

Magic

Part A, How it Works

V1.1a

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Spell Synergy Level

Like adventure skills and weapon skills, all spells have a base skill level and a synergy bonus, collectively known as the spells *Synergy Level* and written as 11+ 0 or 18+12 (synergy level = the Caster's Base Skill Level in the Spell + Synergy Bonus). This means that there is a base skill level (knowing the easy stuff) and an advanced skill level (knowing the hard stuff).

When you go to increase your level in a spell, you roll 1d20 and compare it to your base skill level in the spell. You gain one point in the spells base level if you can roll over your current base skill level. To get this roll costs the character Affinity points and is explained more fully below.

Base Spell Skill Maximums

A spells base skill level can never be greater than 18. Any type of bonus to a spells synergy level goes into the spells synergy bonus, so it is possible to have a spell with a synergy bonus while the caster's base skill level in the spell is under 18 (i.e., his skill in the spell is 12 + 4). This situation can happen when a character gets a magic item that increases the synergy bonus of the character's spells.

There is no maximum figure for a spell's Synergy Bonus. You can always learn more, and generally speaking the more you learn the more you can do. This is described further below.

Casting a Spell

To cast a spell you roll a d20 and compare the result with the casters Base Skill level in the spell. If the roll is equal to or less than the casters base skill level in the spell, then the caster has successfully cast the spell. Note that certain spell effects may be dodged or otherwise avoided by the target (i.e., the target may get a dodge skill check or a Spell Resistance dice roll to avoid the affects of the spell).

A Failed Casting

When you cast a spell, the caster may opt to use his advanced training in a spell to negate

a bad casting. Since the basic skill level in the spell can never be greater than 18, there is always **at least** a 1 in 10 chance that the caster will flub the casting of any spell that he / she attempts to cast. This can happen for a variety of reasons but normally will come about due to the stress of the situation (WE NEED IT NOW!). Advanced training helps in these situations, in that the caster can call upon his expertise to make sure that he gets it right. If he chooses to go this rout, then his synergy bonus figure decreases by 1d4 points and he casts the spell successfully regardless of what his roll was. Note, it is up to the Caster to use his synergy bonus or not. He need not decide until after he has made the roll to cast the spell. In normal conditions (i.e., out of combat) a few failed castings will not make a difference, and in fact, unless there is a specific penalty associated with a failed casting, all out of combat spell casting is considered to be successful. A caster can afford to take his time and not use his advanced skill in the spell. In combat, where timing can become critical, a failed casting can mean the difference between life and death.

When you roll for the cost of the failed casting attempt, you have to immediately subtract the cost from your synergy bonus. If the cost is more than you have (i.e., you have 18+3 in the spell and you roll a 4 on the dice), then the caster spends one round stunned for each point of difference between what he or she has and the dice roll (in this example the caster would be stunned for 1 combat round). This is in addition to the character's synergy bonus being used up (in this case the characters synergy level in the spell would go to 18+0).

Getting Your Synergy Back

A character gets a spell's synergy bonus back at double his natural healing rate while in a safe haven. Thus, if a character heals 1 point per day in a safe haven, each spell will get 2 synergy points back each day. The character gets no synergy bonus back unless he or she is in a safe haven (it does not come back while adventuring unless in a safe haven).

Combat Rank

All spells start out with a combat rank of 24 / 2d12. Combat rank is used to determine when a spell goes off during a combat round when compared to all the other actions that are taking place during the round. A spell casters combat rank of 24 / 2d12 is considered bad, most melee attacks will take place well before a spell caster can cast his spell, but then a spell caster is not supposed to be in the thick of things.

The caster's combat rank dice will lower as he gains a larger and larger synergy bonus in the spells. It is possible to decrease the combat rank of a spell.

Increasing Your Casting Speed

For each four points (or part thereof) of the casters current synergy bonus in the spell being cast, the next size dice may be substituted when determining combat rank. Thus at 18+4, the caster may use 1d10+1d12, at 18+5 the caster may use 1d8 + 1d12 or 2d10. Any single dice cannot be lowered to below 1d4 so the best dice a caster can use to determine combat rank is 2d4.

Losing your Bonus Synergy

When you have an item that gives you a bonus to your spells synergy level, and you lose the item, then the synergy level comes off in the most beneficial way to the character. For example, lets say that my character has the following synergy level in a spell, 18+12. Of the 12 points, six is from a magic item. During my current adventure, I go through a string of bad luck, and use up eight points of bonus synergy turning bad rolls into good ones. My spell synergy level is now 18+4 (out of 18+12). I now loose the item, meaning I loose six points of bonus synergy. My synergy level remains at 18+4 (out of 18+6).

