



A mighty wizard has departed our plane forever. He has gifted you with his spellbook.

As a mere mortal, you can learn only a few of the many spells found within.

Choose four first level spells, two second level spells, and a single third level spell.

The remaining spells are distributed to fifteen random individuals around the world in the same fashion. **What will you do with your new-found power?**

FIRST LEVEL SPELLS

Magic Missile (120/month, Evocation)

Fires a bullet of magical force that homes in on the target unerringly. The missiles have a ten metre range.

Slicing Ray (12/day, Evocation)

Fires a thin beam of searing light from a fingertip. The beam cuts through most mundane materials with ease, and has a thirty metre range.

Summon Meal (4/day, Conjunction):

A gourmet meal in neat paper packaging appears in your hand. The summoned meal is never the same twice.

Summon Monster I (1/day, Conjunction): Summons one of three creatures; an imp, an archon, or a tanuki. You can choose which creature to summon, and change your choice every time you cast this spell.

Mage Armour (1/day, Conjunction): Creates a translucent suit of armour around the target. The armour protects against all first level spells and weakens more powerful spells. It also blocks most mundane weapons.

Minor Image (4/day, Evocation): Creates a holographic construct in any form you desire. The construct makes no sound.

Mage Hand (12/day, Evocation): Creates an invisible, hovering hand under your complete mental control. The hand can exert the same amount of force you can with one arm. Up to two hands can be active at once, and they have a range of five metres.

Unseen Servant (1/day, Evocation): Creates a pair of *Mage Hands*, as the spell, except the duration is six hours, they are not under your mental control and have no range limit. You can set the hands to simple tasks or chores.

Refresh (2/day, Transmutation): Upon casting this spell, you instantly feel well rested. You and your clothes become clean and dry, any cosmetics are re-applied expertly, and any devices on your person are recharged.

Loosen Change (24/day, Transmutation): Transforms any whole mundane object into its value in small change. This spell fails on objects worth more than £10 (\$14), or heavier than 1kg.

Coin Trick (24/day, Transmutation): Touch a coin to transform it into a tiny grenade. The value of the coin in pennies (cents) is the time delay in seconds.

Dispel (6/day, Evocation): Ends, negates or cancels any enchantment or evocation spell.

Silence (1/day, Evocation): Removes the target's ability to cast spells for fifteen minutes.

Venus Touch (6/day, Transmutation): The target is forced to have multiple, intense orgasms until they pass out. You can end this spell at any time.

Minor Creation (4/day, Conjunction): Creates a small object, no heavier than 5kg, from wood, glass and stone.

Muscle Wizard (1/day, Enchantment): You gain the physique of a World's Strongest Man contestant.

Sudden Inspiration (2/day, Transmutation): You instantly know the answer to a simple question. This spell cannot be used to find deliberately hidden information.

Favoured Spell (Metamagic): Choose a first level spell you know. You can cast that spell thrice as often. You can change your choice of spell once a month.

Arcane Thesis (Metamagic): Choose an enchantment spell of first level you know that can target a human. The target is permanently affected by that spell, which cannot be dispelled.

Ghostform (2/day, Enchantment): You transform into a cloud of mist. You can move at twice your normal sprinting speed and fit through tiny gaps in ghost form.

Hideous Laughter (4/day, Evocation): You emit a tortured, screaming rattle that drives everyone who hears it into paroxysms of jerking horror for around fifteen minutes. Dispelling auras offer no protection from the laughter.

Tongues (1/day, Enchantment): The target become fluent in any one language for a week.

Mind Swap (1/day, Enchantment): This spell affects only those you have touched in the past. You can swap bodies with another living creature for 24 hours. The bodies have a sympathetic connection with regard to pain and injury.

Spider Climb (3/day, Enchantment): The target can walk on walls or ceilings, ignoring gravity. In addition, the target become completely silent. This spell cannot be dispelled.

Supersense (2/day, Transmutation): Your mind is suffused with information about your surroundings, with a range of one hundred metres.

Dimension Hop (1/day, Transmutation): You teleport up to one hundred metres in any direction.

Vanish (3/day, Enchantment): The target becomes invisible for as long as they can hold their breath.

Curse (3/day, Enchantment): Blinds and deafens the target.

Empathy (24/day, Enchantment): The target gains empathic senses, allowing them to detect emotions and discern true feelings. As a side effect, they can tell if a subject is lying with a 99.9% success rate.

Summon Swarm (3/day, Conjunction): Creates a horde of twenty rats, fifty bats, or a thousand spiders under your telepathic control. The chosen swarm will obey your commands as one, then vanish after an hour.

Dreamshape (1/day, Enchantment): The target enters a vivid hallucination based on a written account.

Hunter (Special): Whenever you kill an enemy mage, you learn an extra first level spell from their pool, in addition to the random spell you receive normally.

