

Optional Plugin: Magic

Magic is handled in a separate plugin in **Dawn of Legends** as it's inclusion in your game is entirely optional. If you intend to run a more "realistic" **Dawn of Legends** game, then the people of Britain probably maintain a strong belief in magic, but it may only exist in the invisible world. It can be used to explain natural occurrences, coincidence and other such phenomena, but does not exist in a tangible sense. Or, you can decide that the power of the Druids, gods, and fey creatures is very real and, from time to time, the paths of powerful wielders of magic cross into the lives of ordinary folk.

Who Uses Magic?

Practitioners of magic include the men and women who make up the Druid classes, including poets, bards, and full Druids. In addition, heroes sometimes inherit magic and magical abilities through the intervention of the gods, Fairies or other fey creatures. Dark Saxon cults are rumored to be headed by powerful sorcerers. Characters of these backgrounds could easily be gifted with the ability and skills of magic. A human character who wishes to become a spell caster of some sort needs to purchase the Magically Gifted Talent. While it is possible for a character to become a Druid, bard, poet, or priest without being magically gifted, this kind of character will never learn to cast magic. Other characters might have an innate magical ability or power.

Casting Spells

The spells that are cast and the factors influence their casting are similar—whatever the caster's background. Knowledge of spells is purchased with option points and can be increased later with experience. All spells utilize ability in one to three knowledges for the actual casting. All spells have a Level, Area in m/yds, a Range, a damage or Effect amount, a Duration, a Difficulty Value, an Endurance cost, and a specified amount of Time required to cast the spell. Casting a spell successfully has several requirements.

First the character must spend the amount of time indicated in the spell description. A druid, poet or bard may modify this by increasing the Difficulty Value by +4 for each step up the Time Table. Likewise, each step down the chart lowers the Difficulty Value by -4. *Example: Mark the Mage wishes to cast a spell which normally takes 5 minutes to cast in only 5 turns (one*

*minute). This is one step up the Time Table, so it adds +4 to the Difficulty Value of the Spell. Saxon priests using Rune Magic may **not** modify the Time required for the spell in any way.*

Second, the character must have all the skills listed as required by the spell. Only by understanding the universe will the mage understand what to call upon and why. This will allow the spell caster to guide the magics to the ends he wishes to achieve. Spells are cast using the character's lowest required skill listed—not the level of knowledge in the spell itself. Thus, if a character had a skill of 9 in Ash and a skill of 4 in Silver Fir and he was attempting a Healing Spell which requires both Ash and Silver Fir knowledges, the character would use the skill of 4 when attempting the roll to cast the spell.

Third, the character must have points in the spell. An understanding of the task at hand is necessary for the successful completion of a magical spell. The higher the level of knowledge in the spell, the more powerful a spell can be cast. Most spells have a minimum level required before the spell can be cast. These can be learned and improved just like skills, and at the same costs as skills, but have no associated characteristic, since rolls are never made against them.

The spell caster must comply with any other strictures regarding his spell casting. For druids, this means they must be able to speak their arcane poems. Bards are very similar, and perform their magic in song. For Saxon rune priests, the spells must be inscribed upon an item, and triggered (some general examples: when weapon strikes a foe, someone steps over or onto the rune, the rune is read, the rune-inscribed item is aimed at a foe, or the priest touches the rune in some way.)

Aids to Spell Casting

Certain situations or items may help the spell caster to cast his spells. However, the modifiers are not cumulative. The character should receive the best bonus he is entitled to. Here is a suggested list of modifiers that can aid bards and druids in their spell casting:

- Using a Druid's Staff +2
- Wearing no armor +2
- Using an appropriate, non-required item (mistletoe for healing, holly when enchanting a weapon). +4
- In a sacred place (oak grove, ancient forest, near sacred springs, etc.) +4

Example: Pwyll the Bard wishes to cast a powerful healing spell to save his dying friend. Pwyll has his friend transported to a nearby oak grove (+4). Pwyll also carries a special druid staff (+2) to aid him in his spell casting. However, Pwyll can not receive both modifiers to his roll and must be satisfied with the +4 to his roll for being in the oak grove.

Endurance

If the roll to cast the spell is successful, no further cost is incurred. If the roll to cast the spell is failed the spell may still work, but the character must spend the amount of END listed in the spell requirements. Spells which target versus an opponent's DV still work, but they miss (possibly hitting something else).

While great magics utilize the forces of nature and the gods to power them, often, the caster is called upon to make some sacrifice himself. Thus, the character's own energy is taxed. If the character does not have enough END to power the spell, it is taken from his STUN. If this, too runs out and still the amount is not met, the character loses Hits and recovers STUN and END at the same rate as if he was negative STUN as many points as he has taken hits. It is possible for a character to actually lose his life for a powerful spell. If the character fails the roll by 10 or more points, it is considered a **critical failure** and the character must pay the END cost and the spell does not work. In addition, an unpleasant side effect could occur at the GM's discretion. For instance, the spell could have the inverse effect or a surprising effect, illustrating either the displeasure or capriciousness of the gods. Likewise, if a character succeeds by 10 or more points, it is considered a critical success and the spell will have the maximum effect. Thus a 5D6 Healing spell will heal 30 Hits without needing to roll.

Cooperative Spell Casting

Some spells are extremely complex and the cost of Endurance could be so high that it could seriously threaten the caster's health. In cases where a spell caster feels she either hasn't the skill, time or Endurance to safely cast a spell she might call upon comrades to aid her. All that is required is that those who wish to participate in the casting have all the required skills and the Magically Gifted Talent. They do not necessarily need to have points in the spell to be cast. One of the characters is then selected as the lead caster. When the spell is cast, the attribute of the lead caster will be used. Next, total all the casting characters' skills (leave out their Intelligence Characteristic since we'll only be using the lead character's Intelligence). Use the skill with the lowest total number of points and add that to the lead character's Intelligence. This is the final Cooperative Total. Roll the dice and decide success or failure as you would for any spell. Any Endurance cost can then be divided amongst the casters, thereby reducing the odds someone will get blown to pieces casting the spell.