How fast do Items Give Synergy

There are two types of magic items that will give a character synergy bonus when worn / used. The first type grants a synergy bonus based on the situation, the second grants it regardless of situation. The differences between the two are as follows:

Situation Depend Items

Generally, a weapon will grant synergy bonus based on the situation. It would give the character a bonus to his or her synergy level in the weapon skill being used. This bonus would last until the end of the current battle and would be the first thing used by the character. Once the battle goes away, the bonus (or at least, the unused portion of the bonus) goes away as well. The bonus is given again at the start of the next battle and can again be used during that battle.

Non-Situation Dependent Items

Items that give a synergy bonus regardless of situation normally have to be worn. These types of items would include jewelry and such that could not be taken off by the character if the character wanted to gain a benefit from them. The bonus granted by these items would be considered used up when the item was put on and would have to return to the character as any normal synergy bonus would.

Starting Spells

Players must decide a focus for their characters. They can have a focus in Magic Skills, Fighting Skills, Adventuring and Life Skills, or No Focus. Refer to Legend Weaver: The Making of Heroes, Section one for Focus. The table showing the skills and spells a character gets as based on the character's focus is reproduced below.

Focus	Fighting	Magic	Skill	No Foc
Weapon Skill Picks	3	1	1	2
1 level Spells	0	3	0	1
2 level Spells	0	1	0	0
Adventure Skills Picks	3	2	6	4
Life Skills Picks	1	0	2	1

This means that a character with a Magic Skill focus will get one weapon skill pick, three level one spells, one level two spells and two adventure skill picks. To sum up:

Starting Spells

Character Focus	Starting First Level Spells	Starting Second Level Spells
Magic Focus	3	1
Fighting Focus	0	0
Adventure / Life Skill Focus	0	0
No Focus	1	0

Only characters that start the game with a Focus of Magic or No Focus (and fairies regardless of focus) start the game with actual spells. **Only characters that start the game with a Magic Focus are allowed to pick their starting spells.** All others start the game with randomly determined spells.

Starting Synergy Levels

Under customizing the character (Section one) it lists the starting synergy level of skills as follows.

- One Skill will start with a synergy level of 14+0
- A second Skill with a synergy level of 12+0
- A third with a synergy level of 10+0
- And a fourth with a synergy level of 8+0
- All remaining skills will have a starting synergy level of 5+0

These starting synergy levels can be put on any skill the character begins the game with. The magic user may give any spell or any other skill any of the synergy levels above. However, to begin the game, the character that has a magic focus, must make sure that at least one of his first level spells has a greater synergy level than his second level spell.

Spell Levels and Spell Words

Spells are made up of spell words. Spell words start at level 0 (the weakest magic words) and go to level 4 (the most powerful words). You put the spell words together to form a spell. When you total the spell words, you find the spells level. For example:

Word	Level of Word
Make	2
Target	0
Visible	1

Make is a second level spell word. Target is a zero level spell words. Visible is a level 1 spell words. When you put them together.

Make Target Visible 2/0/1

You have a first level spell that uses 3 spell words.

Notice the 2/0/1 at the end of the spell. This string of numbers is included in all spell titles. It instantly tells you the level of each word that is used in the spell. Adding them together gives you the spells level. As another example:

Word	Level of Word
Nullify	3
Poison	3
In	0
Target	0

You put these words together

Nullify Poison in Target 3/3/0/0

And you have a sixth level spell that uses four spell words.

Base Range

When you look up a given spell, you will find that each spell has a range component as shown below.

Chameleon Target 1/0

Range: Touch

Generally, a spell can list any of the following as range

- None
- See Below
- Touch
- Yes

If the range component is *No* then the spell will affect the caster and nothing else. A *See Below* entry means that you have to refer to the text of the spell to gain information on range.

The majority of spells start with a Range of *Touch*. This means that the spell caster

Legend Weaver: The Making of Heroes, Section 5a

must touch the opponent for the spell to work as intended. If this is the case, then a successful cast roll (the 1d20 roll versus the casters base synergy level in the spell) will mean that the target has been touched.

Although there are exceptions (which are noted in the spell write ups) it is normally possible to turn a *Touch* Spell Range into a *Yes* Spell Range. Accepting a penalty to the cast dice roll normally does this. For example, you would cast a spell and add +4 to the dice. If you successfully cast the spell with the penalty, you can cast the spell at a target in the distance. How far away the target is depends on your synergy level in the spell and is shown on the tables below.

First and Second Level Spells	
18+0 (or less)	10'
18+3	20'
18+6	30'
18+9	40'
18+12	50'
18+15	60'
For every additional +3 in synergy bonus add 10' to the range to a maximum range of 100 feet.	

Third or Fourth Level Spells	
18+4 or less	10'
18+8	20'
18+12	30'
18+16	40'
18+20	50'
18+24	60'
For every additional +4 in synergy bonus add 10' to the range to a maximum range of 150 feet.	