Hammerspace (48/day, Transmutation): Stores or recalls an object from a pocket dimension. You can store up to 24 objects this way.

Save Spell (1/day, Metamagic): Stores up a use of a spell, which can be used at any time in the future. Up to twelve spells can be stored this way.

Create Lesser Undead (1/day, Transmutation): Animates the corpse of a small animal (like a crow, a cat, or a fox), creating a zombie.

Enhanced Sanctum (Metamagic): Choose either Private Study, Private Mansion, or Wizard's Tower. While you are inside your chosen dwelling place, you do not age. Utilities and a high-speed Internet connection are provided free of charge.

Unbreakable Vow (2/day, Transmutation): This spell is cast when the target enters into a contract. If the target breaks the terms of the contract, they instantly die in agony.

Negation Field (1/year, Transmutation): Inside a circle with radius thirty metres, only your spells work.

Duplicate (3/day, Enchantment): You temporarily learns the last spell the targeted mage cast.

Bind Monster I (1/month, Conjunction): As Summon Monster I, but the chosen creature persists for a year and a day. Only one monster may be bound at a time.

Fireball (4/day, Evocation): Launches an orb of sticky, burning plasma the size of a baseball at a target. The fireball has a range of twenty metres.

Lightning Bolt (1/day, Evocation): Calls down a single bolt of lightning anywhere within a kilometre of you. This spell takes six seconds to cast.

Passwall (1/day, Enchantment): The target become intangible for ten minutes. All spells still affect them.

Fist (4/day, Evocation): A giant stone hand under your complete control bursts from the earth with considerable force. The hand can travel at walking pace.

Contingency (1/day, Metamagic): When this spell is cast, you set certain conditions. When these conditions are met, a chosen spell is automatically cast, even if you are unconscious or dead. Casting a spell this way still counts towards its usage limit.

Mage's Lucubration (1/day, Metamagic): When you cast this spell, you regain a use of a random spell you used since the last time you slept.

Secret Chest (1/month, Conjuration): Creates a large, iron bound chest with 3 square metres of interior storage space. You can hide the chest in extradimensional space by speaking a pass phrase, and speaking the pass phrase again will summon the chest to your current location.

Magna Anima (Metamagic): Choose an evocation spell of first or second level you know. You can cast that spell ten times as often,

Tumbling Dice (4/day, Conjuration): Creates several tonnes of assorted dice.

Wrath Of God (Oneshot, Evocation): Creates a blast of magical fire, destroying everything within 100 metres of the target.

Mass Summon Monster I (1/month, Conjuration): Summons four creatures that could be summoned by Summon Monster I.

Mindwipe (3/month, Transmutation): The target completely forgets the events of the past day.

Homeward (1/day, Transmutation): Teleports you to a set location. The location can be changed once per month.

Reverse Gravity (4/day, Enchantment): Creates a bubble with a radius of ten metres. Within that bubble, gravity is reversed.

Instant Tree (4/day, Conjuration): An apple tree grows from the earth, growing to full maturity in moments. The apples are delicious and highly addictive.

Instant Shelter (1/month, Conjuration): Creates a sturdy wooden hut or tree house, containing a table, some chairs, and a crate of beer.

SECOND LEVEL SPELLS

Danger Sense (3/day, Enchantment): As Supersense, but you are also alerted to any threats to your person (such as tripping hazards, exposed wires or gunmen) in a one hundred metre radius.

Slayer (Special): Whenever you kill an enemy mage, you learn an extra second level spell from their pool.

Mind Trick (1/day, Enchantment): The target becomes dazed and highly suggestible. They remember nothing of the time they spent enchanted.

Physic (4/day, Transmutation): Heals most injuries (broken bones, damaged organs, shock trauma) instantly. *Physic* alleviates the symptoms of a disease but does not cure it.

Private Study (1/day, Conjuration): Creates a free standing door, which leads to a warm, cosy study, with comfortable mahogany furniture and a roaring fireplace. The door can be bolted shut from within, but a suitably strong adversary could conceivably force their way in. You can destroy and recreate the door as you wish, though only one door can exist at any one time.

Perfect Crime (1/month, Enchantment): The target can commit any one crime and not be caught. All traces they leave vanish. The idea of their guilt never occurs to investigators.

Greater Favoured Spell (Metamagic): Choose a second level spell you know. You can cast that spell thrice as often. Alternatively, choose a first level spell you know. You can cast that spell seven times as often. You can change your choice of spell once a month.

Spellshield (1/day, Enchantment): Creates an aura with a radius of five metres, centred on the target, which dispels enemy evocation and enchantment spells of level two or lower. This spell lasts fifteen minutes.

Summon Monster II (1/day, Conjuration): Summons one of three creatures; a cornugon, a succubus, or a mimic.

