

# PLAY TEST KIT #1: EXPANDED MAGIC RULES



RODGER PHILLIPS MARSH

For the purposes of this kit, any rules listed here supersede those found in the **Savage Worlds Deluxe Edition** and **The Savage World of My Little Pony**. Contact Rodger Phillips Marsh at [giftkrieg23@gmail.com](mailto:giftkrieg23@gmail.com) for questions, comments, and suggestions about these play test materials.

---

**THIS MODULE REQUIRES THE 'SAVAGE WORLDS DELUXE EDITION' AND 'THE SAVAGE WORLD OF MY LITTLE PONY 4<sup>TH</sup> EDITION' TO PLAY!**

More information can be found on the author's DeviantArt page at <http://giftkrieg23.deviantart.com/>

*This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at <http://www.peginc.com/>. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.*

*My Little Pony: Friendship is Magic is the sole property of Hasbro Incorporated; the author of this supplement makes no claim, legal or financial, to any part of it.*



# MAGIC

## NATURAL MAGIC

**Arcane Skill:** Spellcraft (Smarts)

**Spell Limit:** 2 + half Spirit

**Starting Powers:** Magic Trick + 1 other cantrip for each rank of Spellcraft you have (gain a new cantrip each time your Spellcraft goes up in rank). In addition, gain a new cantrip upon reaching Seasoned, Veteran, Heroic, and Legendary ranks.

### SPELL LIMIT AND SPELL FATIGUE

Using magic draws energy from the universe around you, and for all but the most basic spells, this process can become very physically taxing after a while. This is represented by Spell Fatigue points (these are not the same as levels of Fatigue (see the **Savage Worlds Deluxe Edition**, page 86, for more information), which represent how much strain has been put on you and are gained from successfully casting spells. Your Spell Limit is how many points of Spell Fatigue you can sustain before you start to tire, and is equal to 2 + half your Spirit die type.

Each time you successfully cast a spell or a cantrip with the Cast Option, you gain a point of Spell Fatigue. If you roll a '1' on your Spellcraft die to cast a spell or cantrip with the Cast Option, you gain a point of Spell Fatigue whether or not it was successfully cast. If you gain a point of Spell Fatigue and you already have Spell Fatigue points equal to or greater than your Spell Limit, you must make an immediate Vigor roll with a penalty equal to the number of points of Spell Fatigue you have that exceeds your Spell Limit. If you are unsuccessful, you suffer a level of Fatigue that can only be recovered by taking an extended rest (6-8 hours of restful sleep). If you are Incapacitated by Spell Fatigue, you fall unconscious in a coma-like state for 24 hours and cannot be awoken until that time has passed. By taking an extended rest (as above, 6-8 hours of restful sleep) you lose a number of Spell Fatigue points equal to your Spell Limit.

### DISCREET CASTING

Sometimes, you may wish to hide the fact that you are casting a spell from others around you. When you declare the cantrip or spell you are casting, make a Stealth roll opposed against each observer's Notice (the Game Master determines if those around you are Active or Inactive). If you are successful, the observer is not able to tell that you were the caster (but the effects of the spell are still obvious).

## CANTRIPS

### AIR ENVELOPE

**School:** Abjuration

**Range:** Self, Touch (Cast Option)

**Duration:** 1 hour/Rank

**Trappings:** Shimmering air bubble formed around target

A persistent bubble of air (visible as a faintly shimmering, distorted sphere) forms around you, with a diameter just enough to fully enclose your body. This bubble of fresh air instantly expels smoke and other airborne pollutants, and will maintain its integrity and not mix with surrounding atmosphere. While inside an air envelope, you can be underwater and in the vacuum of space and maintain breathable air.

**Cast Option (-1):** As above, but *Air Envelope* can target another creature on touch instead of just the caster.

### ALTER APPEARANCE

**School:** Illusion

**Range:** Self, Touch (Cast Option)

**Duration:** 1 hour/Rank

**Trappings:** Flash of light around affected features

You may alter up to three minor physical features of yours, such as eye or coat color, shape of the jaw, length/style of hair, or to conceal a scar or other unusual feature. You cannot alter your height, weight, or size with *Alter Appearance*; it is a purely cosmetic change that cannot change your overall outline (this includes your Unicorn horn). The Game Master might provide a bonus to Stealth rolls if the altered feature is part of a disguise as well, depending on the situation.

**Cast Option (-X):** As above, but *Alter Appearance* can target another creature on touch instead of just the caster. X equals the number of features being altered.

### BLOOM/WITHER

**School:** Abjuration

**Range:** Smarts

**Duration:** Instant

**Trappings:** Light breeze and pleasant floral scent

**Bloom:** Designate a 3" square within range; any plants within that square or within that square instantly perk up and are watered and provided with nutrients, with any dried out or dying plants restored to health. This cannot restore already dead plants to life.

**Cast Option (-0):** As above, but the square area of the effect increases to your Smarts.

**Wither:** Same as *Bloom*, but all plants in the area instantly wither and die instead.

**Cast Option (-1):** As above, but the square area of the effect increases to your Smarts.



## CHARM/AVERSION

**School:** Illusion

**Range:** Smarts

**Duration:** 1 minute/Rank

**Trappings:** No obvious effects

*Charm:* Choose a single creature that can see, hear, and understand you; gain a +1 bonus to Persuasion rolls to improve their attitude towards you.

**Cast Option (-X):** As above, but you may target more than one creature. X equals the number of targets beyond the first.

*Aversion:* Choose a single creature in range; the target must successfully roll Spirit with a penalty equal to your Rank, or other characters are considered to be one step lower on the Reaction Table when dealing with the target.

**Cast Option (-1):** The Spellcraft roll to cast *Aversion* is opposed against the target's Spirit. The target receives a -1 penalty to Charisma on a success and a -2 penalty on a raise.

## DOWSE

**School:** Divination

**Range:** 1 mile/Rank

**Duration:** Instant

**Trappings:** No obvious effects

Choose a single non-living object of importance to you; it must be something you have had extended contact with or have studied extensively within the last month, and that you can picture what it looks like. You instantly know precisely its direction and how far away it is as long as it is within range. Examples include a well-read book, favorite bauble, or coin purse.

**Cast Option (-2):** As above, but you may choose an object that you have both seen and touched within the last month, and you can only determine its direction (not precise location).

## ENUNCIATE/SILENCE

**School:** Illusion

**Range:** Self (Enunciate), Visual (Silence)

**Duration:** 1 minute/Rank

**Trappings:** Altered voice or total silence

*Enunciate:* You may precisely control the volume, pitch, and range of your own voice. This allows you to do such things as speak loudly and clearly to address crowds or adjust your voice to sing in proper tune.

**Cast Option (-1):** As above, but you may target another creature within visual range. If the target is unwilling, the Spellcraft roll to cast *Enunciate* is opposed against their Spirit to resist the effect.

*Silence:* The target cannot hear any spoken words or vocalizations that you make.

**Cast Option (-1):** The Spellcraft roll to cast *Silence* is opposed against the target's Spirit. On a success, they cannot speak or otherwise make other vocalizations.

## FLAVOR/FOUL

**School:** Transmutation

**Range:** Smarts

**Duration:** Instant

**Trappings:** Warm glow around affected area

*Flavor:* Choose an amount of food and/or water with a volume of no more than a cubic foot in volume (such as a large meal). You may change the flavor and composition of the food and/or water to something similar, such as turning pancakes into blueberry pancakes or water into wine.