Five+ Level Spells	
18+5 or Less	10'
18+10	20'
18+15	30'
18+20	40'
18+25	50'
For every additional +5 in synergy bonus add 10' to the range to a maximum range of 200 feet.	

If you give a spell range, then you work off these tables. **Any spell that is given range or that has a Yes next to the range entry works from these tables.** To give an example we will use the following **Enlarge Object 1/0** first level spell. The spell is written up on the following page.

Example Spell:

Enlarge Object 1/0

Dice: Regular 1
Category:
Range: Touch
Save: N/A
Duration: 2d12 combat rounds + 1d12 combat rounds for each 2 points of synergy bonus the caster has in this spell.

This spell will cause a small object to expand in size. The object must be no larger than a grape fruit (about 6" across) and must be under a half pound in weight. The object that the spell is cast upon will expand to double its normal size doubling its weight at the same time. The spells effect will last for 2d12 combat rounds.

Casting Options (choose when you cast)

You can give the spell range by adding +2 to the cast dice roll. You have increase the size and weight of the object by three fold by adding +4 to the cast dice roll. You can have both effects if you add +5 to the cast dice roll.

Spell Options (choose when you learn the spell)

None

The spell has a range of touch but under the casting options it says:

You can give the spell range by adding +2 to the cast dice roll.

A character with 18+0 in the spell would normally need an 18 or less to cast the spell. The caster has the option of adding +2 to the dice roll. If this happens, then the caster will have to roll 16 or less to cast the spell. Looking at the table above showing First and Second level spells he will be able to cast the spell at a target up to 10 feet away with a synergy level of 18+0.

If the caster wants to cast at a distant target (i.e., give the spell range) then he must state this and decide on the target before the cast dice roll is made.

Casting On Others

Spells that are cast upon other living creatures may allow the target of the spell the chance to avoid the affects of the spell. This chance is normally listed under the spell heading

Save:

If the target of the spell gets to "save" against the affects of a spell then it will list this fact after the "save" entry and will let you know what is entailed in doing so.

Generally speaking, saves are allowed when there is a direct "magic" affect against the creature. When you cast a spell to take over a creature's mind there is a direct magic affect. When you create a ball of fire that surrounds the creature, you are using your magic to create the fire and it is the fire that is having the direct affect on the creature (thus it does not get a Spell Resistance roll).

Just as a side note, just because a target does not get a Spell Resistance dice roll against your spell, he / she will (in all likelihood) have some way to negate some or all of its affects. In the above example, the character hit by the fire will get to subtract some of the wounds associated with the fire because of how tough he/she is (wound resistance) and because of the armor or other protections that he/she carries (armor may absorb a large portion of the spells damage and other protections may give an amount of immunity to fire damage).

This type of information will be listed in the spell's description.

Increasing a Spells Synergy Level

The character uses affinity points to increase his level in a spell. Each expenditure of Affinity gives the character a roll to see if he / she can increase the synergy level in a specific spell. If the check is successful the skills synergy level increases by one point. To be successful the character must roll 1d20 and roll equal to or higher than the level he or she wants to obtain. The cost of the check depends on the characters focus. The table below lists the cost as based on the character's focus.

Character Focus	Affinity cost to make a level increase attempt in a spell skill
Magic Focus	5
Fighting Focus	20
Adventure / Life Skill Focus	15
No Focus	10

This means that a character whose focus is Magic Skills can attempt to increase his level in a spell skill for five affinity points. A fighter must pay 20 for the same attempt.

Hard and Easy Spells to Learn

Spells will come with a difficulty rating, meaning that some are easier to learn than others, despite their level. This is shown under the dice entry in the spell description. For example:

Dice: Regular 1

In this case, the spell is normal (average) and requires that you roll over your current base synergy level in the spell in order to increase your synergy level in the spell.

Other entries under dice are as follows:

- Easy 3
- Easy 2
- Hard 2
- Hard 3

If you find these entries after the Dice entry in the spell's description then the spell is easier than normal to learn or harder. If easier, then you get multiple chances to increase your synergy level and if harder you have to make multiple rolls. For example:

If you are learning a spell listed as Easy 2, then if you fail to roll over your synergy level in the first try, you get to re-roll the dice. In a spell listed as Easy 3, you get to roll the dice a third time (if you fail the first two rolls).

If a spell is listed as hard 2 then you have to roll the dice twice and make both rolls (both rolls have to indicate success). If the spell is listed as hard 3 then you roll three dice and all three must indicate success. As you can imagine, Hard 3 spells are very hard to learn (but don't despair there are ways to change how hard a spell is to learn).