Example: Menna, a druid Priestess, wishes to cast a Eyes of the Dragon which she will use to monitor goings-on in her forest. In particular, she wants to know who comes and goes within her sacred oak grove in the heart of the forest. This powerful and useful spell has a Difficulty of 42 and END of 128. Menna has an Intelligence of 7 and 6 points in both the required skills -- Hazel and Silver Fir in this case. This gives her an Action Value of 13 plus 3D6. Obviously it would be pretty difficult to avoid a critical failure with this amount. Menna's player decides she doesn't have months or years to prepare for the spell (spending extra time will give +4 per extra level of time spent on the Time Chart) and so decides to call together the other 6 druids of the forest. Fortunately, they all have both required skills for this spell. The druids have the following points in the Hazel skill: $1 + 3 + 3 + 4 + 2 + 5 = 18$ total points. They also have $1 + 2 + 3 + 3 + 4 + 4 = 17$ total points in the Silver Fir. Adding Menna's points gives a final total of 24 in Hazel and 23 in Silver Fir. The group must use the Silver Fir skill. They choose Menna as the lead caster, so the final Action Value is $23 + 7$ (Menna's Intelligence score) = $30 + 3D6$. Now they will likely succeed in the spell and split any END cost 7 ways!

Possible Critical

Failure Results:

- Takes x2 END Cost
- Loose the Magically Gifted Talent for 1 Day
- STUN drops instantly to zero, if not already there.
- Spell destroys item (for enchantments)

Further Note on Bards, Poets and Druids

Bards, poets and druids (or druid priestesses) essentially follow the same path and therefore use the same skills. Druids tend to have far greater knowledge, spells, and status than bards. However, it is not too unusual for a bard to become very powerful and famous without ascending to the status of a full druid. As a guideline, bards usually learn only spells which require one skill—at least starting out. An adventuring bard can find druids and other bards willing to teach the adventurer new spells and skills in exchange for stories and knowledge.

Skills for Spells

As noted above, a spell caster needs to know specialized skills in order to cast spell. This special knowledge allows the spell caster the fine control he needs in order to guide the flows of magic granted to him by nature, the gods, or whatever other power supports him. The skills below should be considered categories of expertise. Thus they fall under the Expert macro skill and use a character's Intelligence characteristic.

Alder	This skill teaches one what measures to take in order to protect the spirit. Proper employment of this skill with a spell often protects a beneficiary from spiritual attack.		
Ash	This powerful skill disciplines one's mind and aids in unlocking hidden knowledge.		
Birch	This skill teaches the arts of cleansing and is usefully employed against poisons and disease.		
Blackthorn	A powerful and dangerous skill that is not often taught to novices, Blackthorn can be used to inflict powerful curses and is often associated with magics the christians might refer to as Witchcraft (using the thorns to pierce waxen images). However, Blackthorn knowledge can also be used in building a shillelagh or cudgel.		
Elder	This knowledge teaches regeneration in spirit, mind and body. This spell is useful in specific healing spells.		
Grove	To the druids, a grove is a sacred place. The Knowledge of Grove teaches the wisdom of the past, present and future particularly when used in conjunction		with the special knowledge of Oak. The grove is traditionally a place of law and judgement in the Celtic cultures.
		Hawthorne	This skill is useful in rituals of cleansing, and protection from Fairie magics.
		Heather/ Mistletoe	This is a knowledge which combines the powerful uses of Heather and Mistletoe which can be used in building a gateway to the Otherworld. Additionally, it is believed that when mistletoe can be found on an oak tree, druids will gather it as a symbol of fertile life essence and can use it in their most powerful healing rites.
		Hazel	Hazel bestows powers of intuition and divination, especially water based divination. Hazel is often the knowledge used to teach the most basic forms of shapeshifting. Using the Hazel knowledge in conjunction with a spell enables the caster to triangulate and measure Ley Lines, also called 'dodmen'.
		Holly	When considering enchantment of weapons, Holly is best utilized. Note that holly branches are often used in spear shafts.
		Honeysuckle	This is the knowledge to use when a spell is needed to hide something or reveal what is hidden.
		Ivy	Knowledge of ivy will allow one the potential power to see beyond the everyday world. This is useful when trying to view the Otherworld or its peoples.
		Oak	Physical protection is what oak symbolizes. Oak knowledge also provides the doorway to inner spirituality, and possibly even the Otherworld! An aged oak tree is the preferred place bards and druids of all stripes will teach.
		Reed	This knowledge teaches direction and purpose.
		Sea	This ancient knowledge not only represents travel, but the sacred water itself.
		Silver Fir	Long sight and clear vision are promoted by this knowledge. This knowledge can be used in understanding and foreseeing the future. It also provides strengthening and healing talents.

- Spindle** This is a specialized knowledge which trains the mind. A spell in conjunction with Spindle often results in increased mental capacity for the recipient.
- Vine** Grapes are usually most closely associated with this knowledge. This knowledge is useful to gain powers of prophecy, and to open the senses.
- White Poplar** This magical skill can be used as an aid to ensure reincarnation, and as a preventative against illness. This tree is the traditional source for the shield-makers' wood.
- Willow** Willow teaches the power of night visions. In this case, it is a female-oriented knowledge that teaches the learner how to use dreams to gain visions. Willow is also used as an aid in female fertility. Finally, the powerful knowledge of the Willow shows how to protect an individual from damp diseases (i.e. colds, flus, etc.).
- Yew** Yew is also used in rebirth and reincarnation. Rebirth can be symbolic, and could represent a kind of initiation. The knowledge of Yew is useful in gaining insight to the past.