**Cast Option (-0):** Same as above, but the food/water is purged of all poisons, toxins, or decomposition, and becomes fresh and safe to consume. You may choose to increase the casting penalty: double the volume for each additional -1 penalty you choose to incur.

*Foul:* Same as *Flavor*, but the food and/or water becomes rotten, brackish, or otherwise inedible.

**Cast Option (-1):** Same as above, and you may choose to increase the casting penalty: double the volume for each additional -1 penalty you choose to incur.

## FORTUNE/MISFORTUNE

**School:** Divination

**Range:** Smarts

**Duration:** 1 round

**Trappings:** No obvious effects

*Fortune:* Roll a d6: all Trait rolls the target makes gain a +1 bonus on a result of 2-6 or suffer a -1 penalty on a roll of a 1. This is considered to be a roll on a table (and thus cannot be Bennied). No individual creature may be affected by Fortune more than once per game session, no matter the result.

**Cast Option (-X):** As above, but the duration increases to 1 round/Rank. You may also use *Fortune* on a creature that has already been affected by it this game session. X is the number of times Fortune has been used on the target so far.

*Misfortune:* Roll a d6: all Trait rolls the target makes suffer a -1 penalty on a result of 2-6 or gain a +1 bonus on a roll of a 1. This is considered to be a roll on a table (and thus cannot be Bennied). No individual creature may be affected by Misfortune more than once per game session, no matter the result.

**Cast Option (-X):** As above, but the duration increases to 1 round/Rank. You may also use *Misfortune* on a creature that has already been affected by it this game session. X is the number of times Misfortune has been used on the target so far.



## GLOW/DARK

**School:** Evocation

**Range:** Self

**Duration:** 1 hour/Rank

**Trappings:** Horn radiating light or darkness

*Glow:* Your horn glows brightly and gives off light that negates all darkness penalties within 3". You may modify the color and intensity of the light at will.

**Cast Option (-X):** As above, but you can also selectively focus the glow into a beam or other patterns. You may increase the casting penalty: add an additional 2" to the radius of the glow for each -1 penalty you choose to incur.

*Dark:* Your horn projects an aura of darkness that lowers the ambient light level within a radius of 3" by one step (Normal to Dim, Dim to Dark, Dark to Pitch Darkness).

**Cast Option (-X):** As above, but the radius of the darkness by an additional 2" times X.

## HEAT/COLD

**School:** Evocation

**Range:** Smarts (if in an enclosed area) or half Smarts (if in an outdoor or otherwise convective environment)

**Duration:** 1 hour/Rank

**Trappings:** No obvious effects

*Heat:* You may increase the temperature within a radius equal to *Heat's* range by up to 20° Fahrenheit and change it to within this range with a thought.

**Cast Option (-0):** The maximum temperature you can choose increases by 10°, or 20° on a raise.

*Cold:* You may decrease the temperature within a radius equal to *Cold's* range by up to 20° Fahrenheit and change it to within this range with a thought.

**Cast Option (-0):** The minimum temperature you can choose decreases by 10°, or 20° on a raise.

Multiple instances of *Heat* and/or *Cold* cannot increase or decrease the temperature in a given area beyond 40° total.

## IMPACT

**School:** Evocation

**Range:** Self

**Duration:** 1 minute/Rank

**Trappings:** Faint glow around outline

When you perform a successful Push action (see the **Savage Worlds Deluxe Edition**, page 75, for more information), you push the target an additional 1" in addition to any of the other effects of the action (such as Knocking Prone). In addition, you receive a +1 bonus to Strength rolls made to push, pull, lift, bend, or otherwise move inanimate objects.

**Cast Option (-1):** As above, and the bonus Push distance increases by an additional 1" for each raise. In addition, you receive a +1 bonus to melee damage rolls.

## INSTILL ENERGY

**School:** Abjuration

**Range:** Touch

**Duration:** Instant, 1 hour/Rank (Cast Option)

**Trappings:** Momentary glow around target

If the target is Shaken, they make an immediate Spirit roll to become Unshaken, applying all modifiers as if they were doing so on their turn.

**Cast Option (-2):** As above, and the target receives a +1 bonus to Spirit and Vigor rolls.

## KNOCK

**School:** Evocation

**Range:** Touch

**Duration:** Instant

**Trappings:** Flash of light and loud \*bang\*

*Knock* deals 2d6 damage to the target, which must be a non-living object.

**Cast Option (-2):** As above, but the damage increases to 2d8.

## LAY OF THE LAND

**School:** Divination

**Range:** Self

**Duration:** Instant

**Trappings:** No obvious effects

You are immediately able to discern all of the following pieces of information: direction of true north, time of day, elevation or depth, air pressure, and temperature.

**Cast Option (-0):** As above, but you can also determine the direction of the nearest edible food and drinkable sources of water. You may still need a Nature roll to find it, but the Game Master may award a bonus to your roll, at their discretion.

## LEVITATE

**School:** Transmutation

**Range:** Smarts

**Duration:** Instant, 1 round/Rank (Cast Option)

**Trappings:** Glowing around target

You move one inanimate object within range with your mind, which must weigh no more than your Smarts x 10 lbs, up to 3" in any direction. You cannot use *Levitate* to manipulate weapons or push buttons, pull levers, or move objects that are restrained or otherwise held in place (such as items being held or worn by others).

**Cast Option (-0):** As above, but the duration of *Levitate* becomes 1 round/Rank. Each round that it is sustained, you may move the object 3" in any direction again as a free action.



## MAGIC BOX

**School:** Transmutation

**Range:** Touch

**Duration:** Instant

**Trappings:** Flash of light from container

The target of *Magic Box* must be a small bag, container, purse, or other similar container. That container now contains a single small non-living, non-magical common object (or a few similar objects such as matches or marbles) of no more than a few ounces in weight that is not food or drink of your choice. The object continues to exist for an hour after being summoned. Common choices are things like needles, scissors, glasses, magnifying glasses, or other small tools or implements. The object is non-descript and cannot be something like a key for a specific lock.

**Cast Option (-2):** As above, but the object is permanent until dispelled as a free action. You may only have one permanent object created with *Magic Box* in existence at once, though you may have other temporary objects in addition to it.

## MAGIC TRICK

**School:** None

**Range:** 1"

**Duration:** 1 minute/Rank

**Trappings:** Glow around target

You may use *Magic Trick* once per turn as a free action. *Magic Trick* allows you to do one of the following: levitate and manipulate small objects weighing less than five pounds, create harmless sensory effects (flashes of light, sounds, scents), color or clean/soil objects such as cloth or paint, or make a small object disappear for a few seconds (sleight of hand). At the Game Master's discretion, *Magic Trick* may have other uses and may provide a bonus to another roll.

**Cast Option (-1):** The effect generated by *Magic Trick* is permanent until dispelled as a free action, at the Game Master's discretion.

## MEND/BREAK

**School:** Abjuration

**Range:** Touch

**Duration:** Instant

**Trappings:** Flash of light around target

**Mend:** Choose a section of a broken object no larger than three feet in size, which can be something such as a cracked wooden beam, broken rope, or shattered vase; the damage is repaired and the object restored to normal. This can only be used to repair simple damage on something that was once whole, and cannot fix more complicated devices.