Some examples are in order

Dice: Regular 1

The character has a spell skill synergy level of 12+0 and wants to increase his Synergy level in the spell (in this case it will give him a synergy level of 13+0). You can only do a one-point increase at a time so the character could not spend 100 points trying to use one roll to increase his synergy level to 18+0. In addition, you cannot increase the second figure (the Bonus figure) until the first figure is 18. To be successful in the attempt the player must roll 13 or more on 1d20 (the spell is listed as Regular 1). If the player rolls a 12 or less then the attempt to increase his level in the skill has failed and the affinity points used in the attempt are lost.

Dice: Easy 2

A character has a synergy level of 18+20 in the spell and wishes to increase his synergy level in the spell. He must roll an 18 or 19 on the d20 (he must beat his base synergy level in the spell- the first number). If he fails the first roll, he can roll the dice again. The character basically gets two rolls and if he or she makes either the synergy level in the spell goes to 18+21.

Dice: Hard 3

The character now knows a very hard spell to learn. It is one of the hardest in the game to learn and he has done nothing (or has nothing) that will make it easier to learn. He has a current synergy level of 14+0. He rolls a d20 and gets a 15, he must now re-roll the dice. If the second roll is 14 or less, he fails to increase his synergy level in the spell. If he rolls a 15 or more he will roll the dice for a third and final time. He must also make this third roll to increase his synergy bonus in the spell.

Increases to Your Synergy Bonus Figure

Your Basic Synergy level can never be greater than 18. Any increase past 18 actually goes into the Synergy Bonus for the skill. This means that a character that wants to increase his synergy level past 18 must roll a 19 or 20 on a d20 (technically he is trying for a 19 in his Basic Synergy level). When the check is successful (he makes the roll) then the skills Synergy Bonus increases by one point. The Synergy Bonus allows the

character to perform specialized actions. It is also used to negate penalties associated with difficult actions.

Uses For a Character's Synergy Bonus

When you look at a spell, one of the headings you will see is the **Casting Options** heading. In the **Fatigue Target 1/0** spell you find a following Casting Options.

You can give the spell range by adding +2 to the cast dice roll. You can increase the 1d4 roll to 1d6 roll by adding +4 to the cast dice roll. You can increase the 1d4 to a 1d8 by adding +6 to the cast dice roll. If you want to increase the dice roll and add range to the spell, then add an extra +1 to the cost of increasing the dice roll.

This is a fairly typical set of casting options. You make the spell more powerful by taking a penalty to the dice roll when you check to see if you successful cast the spell. A character's bonus synergy in a spell will negate some or this entire penalty on a point-by-point basis. For example, lets say that the character has a synergy level of 18+4 in this spell. A character that wanted to increase the spell from 1d4 to 1d8 would add +6 to the dice roll when he goes to cast the spell. The four points the character has in synergy bonus would take four points off of this penalty. The character would roll 1d20 and add two to the result. If the total were 18 or less, he would cast the spell successfully.

Spell Category

I have not finished spell categories yet. Basically, if you learn spells form one category and only one category then you get a bonus when it comes to learning the spells. This is not finished because I have not finalized all the spell categories I want in game.

Potential categories so far:

Air, Water, Fire, Earth
Flesh, Spirit
Plant, Animal, Reptile
Magic, Control
Light, Illusion
Corruption, Purification

Maximum Number of spells

The maximum number of spells a character can learn depends on focus and is listed in the table below.

Character Focus:	Maximum Number of Spells per Spell Level.						
	1	2	3	4	5	6	7
Magic Focus	15	13	11	9	7	5	3
Fighting Focus	3	1					
Adventure / Life Skill Focus	5	3	1				
No Focus	7	5	3	1			

This means that a character that concentrates on magic can learn 15 level one spells, 13 level two spells, 11 level 3 spells, etc.

Cumulative Spell Effects

Same level spell effects are not cumulative. This means that if you cast the same spell over and over again on the same target, he suffers the same affect as a single casting of the spell. The affects of different level spells are cumulative. Note that if a spell has a **Duration** of instantaneous, then the spell may be cast repeatedly at the same target. The restriction on spells only applies to spells that last for several combat rounds at a time.

Magic Users and Armor

The character that specializes in magic cannot wear any type of armor. Sorry, but no tank mages. Armor + Magic Users = Do Not Go Together.

A character with a Skill Focus can wear any type of armor up to Cuir-bouilli armor. If this character wishes to wear armor then he will suffer a penalty to his spell casting. Take the armors maximum protective value roll and add this to any attempt to cast a spell (ignore magical bonuses). For example, Cuir-bouilli is 1d3 + 1 so its maximum value is 4. This is applied as a penalty to any spell

roll made by the wearer. This penalty cannot be negated through any means, even though a high synergy bonus.