Saxon Magic

The priests and priestesses of the Angles, Saxons and Jutes are called Rune Priests in **Dawn of Legends** to denote their particular brand of spell casting. These priests and priestesses have gained the power of Rune Magic by the personal trials and sacrifices of their gods. Henceforth, the term "priest" will be used to refer to both priests and priestesses. All Saxon spells require at least two skills, one of which is always the knowledge called **Runes**. This knowledge provides the foundation for all Rune Priest magic.

The Nature of Rune Magic

This type of magic differs from the Celtic type of magic in that its power must first be contained within a rune before its effect can be unleashed. This generally means that the Rune Priests must spend more time in casting their magic, but all their spells remain locked until needed. Thus, a Rune Priest that has had plenty of time to prepare can be very dangerous, since he might have any number of rune spells at his disposal. However, these spells are

somewhat limited in what they can do since there must be some specific triggering effect as described in each spell description. Casting rune spells can also be expensive. These spells often require the expenditure of some materials each time they are cast, even if they are cast unsuccessfully.

Playing Rune Priests

Rune Priests can be extremely dangerous individuals since they can cast a spell and save it for later. This is done as per the normal spell casting rules. For spells that target some one person or some area, the spell is cast ahead of time as per the normal spell casting rules. The priest need only make another skill roll when the spell is triggered if the spell works against a target like a weapon. However, if the skill roll to strike the target is badly missed or even amazingly well made, no Endurance is paid and no critical success or failure is possible since this was already checked when the spell was originally cast.

Rune spells take up space, even if made as small as possible. Use the following chart as a guide:

Item	# of Rune Spells
Wand	5
Staff	15
Scroll	1
Amulet	2
Rings	1
Person	5
Finely Made	+1
Uses expensive materials	+1
Uses Exotic materials	+5

Feoh	This is the rune of good fortune and luck.	Dag	The mystic knowledges of invisibility and the Otherworld. Can also be used in devising catalysts.
Ur	This represents strength and health.		
Thorn	This rune represents the element of chaos and conflict.		
Rad	Rune knowledge of wisdom and secrecy, power and revenge. It also teaches healing.		
Cen	This is the rune of knowledge itself, as well as hereditary knowledge.		
Gyfu	The wisdom of boundaries and agreement.		
Wyn	The power of blessing and knowledge of controlling will. This is also a symbol of fertility.		
Haegl	This is drastic change and disruptive forces.		
Nyd	This rune and knowledge teaches how to read the future, ensure victory, and provide defense.		
Isa	This is the knowledge of defense to delay and bring things to a standstill.		
Jera	The rune of gestation and change. It teaches of cycles and time.		
Eoh	The power of dynamic forces, hunting and evolution.		
Peorth	The skill of making secrets and revealing them.		
Algiz	The rune of protection and shielding. Useful to apply to warriors' shields.		
Sol	The mystic skill of healing, strength and good luck.		
Tyr	The attributes of justice, dedication and bravery.		
Beorc	Women's mysteries and of birth.		
Eh	A knowledge which empowers shapeshifting and telepathy.		
Man	Of communication.		
Lagus	A knowledge of hidden secret forces. It is a power of hidden influences and motion.		
Ingus	Knowledge of astral and fertility powers.		
Odal	Knowledge of the power of invocation and of groups.		

Spell Descriptions

Celt Magic

First Level Spells

Bless Druid Staff

Level: 1
Area: 1 Staff
Range: Touch
Effect: Sanctify one staff
Duration: Permanent
DV: 14
END: 8
Time: 20 minutes
Skills: Blackthorn

This is the spell a druid or bard needs in order to sanctify a staff so that it can be used to aid in spell casting. The spell consists mostly of drawing or carving symbols into the wood and otherwise personalizing the item.

Enchanted Growth

Level: 1+
Area: 1 Person
Range: Touch
Effect: Target increases in size
Duration: 1 minute/5 turns
DV: 18
END: 4/level in the spell
Time: 1 round
Skills: Oak

This useful spell temporarily grants size and power to the subject targeted by the caster (the caster may also cast this spell on himself, like any spell). For every level the caster has in this spell the target's height increases by 10%. For every 2 levels the caster has in this spell, the subject's Strength is increased by +1, Hits by +5 and his Dexterity is reduced by -1. Note that this could be dangerous in that the bonus Hits disappear when the spell's duration ends.

Sense Enchantments

Level: 1
Area: 2 yard radius
Range: touch
Effect: INT + 3 roll to sense enchantments
Duration: 1 turn
DV: 14
END: 2
Time: 1 round
Skills: Hazel

This spell gives the caster the ability to *perceive* enchantments. The skill is INT + 3. The DV is 14 to detect a spell and the DV is 18 to detect the magical aura of a magic item. This spell can not identify the kind of magic, but only distinguishes between spells and magic items and whether an enchantment is present or not.

Sense Otherworld

Level: 1
Area: 1 Person
Range: Touch
Effect: Grants the ability to perceive Otherworld
Duration: 5 turns
DV: 14
END: 4
Time: 1
Skills: Ivy

This spell allows the recipient to perceive creatures of the Otherworld normally invisible. It also gives the recipient a chance to spot an Otherworld Gate. Treat this as an Intelligence based skill at level three (INT + 3). The character makes a roll and adds it to his base INT + 3 versus a DV of 18 to spot Gates and Fairies.

