:** For every 3 full Damage points inflicted by the target person after armor, 1 point of Brawn is made available to the caster of the spell for healing injury. Points in excess of those are made available for casting black spells; these latter points must be  
**Unnamed Characters:** Ascend when spell is cast  
**Resistance:** None

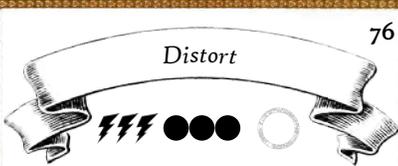


**Effect:** A 3 point demon appears (see Demons). Demons summoned with this spell are not interested in deals or commands and simply go into action as they see fit. An imp must be involved in the summoning process.  
**Variants/Options:**

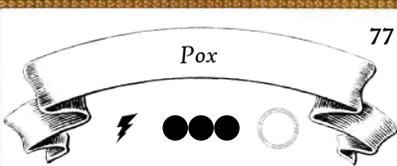
- Dancer
- Yoggoth
- Angel



**Target:** One person or beast  
**Effect:** The target loses 3 Brawn from the target.  
**Unnamed Characters:** Killed instantly  
**Variants/Options:** The caster may pump Brawn 1:1 to remove additional Brawn from the target.  
**Resistance:** None



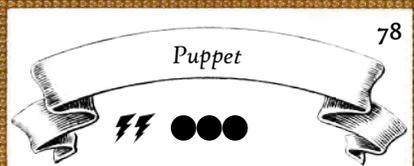
**Target:** An area  
**Effect:** The spell creates an Rbaja zone in the immediate area. All corpses within the designated area become draugr.  
**Unnamed Characters:** Flee in terror, some disappearing, some driven mad.



**Target:** An area  
**Effect:** All persons, beasts, and animals is infected with a normal contagious disease of the caster's choice, with immediate sensations and symptoms. The spell does not do immediate damage.  
**Unnamed Characters:** All in the area die within a day unless they receive magical help  
**Variants/Options:**

- Smallpox
- Influenza

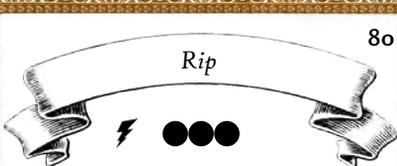
**Resistance:** None



**Target:** One person or undead  
**Effect:** The target obeys a single willed, non-verbal order from the caster at any point in the spell's duration.  
**Unnamed Characters:** Ascend when this spell is cast on them  
**Resistance:** The target may negate the command with a Wits vs. 12 roll; if successful, he or she incurs 1d6 Damage.



**Target:** One person  
**Effect:** The target, who must be nude, is transformed into a bestial form with armor 6 and is considered armed when bare-handed, including +1 to Damage similar to a great-axe. In combat, the person is Berserk as per the spell and may acquire combat advantage in b  
**Unnamed Characters:** Ascend when this spell is cast on them  
**Opposes:** None, but the berserk component may be overcome by Soothe



**Target:** One person  
**Effect:** The caster may ask one question of the target, which the subject must answer truthfully to the best of his or her knowledge, but limited to a single word; the target also suffers 3 Damage, using the rules for whips (see Chapter 5).  
**Unnamed Characters:** Ascend when this spell is cast on them



**Target:** One or more persons or beasts.  
**Effect:** For each 3 of a victim's Brawn, one point is stored as a storage pool, which appears as a black shadow. The caster may spend the stored Brawn to cast black spells until the next dawn or sunset. The stored Brawn may be expended for enchantment. Once used, the Brawn is gone. More Brawn may be added to the shadow with additional castings of Sacrifice.  
**Requirement:** The caster must kill



one or more persons or beasts just prior to casting this spell, which is its own physical action

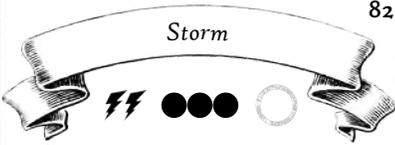
**Unnamed Characters:** Not eligible - an unnamed person or animal must be ascended before killing it for this spell to work.

**Note:** Sacrifice does not require spending Brawn.



Storm

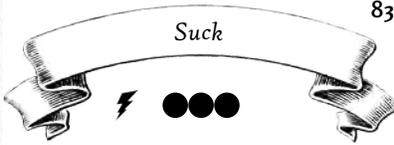
82



**Target:** An area  
**Effect:** A storm is raised in the area, complete with darkness, rain, lightning, and thunder; if cast in an arid location, raises a sandstorm. People and creatures in the area of effect suffers reduced visibility, reduced movement, and disadvantaged actions, except  
**Unnamed Characters:** Hopelessly lost and disoriented, killed at the caster's option

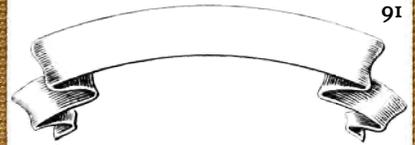
Suck

83

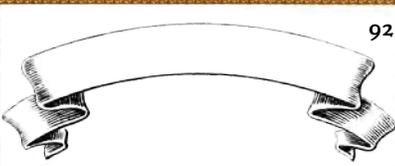


**Target:** One person or beast, whom the caster must touch with an ordinary action; requires Quickness vs. 12 if the target tries to avoid being touched.  
**Effect:** The target loses 3 Brawn as a physical injury and the caster's injuries are healed by this amount. Excess of 2 or higher has the effect of a single Stimulant spell. This spell costs no Brawn unless it is pumped.  
**Unnamed Characters:** Ascend when this spell is cast on them

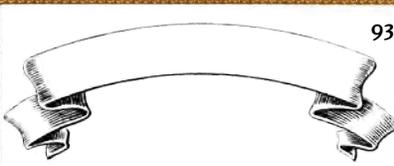
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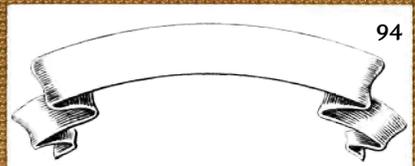
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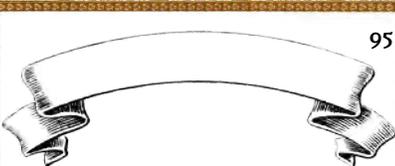
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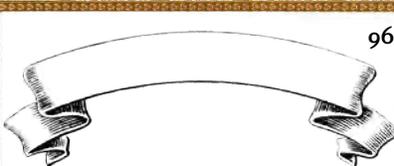
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