A character with No-Focus can wear any type of armour up to Chain. If this character wishes to wear armor then he will suffer a penalty to his spell casting. Take the armors maximum protective value roll and add this to any attempt to cast a spell (ignore magical bonuses). For example, chain armor is 1d7 + 3 so its maximum value is 10. This is applied as a penalty to any spell roll made by the wearer. This penalty cannot be negated through any means, even though a high synergy bonus.

A character with a fighter focus can potentially learn a spell or two. If this is done the character suffers the same penalty towards his spell casting, as does any character that wears armor. That is, Take the armors maximum protective value roll and add this to any attempt to cast a spell (ignore magical bonuses).

Spell Resistance 18+

Spell resistance, like most of the other skills in the game cannot be learned past a basic 18 points. Additional learning is possible and when this is done, the spell resistance figure gets a second figure like any other skill. This means that a character's spell resistance may be 18+4 or 18+20. The down side to this is that there is always **at the least** a one in 10 chance that a character will fail a Spell Resistance dice roll.

Just like other skills, advanced learning in spell resistance will cancel out some or all of a penalty that may come from having a high level caster hit you with a spell. Any penalty that may be associated with a spell is listed in the spells write-up.

Learning Magic at a Later Date

If a character that started the game with a Fighting Skill or Adventuring Skill focus wants to learn magic, then he / she must go through the basic training that a magic user has endured. This means that the big burly fighter is forced to use his brain! To represent this the character must add 2d4 years to his age and pay 2d4 *1000 Talons per year of training. Lastly, the character must pay an initial 500

affinity points. When all this is done, the character gets one randomly determined first level spell with a starting synergy level of 5+0.

Gaining New Spells

The character gains new spells by putting together the spell words he or she knows in new ways (i.e., to form a new spell). This means that the character must often learn new spell words if he or she wants to learn new spells. Learning new spell words is explained below. For now we will assume that the character has all the spell words needed to cast the "new" spell that he or she wants.

The character must spend affinity points to put a set of words together to form a new spell. The table below gives you the basic cost of this.

Paying Affinity to Learn to Cast The Spell

Character Focus	Affinity Points
Magic Focus	20 + 20 / Level
Fighting Focus	50 + 50 / Level
Adventure / Life Skill Focus	40 + 40 / Level
No Focus	30 + 30 / Level

So a magic user would pay 80 affinity points to learn how to cast a third level spell. This is the final cost (once you know all the spell words). Once this has been paid, the character learns the spell at 1+0 synergy level.

Please remember. You cannot un-learn a spell that you know so make sure you want the spell before you learn it!

Learning new Spell Words

Learning new spell words is where you really show how serious you are in regards to magic. This is where we see if you are a *Magic User* or a just a character that uses magic.

A character that wants to learn a new spell must know all the spell words that make up the new spell. This means that the character may have to learn individual spell words to fill in key gaps.

The easiest way to learn a new spell word is from a magic user that knows it (and saying it's the easy way is well... stretching it). The magic user must have a desire to teach the spell as well as the ability (i.e., must have the Teaching Skill). Motivation is normally money, items or jobs done in exchange for the spell word. Doing it this way takes 2 days per level of the spell word plus an additional 2 days. At the end of the learning period, the character must make a determination skill check at +10 for each day spent learning the word. Failing the skill check means the character does not learn the spell word and must pay the associated costs of learning it again.

If the character can gain the use of a library and has a safe place to test cast (i.e., a research lab) then he or she can learn the spell by trial and error. Generally, the library and lab have to be at least double level of the spell word being learned plus two (i.e., a level 10 library is needed to learn a level 4 spell word).

In addition to the library, a character that wishes to research his or her spell words will need the following skills:

- Arcana (AS)
- Concentration (AS)
- Determination (AS)
- Education (LS)
- Research (AS)

The primary skills required to research a spell word is Arcana and Research. Secondary skills are Concentration and Determination. A spell word will take a minimum of 1d3 months plus an additional 1d3 months per level of the word the character is trying to learn.

When you finish the research period, you roll against each skill.

The Research and Arcana skill check are made at +10 per level of the spell word being researched.

The Concentration and Determination skill checks are made at +5 on the dice roll for each level of the spell word being researched.

A character that meets all the requirements and makes the rolls learns the new spell word.

Once the spell words are known, the character can put them together into spells (that meet

the Legend Weavers approval). See the heading **Gaining New Spells** above. Remember, there are no restrictions on the number of spell words the character can have, just on the number of spells. You really want to keep this in mind because you **CANNOT UN-LEARN SPELLS!**

When you learn a new spell, it starts out at a synergy level of 1+0 (as low as you can go!)

Zero Level Spells

It is possible for players with a Magic Focus (and only those players with a Magic Focus) to create zero level spells within the game. These spells will use (surprise, surprise) only zero level spell words. All zero level spells in the game are player made. Any zero level spells that are considered in the game must meet the approval of the local Legend Weaver.