**Cast Option (-X):** As above, but the maximum size of the section increases by an additional foot times X.

**Break:** As above, but the target is broken and made useless instead. It may only break something that was once fixed; it cannot be used to break something anew.

**Cast Option (-X):** As above, but the maximum size of the section increases by an additional foot times X.

## MNEMONIC SEQUENCER

**School:** Divination

**Range:** Self

**Duration:** Special

**Trappings:** No obvious effects

*Mnemonic Sequencer* allows you to memorize a set sequence of information and be able to remember it with perfect clarity, which can be either auditory (music or speech) or visual information (text or images). Upon casting *Mnemonic Sequencer*, you can remember the next sixty seconds of information of one type (audio, visual) with perfect clarity: on average, you can read a number of pages or remember a number of pictures equal to half your Smarts. This 'sequence' of information is held in your mind indefinitely until *Mnemonic Sequencer* is dispelled as a free action or used again: you may only have one 'sequence' of information memorized at one time and memorizing a new 'sequence' causes you to forget the previously stored one. This 'sequence' does not count as a maintained spell.

**Cast Option (-X):** As above, but you may extend the time you spend taking information in by X minutes.

## PHANTASM

**School:** Illusion

**Range:** Smarts

**Duration:** Instant

**Trappings:** No obvious effects

Choose a creature within range that you can see: the target experiences a brief and harmless but noticeable sensory hallucination that affects one sense such as a chill, tickle, smell, or sound.

**Cast Option (-0):** As above, but the Spellcraft roll to cast *Phantasm* is opposed against the target's Spirit. On a success, the hallucination is distracting enough to cause a -1 penalty to the target's next Trait roll before the end of their next turn, or a -2 penalty on a raise.

## PROJECT IMAGE

**School:** Illusion

**Range:** Visual

**Duration:** 1 minute/Rank

**Trappings:** Glowing image projected on designated surface

You project a color image from the tip of your horn onto any flat surface within visual range. The image can be anything you can clearly imagine, such as a recent memory. You may change or dispel the projected image as a free action.



**Cast Option (-1):** As above, but you may display moving pictures from your memory instead of just static images.

## SEND THOUGHTS

**School:** Divination

**Range:** Visual

**Duration:** 1 round/Rank

**Trappings:** No obvious effects

You may communicate silently and telepathically with a single creature in visual range that understands your language. The target can respond back telepathically, and each round you maintain the link allows for a few lines of dialogue. Both you and the target consciously choose what is 'heard' by the other and will not unwillingly divulge information.

**Cast Option (-X):** As above, but you may communicate with X additional creatures beyond the first.

## SHAPE NATURE

This cantrip works the same as the *Elemental Manipulation* power (see the **Savage Worlds Deluxe Edition**, page 112, for more information), with differences noted below.

**School:** Transmutation

**Range:** Smarts

**Duration:** Instant

**Trappings:** Pale glow corresponding to element's color

- When you first choose *Elemental Manipulation*, select one of the four elements listed under *Elemental Manipulation* to control, in addition to a fifth element, Void. You can take *Shape Nature* multiple times, each time picking a different element. *Shape Nature* can be cast once per turn as a free action.
- **Earth:** The size of the hole you can open up increases to 1 cubic yard (or half that in stone).
- **Water:** The amount of water you can create and/or purify increases to four gallons.
- **Void:** You can channel the essence of emptiness to help clear your mind of distractions. If you use *Shape Nature (Void)* at the same time that you spend a turn preparing a spell, you may ignore up to 3 points of casting penalties instead of the normal 2.

## SHOCK/GROUND

**School:** Evocation

**Range:** Touch (Shock), Self (Ground)

**Duration:** Instant (Shock), 1 minute/Rank (Ground)

**Trappings:** Crackling energy around your horn

**Shock:** The target receives a shock as a large spark leaps from your horn. This spark deals no damage and does little other than cause a painful jolt, but it can be used to light highly flammable materials, provide a momentary burst of electricity, fuse small pieces of metal together, or any other similar function at the Game Master's discretion.

**Cast Option (-1):** As above, but the duration increases to 1 minute/Rank and the flow of electricity becomes constant during that time as long as you maintain contact.

**Ground:** Your entire body becomes a lightning rod, allowing electricity to pass through you and into the ground harmlessly as long as you maintain contact with the ground. Lightning bolts and other similar electric discharges within a 10" radius of you are drawn to you.

**Cast Option (-1):** As above, but the radius increases to 20".

## STEP SIDeways

**School:** Transmutation

**Range:** 1"

**Duration:** Instant

**Trappings:** Flash of light around you

You disappear and reappear in any open spot within range, which you must be able to see (no opaque intervening barriers or completely obscuring effects such as fog) and have sufficient room to appear at. Enemies adjacent to you when you reappear do not get free attacks against you from using *Step Sideways*.

**Cast Option (-2):** As above, but the range increases to half your Smarts.

## TOUGHEN/WEAKEN

**School:** Abjuration

**Range:** Touch

**Duration:** 1 minute/Rank

**Trappings:** Faint glow around affected area

**Toughen:** The target must be an inanimate object, which gains a +2 bonus to its toughness (see the **Savage Worlds Deluxe Edition**, page 71, for more information). If the target is a suit of armor, its armor bonus increases by 1 as well.

**Cast Option (-1):** As above, but the duration increases to 1 hour/Rank.

**Weaken:** The target must be an inanimate object, which receives a -2 penalty to its toughness (see the **Savage Worlds Deluxe Edition**, page 71, for more information) to a minimum of 2. If the target is a suit of armor, its armor bonus decreases by 1 as well (to a minimum of 0).

**Cast Option (-1):** As above, but the duration increases to 1 hour/Rank.



# NOVICE SPELLS

## AID/HINDER

This spell works the same as the *Boost/Lower Trait* power (see the **Savage Worlds Deluxe Edition**, page 110, for more information), with differences noted below.

**School:** Abjuration

**Casting Modifier:** -1

**Range:** see *Boost/Lower Trait*

**Duration:** 1 minute/Rank

**Trappings:** No obvious effect

- The target(s) must have at least a d4 in the chosen Trait.
- **Additional Targets:** *Aid/Hinder* may affect additional targets (up to a maximum total of five), adding an -1 casting penalty for each additional target beyond the first. All targets share the same effect (Aid or Hinder) and Trait affected.

## ALLURE

**School:** Illusion

**Casting Modifier:** -1

**Range:** Visual

**Duration:** Special

**Trappings:** No obvious effects

The Spellcraft roll to cast *Allure* is opposed against the target's Spirit, and you must be able to look the target in the eyes when it is cast: targets who consciously try to avert their eyes must roll Agility successfully to avoid *Allure*'s effects. On a success, you gain a +4 Charisma bonus when dealing with the target until you break eye contact.

## AURA READING

**School:** Divination

**Casting Modifier:** -2

**Range:** Self

**Duration:** 1 minute/Rank

**Trappings:** Auras that only you can see appearing around living beings

You perceive shimmering auras of light like nimbuses around each living creature that you see: these auras are plainly visible day and night and are visible as long as you are able to perceive the creature (you cannot see auras on creatures in pitch blackness or from creatures that are invisible to you), reducing all penalties from poor illumination by 1. With a success, you can sense all of the following components of each being's aura:

**Color:** Reveals the creature's current mood and emotional state (angry, excited/nervous, content, etc). The Game Master determines what mix of colors signifies what result, but with a raise you can determine more information on their mood/emotional state.