Second Level Spells

Earth Entangle

Level: 2+
Area: 2 m/yds radius
Range: 14 m/yds
Effect: 6 KD + 1D6 SDP/Level over 2
Duration: 1 turn
DV: 22
END: 32
Time: 1 round
Skill: Grove

This spell targets an area of 2 m/yds in radius up to 14 m/yds away from the spell caster. *Earth Entangle* only works in areas where there is plenty of dirt. Therefore, it will be ineffective in areas of solid rock, in the air, or in the water. The entombing earth, while not suffocating, is fairly resilient with 6 KD. Victims may use only their Strength in dice to break free of the trap. In addition, the more power a spell caster has in

this spell, the more that earth will pile upon the victim. Therefore, for every level above 2 that a spell caster knows this spell, an addition 1D6 of SDP is generated. For instance, if the caster knew this spell at level 6, then it would function with 6 KD of Armor and 5D6 of SDP.

Good Luck Charm

Level: 2
Area: 1 charm
Range: Touch
Effect: +3 Luck, +1 DEX for Defense
Duration: 5 days
DV: 18
END: 8
Time: 20 minutes
Skills: Alder

This spells requires that the caster have access to a coin, rabbit's foot, feath, or some other object that the recipient of the spell would consider "lucky". This luck will remain with the character for five days or until the lucky charm is lost.

Hawk Eyes

Level: 2
Area: Caster
Range: Line of Sight
Effect: +2 Perception/AV vs. Range modifiers
Duration: 1 hour
DV: 18
END: 16
Time: 5 minutes
Skills: Silver Fir

This spell enhances the caster's eyes to amazing acuity. She can see long distances, with less penalty than normal. This may help in targeting and basic perception.

Healing

Level: 2+
Area: 1 person
Range: touch
Effect: 3D6 + 1D6 Hits/level above 2
Duration: Permanent
DV: 22
END: 32
Time: 1 turn
Skills: Silver Fir, Ash

This spell allows the Druid to mend the body of the injured. It will heal a number of hits up to the injured character's characteristic, but no further. Furthermore, it can only be used once per day on each recipient.

Magic Ward

Level: 2+
Area: 1 Person
Range: Touch
Effect: Suppress spells 1 level lower than level
Duration: 1 turn
DV: 18
END: 2
Time: 1 round
Skills: Rowan, Ash

This spell will protect one individual from any new incoming spells up to one level less the the level at which this spell was learned. In order for a spell to bypass the Magic Ward, it must have had a casting total higher than the total for Magic Ward. If the Ward is penetrated, it is immediately ended, even if the normal Duration has not expired.

Magical Defense

Level: 2+
Area: 1 person
Range: Touch
Effect: Negate up to level 1 + 1 per level above 2
Duration: 1 turn
DV: 18
END: 8
Time: 1 round
Skills: Rowan, Alder, Oak

This spell defends against one incoming spell or spell effect. Incoming spells must roll a higher skill total than the total generated by the caster of the Magical Defense spell or fail.

Example: Drustan the Druid, who knows this spell at level 5, casts magical defense and rolls a total of 21. Thus, he pays no END. In addition, any incoming spells of level 4 or lower must roll higher than his total of 21 to succeed.

Protect from Spirits

Level: 2
Area: 1 Person
Range: 14 yards
Effect: Absorb 3D6 of spirit damage
Duration: 1 turn
DV: 18
END: 4
Time: 1 round
Skills: Alder

This spell can protect against nonphysical attacks of an incorporeal spirit. Depending on the type of attack, the spell blocks three levels from the attack or 3D6, depending on the kind

of attack the spirit is making.

Third Level Spells

Bestow Geas

Level: 3-8

Area: 1 person

Range: 36 m/yds

Effect: Victim gains a permanent geas

Duration: Permanent

DV: 26

END: 32

Time: 5 minutes

Skills: Blackthorn, Grove, Vine

Warning: The GM should NOT award this spell to a Player Character--it is meant to be used only in special situations which merit it. This spell can deliver a geas (GESH) upon a character, giving him all the disadvantages and advantages inherent with geasa. At level 3 the caster can bestow a 5 point geas, at level 4 a 10 point geas, at level 5 a 15 point geas, and so on up to a 30 point geas at level 8.

Blind the Mind

Level: 3

Area: 1 person

Range: Touch

Effect: Invisibility

Duration: 6 hours

DV: 22

END: 16

Time: 1 turn

Skills: Honeysuckle

This useful spell renders the recipient temporarily undetectable to intelligent creatures. Interaction with an intelligent creature of any sort ends the spell. Note that unlike the fey ability, it does not grant you any ability to see invisible creatures.

Detect Vulnerability

Level: 3

Area: One victim

Range: 36 m/yds

Effect: INT + 3D6 vs. Resistance

Duration: 1 battle

DV: 22

END: 16

Time: 1 round

Skills: Spindle

This useful spell, when successfully cast, gives the spell caster a chance to read his

opponent and discover ways to work around his defenses. The spell caster rolls 3D6 and adds his Intelligence score. If this number is equal to or higher than his opponent's Resistance score, then the victim may only apply half his usual defense in Resistance, Armor, Stun Defense, or any other defense against any spell-based attack by the caster of this spell for the duration of the battle. This spell may only be cast once per battle on each victim. When figuring the Offensive Rule of X for a caster who knows this spell, add +3.

Enchant Weapon

Level: 3+

Area: 1 item

Range: Touch

Effect: (+1 to Weapon Acc., +1 DC, +2 INIT)/3 levels

Duration: 1 day

DV: 22

END: 16

Time: 5 minutes

Skills: Holly

This spell allows the caster to enchant any one melee weapon, sling stone or arrow and greatly enhance its damage-inflicting capability. For every three levels, the user of the weapon gains +1 on his Attack Roll, +1 DC, and +2 on his Initiative. Thus, a Druid knowing this spell at level 7 can give a spear magical enhancements of (+2 WA, +2 DC, +4 INIT) for a total of +1WA, 6 DC, +3 INIT.