Players who create Zero level spells must have all the spell words associated with the spell before being able to put them together into a spell. This means that the player may want to choose his first (and possible second) level spells very carefully if he or she wants to make a zero level spell. This means that the character could start out with up to two zero level spells for each first level spell he or she starts the game with, but only if the player can make these spells using the spell words gained from his first and second level spells.

All Zero Level spells start out with a basic synergy level of 5+2d6 and No bonus synergy. All cost the character 20 affinity points to learn. All have a dice rating of Regular 1 unless the Legend Weaver decides otherwise.

Building Spells

As an opening note, these spell-building rules represent a first draft. They may well be added to, subtracted from and modified to all heck once (if?) I get some feedback. Hopefully they are not too far off the mark and prove to be fairly useable. One thing to keep in mind is that these are only guidelines. You can create any spell with any set of spell words you want, so long as it is reasonable in your own game setting. These rules are listed here to give some idea of what you may want to take into account when your own group of players start making their own spells up (no Johnny, you cannot have a fireball that does a 1000 damage to all Monsters within line of sight and has a dice rating of Easy 12).

As a side note, the spells I have created were not created using these rules. I do feel that some of the spells that come with the game should be different from what you can create (keeps things lively and adds a bit of extra variety). Time and feedback will tell if this is a reasonable assumption to make on my part.

The spell system is designed with the idea that the players and Legend Weaver will make some of the spells used in their local game. Spell creation is not overly easy and must rely on the local Legend Weaver to police the results, since it is his or her game that will suffer if a player made spell is overly powerful. The guidelines listed below are given so that advanced players can maybe have some fun and can create at least some of the spells they will use in the game.

Constructing Spells

All magic spells are constructed using spell words. Each spell word has a level between Zero (the most basic words) and Four (the most powerful words). When you string a series of these words together you add up their associated level to find the level of the spell you are casting. For example

	Level of Spell Word
Make	2
Target	0
Visible	1

Make is a second level spell word. Target is a level zero spell word. Visible is a first level spell word. When you put them together.

Make Target Visible 2/0/1

You have a third level spell.

Notice the 2/0/1 at the end of the spell. This string of numbers is included in all spell titles. It instantly tells you the level of each word that is used in the spell.

	Level of Spell Word
Nullify	3
Poison	3
In	0
Target	0

You put these words together

Nullify Poison in Target 3/3/0/0

And you have a level 6 spell.

Characters can research spell words on their own but they need privacy (read mage lab) and the right skill set. The minimum skills are:

- Arcana
- Concentration
- Determination
- Education
- Research

Refer to the section **Learning new Spell Words** above for an explanation on learning new spell words.

Dice Rating

A spell's Dice Rating always starts out as Regular 1. This default can change as you adjust the strength of the spell (generally the spell gets harder to master).

The race of the character as well as the strengths and weaknesses the character picks will also affect the spells dice rating. These adjustments are done after the spell has been made and is actually in its final form.

Damage Spells

First you want to consider form for the damage spell. Form merely means what does the actual damage. Damage forms include:

Heat (Level 1)
Cool (level 1)
Burn (level 2)
Freeze (level 2)
Acid (level 3)
Electrical (level 3)
Poison (level 3)

Any time you use one of these forms in your spell (i.e., make a spell Freeze Targets Kahoonies Off) then the spell has a Dice Rating of Regular 1.

You will often be able to create a spell that does magical damage to the target. For example, the spell **Kill Target** or **Harm Target** are both doing damage to the target, but not from a normal means. These spells are doing Magical Damage. Whenever a spell does magical damage to the target, then the Dice Rating of that spell goes up by one (i.e., a Regular 1 rating goes to a Hard 2 rating).

Saving Throws versus Damage Spells

Realize that form affects how the target treats the spell. For example, if the spell does "magical" damage then the target gets a Spell Resistance saving throw that negates the spell damage completely (if the save is made) or not at all (if the save is not made).

If the spell creates fire, electricity or does cold damage, then the target does not get a spell resistance saving throw (it is actual fire doing the damage). The character will receive his or her normal wound resistance and armor protective value dice rolls. In the case of Electrical damage, metal armor offers double the normal protection.

Poison and Acid are special instances. If the poison is external, then the character gets a react roll to avoid it (i.e., holds his breath, dodges the poison material). If the poison forms inside the character's body, the character gets a Spell Resistance dice roll to avoid the affects of the spell.