**Intensity:** Reveals the relative health and activity level of the creature. An aura's intensity allows you to discern creatures

that are healthy versus sick and/or dying, awake or asleep, or any other conditions at the Game Master's discretion. A raise gives you more detailed information, again at the Game Master's discretion.

**Shape:** Reveals what kind of creature it is on a success, allowing you to see through both magical and non-magical disguises. At the Game Master's discretion, a raise might reveal specific details about each particular creature at a glance. If you do not already have the information necessary to interpret the aura's shape (such as seeing the aura of an undead creature disguised as a pony, when you have never encountered an undead creature before), you are simply aware of what it looks like and that it is different.

## BLUR

This spell works the same as the *Deflection* power (see the **Savage Worlds Deluxe Edition**, page 111, for more information), with differences noted below.

**School:** Abjuration

**Casting Modifier:** -1

**Range:** Self

**Duration:** 1 minute/Rank

**Trappings:** Shifting, hazy silhouette

- The penalty applies to any melee or ranged attack against you, and has no additional effect on a raise.

## CHANGE SHAPE

This spell works the same as the *Shape Change* power (see the **Savage Worlds Deluxe Edition**, page 115, for more information), with differences noted below.

**School:** Transmutation

**Casting Modifier:** Special

**Range:** see *Shape Change*

**Duration:** 1 minute/Rank

**Trappings:** Polymorphing into animal

- Change Shape transforms you into a mundane animal (non-magical or supernatural and must have Animal Intelligence) of your choice that you have seen before for at least a short period of time.
- The casting penalty depends on the Size modifier of the creature being transformed into; for example, at Novice rank you can transform into any animal with a Size modifier of up to -2, with a casting penalty of -2. See the Change Shape table below for more information.
- Spells and abilities that specifically affect animals (such as the One With Nature Edge) do not affect you.
- The Game Master has the final say on what animals you can and cannot turn into, and what skills it would be reasonable to be able to use in that form, as well as any appropriate penalties.



## CHANGE SHAPE TABLE

| Rank      | Size | Penalty | Example Animals   |
|-----------|------|---------|-------------------|
| Novice    | -2   | -2      | Owl, Housecat     |
| Seasoned  | +0   | -3      | Large dog, Wolf   |
| Veteran   | +2   | -4      | Lion, Bear        |
| Heroic    | +4   | -5      | Shark, Elephant   |
| Legendary | +6   | -6      | Drake, Blue Whale |

## CLAIRVOYANCE/OBSCURE SIGHT

**School:** Divination

**Casting Modifier:** -1

**Range:** Smarts/2 miles (Clairvoyance), Smarts (Obscure)

**Duration:** 1 minute/Rank

**Trappings:** Invisible mirrored sphere hovering in air

*Clairvoyance:* You create an intangible magical sensor at a location within range that you specify: this location must be one that is known to you and that you have traveled to at some point and spent at least a day there. You may see through this 'sensor' as if it was an eye, and you may rotate it in any direction (thought its position in space is fixed for the duration of the spell and you hear no sound). Though you can see through it, you cannot interact with what you see in any way (including casting spells through it).

*Obscure Sight:* Any creature using a Divination spell that targets a creature or spot within range must roll Spellcraft opposed against you, with a -1 penalty to their roll if they are of equal rank with you or a -2 penalty if they are of a lower rank. If they are not successful, their Divination spell may still cast successfully but it will not function. No matter the outcome of this opposed roll, you are aware that an attempt to use a Divination spell was made (although not by who).

## ENSNAREMENT

This spell works the same as the *Entangle* power (see the **Savage Worlds Deluxe Edition**, page 113, for more information), with differences noted below.

**School:** Evocation

**Casting Modifier:** -1

**Range:** see *Entangle*

**Duration:** Special

**Trappings:** Snaking tendrils of purple energy

- This spell summons whipping strands of energy that burst from the ground and entangle anything they touch, targeting a single 1" square within range and all targets within a radius of up to 2" of that square (your choice). Ensnared targets remain ensnared until you cancel the spell or they break free.
- On a raise, the target is immobilized and cannot move, in addition to the other effects of a raise. Flying creatures that are immobilized by *Ensnarement* immediately stop flying and begin falling.

## FALSE DAWN

**School:** Evocation

**Casting Modifier:** -2

**Range:** Self

**Duration:** 1 minute/Rank

**Trappings:** Orb of sunlight appearing over your head

A glowing, white-hot orb of light appears a few feet over your head which gives off intense, natural sunlight within a 10" radius and which stays fixed in the air above you as you move. The light from the orb negates all darkness penalties within its radius, and is treated as natural sunlight against creatures affected by it. All other creatures within 3" when you successfully cast *False Dawn* must immediately make an Agility roll to avert their eyes or be blinded (they suffer a -6 penalty on all Trait rolls requiring vision and their Parry is reduced to 2) until the end of their next turn. This roll is not repeated in subsequent rounds that you maintain *False Dawn*, only when it is first cast.

**Synergy Bonus:** If you know the *Glow/Dark* cantrip, reduce the casting penalty of *False Dawn* by 1.

## HASTE/DELAY

This spell works the same as the *Speed* and *Slow* powers (see the **Savage Worlds Deluxe Edition**, page 116, for more information), with differences noted below.

**School:** Abjuration

**Casting Modifier:** -1

**Range:** see *Speed* (Haste), Smarts (Delay)

**Duration:** 1 minute/Rank

**Trappings:** Blurred motion (Haste) or slow motion (Delay)

*Haste:* see *Speed*.

*Delay:* The Spellcraft roll made to cast *Delay* is opposed against the target's Spirit. On a success, the target's Pace is reduced by half (divide after rolling and adding in running/flanking dice).

## ILLUSION

**School:** Illusion

**Casting Modifier:** -2

**Range:** Smarts

**Duration:** 1 minute/Rank

**Trappings:** Illusory objects or features

You create an illusion that affects all of the senses and is no larger across than the spell's range. The illusion can be over an area (such as an illusory pit or wall) or fixed over an object or creature (an illusory disguise or covering) but it is fixed on that object/creature or area and remains so until dispelled or the duration runs out. All who see the illusion have to make an opposed Notice roll against your Spellcraft: if they fail, they believe it is real. Direct interaction with the illusion physically allows for an additional opposed Notice roll with a +2 bonus in order to spot the illusion. Creatures that believe the illusion is real treat it as if it were real, but cannot be harmed by it in any way.





## JAUNT

This spell works the same as the *Teleport* power (see the **Savage Worlds Deluxe Edition**, page 118, for more information), with differences noted below.

**School:** Transmutation

**Casting Modifier:** -1

**Range:** Visual

**Duration:** see *Teleport*

**Trappings:** Flash of white and faint percussive shockwave\

- Jaunt lets you teleport instantly to a clear and open spot that you can clearly see (no opaque intervening barriers or completely obscuring effects such as fog).
- Jaunt cannot be used to carry others.

**Synergy Bonus:** If you know the *Step Sideways* cantrip, reduce the casting penalty of *Jaunt* by 1.

## MISDIRECTION

This spell works the same as the *Confusion* power (see the **Savage Worlds Deluxe Edition**, page 111, for more information), with differences noted below.