Enhanced Sense Enchantments

Level: 3

Area: 10 yard radius

Range: 14 yards

Effect: Magic Perception + general info

Duration: 1 turn

DV: 22

END: 16

Time: 1 round

Skills: Hazel

This spell works as per the basic *Sense Enchantments* spell. However, the skill is INT + 5 and the spell caster gets generic details. For instance, the spell caster may learn that a spell that enhances senses has been cast, but won't know exactly which one.

Extinguish Fire

Level: 3

Area: 10m/yd radius

Range: 14 m/yds
Effect: Reduce fire by 5d6
Duration: 1 round
DV: 18
END: 8
Time: 1 round
Skills: Willow

This spell allows the caster to dampen or put out an area on fire up to 10m/yds in radius. Note that if it does not completely put out the fire, the fire may once again roar out of control.

Maleg's Disorientation

Level: 3
Area: 1 Person
Range: 36 m/yds
Effect: Reduce Dexterity in victim
Duration: 1 turn
DV: 18
END: 8
Time: 1 round
Skills: Blackthorn

This spells disorients the victim. Note that since this offensive spell is targeting a victim at range, the caster needs to roll high enough to meet or exceed the target's Ranged Evade or the spell will miss. After a hit has been determined, roll 5D6 and compare it with the target's Resistance. The target suffer's -1 to his Dexterity Characteristic for every 4 points that was rolled over his Resistance Derived Characteristic for 1 turn (4 rounds).

Regenerate Body

Level: 3
Area: 1 Person
Range: Touch
Effect: Regenerate limb or organ.
Duration: 3 Days
DV: 18
END: 16
Time: 5 minutes
Skills: Elder, Heather/Mistletoe

Regenerate Body allows the caster to cause the target of the spell to actually regrow lost limbs or organs. The recipient gains the ability to recover his REC in Hits every day this spell is in effect. This means that a lost arm or leg which can take up to half the character's total hits will be regrown in a couple days at most. Organs must be regrown completely as if regenerating from zero Hits. Finally, this spell requires

the caster to have an ample supply of rare herbs and oils to burn. These cost the equivalent of 10 gold pieces (200 silver) to purchase the items needed. These items are used up when the spell is cast.

Fourth Level Spells

Bear Claws

Level: 4
Area: Caster only
Range: self
Effect: gains 3D6 Deadly attack
Duration: until another spell is cast
DV: 14
END: 8
Time: 1 round
Skills: Holly, White Poplar

This highly effective spell reshapes the caster's hands into sharp claws that can do a minimum of 3D6 of Deadly damage. Extra damage may done for every point of STR, up to a maximum of 6D6 (for a strength 6 person). The effective minimum STR for the claws is 0. The caster may use his Hand to Hand Combat skill to hit enemies with the claws. There is only one drawback: the caster's damage is less effective against armor. The damage roll is divided into two sets against armored foes. Roll half the damage dice and subtract for the defender's armor and then roll the remaining damage dice and subtract for the defender's armor again. The remainder is the number of HITS the attack inflicted. To find the collateral Knockout damage, total the number on both dice and subtract the defender's armor. This technique is often called Reduced Penetration and is applied to most attacks by animals with claws.

Example: Maelgwn the Druid successfully cast Bear Claws and attacks a warrior wearing Leather Scale armor (6 KD). Maelgwn has a 4 STR and so does 4D6 damage when he hits the warrior. Since the warrior has armor, Maelgwn has to roll damage in two separate rolls. Maelgwn rolls a total of 7 on 2D6 on the first roll so 1 point get past the armor. Maelgwn rolls 10 on the next roll of 2D6 and 4 points get past the warrior's armor. Maelgwn then adds the numbers together to find the Knockout damage (7 + 10 = 17) and then subtracts the warrior's armor (17 - 6 = 11) to find the total Stun taken.

Gods' Bolt

Level: 4
Area: 1 person

Range: 36 m/yds
Effect: 7D6 Blast
Duration: 1 round
DV: 22
END: 8
Time: 1 round
Skills: Holly

This spell discharges a bolt of energy very much similar in appearance to an electrical arc. When the spell caster guides it to its target, the victim is inflicted with 7D6 of Knockout (not Deadly) damage. Hitting the target requires the caster to roll high enough of his spell casting roll to equal or exceed the victim's Ranged Evade. Otherwise, the spell works but hits only nearby.

Ironwood Skin

Level: 4
Area: 1 person
Range: Touch
Effect: Stun Defense becomes Armor
Duration: One day
DV: 22
END: 16
Time: 20 minutes
Skills: Oak

This useful spell gives the character Armor equal to the amount of Stun Defense he has. This allows a character to absorb lethal attacks with only his skin! The spell caster uses special inks and oils to inscribe complex knotwork patterns over the skin, creating a temporary tattoo effect. Note that this does not add to armor worn, rather the character should use his best Armor rating against attack. Finally, because the special inks and oils are uncommon, it costs the spell caster 5 gold coins (100 silver) for each casting of the spell.

Shapeshift to One Animal

Level: 4
Area: Self
Range: —
Effect: Transform into a small animal
Duration: up to 1 hour
DV: 26
END: 32
Time: 1 round
Skills: Hazel

This spell allows the caster to transform himself into one of the following animal: deer, rabbit, salmon, crow. The type of animal is selected when the spell is cast. The spell lasts until the caster chooses to shift back, or until one

hour is up, whichever comes first. Other small animals may be chosen with the GM's permission.

