



## ✿ Fourteen Spells of Variable Utility ✿

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Spells straightforward and complex from the Chris Pound Spell Project



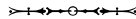
### ***Padath's Rustic Delicacy***

Range: Near

Difficulty: Straightforward

Duration: Concentration

A subtle spell. The victim loses entirely their initial confidence and charm and instead adopts the manner of a particularly bumptious rustic. When under the influence of this spell the victim will greet princes with a cheery "How's it dangling, cock?", belch appreciatively at meals, punctuate peasant witticisms with ostentatious farts and blow their nose on the tablecloth. There are obviously some occasions when such behaviour is appropriate but these are few and diminishingly rare in high society. Indeed, it is not unusual for the victim to be summarily ejected from the gathering as an ill-bred clod.



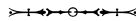
### ***The Call of the Indomitable Bondage***

Range: Sight

Difficulty: Straightforward

Duration: Hours

A useful if perverse means of dealing with assailants, this spell instils in the target a deeply felt desire to tie themselves up or otherwise remove themselves from the current situation by means of some form of restraint or captivity. It will not cause them to deliberately harm themselves in any way, but is apt to lead to a series of bizarre requests made of any passers-by. When the spell wears off observers can find the victims increasingly desperate pleas to be released most amusing.



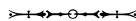
### ***Gardu's Juvenile Lust***

Range: Sight

Difficulty: Straightforward

Duration: One hour plus resulting exhaustion

A superior means of distraction, the juvenile lust spell was developed by an aggrieved proprietor as a means of disrupting a business competitor's activities. The unfortunate (although many might claim fortunate) target of this spell is subject to an uncontrollable and typically juvenile lust for his weakness, be it food, drink or the company of ladies. The lust is all consuming and very exhausting, leaving the poor wretch limp and spent, lacking whatever energies were expended. Where there is more than one possible weakness the victim may choose the most easily gratified.



### ***Torresint's Buried Intrusion***

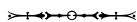
Range: Touch

Difficulty: Straightforward

Duration: Task

With this spell the caster implants a dagger or similar sharp pointed implement with its blade plunged deep within the

victim's heart. The dagger remains purely abstract until certain predetermined conditions are met. These conditions must be stated aloud to the victim when the spell is cast. The victim must also be told the terms that lead to the automatic removal of the intrusion. For example: "Convey this package to Ildefonse. Do not tamper with it. Do not take more than three days. The spell will lapse once you have handed the undamaged package to Ildefonse. Break any of the strictures and the spell will act."



### ***Hurtandi's Aerial Millstone***

Range: Near

Difficulty: Straightforward

Duration: Until the following sunrise

This spell creates exactly what it describes. A millstone follows the caster, flying above them. It can be moved up, down and to the side, can be used as a method of transporting one's luggage (but one may not ride upon it) or shielding one's person from precipitation. It may also be used as Hurtandi intended, in that one may drop it on one's adversaries.



### ***Betine's Turbulent Canto***

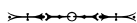
Range: Near

Difficulty: Straightforward

Duration: One hour

On the casting of this an Imp manifests and immediately commences a dramatic poetic monologue which it delivers with great gusto. All except the caster who do not make their magic save immediately give the poem their entire attention, allowing the caster slip quietly away unnoticed. After an hour the Imp finishes the poem, thanks its audience for their discernment and then vanishes.

*This spell only works on creatures that understand human speech.*



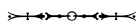
### ***The Spell of the Ethereal Coil***

Range: Sight

Difficulty: Straightforward

Duration: One hour

The ethereal coil is a constricting cloud-form that is summoned by the caster to restrain an individual. The mist is a translucent blue and will move about the victim's body, foiling any attempts to wriggle free. It can be directed to cover the victim's mouth, although it will not suffocate them. It is impervious to fire or cold and will dissipate rapidly when the spell's effects wear off. Victims often report feeling chilled and unclean after contact with the coil.



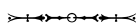
### ***The Spell of Somnolent Expulsion***

Range: Self

Difficulty: Straightforward

Duration: One day

The caster expunges any feelings of tiredness or need to sleep, but at the end of the spell collapses into a deep sleep and cannot be awakened for several hours. Recasting this magic immediately the effects of the spell start to wear off is not advised, and may cause long-term coma.



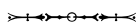
### ***Photz's Innocent Menace***

Range: Sight

Difficulty: Complex

Duration: One hour

Photz the Destroyer designed this horrible magic. When cast, the spell produces some insignificant and attractive item or creature such as a sumptuous cushion or fluffy toy dog. The caster may program this item to activate at any time over the coming hour, or can activate it by thought during this time provided he can see it when he does so. When activated the item explodes with sufficient force to slay or grievously injure several people in close proximity. Unless programmed or activated at will, the item simply vanishes at the end of the hour. Treat this as a Ferocious Attack, with a Defense roll limit of 0 (ie one Defense roll only permitted) Alternatively, victims may choose to dive for cover using Athletics, again with a limit of zero. If the roll fails, the explosion inflicts a wound with no Health roll permitted.



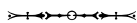
### ***The Pattern of Defiant Ascension***

Range: Near

Difficulty: Complex

Duration: Instant

The caster describes in the air a pattern of great magical potency between himself and the target, which can be any person, object, or pile of objects, up to the approximate size of the average small shed. The target is no longer subject to the force of gravity and flies into the air as it is grasped in the terrible pull of the earth's spin. The target typically plummets to earth a mile or so away, as normal physical laws quickly reassert themselves.



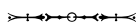
### ***Antanpin's Omnipotent Laxative***

Range: Near

Difficulty: Complex

Duration: Instant

The nomenclature of this magical affliction describes its properties all too well. Guaranteed to impede unwanted pursuit or distract a speaker from the subject at hand, not to mention undermining the target's social standing, and perhaps instantly making the unfortunate some new enemies.



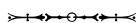
### ***Zumellopo's Migratory Sphere***

Range: Near

Difficulty: complex

Duration: Task

Zumellopo, for whom this spell is named, was a mage both inventive and plagued with idle servants. To ensure his garden was watered in even the hottest weather he created a sphere that migrated along a constant route, collecting water from the river and emptying it in the lily pond. The spell is occasionally used by mages who desire large quantities of some inanimate substance. Living creatures flee before the sphere, which is sadly too inaccurate to collect a single specific item.



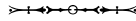
### ***The Charm of Practical Amalgamation***

Range: touch

Difficulty: complex

Duration: Task

A prosaic and somewhat disregarded spell, it has nonetheless been a source of support for many lowly mages. When cast on a manufactured item, up to the size of a small fishing vessel, it imparts great strength to the whole by making the joints seamless. Similarly there are innumerable small and improbably ruinous bridges across certain lesser rivers that owe their survival entirely to this spell.



### ***Gaion's Derisive Acolyte***

Range: Near

Difficulty: Complex

Duration: One hour

A minor magical being, possibly a madling, is summoned by the caster. The creature appears in the guise of a scolding theologian and immediately engages in derisive arguments with targets selected by the caster. The creature possesses Persuasion (Forthright) 6 and Rebuff (Contrary) 7. The theologian instantly has access to the knowledge and memories anyone it is debating with, a feature that it uses to embarrass and harangue the targets. If any unpleasantness occurs the Derisive Acolyte disappears, as also happens when its skill pools are empty.

