

THE CORE RULES
FOR THE
The Majestic Realms
TABLETOP ROLEPLAYING
GAME



ARCANE SPELLS

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Arcane Magic

In a Nutshell

The mage can cast any spell found in his spellbook with a Thaumatology roll. The higher the spell level is the more difficult the spell is to cast. On a critical failure a magical disastrous result occurs.

Casting spells requires the expenditure of mana. The amount of mana a mage can control at once is equal to his fortitude plus four. If the mage does not have enough mana then the shortfall must be made up from viz or a mana store. Otherwise the mage will roll to see what magical disastrous result occurs. The amount of mana the mage controls replenishes with a short rest.

Spell can be cast as a longer ritual without the expenditure of mana.

Spontaneous magic is more flexible and doesn't require spell books. However spell casting are more difficult and consumes more mana.

General Notes

Spells

With the right aspect a mage can cast a spell as a single combat action. Casting requires a successful Thaumatology roll based on the difficulty of the spell.

Thaumatology

To successfully cast a spell, the result of a Thaumatology roll needs to be equal to or greater than the spell level. For example a +3 bonus to Thaumatology allows the mage to cast up to 3rd level spells.

Higher level spells can be cast but the difficulty increases to two times the spell level +1. For example for the above mage to cast a 4th level spell requires a +9 or better result on his Religious Ritual roll.

Critical Success

On a natural +4 or a +8 degree of success the spell cost only one mana.

Critical Failure

On a natural -4 the spell has caused a disastrous magical result. Roll 4dF + the mana cost of the spell for the precise result.

Disastrous Magical Results.

Roll 4dF and add +1 for every point of mana that the spell cost.

Roll	Result
< 0	The mage was lucky, the use of the spell was a normal failure.
0	The mage's entire body tingles at the near miss of an uncontrolled release of mana.
1	The mage sustains a wound equivalent to a scratch.
2	The mage is inflicted with a blinding headache until he is able to rest for 8 hours.
3	The mage fall unconscious and cannot be awakened until 4dF+5 combat rounds have passed. Otherwise he will sleep normal for 5+4dF hours.
4	An invisible demon/faerie/supernatural creatures hounds the mage for 4dF+5 days. Any rolls involving concentration or mental reasoning including spell casting is at -1.
5	One of the mage's arms is paralyzed for 5+4dF days. -2 to all spell casting.
6	The mage's ability to control mana has been compromised. All spell cost double to cast.
7	The mage sustains internal injuries and takes a Hurt wound.
8	The mage damages his ability to control mana. The mage is unable to cast any spell or arcane ritual for 5+4dF weeks.
9	The mage gains a new disadvantageous aspect. Nervous tics, a facial disfigurement, etc. This aspect can be removed with a Remove Curse spell.
10	The mage sustain severe internal injuries resulting in a very hurt wound.
11	The mage's ability to control mana has been permanently damaged. All spells and ritual cost double to cast.
12	The mage falls into a coma and doesn't awake for 5+4dF weeks. Make a save versus fortitude, reduce constitution (and fortitude) by the degree of failure.
13	The mage sustains life threatening injuries resulting in an incapacitating wound.
14	The mage ages by 10+4dF years. Adjust by race. Elves gains the aspect "Foreswears to cast arcane magic".
15	The mage suffers an injury to his mind resulting in -1 to intelligence and all associated skills and attributes
16	The mage's nervous system is damaged resulting in -1 to dexterity and all associated skills and attributes.
17	The mage must take a new aspect that represents a major disability such as blindness.
18	A portal to the abyss is opened and a demon emerges. If the demon escapes a divine servant will soon appear before the mage and demand the character's aid in banishing the demon.
19	The mage permanently loses the ability to control mana and unable to use any spell or spell like device.
20+	The mage explodes in a fountain of blood and gore. The explosion causes 4dF+6 damage to everybody around the mage. Damage threshold protects and the damage is reduced by -1 for every yard the individual is away from the mage.

Mana Pool

Each mage has a pool of mana that he can control at once. This is equal to the mage's fortitude plus four. The mage recovers his ability to control mana at a rate of one point for every minute.

Mana Cost

Each spell has a mana cost equal to two times the spell's level. The cost can be paid from the caster's mana pool, viz, or from a mana store. If the mage unable to pay the full cost then a disastrous magic result occurs. Roll 4dF and add the shortfall.