**School:** Illusion

**Casting Modifier:** -1

**Range:** see *Confusion*

**Duration:** see *Confusion*

**Trappings:** Flashing colors and dizzying movement seen only by the target

- **Additional Targets:** *Misdirection* may affect additional targets, up to a maximum total of five, adding a -1 casting penalty for each additional target.

## POWERFUL WORD

**School:** Evocation

**Casting Modifier:** -1

**Range:** Smarts/Smarts x 2/Smarts x 4

**Duration:** Instant

**Trappings:** A loud, echoing spoken word

You speak a single word loudly and confidently, whose sound impacts the target like a hurricane blast of wind. The Spellcraft roll made to cast this spell is treated as if you were making a ranged attack (it is affected by cover, range, light level, etc), with each range increment equaling your Smarts (see above). You can target either another creature or a specific object or spot within range. Creatures hit with this spell are knocked Prone and pushed 1" away from the caster for each success and raise rolled. Objects that are hit with this spell are pushed 1" for each success and raise you roll, if the object weighs equal to or less than your Spellcraft x 10 pounds. This can be used to slam doors shut, topple apple carts, or push levers.

## PSYCHOMETRY/LEAVE IMPRINT

**School:** Divination

**Casting Modifier:** -1

**Range:** Touch

**Duration:** Instant

**Trappings:** No visible effects

**Psychometry:** You briefly touch a single non-living object and immediately receive a mental image of the last intelligent, living creature to have physically touched the object. If a creature is currently holding the object, the image comes from the previous creature to have touched it. This 'snapshot' is clear but does not immediately tell you who or what the creature is. On a raise, you may receive additional information about the creature at the Game Master's discretion, such as their mood/emotional state when they touched the object. If you are maintaining the *Aura Reading* spell when you use *Psychometry*, you can see the aura of the creature in the mental image. Touching an object when using *Psychometry* does not imprint your own image on the object (though further contact will), and once you have successfully used *Psychometry* on an object (whether or not you received a raise) you cannot gain any new information until a new imprint is placed on the object after another creature touches it.

**Leave Imprint:** You touch an object and leave a special psychic imprint on the object: any creature using *Psychometry* or some suitably similar power can read this imprint. The imprint consists of any mix of audio/visual information that you would like, lasting no more than a number of seconds equal to your Smarts. You only need to imagine what you want to be part of the imprint; you do not have to speak it aloud. This imprint replaces any currently placed on the object (either naturally or by previous use of *Leave Imprint*) and remains until replaced. You may also set a 'trigger' condition when you create the imprint by naming a specific creature by name when you create the imprint. The named creature may experience the imprint without requiring the use of *Psychometry* or a suitably similar power.

## REPULSION

**School:** Illusion

**Casting Modifier:** -2

**Range:** Self

**Duration:** 1 minute/Rank

**Trappings:** No visible effects

You create an intangible, invisible aura that passively makes other living creatures unwittingly avoid you, as if by instinct. Any creature that comes within a radius equal to half your Smarts must make an immediate opposed Spirit roll against your Spellcraft. If they fail, they unwittingly find some reason to not enter the radius; the creature may decide to take another route, do something else instead, or otherwise avoid the area without quite realizing why. Creatures already inside this radius who fail the roll similarly find an excuse to leave it. This is at the Game Master's discretion: creatures that are sufficiently determined to reach a spot





within the radius are not affected by *Repulsion*, as are creatures that are consciously aware of where you are and are looking for you. For example, *Repulsion* could prevent a search party from coming close enough to discover you hiding behind a curtain or inside of a closet, but would not help you if you were standing in the open. *Repulsion* would not prevent creatures from entering its radius if the radius intersects with the only reasonably available path through an area, such as a hallway with no side passages or a bridge.

## RESONANCE READING

**School:** Divination  
**Casting Modifier:** -1  
**Range:** Self  
**Duration:** Instant  
**Trappings:** No visible effect

You send out a magical pulse that extends out from you to a radius equal to your Smarts, allowing you to read the 'echo' that comes back to you. When you cast *Resonance Reading*, choose a particular type of non-living object, such as a coin or tripwire: you instantly know precisely the distance from you and direction of each object of the chosen type, as well as how many there are, within *Resonance Reading's* radius.

**Synergy Bonus:** If you know the *Dowse* cantrip, reduce the casting penalty of *Resonance Reading* by 1.

## RESTORATION

This spell works the same as the *Healing* power (see the **Savage Worlds Deluxe Edition**, page 114, for more information), with differences noted below.

**School:** Abjuration  
**Casting Modifier:** -1  
**Range:** see *Healing*  
**Duration:** see *Healing*  
**Trappings:** White glow suffusing the entire body

- The target's wound penalties are applied to the Spellcraft roll made to cast *Restoration*, in addition to any you currently have.

## SHATTER

**School:** Evocation  
**Casting Modifier:** -2  
**Range:** Smarts/Smarts x 2/Smarts x 4  
**Duration:** Instant  
**Trappings:** Thin filament of glowing light shot from your horn towards the target

The Spellcraft roll made to cast this spell is treated as if you were making a ranged attack (it is affected by cover, range, light level, etc), with each range increment equaling your Smarts (see above). The target must be a non-living object; *Shatter* deals 2d8 damage to the target, or 3d6 damage on a raise.

**Synergy Bonus:** If you know the *Knock* cantrip, reduce the casting penalty of *Shatter* by 1.

## SUMMON/DISMISS

**School:** Transmutation  
**Casting Modifier:** -2  
**Range:** 1"  
**Duration:** Instant  
**Trappings:** Object slowly materializing out of thin air

**Summon:** You summon a non-living, non-magical common object (or a few similar objects such as nails or arrows) that is not food or drink, of your choice. The object can weigh no more than your Smarts x 10 lbs, and is made from nondescript materials and free of unnecessary design or decoration: a sword created with *Summon* would be made of plain steel and of a generic, nondescript design, though it would be otherwise fully functional. A summoned statue would be a plain and unremarkable statue of a solid material (marble, bronze, etc). Objects created with *Summon* in this manner disappear and blink out of existence after a day. If the object breaks or is destroyed, it vanishes into thin air and thus cannot be broken down into its constituent parts or materials. Summoned objects are considered to be magical and can be detected like any other magical item or effect. You may have a number of summoned objects in existence at one time equal to your Rank.

**Dismiss:** You unsummon an object created by *Summon*, either by you or by another creature. If the object was created by another creature, the Spellcraft roll made to cast *Dismiss* is opposed against the target object's creator's Spellcraft, dismissing the object on a success.

**Synergy Bonus:** If you know the *Magic Box* cantrip, reduce the casting penalty of *Summon/Dismiss* by 1.

## TELEKINESIS

This spell works the same as the *Telekinesis* power (see the **Savage Worlds Deluxe Edition**, page 118, for more information), with differences noted below.

**School:** Transmutation  
**Casting Modifier:** -2  
**Range:** see *Telekinesis*  
**Duration:** 1 round/Rank  
**Trappings:** Shimmering, gold concentric rings spinning around the levitated object

- Telekinesis lets you move objects up to a weight of 20 pounds times your Smarts on a success.
- You may move the target object a distance equal to *Telekinesis's* range each turn that it is sustained.
- While using a Telekinetic Weapon, you must still use your Fighting skill to make attacks with it instead of Spellcraft, and damage is based on Smarts instead of Strength.