Create Greater Undead (1/day, Transmutation): Animates the corpse of any animal (including humans), creating a zombie.

Bind Monster II (1/month, Conjuration): As *Summon Monster II*, but the chosen creature persists for a year and a day. Only one monster may be bound at a time.

Lightning Storm (1/day, Evocation): As *Lightning Bolt*, but calls does a dozen individually targeted bolts instead of one.

Resilient Sphere (4/day, Evocation): Creates a sphere of impenetrable force around you. The sphere blocks spells, and excludes everything – even air. The sphere will move with you.

Chaos Creation (24/day, Conjuration): Creates a random item from [this](#) list.

Black Tentacles (4/day, Evocation): A swarm of shadowy tentacles bursts from the earth. The tentacles are under your direct control, and are exceedingly strong and dexterous.

Invisibility (4/day, Enchantment): As *Vanish*, but the target remains invisible for an hour.

Create Portal (1/day, Enchantment): This spell transforms two doors, both of which you must have touched in the past, into portals: one door will lead to another, regardless of distance. This spell lasts as long as you wish.

Drain Life (1/day, Transmutation): Your touch ages the (human) target by one year each second. For each year you drain this way, your own ageing is suspended for two days.

Flight (1/day, Enchantment): The target can fly at up to forty kilometres per hour, with a maximum altitude of one kilometre.

Silent Guardian (1/month, Conjuration): Creates an animate suit of armour as a bodyguard. The guardian is hugely strong and proficient with a sword and shield.

Baleful Polymorph (1/day, Enchantment): Transforms the target into a harmless guinea pig.

Forcecage (1/day, Evocation): As *Resilient Sphere*, but air can pass through the sphere and it can affect any target.

Lesser Versatility (Special): Choose two extra first level spells to learn. These extra spells do not affect the pool distributed to other mages.

Shape Of The Beast (1/day, Enchantment): The target transforms into a huge, shaggy beast; with aspects of boar, bear and wolf. Whilst in beast form, their wounds heal quickly.

Mass Summon Monster II (1/month, Conjunction): Summons either four creatures that could be summoned by Summon Monster II or sixteen creatures that could be summoned by Summon Monster I.

Adamant Chains (4/day, Evocation): The target is suddenly bound in unbreakable, enchanted chains. They cannot move, speak, or cast spells, but they can breathe.

Wall Of Stone (24/day, Evocation): A wall of solid rock bursts from the ground. The wall can take any shape you wish, but the total volume of stone cannot exceed three cubic metres.

Death Touch (3/Day, Transmutation): Your touch instantly reduces one living creature to dust.

THIRD LEVEL SPELLS

Slaughterer (Special): Whenever you kill an enemy mage, you learn an extra third level spell from their pool, in addition to the random spell you receive normally.

Lucis Gladius (1/day, Conjunction): Creates a sword of light only you can wield. The blade cuts through any material, gliding through smoke and steel with equal ease. The sword emits a dispelling aura, as *Spellshield*, but fades away over the course of an hour if you cease to wield it. Whilst holding the blade, you become supernaturally skilled in its use. Whilst wielding the sword, you can cast *Lightning Bolt* and *Vanish*, as the spells, once a minute, four times each per casting of *Lucis Gladius*.

Time Stop (4/day, Enchantment): Time stops, freezing everything other than you in place. You adopt an ethereal, intangible form, and can move wherever you wish. This spell lasts up to an hour. This spell cannot be blocked, countered, or dispelled, but does not affect extra-universal locales. Casting any other spell immediately restarts time.

Summon Monster III (1/day, Conjunction): Summons one of three creatures; an hellhound, a deva, or a shoggoth. You can choose which creature to summon, and change your choice every time you cast this spell.

Scry (1/day, Evocation): Creates an invisibly small magical sensor anywhere you wish (e.g. "Over there", "In the Oval Office", "Orbiting Proxima Centauri"). You can see and hear through the sensor as if you were standing in its location. The sensor can be moved at a walking pace in any direction.

Private Mansion (1/day, Conjunction): As Private Sanctum, but the portal door leads to a huge, luxurious mansion, with a huge library, a dozen bedrooms, a dining hall, as well as a scattering of studies and drawing rooms. The mansion is attended by humanoid clockwork automatons, has a well-stocked kitchen, and hot water on tap.

Wizard's Tower (One-shot, Conjunction): A tall tower of smooth black stone rises from the earth. The tower walls are as hard as diamond, and resist most spells. Only those you allow can pass through the gates. Inside are unfurnished rooms of the same material, linked by a spiral staircase. You can cast Conjunction spells twice as often as usual within the tower, and any Evocation spells cast from the tower have ten times their normal range.

Genesis (1/year, Conjunction): Creates a floating island the size of a football pitch. You can alter the geography and flora of the island at will, shaping the earth and growing vegetation in seconds. You

cannot alter the island's size, composition or location.