The mage may reduce the mana cost of the spell through using ritual components. For each 10d times the spell level the mage may reduce the mana cost of the spell by one. The minimum cost will always be one mana.

Spell Book

In order to cast a spell caster must scribe into a special book incantations and rituals of the spell. The cost of scribing a spell into a spell is 100d per level of spell. In addition to the cost it takes a number of days equal to the spell level to scribe the spell in the spell book.

Study

The caster must set aside one hour of study per spell level per spell per month in order to cast spells from memory.

Spontaneous Magic

With the right aspect the caster can use spontaneous magic. Instead of casting spells learned from a spell book, the character performs a series of meditations and rituals to memorize and attune to one of the ten arts of magic. This requires 1,000d worth of components and ten weeks of time.

Afterwards the character can cast any spell from that art with an additional -4 to his Thaumatology roll. The character can only attune to as many arts equal to his Intelligence score. The Art of the Forge is automatically learned as part of learning to cast spontaneous magic.

Rituals

Any spell can be cast as a ten minute ritual. In general mages can cast any spell in their spell book as a ritual without incurring a mana cost.

For mages practicing spontaneous magic they can cast any spell out of a spell book or any spell in the arts they have learned. Any spell cast from their knowledge of the arts is cast at a -4 penalty.

Ritual Components

In order to cast a ritual, components costing 10d times the spell level squared are consumed. One pound of spell components equals 100d.

Saving Throws and Spell Effects

The degree of success of the ritual roll is used as the target number for any required saving throws. For example a mage cast a sleep spell and rolls a +4. Since sleep requires a 1 or better to cast the degree of success is 3. The target now needs to make a will save of 3 or higher. The degree of success is also used in some spell to determine how effective the spell is.

Arcane Spells

Alter Self (Arcane Level 2, *Hearth*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Caster

Area: Self; **Duration:** 10 min suc; **Save:**

Description: Assume form of a similar creature.

Charm Person (Arcane Level 1, *Web*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 25 ft 5 ft / suc

Area: Target; **Duration:** 1 hr suc; **Save:** Will

Description: Makes one person your friend

Chill Touch (Arcane Level 1, *Storm*)

Casting Time: 1 rd; **Cost:** 2 *; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:** Fort

Description: Does +1 damage to the target, , fort save or loss -1 strength for success hours

Clairaudience (Arcane Level 3, *Web*)

Casting Time: 1 rd; **Cost:** 3; **Range:** 400 ft 40 ft / suc

Area: Self; **Duration:** 1 min suc; **Save:**

Description: Hear at a distance for 1 min./suc

Clairvoyance (Arcane Level 3, *Web*)

Casting Time: 1 rd; **Cost:** 3; **Range:** 400 ft 40 ft / suc

Area: Self; **Duration:** 1 min suc; **Save:**

Description: See at a distance for 1 min./suc

Command Animal (Arcane Level 1, *Claw*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 25 ft 5 ft / suc

Area: Target; **Duration:** 1 rd; **Save:** Fort

Description: May command an animal with a one word (Approach, Drop, Fall, Flee, Halt)

Command Undead (Arcane Level 2, *Skull*)

Casting Time: 1 rd; **Cost:** 2 *; **Range:** 25 ft 5 ft / suc

Area: Target; **Duration:** 1 day suc; **Save:** Will

Description: Undead creature obeys your commands.

Continual Light (Arcane Level 2, *Eagle*)

Casting Time: 1 rd; **Cost:** 2 *; **Range:** Touch

Area: Target; **Duration:** Permanent; **Save:**

Description: Makes a permanent, heatless torch.

CounterSpell (Arcane Level 0, *Forge*)

Casting Time: 1 rd; **Cost:** * per spell; **Range:** Self

Area: Self; **Duration:** Inst; **Save:**

Description: Roll Contest of Thamualogy. Cost equal to spell casted.

Create Scroll (Arcane Level 1, *Forge*)

Casting Time: Enchant.; **Cost:** ; **Range:**

Area: ; **Duration:** ; **Save:**

Description: Allows caster to create a scroll

Darkness (Arcane Level 2, *Eagle*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** 10 min suc; **Save:**

Description: 20-ft. radius of supernatural shadow.