A character gets WR dice rolls and APV rolls versus acid. Again, if the spell causes the Acid to form inside the character's body, then he or she gets a Spell Resistance dice roll to avoid its affects. If the spell is meant to affect the character's equipment (i.e., destroy his or her weapon or armor) then give the item a save. If you are trying to destroy a weapon or armor,

then roll a d20 versus the weapon's potential damage rating or against double the armor's protective value rating. For example, if the weapon can do 1-12 damage, you would have to roll a 13 plus to destroy it. For armor that has a APV of 1d3+1, you would have to roll 9 or more to destroy it (9 is greater than the APV of the armor doubled).

In regards to saving throws, I myself always try to let the target of the spell make the roll. If I had an NPC trying to destroy a players weapon, I would tell the player that his or her weapon was going to be destroyed unless he rolled under its damage potential on a d20.

Spells Base Damage

Spells have a base damage that depends on their level. As a rule of thumb the damage a spell should do, as related to its level is shown below

Level	Damage Dice
0	2d4
1	2d6
2	1d6+1d8
3	2d8
4	1d8+1d10
5	2d10
6	1d10+1d12
7	2d12

You add one dice to the spell's damage roll by making the spell's dice rating one step harder (i.e., a **Regular 1** rating goes to a **Hard 2** rating. This would make a 2d6 damage roll spell go to a 3d6 damage roll. If two different dice are used in the damage roll, you add the lower of the two dice (i.e., if the dice are 1d6+1d8 then the final damage would be 2d6+1d8).

Adjusting the Cast Dice Roll

You can also up the damage dice for a spell by adjusting the spells cast dice roll. This means that you can increase the damage done by applying a penalty to the roll when you cast the spell. When you want to do this, use the following rule of thumb.

Take the spells level and double it. You can increase the spells damage by one dice by applying this penalty to the dice roll. If you take the penalty and increase it again by

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50% you can increase the spells damage dice by two dice.

For example:

You have a spell as follows 0/2/3/0. This means that you have a level five spell made up of four spell words. Level five spells have a base damage of 2D10. You can increase this damage to 3d10 by adding +10 to the dice roll (double the spells level).

This is a pure casting penalty (and is negated by having a high level of training in the spell). The character decides it when he casts the spell.

Specifying a Specific Target Type

You can limit the effect a spell has by including one of the following spell words (rather than using a generic word like **Target**).

Animal
Aquatic
Arachnid / Insect
Avian
Character Race
Construct
Magical Animal
Monster
Plant
Reptile
Undead

If your spell includes or is limited by one of the listed spell words, then you can either; increase the damage dice done by the spell by one (i.e., 2d10 damage becomes 3d10) or decrease the spells dice rating by one (i.e., a dice rating of **Normal 1** becomes a rating of **Easy 2**).

Animal

Animal is any animal found in the world today or in the past. This means the spells will affect such things as lions, tigers elephants etc. This also includes large versions of smaller creatures found in the world today (i.e., a giant 35 feet long killer rat).

Aquatic

The Aquatic category includes fish or creatures that breath's or lives in water.

Arachnid / Insect

Any type of insect (giant or normal size) includes spiders, roaches etc).

Character Race

Character Race includes any creature or race with a soul.

Construct

Any magically created or animated monster (i.e., a golem would qualify but not an undead).

Monster

Monster includes any creature that has been created in Beasts Image. Most of the time it will include creatures that are intelligent and want to kill the player character races.

Magical Animal

This category includes mythical creatures or creatures that are generally not intelligent but have magical properties. For example a Chimera or Hydra.

Plant

Plant includes any type of plant. Since there aren't to many plants that run around and threaten people, it includes all plant life or creatures.

Reptiles

Reptiles include any reptile found in the world today as well as in the past. This may not be overly accurate, but it also includes dinosaurs (what they heck- cant lump too much into the animal category).

Undead

Undead are any of those creature types that just don't know enough to realize that their hearts have not stopped beating.

Notes on Target Specific Spells

You may want several of your spells target specific if for no other reason than they make the spell do more damage or make it easier to learn (both great reasons).

I will add more notes as I get feedback.

Giving Range to a Damage Spell

Damage spells start out with a range of touch. If you start the spell out with Range (i.e., put Yes in the range heading) then the spells Dice Rating goes up by one (i.e., a rating of Regular 1 goes to Hard 2).

If you want you can give any touch spell range under the casting options. Take the highest spell word and double it. This is the modifier to the To Cast Dice Roll to give the spell range.

For example:

You have a touch spell as follows 0/2/1/3. This means that you have a level six spell that is made up of four-spell word. The spell has a default range of touch. By adding +6 to the cast dice roll (double the highest spell word) you can give the spell range, that is, you can cast the spell at a distant target).

Notice that it just does not make sense that some spells have a range figure (i.e. Make Self Run Faster). In this case the spell is personal only and cannot be cast on anyone but the caster. In such a case one should decrease the spell's dice rating (i.e., a dice rating of **Regular 1** should become **Easy 2**).