Doomball (4/day, Evocation): Fires a sphere of crackling black energy up to a kilometre. The sphere explodes at your mental command, utterly obliterating everything within a ten to one hundred metre radius. This spell cannot be blocked, countered, or dispelled; it unerringly penetrates any defence and trumps any other spell.

Soul Bind (Special): This spell takes effect once you kill another mage. The mage's spirit is entombed within you, granting you the ability to use any spell they could, as if they were affected by *Save Spell*; first level spells eight times each, second level spells four times each, and third level spells twice. You still gain a random spell from their pool permanently.

Bind Monster III (1/month, Conjunction): As *Summon Monster III*, but the chosen creature persists for a year and a day. Only one creature may be bound at a time.

Greater Versatility (Special): Choose two extra first level spells and one extra second level spell to learn. These extra spells do not affect the pool distributed to other mages.

Dragonshape (1/month, Enchantment): The target transforms into a mighty fire-drake, the most fearsome and powerful of all monsters. Their armour is a tenfold shield; their teeth spears; their tail a thunderbolt; their wrath final. Whilst in dragonshape, they lose the ability to cast spells, but cannot be affected by enemy magic.

SUMMONS

Summoned creatures will generally obey your commands to the best of their ability. They vanish after an hour.

Undead creatures are slower, clumsier and far less intelligent than their living counterparts, and will rot away to the point of uselessness in a matter of months. However, they feel no pain or fear, and can survive any injury that does not damage the brain. They slavishly obey a simple directive implanted during their reanimation.

Imps are short, scaly humanoids. They are good at breaking things and setting things on fire, and bad at everything else.

Archons are floating balls of glowing fluff. They can fire bursts of dazzling light at will, and can explode with considerable force on command.

Tanuki are nature spirits in the shape of dogs and raccoons. They are intelligent, though somewhat lazy, and can transform into small, mundane objects like shovels, boulders or kettles.

Succubi resemble nude, attractive young people with unrealistic proportions. They can cast *Venus Touch* at will.

Cornugons are heavily muscled, red-skinned creatures with curling horns. They can cast *Fireball* at will and summon a single imp once per day.

A mimic is a humanoid mass of slime. It can adopt any shape, even changing its colour. Think a slimy T-1000.

Hellhounds are three-headed, coal black Rottweilers the size of a bull elephant. They can breathe fire and shrug off anything short of sustained tank fire.

Devas are beautiful, androgynous angels with seven wings. They can cast Curse and Empathy at will; Physic eight times per summon; and summon a dozen archons once per day. They have more free will than other summoned creatures, and will refuse to obey commands that contravene their strict moral code: no murder, no torture, no sex.

Shoggoths are tentacled masses of writhing protoplasmic jelly. Their very touch brings entropy and decay. They leave only dust in their wake. Destructive forces only empower them.

NOTES

If you kill another mage, you receive a random spell from their pool. If a creature you summon kills them, you still gain the spell. If an undead creature you reanimated kills another mage, you do not gain the spell. If you hire a contract killer to dispose of another mage, you do not gain the spell.

Undead creatures are slower, clumsier and far less intelligent than their living counterparts, and will rot away to the point of uselessness in a matter of months. However, they feel no pain or fear, and can survive any injury that does not damage the brain. They slavishly obey a simple directive implanted during their reanimation.

Evocation spells create a temporary magical effect. Some evocation spells, like Magic Missiles, are expended once they hit the target. Others, like Minor Image, last an hour.

Transmutation spells instantly and permanently change some aspect of the target. Once the change has been made, it cannot be dispelled.

Conjuration spells create or summon an object. Unless noted, conjured objects persist indefinitely, and dispelling them has no effect.

Enchantment spells are similar to Transmutation spells, but they have a duration of one hour and can be dispelled. Enchantment spells that affect a "target" can affect you or any other living creature.

Metamagic spells have some effect on another spell, and have no effect of their own.

Unless noted, spells require you to see target to have an effect. Sniper scopes and binoculars are useful for mage versus mage combat. Casting a spell through a Scry spell makes the sensor immediately obvious and lengthens the casting time to ten seconds.

Unless noted, spells can be cast instantly and without any specific action, such as an incantation, on your part.

Spells that have a usage limit of x/day require six hours of rest, usually sleep, during which no spells can be cast, to recharge their uses. Spells that have a duration of a day last until you wake up from one of these rests.

Spells that have a usage limit of x/month have the same recharging requirements as x/day spells, but also require the mage to rest in the light of a full moon.

Spells that have a usage limit of x/year have the same recharging requirements as x/day spells, but also require the mage to rest in the light of the sun on a winter solstice.

Oneshot spells can be used once, ever. They are unaffected by metamagic.