Darkvision (Arcane Level 3, *Eagle*)

Casting Time: 1 rd; **Cost:** 2; **Range:**

Area: ; **Duration:** ; **Save:**

Description: See 60 ft. in total darkness

Detect Evil (Arcane Level 2, *Lantern*)

Casting Time: 1 rd; **Cost:** 1; **Range:** 60 ft

Area: 60 ft radius; **Duration:** 10 min suc/conc; **Save:**

Description: Senses hostile intent

Detect Invisibility (Arcane Level 3, *Lantern*)

Casting Time: 1 rd; **Cost:** 2 *; **Range:** Caster

Area: Self; **Duration:** 10 min suc; **Save:**

Description: Reveals invisible creatures or objects

Detect Magic (Arcane Level 1, *Lantern*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Caster

Area: 60 ft; **Duration:** Conc 1 min per suc; **Save:**

Description: Detects spells and magic items within 60 ft.

Detect Poison (Arcane Level 0, *Lantern*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:**

Description: Sense target been poisoned. Critical senses what type.

Dispel Magic (Arcane Level 3, *Forge*)

Casting Time: 1 rd; **Cost:** 3; **Range:** Touch

Area: Target; **Duration:** 1 hr suc; **Save:** Will

Description: Cancels magical spells and effects

Disrupt Undead (Arcane Level 0, *Skull*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:**

Description: Touch does +0 damage to undead.

Enchant Magic Staff (Arcane Level 1, *Forge*)

Casting Time: Enchant.; **Cost:** ; **Range:**

Area: ; **Duration:** ; **Save:**

Description: Allows caster to Enchant Staff for touch attacks

Enchant Potion (Arcane Level 2, *Forge*)

Casting Time: Enchant.; **Cost:** ; **Range:**

Area: ; **Duration:** ; **Save:**

Description: Allows for the creation of Potions

Endure Elements (Arcane Level 1, *Hearth*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** 24 hours; **Save:** Will

Description: Exist comfortably in hot or cold environment

ESP (Arcane Level 2, *Web*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 60 ft

Area: 60 ft radius; **Duration:** 1 min suc/conc; **Save:** Will

Description: Allows listening to surface thoughts

Explosive Runes (Arcane Level 3, *Lantern*)

Casting Time: 1 rd; **Cost:** 3; **Range:** Touch

Area: Target; **Duration:** Triggered; **Save:**

Description: Deals +4 damage when read

Fatigue Animal (Arcane Level 0, *Claw*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:** Fort

Description: Target animal loses an round of action

Fireball (Arcane Level 3, *Flame*)

Casting Time: 1 rd; **Cost:** 1 *; **Range:** 400 ft 40 ft / suc

Area: 20 ft radius; **Duration:** Inst; **Save:** Reflex

Description: Deals +1 damage per success, 20-ft. radius

Flare (Arcane Level 0, *Flame*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target; **Duration:** 1 rd Suc; **Save:** Fort

Description: DX -1 for duration

Fly (Arcane Level 3, *Eagle*)

Casting Time: 1 rd; **Cost:** 4; **Range:** Touch

Area: Target; **Duration:** 1 min suc; **Save:** Will

Description: Subject flies at speed of 60 ft

Fog Cloud (Arcane Level 2, *Storm*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 100 ft 10 ft/suc

Area: 20 ft rad 20 ft high cylinder; **Duration:** 10 min suc; **Save:**

Description: Fog obscures vision

Ghost Sound (Arcane Level 0, *Web*)

Casting Time: 1 rd; **Cost:** 1; **Range:** 25 ft 5 ft / suc

Area: point; **Duration:** 1 rd suc; **Save:** Will

Description: Creates sound equal to a volume of 4 humans per success.