**Synergy Bonus:** If you know the *Levitate* cantrip, reduce the casting penalty of *Telekinesis* by 1.



# SEASONED SPELLS

## CASTIGATE

**School:** Evocation

**Casting Modifier:** -2

**Range:** Smarts

**Duration:** Instant

**Trappings:** Searing bolt of white light shot towards target

Castigate allows you to tap into your righteousness and manifest it physically as a bolt of glory, directing it against a single enemy. The target must be one that has attacked you or one of your allies (either with a physical attack or a Clash of Wills attack) since your last turn. The Spellcraft roll made to cast *Castigate* is an opposed roll against the target's Spirit, with a +1 bonus if the target successfully hit an ally and an additional +1 bonus for each wound or daunt they inflicted. On a success the target suffers a Daunt, and if the target is not already Shaken they become Shaken, with an additional Daunt for each raise.

**Fatigue:** Successfully casting *Castigate* causes you to suffer a single level of Fatigue that you automatically recover from after taking an extended rest (6-8 hours). You cannot attempt to use Castigate if attempting it would Incapacitate you.

## CHROMATIC BLAST

**School:** Evocation

**Casting Modifier:** -1

**Range:** Smarts

**Duration:** Instant

**Trappings:** Fan of multicolored sparks

*Chromatic Blast* throws a fan of flashing rainbow-hued sparks in your opponent's eyes, disorienting them and disrupting their vision temporarily. The Spellcraft roll made to cast *Chromatic Blast* is an opposed roll against the target's Agility to see if they can avert their eyes in time; on a success, the target is Shaken and suffers a -2 penalty to all Trait rolls requiring vision until their next turn. On a raise, the target is instead Blinded (they suffer a -6 penalty on all Trait rolls requiring vision and their Parry is reduced to 2) until they recover from being Shaken.

**Additional Targets:** *Chromatic Blast* may affect additional targets up to a maximum total of five, adding a -1 casting penalty for each additional target. All additional targets must be within 1" of another target.

## DISCERN THOUGHTS

**School:** Divination

**Casting Modifier:** -2

**Range:** Visual

**Duration:** 1 round/Rank

**Trappings:** No visible effects

The Spellcraft roll made to cast *Discern Thoughts* is an opposed roll against the target's Spirit. On a success, you

can hear the 'surface' thoughts of the target in your head; these are only what the target is currently thinking about/saying to themselves, and not anything deeper or stored in their long-term memory. You understand the tone and inflection of their inner voice, though interpreting their stream of consciousness is up to you. Unintelligent animals do not have an inner voice as intelligent creatures do, but *Discern Thoughts* gives you a general impression of what they are currently focusing their attention on, usually coming out as a single word or a few words; this is up to the Game Master to interpret. On a raise, the duration becomes 2 rounds/Rank.

## DISRUPTOR

**School:** Evocation

**Casting Modifier:** -1

**Range:** Smarts

**Duration:** Instant

**Trappings:** Pulsing ray of gold light shot towards the target

The Spellcraft roll made to cast *Disruptor* is opposed against the target's Spirit. On a success, the target instantly drops all maintained powers; on a raise, the target is also Shaken if they are not already Shaken.

**Additional Targets:** *Disruptor* may affect additional targets up to a maximum total of five, adding a -1 casting penalty for each additional target.

## ENLARGE SHAPE/COMPACT SHAPE

This spell works the same as the *Growth/Shrink* power (see the **Savage Worlds Deluxe Edition**, page 113, for more information), with differences noted below.

**School:** Transmutation

**Casting Modifier:** -2

**Range:** Self

**Duration:** 1 minute/Rank

**Trappings:** Growing larger (Enlarge Shape) or smaller (Compact Shape)

*Enlarge Shape:* see *Growth*.

- *Enlarge Shape* doubles your overall size, granting a +1 Size bonus on a success or up to a +2 bonus on a raise (tripling your overall size). You gain a +1 toughness bonus and increase your Strength die type by one size for each point of Size you gain, and if you gain 2 points of Size, you also gain the Silhouette (Large) ability (see pg. 87). Creatures cannot be affected by more than once instance of *Enlarge Shape/Compact Shape* at one time.

*Compact Shape:* see *Shrink*.

- *Compact Shape* halves your overall size, giving you a -1 Size penalty on a success or up to a -2 penalty on a raise (a third your normal overall size). You receive a -1 toughness penalty (to a minimum of 1) and decrease your Strength die type by one size (to a minimum of d4) for each point of Size you lose, and if you lose 2 points of Size, you also gain the Silhouette (Small) ability (see



pg. 87). Creatures cannot be affected by more than once instance of *Enlarge Shape/Compact Shape* at one time.

## FORCE FIELD

This spell works the same as the *Barrier* power (see the **Savage Worlds Deluxe Edition**, page 109, for more information), with differences noted below.

**School:** Abjuration

**Casting Modifier:** -1 per section beyond the first

**Range:** see *Barrier*

**Duration:** 1 minute/Rank

**Trappings:** Translucent panels of glowing energy

- Force Field creates a wall of energy that can protect you or entrap opponents. Every section of the wall created beyond the first incurs a -1 casting penalty and spans a width of 1". For each raise you may create an additional wall section beyond what you originally chose, for free.
- Each section is translucent and about as thick as a pane of glass.
- When hit, a section of wall simply blinks out of existence as it is destroyed.

## GOSSAMER WINGS

**School:** Transmutation

**Casting Modifier:** -2

**Range:** Self

**Duration:** 1 hour/Rank

**Trappings:** Multicolored insect wings

A set of proportionately-sized insect wings (these can be from any insect that you choose, such as butterflies or dragonflies) magically sprout from your back, giving you the Flight ability. You may fly at a basic Pace of 6 (this is not modified by any Edges or Hindrances that you currently have), but cannot fly at flanking speed. The wings are very delicate, and any time they are exposed to intense heat or other environmental extremes, or are hit by a physical attack, you must make a successful Spirit roll with a -2 penalty or the wings disintegrate.

## INVISIBILITY

This spell works the same as the *Invisibility* power (see the **Savage Worlds Deluxe Edition**, page 115, for more information), with differences noted below.

**School:** Illusion

**Casting Modifier:** -3

**Range:** see *Invisibility*

**Duration:** 1 minute/Rank

**Trappings:** Shimmering and disappearing into thin air

- Making an attack, a Clash of Wills attack, or casting a spell causes your invisibility to terminate.
- You cannot affect additional targets with *Invisibility*.

## MINOR WONDROUS ITEM

**School:** Transmutation

**Casting Modifier:** -2

**Range:** Self

**Duration:** 1 day

**Trappings:** Item appearing out of thin air

This spell creates a single magical item from thin air that persists for a single day, at which point it vanishes back into thin air. Each of the objects counts as a magical object. Choose one of the following items to summon:

- **Convenience Stick:** Summons a nondescript wooden dowel about 6 inches in length. Any creature capable of using magic (such as another unicorn) may command the stick to change it into any similarly sized and shaped object made out of any common material such as a key, paintbrush, pencil, knife, or whistle. It can be transformed into a key for a specific lock by making a successful Smarts roll with a -2 penalty when transforming it.
- **Invisible Ink:** Summons a single ink pot filled with what looks like opaque pink ink. The ink is only visible to the caster, who can write with it on almost any surface. The caster may also write the full name of any creature next to any note or letter written in the ink, and the named character can then read the invisible message.
- **Spellglue:** Summons a small glass vial full of viscous, purple glue. There is enough glue for a total of a square foot of adhesive. It can glue any two solid surfaces together for the duration of the spell, and can support a weight of Smarts x 50 lbs of weight or force.