Fifth Level Spells

Cure Disease/Poison

Level: 5
Area: 1 Person
Range: Touch
Effect: 9D6 against Disease or Poison
Duration: Permanent
DV: 22
END: 32
Time: 20 minutes
Skills: Birch, Oak

Although this spell is not powerful enough to typically cure the plague, it does do a lot of good against minor and strong poisons and illnesses. Roll 9D6 and total the points. If it is equal to or greater than the total damage done by the poison or disease, even if it has not yet applied the full damage to the victim yet, the poison or disease effects are negated. This spell is all-or-nothing in that it will either cure the ailment totally or not at all.

Fog

Level: 5
Area: 18m/yd radius
Range: 36 m/yds
Effect: Perception - 5 to see.
Duration: 5 turns
DV: 22
END: 64
Time: 1 round
Skills: Sea

This spell causes a magical mist to rise from the ground, as if it were a body of water. It can obscure vision and requires a Perception roll at -5 to penetrate. If the roll is failed, treat the character as if she were now blind until she leaves the area of effect.

Heart of Stone

Level: 5
Area: 16 m/yds radius
Range: 64 m/yds
Effect: 5D6 Deadly Damage
Duration: 1 round
DV: 26
END: 32
Time: 1 minute
Skills: Holly, Blackthorn

This spell some preparation on the part of the druid. Prior to casting the spell, the druid must find or carve a heart-shaped rock in order to prepare it to accept the energies the spell caster will tied into it. Because it takes the druid a minute to cast the spell, it is usually saved for Mass Combat. Dawn of Legends Mass Combat Turns are 1.5 minutes long, giving the spell caster enough time to cast the spell and move with the unit, if she hurries. When it is cast, the Heart leaps into the air and streaks to its target area, exploding and ripping people apart with stone shrapnel. Use the caster's casting roll to also determine if the spell strikes home. Reference the rules on targetting areas to find the Difficulty Value. The spell does 5D6 Deadly Damage to individuals. When used against an entire unit in Mass Combat, double the amount rolled as per the Mass Combat rules. This reflects the scaled amount of damage such a spell does to a unit. Note that a lucky roll could, in fact, wipe out some units in one shot! The 64 m/yd range makes it easy to translate to battlefield hexes. In a standard Dawn of Legends battle, 64 m/yds equates to 4 hexes.

Whirlwind

Level: 5
Area: 10 m/yd radius
Range: 100 m/yds
Effect: Wind jets do 7D6 Knockout damage
Duration: 1 round
DV: 26
END: 16
Time: 1 minute
Skills: Spindle

Highly effective on the battlefield in mass combat (and primarily used there, since it takes a minute to cast this safely and battlefield turns usually are long enough to accommodate this). This spell does Knockout damage to Stun, like a punch would. Remember to apply the x2 multiplier to the damage you roll in mass combat. Finally, whether using this spell in mass combat or not, the spellcaster need only worry about hitting a particular hex, not individuals.

Sixth Level Spells

Otherworld Gate

Level: 6
Area: 4 yard x 4 yard "doorway"
Range: 14 yards

Effect: Creates a Gate
Duration: 1 minute
DV: 22
END: 16
Time: 1 minute
Skills: Oak, Ivy

The effect of the spell is simple. The spell caster creates a gateway to the Otherworld. The implications are not.

Seventh Level Spells

Forest Entangle

Level: 7
Area: 10 m/yds
Range: 14 m/yds
Effect: 7D6 SDP + 6 STR Lift
Duration: 1 turn
DV: 26
END: 32
Time: 1 round
Skills: Vine

Forest Entangle may only be cast in wooded areas or in areas of dense vegetation. This spell seizes all mobile targets within a 10 m/yd radius of the target area (although the intended victims may attempt to Dive for Cover to get out of the area of effect). When successfully cast, the spell caster totals a 7D6 roll to find the amount of SDP the vines have. To break free, victims may apply their Strength in dice against the total SDP of the *Forest Entangle*. This effect is cumulative, so eventually, even the weakest victim will eventually break free. In any case, at the end of one turn (four rounds), the spell ceases and releases all captured victims. The vines generated by the spell are strong enough to lift victims of up to 6 BODY to a height equal to half the height of the tallest tree or other plant. Therefore, when the victim breaks free, she may be in for a nasty fall.

Eighth Level Spells

Eyes of the Dragon

Level: 8
Area: 588 square yards/14 yard radius
Range: 8 miles
Effect: Remotely view and hear
Duration: Up to one hour
DV: 42
END: 128

Time: 5 days
Skills: Hazel, Silver Fir

This extremely powerful spell is usually only cast by a group of druids because of the high probability that a spell caster attempting it alone will blow himself to pieces. The spell allows the caster to actually see and hear through the eyes and ears of various animals in an area within the range of the spell. The effect of the spell is triggered, such that once the spell is cast, the recipient need not activate it until needed, however it is only effective in wooded areas. This spell requires 10 gold coins worth (200 silver) of incenses and special herbs to allow this attunement each time the spell is cast.

Ninth Level Spells

Translocation

Level: 9
Area: Up to 7 people in a 6 m/yard radius
Range: Special
Effect: Instant change of location
Duration: 1 round
DV: 26
END: 32
Time: 5 minutes
Skills: Sea, Oak

This powerful spell can be used only in sacred groves by male druids or at sacred wells by female druids. When the spell is cast, the druid enters a trance-like state and concentrates at being at another place. The druid can cast her mind forward along the dodmen, lines of magical energy which connect places of power, and envision another location with which she is already familiar. When the magical connections have been made, the spell instantly transports the druid and up to 6 other companions to the other well or grove. It has been said that it is possible to Translocate to other types of places of power across the Isles and the Continent, but it is left to the adventuring druid to find them. Some may be difficult to reach and the GM can modify the DV as need be.