Halt Undead (Arcane Level 3, *Skull*)

Casting Time: 1 rd; **Cost:** 3; **Range:** 100 ft 10 ft/suc

Area: Target; **Duration:** 1 rd suc; **Save:** Will

Description: Immobilizes undead for 1 round/suc

Haste (Arcane Level 3, *Flame*)

Casting Time: 1 rd; **Cost:** 3; **Range:** 25 ft 5 ft/ suc

Area: Target; **Duration:** 1 rd suc; **Save:** Fort

Description: One creature/suc moves faster, +1 on attack rolls, Fortitude and Reflex saves

Hold Person (Arcane Level 3, *Hearth*)

Casting Time: 1 rd; **Cost:** 2 *; **Range:** 100 ft 10 ft/suc

Area: Target; **Duration:** 1 rd suc; **Save:** Will

Description: Paralyzes one humanoid for 1 round/suc

Hold Portal (Arcane Level 1, *Forge*)

Casting Time: 1 rd; **Cost:** 1; **Range:** 100 ft 10 ft/suc

Area: One Portal 20 sq ft per success; **Duration:** 1 min suc; **Save:**

Description: Holds door shut

Invisibility (Arcane Level 2, *Web*)

Casting Time: 1 rd; **Cost:** 4; **Range:** Touch

Area: 100 lb suc; **Duration:** 1 min suc; **Save:** Will

Description: Invisibility: Subject is invisible for 1 min./suc or until it attacks.

Invisibility 10' (Arcane Level 3, *Eagle*)

Casting Time: 1 rd; **Cost:** 4; **Range:** 400 ft 40 ft / suc

Area: 10 ft radius; **Duration:** 1 min suc; **Save:**

Description: Makes everyone within 10 ft. invisible

Knock (Arcane Level 2, *Forge*)

Casting Time: 1 rd; **Cost:** 1; **Range:** 100 ft 10 ft/suc

Area: Target 10 sq ft suc; **Duration:** Inst; **Save:**

Description: Opens locked or magically sealed door.

Levitate (Arcane Level 2, *Eagle*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 25 ft 5 ft / suc

Area: 100 lb suc; **Duration:** 1 min suc; **Save:**

Description: Subject moves up and down at your direction.

Light (Arcane Level 1, *Eagle*)

Casting Time: 1 rd; **Cost:** 1 *; **Range:** Touch

Area: 20 ft per; **Duration:** 10 min suc; **Save:**

Description: Create a light 20 ft radius per mana. Dim light double that.

Lightning Bolt (Arcane Level 3, *Storm*)

Casting Time: 1 rd; **Cost:** 1 *; **Range:** 120 ft

Area: 120 ft line; **Duration:** Inst; **Save:** Reflex

Description: Electricity deals +1 damage/success damage.

Locate Object (Arcane Level 2, *Lantern*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 400 ft 40 ft / suc

Area: same Range; **Duration:** 1 min suc; **Save:**

Description: Senses direction toward object (specific or type).

Mage Hand (Arcane Level 0, *Eagle*)

Casting Time: 1 rd; **Cost:** 1; **Range:** 25 ft 5 ft / suc

Area: Target 5 lbs; **Duration:** Conc; **Save:**

Description: Telekinesis 5 lb object

Magic Missile (Arcane Level 1, *Flame*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 100ft

Area: Target; **Duration:** Inst; **Save:**

Description: A bolt of magical energy does +0 damage, one additional bolt for every two success.

Magic Mouth (Arcane Level 2, *Web*)

Casting Time: 1 rd; **Cost:** 3; **Range:** 25 ft 5 ft / suc

Area: Target; **Duration:** Triggered; **Save:** Will

Description: Speaks once when triggered.

Mirror Image (Arcane Level 2, *Web*)

Casting Time: 1 rd; **Cost:** 4; **Range:** Caster

Area: Self; **Duration:** 1 min suc; **Save:**

Description: Creates decoy duplicates of you (1 per two success max 8).

Monster Summoning I (Arcane Level 3, *Claw*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 25 ft 5 ft / suc

Area: One Creature; **Duration:** 1 rd suc; **Save:**

Description: Calls extraplanar creature to fight for you

Phantasmal Force (Arcane Level 2, *Web*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 400 ft 40 ft / suc

Area: 10 cube ft + 10 cube ft / suc; **Duration:** Conc; **Save:**

Description: Fearsome illusion does +0 damage

Protect from Evil 10' (Arcane Level 3, *Tree*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** 1 min suc; **Save:** Will

Description: +1 to Fortitude and Defenses, counter mind control, hedge out elementals and outsiders

Protect from Missiles (Arcane Level 2, *Tree*)

Casting Time: 1 rd; **Cost:** 3; **Range:** Touch

Area: Target; **Duration:** 1 hr suc; **Save:** Will

Description: Subject immune to most ranged attacks

Protection from Evil (Arcane Level 1, *Tree*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** 1 min suc; **Save:** Will