Area of Effect Damage

You can give a spell an Area of Effect by increasing its Dice Rating by one two or three ratings. This means that a dice rating of Regular 1 would become Hard 2, Hard 3 or even a Hard 4 (at a hard 4 rating you would probably want to do something to bring the spell rating down a notch or two). This means that all creatures that should be affected by a spell will be affected by a spell if they are in its area of affect (i.e., a fire based damage spell will burn all creatures within the area). Creatures caught on the edge of the area of effect get a react roll or an Escapist Skill check to avoid the damage.

Please note! It is not currently possible to design area of affect spells that are creature specific. You cannot create a fireball that burns only monsters (yet).

The area of effect is either a square or a circle. If a square then use the following to determine the length of the square's side:

Increase to
Dice Rating Area of Effect.
1 Rating 10'
2 Ratings 15'
3 Ratings 20'

If a circle then use the following to determine the radius of the circle's side:

Increase to
Dice Rating Area of Effect.
1 Rating 5'
2 Ratings 10'
3 Ratings 15'

Healing Spells

Healing spells follow the same basic pattern as damage spells, except that they heal rather than damage.

The target of a healing spell will depend on the words that make up the target.

Heal Self (Dice: Easy 2)
Heal Target (Dice: Regular 1, Has range of Touch)

In this case, the target is assumed to be a character race (if a character casts the spell) or a monster (if a monster casts the spell). The spell is given a range of touch if capable of healing more than just the caster.

If you want a healing spell to heal other of your own kind then the dice rating of the spell is increased by one. This means that a dice rating of **Regular 1** would become **Hard 2**. This would allow a character to heal any of the character races.

Target Types

Animal
Aquatic
Arachnid / Insect
Avian
Character Race
Construct
Magical Animal
Monster
Plant
Reptile
Undead

This means that if a character were to make a Heal Animal spell, the Dice Rating would

go up by one (i.e., a **Hard2** rating would become a **Hard 3** rating).

The character decides it when he casts the spell.

How much is Healed

The base amount that is healed by a spell is determined by the spell's level as show below.

Level	Healing Dice
0	2d4
1	2d6
2	1d6+1d8
3	2d8
4	1d8+1d10
5	2d10
6	1d10+1d12
7	2d12

If you want, you can increase the amount healed by one dice by increasing the spells dice rating by one (i.e., this would mean that a dice rating of **Regular 1** would become **Hard 2**). If two different dice are rolled to see the amount healed, then the smaller dice is used (i.e., if the spell heals 1d8+1d10, then the new healing rate is 2d8+1d10).

Adjusting the Cast Dice Roll

You can also up the amount a spell heals by adjusting the spells cast dice roll. This means that you can increase the healing done by applying a penalty to the roll when you cast the spell. When you want to do this, use the following rule of thumb.

Take the spells level and double it. You can increase the spells healing by one dice by applying this penalty to the dice roll. If you take the penalty and double it again you can increase the spells healing dice by two dice.

For example:

You have a spell as follows 0/2/3/0. This means that you have a level five spell made up of four spell words. Level five spells have a base-healing rate of 2D10. You can increase this damage to 3d10 by adding +10 to the dice roll (double the spells level). If you double the penalty again, you can increase the spells healing to 4d10. Doing this would mean the character would add +20 to the dice roll when casting the spell.

This is a pure casting penalty (and is negated by having a high level of training in the spell).

Giving Range to a Healing Spell

A spell with a range of touch can be given a range rating of yes by increasing the Dice Rating of the spell by one. This would mean that a dice rating of **Regular 1** would go to **Hard 2**.

You can also give a spell a range rating of yes under the casting options. To do this you take the spells level and double it. This is the modifier to the To Cast Dice Roll to give the spell range (meaning you do not have to touch the target but can actually cast the spell at a target in the distance).

For example:

You have a touch spell as follows 0/2/1/3. This means that you have a level six spell that is made up of four-spell words. The spell has a default range of touch. By adding +12 to the cast dice roll (double the spells actual level) you give the spell range. This means you can use the Range Tables when you cast the spell (the range you can cast to depends on the spell's level, your synergy level in the spell).

None Healing / Damage Spells

There are a huge variety of effects when you start linking spell words together. To many things to cover in detail but as a rule of thumb, the normal or base bonus or penalty a spell should give is double its actual level.

I think that certain things should be inherently more difficult to cast. I think that such spells as invisibility, teleportation or gate creation fall under this category. The final say on dice rating relies on the games Legend Weaver. The Legend Weaver has the ability to change any aspect of a spell to fit the spell into the game he or she is running.

As I get feedback I will expand on this section of the manual but due to the vast number of combinations, I figure I will wait a bit and see how it goes.