Rune Magic

First Level Spells

Arcane Bolt

Level: 1+
Area: 1 person
Range: 36 m/yds
Effect: 1D6 + 2D6 per Level after Level 1
Duration: 1 round
DV: 14 + 2 per Level
END: 16
Time: 20 minutes
Skills: Runes, Odal

This spell can grow in power, depending on how many points the spell caster has put into it. Thus if a Hero knows this spell at level 4, then he can cast a 7D6 bolt with a Difficulty Value of 20. The spell does Knockout Damage. It requires a non-reusable focus of at least the size of a wand or arrow which is consumed when the spell is released.

Sense Magical Aptitude

Level: 1
Area: 1 person
Range: Touch
Effect: Detect the Magically Gifted Talent
Duration: 1 round
DV: 14
END: 1
Time: 1 round
Skill: Runes, Hazel

Quickly tracing a pattern in the air, the Rune Priest is quickly able to ascertain whether an individual has the aptitude to learn magic.

Second Level Spells

Third Level Spells

DokAlfen Eyes

Level: 3
Area: 1 persons eyes
Range: Touch
Effect: Recipient gains ability to see heat
Duration: 1 Hour
DV: 18
END: 16

Time: 1 minute

Skills: Runes, Lagus

Casting this spell requires runes to actually be drawn in ink upon the eyelids of the recipient. The Rune Priest will require a feather quill pen, ink, and a very steady hand. The effect of this spell is to grant the ability to actually see heat sources as if they shed normal light. This allows the recipient to see his surroundings in hues of red (warm) and blue (cool). It is possible to be far enough underground or in a desert where there is no heat source whatsoever. In this case, the character's surrounding will appear as dark as it would without the spell. This spell is triggered whenever the bearer of the runes wills it.

Woden's Strength

Level: 3

Area: 1 person

Range: Touch

Effect: Increase STR Stat by 3 points.

Duration: 1 turn

DV: 14

END: 4

Time: 1 hour

Skills: Runes, Sol, Rad

When cast and written upon the skin, the recipient may trigger it to gain a temporary boost to his Strength Stat of 3 points. This affects all damage and any skills depending on the Strength Stat.

Fourth Level Spells

Bindings of Self

Level: 4

Area: Cone beginning at rune to 12 m/yds

Range: 12 m/yds

Effect: 5D6 vs. Resistance.

Duration: 1 round

DV: 22

END: 8

Time: 5 minutes

Skills: Runes, Isa

This rune is placed on an object such as a wand or staff. When the spell is triggered by the priest, it affects a cone-shaped area starting at the rune and extending 12 yards. The affected area is 12 yards wide at the maximum range. This spell effectively paralyzes foes caught in the area of effect. Only an effort of will can eventually set a person free. The player rolls 5D6 and

finds the total of the dice for each victim. If this total exceeds the victim's Resistance, then the victim will be affected by the spell.

Although the spell is active only on the round it was released, foes who have succumbed to the spell can only escape through an act of sheer willpower. Each victim may spend a round to roll a number of dice equal to their Willpower. If this equals or exceeds the total rolled by the attacking priest, the character is free. If not, record the total rolled. Next round the character may try again and *add* the result to his previous total. Thus a character can not be permanently held by the *Bindings*.

Blind

Level: 4

Area: 1 person

Range: 2 m/yds

Effect: 3D6 Hits to the Eyes.

Duration: 1 round

DV: 18

END: 1

Time: 20 minutes

Skills: Runes, Haegl, Thorn

This is a very dangerous and despicable spell that is easily capable of permanently destroying a person's eyes. The spell requires the caster to scribe a rune upon a piece of parchment written in special, poison ink. This ink is difficult to obtain, as the poison must be extracted from an adder. Each casting of the spell will consume 5 gold coins worth of the material. After the rune is written, the paper is crumpled and placed in a vial with warm oil. When needed, the priest empties the vial upon his hands and then must flick the droplets into his target's eyes (a hand-to-hand combat maneuver at a -6 for targeting the head, unless the target is not resisting). Roll 3D6 and compare it with the total Hits of the victim. If this total is equal to or greater than half the target's total Hits, he is blinded permanently. Whether or not the spell is successful in blinding the victim, the character will still take 3D6 Hits of damage if the priest's Hand to Hand attack was successful.

Detect Magic

Level: 4

Area: 10 m/yd radius

Range: none

Effect: Rune glows softly in the presence of magic.

Duration: 5 minutes

DV: 18

END: 16

Time: 1 hour

Skills: Runes, Peorth

This rune can be inscribed upon an object and will trigger when it comes within 10 yards of magical effects, spells, magic items, and creatures of the Otherworld. Like most rune spells, this spell fades after one use.

Missile Shield

Level: 4

Area: Caster only

Range: None

Effect: 2 + DEX + 3D6 vs. incoming missile attack

Duration: 1 turn

DV: 22

END: 1

Time: 5 minutes

Skill: Runes, Nyd

The Missile Shield provides some protection against thrown weapons, arrows and crossbow bolts. The rune may only be placed upon a ring, necklace or belt which would be worn by the beneficiary. The rune caster may activate this spell as a defensive action (thus a person may activate the spell through a defensive abort). The spell will work for one turn. To gain the benefits of the spell, the caster must perform no other action for each round other than to walk his MOVE in m/yds. When an attacker makes an attack with a thrown weapon, arrow or crossbow bolt, the spell caster may make a 3D6 roll plus 2 plus his Dexterity score. If this total is equal to or greater than the attacker's Attack Value, then the weapon falls harmlessly to the ground without inflicting damage.