## PREMONITION

**School:** Divination

**Casting Modifier:** -2

**Range:** Self

**Duration:** 1 round/Rank

**Trappings:** No visible effects

You receive a flash of insight about the future that allows you to be better prepared for the unexpected. Choose a single Trait: until the duration of *Premonition* runs out, you receive a +2 bonus to the first roll for that Trait you make. You cannot choose a single Trait to be the subjects of a *Premonition* more than once per day.

## SENSE LIFE/SENSE PATH

**School:** Divination

**Casting Modifier:** -1

**Range:** Smarts x 2

**Duration:** 1 minute/Rank (Sense Life), Instant (Sense Path)

**Trappings:** No visible effects

*Sense Life:* You are able to innately sense the precise direction and distance from you of all conscious, sentient creatures within the spell's radius. In addition, creatures that can be detected with *Sense Life* can also have their auras read as if there were no intervening obstructions (you must



still use *Aura Reading*, or some comparable effect at the Game Master's discretion, to do so).

**Sense Path:** When inside of a building or other similar enclosed structure (such as a cave or maze), you can become at least partially aware of its layout within a radius equal to *Sense Path's* range. On a success, you are given a mental image of the building's layout of rooms or chambers as defined by its walls (but not anything inside of those rooms). For each raise, the Game Master may choose to give you additional information about the area you detect (such as the presence of doors, large pieces of terrain or furniture, or possible exits). The exact nature and detail of the information provided by *Sense Path* is up to the Game Master's discretion.

**Synergy Bonus:** If you know the *Lay of the Land* cantrip, reduce the casting penalty of *Sense Life/Sense Path* by 1.

## SLEEP

This spell works the same as the *Slumber* power (see the **Savage Worlds Deluxe Edition**, page 116, for more information), with differences noted below.

**School:** Illusion

**Casting Modifier:** -1

**Range:** see *Slumber*

**Duration:** 1 minute/Rank

**Trappings:** No visible effects

- This spell does not use a template: it instead has a primary target and may affect additional targets, up to a maximum total of five, adding a -1 casting penalty for each additional target.

## SPOOK

This spell works the same as the *Fear* power (see the **Savage Worlds Deluxe Edition**, page 113, for more information), with differences noted below.

**School:** Illusion

**Casting Modifier:** -1

**Range:** see *Fear*

**Duration:** see *Fear*

**Trappings:** No visible effect to those who are not the target

- The Spellcraft roll made to cast Spook is an opposed roll against the target's Spirit, which counts as a Fear roll for the targets. The effects of *Fear* activate on a success. On a raise, the target gains a +2 bonus to their roll on the Fear Table.
- The final result of the Fear Table roll cannot exceed 20, and any targets suffering the Minor Phobia, Major Phobia, or Mark of Fear result are also Panicked.
- This spell does not use a template: it instead has a primary target and may affect additional targets, up to a maximum total of five, adding a -1 casting penalty for each additional target.

## TURN ENERGY/TURN MAGIC

**School:** Abjuration

**Casting Modifier:** -2

**Range:** Touch

**Duration:** 1 minute/Rank

**Trappings:** Faint, shimmering bubble around target

**Turn Energy:** A shimmering bubble of energy forms around the target that protects them from elemental extremes. The target gains a +2 bonus to Vigor rolls made to resist elemental energy effects such as fire, electricity, radiation, and any others that the Game Master feels may apply. In addition, the target gains a +2 armor bonus against damage from magical sources. Both of these bonuses increase to a +4 on a raise.

**Turn Magic:** A shimmering bubble of energy forms around the target that protects them from magic. The target receives a +2 bonus to Spirit rolls made to resist the effects of magic directed at them, and gains a +2 armor bonus against damage from magical sources. On a raise, only the armor bonus increases to +4.

**Synergy Bonus:** If you know the *Air Envelope* cantrip, reduce the casting penalty of *Turn Energy/Turn Magic* by 1.

## UNDO MAGIC

This spell works the same as the *Dispel* power (see the **Savage Worlds Deluxe Edition**, page 111, for more information), with differences noted below.

**School:** Abjuration

**Casting Modifier:** -1

**Range:** see *Dispel*

**Duration:** see *Dispel*

**Trappings:** Crackling bolts of lightning shot towards target

- Undo Magic has no effect on inherent Powers, such as those that each pony breed has or abilities possessed by other creatures (see the section on *Abilities* for more information).

## VETERAN SPELLS

### ANIMATE OBJECT

**School:** Transmutation

**Casting Modifier:** -2

**Range:** Touch

**Duration:** 1 minute/Rank

**Trappings:** Purple glow and sprouting of limbs

**Animate Object** causes a single object to spring to life and be given a task to perform. The target must be a non-living, non-magical object no heavier than your Smarts x 10 lbs. The animated object magically gains limbs and appendages appropriate to the object (such as clawed feet on a bathtub becoming actual articulated clawed feet) or otherwise moves on its own if already able to do so. Upon casting *Animate*



*Object*, the caster must verbally command the object to perform a single order. The animated object will follow the caster's order as literally as possible, and will continue to attempt to carry out the action until *Animate Object* is no longer maintained or until the duration runs out, at which point the object returns to normal. Animated objects cannot be tasked to attack or harm living creatures, directly or indirectly. The Game Master decides what the animated object can and cannot do, and its capabilities (including Traits if necessary, at the Game Master's discretion) should be relative to the object itself: an animated broom might be tasked with keeping an area clean, while an animated freestanding bathtub could be ordered to follow the caster around and carry things.

## BLESSING

**School:** Abjuration  
**Casting Modifier:** -3  
**Range:** Touch  
**Duration:** 1 minute/Rank  
**Trappings:** Glowing halo of light around target's head

You cannot maintain more than one instance of *Blessing* at one time, nor can a creature be affected by more than one instance of *Blessing* at one time. Maintaining *Blessing* incurs a -2 penalty to future Spellcraft rolls instead of -1.

The target of *Blessing* gains a +2 bonus to Fear rolls, and their Wild Die increases in size by one die type.

## COMMUNE FROM AFAR

**School:** Divination  
**Casting Modifier:** -3  
**Range:** Smarts x 1 mile  
**Duration:** 1 minute/Rank  
**Trappings:** Cloud of smoke that forms into the shape of the creature being communicated with

*Commune from Afar* creates a cloud of smoke that forms in front of you into the form of a target creature within range that you have seen before, with your form similarly appearing in front of them; both forms remain fixed in place and do not move from where they stand, though they copy any movements or facial expressions you make. The target must consciously choose to accept your contact. For the duration of *Commune from Afar*, you and the target can speak and see each other clearly through the eyes and ears of the smoke forms as if you were each present, though you cannot interact with what you see in any way (including casting spells through the smoke form).

## EARTH TRAVEL

This spell works the same as the *Burrow* power (see the **Savage Worlds Deluxe Edition**, page 110, for more information), with differences noted below.

**School:** Transmutation  
**Casting Modifier:** -2

**Range:** see *Burrow*

**Duration:** 1 round/Rank

**Trappings:** Melting into earth and reappearing elsewhere

- In addition to the bonus from successfully surprising a foe, you gain a +1 bonus to Grace and Intimidate Clash of Wills attacks and Trick rolls, or +2 on a raise.
- *Earth Travel* has no additional targets.