Description: +1 to Fortitude and Will saves, Demonic creatures can't pass barrier, prevents demonic possession

Pyrotechnics (Arcane Level 2, *Flame*)

Casting Time: 1 rd; **Cost:** 3; **Range:** 400 ft 40 ft / suc

Area: 20 ft cube fire source; **Duration:** 1 rd suc; **Save:** Will or Fort

Description: Turns fire into blinding light or choking smoke

Ray of Enfeeblement (Arcane Level 1, *Skull*)

Casting Time: 1 rd; **Cost:** 1; **Range:** 25 ft 5 ft / suc

Area: Target; **Duration:** 1 min suc; **Save:**

Description: Ray deals -1 Str per two levels of success.

Ray of Frost (Arcane Level 0, *Storm*)

Casting Time: 1 rd; **Cost:** 1; **Range:** 25 ft 5 ft / suc

Area: Target; **Duration:** Inst; **Save:**

Description: ray of freezing air and ice does +0 damage to target

Read Languages (Arcane Level 1, *Lantern*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Caster

Area: Target; **Duration:** 10 min suc; **Save:**

Description: You understand all spoken and written languages.

Read Magic (Arcane Level 1, *Lantern*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Caster

Area: Self; **Duration:** 10 min suc; **Save:**

Description: Read scrolls and spellbooks.

Resistance (Arcane Level 0, *Tree*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target; **Duration:** 1 min; **Save:**

Description: +1 to all resistance rolls

Rope Trick (Arcane Level 3, *Forge*)

Casting Time: 1 rd; **Cost:** 4; **Range:** Touch

Area: Rope max 30 ft; **Duration:** 1 hr suc; **Save:**

Description: As many as eight creatures hide in extradimensional space

Scryguard (Arcane Level 3, *Web*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 25 ft 5 ft/ suc

Area: 10 sq ft suc; **Duration:** 1 hr suc; **Save:**

Description: Protects from Divination or Scrying effects

Shield (Arcane Level 1, *Tree*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Caster

Area: Self; **Duration:** 1 min suc; **Save:**

Description: Amor +2

Sleep (Arcane Level 1, *Web*)

Casting Time: 1 rd; **Cost:** 1; **Range:** 100 ft 10 ft/suc

Area: Target; **Duration:** 1 min suc; **Save:** Will

Description: Puts target to sleep

Slow (Arcane Level 3, *Hearth*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 25 ft 5 ft/ suc

Area: Target; **Duration:** 1 rd suc; **Save:** Will

Description: One subject/suc takes only one action/round, -1 to fortitude, reflex, and attack rolls

Strength (Arcane Level 2, *Flame*)

Casting Time: 1 rd; **Cost:** 3; **Range:** Touch

Area: Target; **Duration:** 1 min suc; **Save:**

Description: Subject gains +2 to Str for 1 min./suc

Suggestion (Arcane Level 3, *Web*)

Casting Time: 1 rd; **Cost:** 2; **Range:** 25 ft 5 ft/ suc

Area: Target; **Duration:** 1 hr suc; **Save:** Will

Description: Compels subject to follow stated course of action

Summon Familiar (Arcane Level 2, *Claw*)

Casting Time: Enchant.; **Cost:** ; **Range:**

Area: ; **Duration:** ; **Save:**

Description: Summon a familiar creature

Touch of Fatigue (Arcane Level 0, *Hearth*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Target; **Duration:** Inst; **Save:** Fort

Description: Target person loses a round of action

Water Breathing (Arcane Level 3, *Hearth*)

Casting Time: 1 rd; **Cost:** 2; **Range:** Touch

Area: Target; **Duration:** 2 hr suc; **Save:** Will

Description: Subjects can breathe underwater

Web (Arcane Level 2, *Eagle*)

Casting Time: 1 rd; **Cost:** 2 *; **Range:** 100 ft 10 ft/suc

Area: 20 ft radius; **Duration:** 10 min suc; **Save:** Reflex

Description: Fills 20-ft.-radius spread with sticky spiderwebs

Wizard Lock (Arcane Level 2, *Forge*)

Casting Time: 1 rd; **Cost:** 1; **Range:** Touch

Area: Portal 30 sq ft; **Duration:** Permanent; **Save:**

Description: Magically locks a portal or chest