Fifth Level Spells

Confuse

Level: 5

Area: 14 yds radius

Range: 66 yds

Effect: 7D6 vs. Resistance

Duration: 1 round

DV: 22

END: 16

Time: 6 hours

Skills: Runes, Thorn

The effect of this spell varies depending on how well the 7D6 roll turns out. Add up

the dice and compare it to the target character's Resistance.

> Resistance = Target's action moved to last

10 > Resistance = Loose action this round

20 > Resistance = Wander off away for 1D6 round

30 > Resistance = Attack random person for 1D6 round.

This spell must be cast into a non-reuseable baked clay rune. Releasing the spell requires breaking the clay form.

Rebounding Death

Level: 5

Area: 16 m/yds

Range: 66 m/yds

Effect: 4D6 Deadly Damage

Duration: 1 round

DV: 22

END: 16

Time: 20 minutes

Skills: Runes, Haegl

Using a disc which begins floating when the spell is released, Rebounding Death causes the sharp saucer to soar to its destination and slam into one target after another. Each living being in a 16 m/yard radius will be struck once by the disc. The disc is made from a specially made iron plate and the image of a wagon wheel is etched upon its surface. A blacksmith can manufacture one of this in about 2 days time for the cost of 50 silver coins. This includes time to etch the wheel pattern and sharpen the edge. This item is not reuseable as the disc tends to slowly break apart each time it hits something.

Sixth Level Spells

Bindings II

Level: 6

Area: Cone beginning at rune to 18 yds

Range: 18 yds

Effect: 9D6 vs. Resistance

Duration: 1+ round

DV: 26

END: 16

Time: 20 minutes

Skills: Runes, Isa, Wyn

This spell is as per *Bindings of Self* except it is much more powerful.

Magic Bomb

Level: 6

Area: 18 m/yard radius

Range: none
Effect: 11D6 to disabl or suppress all magic and magic items
Duration: 5 minutes
DV: 26
END: 32
Time: 1 hour
Skills: Runes, Haegel

This rune may be etched upon a throwable object and tossed so the caster will not be in the radius of effect. The cast can simply target an area instead of an individual. When this spell is triggered, the caster rolls 11D6 and totals the dice. Compare the result to 5 x the level of any spell within the effected area. If the roll exceeds this value, the spell is immediately deactivated. In the case of enchanted items, total up the number of OPs in enchantments in the item and compare the result to the total rolled by the caster of the *Magic Bomb*. If the roll exceeds the OP total, the item is deactivated for a period of 5 minutes.

Seventh Level Spells

Permanent Inscription

Level: 7
Area: 1 item
Range: None
Effect: Make one level 4 or lower Rune Spell permanent.
Duration: Permanent
DV: 30
END: 128
Time: 5 days
Skills: Runes, Odal, Cen

This spell utilizes massive energies to permanently burn a rune into an object. It is so powerful, in fact, that when the power of the rune permanently inscribed is released, it merely fades instead of disappears. In 24 hours, the rune will be again ready for use.

However, doing this has an accelerated effect on the decay of the item upon which a permanent inscription was made. If the item can decay naturally (such as wood, iron and other low quality materials) it will do so immediately as the strain of maintaining the power is drawn from the material itself. Therefore, *Permanent Inscription* must be placed only on non-decaying surfaces, such as gold, silver or items enchanted as indestructable.

Eighth Level Spells

Rune Beast

Level: 8
Area: 2 m/yd radius
Range: none
Effect: Summons a Rune Beast
Duration: 1 month
DV: 26
END: 64
Time: 1 day
Skills: Runes, Thorn

This extremely dangerous spell requires the Rune Priest to draw ornate and complex runes all day in the shape of his desired target - the Rune Beast. This humanoid creature, when revealed in its true form appears to be an animated construct of drawn runes. When the spell is cast, the runes themselves move and gather themselves up to take the Beast shape. At this point, the Priest is required to make a WILL + Concentration skill roll against against the creature's WILL + Concentration + 10. If this contest is successful for the priest, the creature will serve the priest faithfully and to the best of its ability for a period of one month. If the priest fails, the Rune Beast goes mad and will wantonly destroy anyone and anything in its path. In either case, the creature dissipates at the end of one cycle of the moon (one month).

Rune Beast stats:

INT 2	WILL 5	PRE 10	TECH 3	REF 5
DEX 5	STR 13	CON 7	BODY 7	MOVE 7
RES 15	LUCK 7	SPD 3	SD 14	END 70
REC 20	Hits 35	Stun 35	Run 14	Sprint 21
Leap 7	Swim 7			

Attacks: 9D6 Armor Piercing Deadly (barbed Rune tentacles)

Defenses: 26 KD (No vital organs at all)

Other Abilities: Shapeshifting (may assume the general form of a tall, robed man the color of shadow).

Skills: Hand to Hand (REF) 5, Evade (DEX) 5, Tracking (INT) 5, Stealth (DEX) 5, Camouflage (INT) 5, Concentration (WILL) 3.

Ninth Level Spells

Warg Curse

Level: 9
Area: 1 person
Range: Touch
Effect: Turn one human into a wolf shapeshifter
Duration: 20 years minimum (or lifetime of victim)
DV: 38

END: 128

Time: 1 month

Skills: Runes, Eh, Haegl

This is a lengthy ceremony sometimes taking a team of priests to complete. During the ceremony, complex runes are drawn or carved into the body of the victim. This ceremony is always done only with the sanction of the king, and as such the victim is usually declared an outlaw. An outlawed person has no rights and no value. Therefore, it is legal for any person to harm, abuse or kill an outlaw. An outlaw also is banished from the kingdom which usually forces him or her into the forests, hills, and other places away from the cities, towns and villages of the kingdom. Finally, the victim suffers from the full effect of the *Warg Curse*. This causes an uncontrollable change into a horrible, monstrous form of a wolf when the character is excited or angered.