## MAGNETIC STORM

**School:** Evocation  
**Casting Modifier:** -3  
**Range:** Smarts

**Duration:** 1 round/Rank

**Trappings:** Intense magnetic disruption in target area

Choose an area square equal to 1" times your Rank within range: within that area, you can affect any magnetic/ferrous metal (anything a magnet would stick to) as long as it is within the target area. Each round *Magnetic Storm* is maintained, you may affect any given piece of metal or metal object within the target area with one of the following effects (or two different effects at once on a raise):

- **Magnetokinesis:** The object is moved/levitated as if it was affected by the *Telekinesis* spell (see pg. 10). It may be moved out of the spell's target area but you lose control of it once it does. Creatures wearing armor or otherwise carrying enough metal (at the Game Master's discretion) may be moved with this ability, but they still receive an opposed Spirit roll if they are unwilling. You may also use this ability for other purposes on metal objects weighing less than a few dozen pounds (ripping the nails out of a box, twisting prison bars, creating a ramp that you can run across, unlocking manacles, or sending a pile of metallic debris into a foe's face for a Trick roll) at the Game Master's Discretion.
- **Resistance Heating:** The target object begins to heat up rapidly, becoming too hot to hold within one turn (creatures holding it may instantly drop it at this point). Each round that it is heated beyond the first causes it to glow white-hot, igniting any flammable materials that it touches and dealing 1d10 fire damage for each round beyond the first that it has been heated (to a maximum of 2d10).
- **Vibration:** The object begins to vibrate violently, making it nearly impossible to use or even hold on to. The object requires a successful Strength roll opposed against your Spellcraft to pick up or manipulate successfully, and objects that are currently held or equipped are useless that round without a success. Armor that is equipped continues to provide its armor bonus, but it incurs a penalty to all Strength and Agility (and any skills tied to those Attributes) equal to its armor bonus.



## MANTLE OF AWE

**School:** Illusion

**Casting Modifier:** -2

**Range:** Self

**Duration:** 1 round/Rank

**Trappings:** Glowing eyes and faint glowing outline

You surround yourself with a terrifying aura that strikes fear and awe into the hearts of your foes. Upon first seeing you, non-allies must roll an opposed Spirit roll against your Spellcraft; if they are not successful, they cannot come within 1" of you or target you with any attacks, spells, or maneuvers for *Mantle of Awe's* duration. You gain a bonus to this roll equal to half your Charisma, up to a maximum of +1 (with no maximum limit on a raise). If you make an attack, cast a spell, or perform a maneuver against a target who is affected by *Mantle of Awe*, the effect ends for that target and they may act normally against you.

## PRECOGNITION

**School:** Divination

**Casting Modifier:** -2

**Range:** Visual

**Duration:** 1 round/Rank

**Trappings:** No visible effects

At the beginning of each round for the duration of *Precognition*, the target must have what they are going to do planned out before any other character acts and/or action cards are dealt. The target must carry out their stated turn to the best of their abilities, as long as they are physically able to do so: if the conditions are no longer able to be met (such as a target of an attack becoming incapacitated in the intervening turns and removed from play) the target may act normally when it comes to their turn. On a raise, when action cards are dealt you may choose not to draw and instead go immediately before the target, unless they have a Joker.

## SENSORY DEPRIVATION

**School:** Illusion

**Casting Modifier:** -3

**Range:** Visual

**Duration:** 1 round/Rank

**Trappings:** No visible effects

Sensory Deprivation tricks the victim's mind into ignoring its sensory inputs, effectively depriving them of one of their senses for the spell's duration. The loss of certain senses, especially smell and taste, are not immediately perceptible to the target. The Spellcraft roll made to cast *Sensory Deprivation* is an opposed roll against the target's Spirit. For each success and raise, you may deprive the target of one of the senses listed below and the casting penalty for maintaining this spell increases by an additional point:

- **Hearing:** The target is Deafened (they cannot hear and automatically fail all sound-based Notice rolls).

- **Sight:** You may choose this sense multiple times: the first time you choose it, the target receives a -2 penalty to all Trait rolls normally requiring vision and their Parry is reduced by 2 (minimum 2). The second time it is chosen the target is instead Blinded (they suffer a -6 penalty on all Trait rolls normally requiring vision and their Parry is reduced to 2) and automatically fails all sight-based Notice rolls.
- **Smell:** The target cannot smell anything and automatically fails all scent-based Notice rolls (such as those made to detect the presence of harmful gas in the area).
- **Taste:** The target cannot taste anything and automatically fails all taste-based Notice rolls (such as identifying the taste of poison in food, for example).
- **Touch:** The target's sense of touch and feeling becomes dulled. You may choose this sense multiple times: each time you do, you may choose a limb or discrete part of the body (you may choose the same location multiple times or different ones). All physical skill rolls with that limb or body part suffer a -2 penalty, and the Game Master may decide to add additional effects if you select the same limb multiple times (choosing a wing, for example, might make it incapable of flight). Targeting the head does not affect other senses like sight, hearing, etc.

## SHIELD OF AGES

**School:** Abjuration

**Casting Modifier:** -4

**Range:** Smarts

**Duration:** 1 round/Rank

**Trappings:** Glowing mirrored shields that orbits the target

Each round, the target may choose to cancel one attack (including Clash of Wills attacks), spell, or maneuver directed at them: the action automatically fails and is wasted. Each time this happens, you must make an immediate Smarts roll as if you were being disrupted by non-damaging means (see the **Savage Worlds Deluxe Edition**, pg. 103, for more information).

## SIPHON ENERGY

**School:** Evocation

**Casting Modifier:** -2

**Range:** Smarts

**Duration:** Instant

**Trappings:** Shimmering heat rising off of target area

Choose a 3" square area in range: within that area, energy is drained and turned into heat. The Spellcraft roll made to cast *Siphon Energy* is opposed against the Vigor of all creatures in the target area: on a success, the target is Shaken if they are not already Shaken and may not act on the turn that they recover from being Shaken, even by rolling a raise or spending a benny, or by spending a benny out-of-turn to become unshaken. For each raise you roll, the target also receives a level of Fatigue as if they suffered from sleep



deprivation (see the **Savage Worlds Deluxe Edition**, pg. 89, for more information). In addition, machines that rely on combustion, electricity, stored mechanical energy (such as springs), or any similar source of energy at the Game Master's discretion immediately shut down and/or stop. Boiler fires go out, batteries are immediately empty of charge, watch springs are immediately unwound, and any other effects occur at the Game Master's discretion.

## SPELLHACK

**School:** Abjuration

**Casting Modifier:** -3

**Range:** Smarts x 2

**Duration:** Instant

**Trappings:** Zigzagging bolts of blue and yellow lightning leaping from the caster's horn to the affected area

*Spellhack* manipulates and alters existing magical effects or spells. The Spellcraft roll made to cast *Spellhack* is an opposed roll against the Spellcraft of the target magical effect's caster or creator. On a success, you can change any of the conditions of the spell (such as target, parameters, or additional targets) and become its owner on a raise (you are now in control of the spell and maintain it yourself as if you had cast it, incurring penalties to your further Spellcraft rolls as with any maintained spell). You may use *Spellhack* to modify a spell as it is being successfully cast; this requires you to be on Hold and interrupt the target's action as usual.

## WONDROUS ITEM

**School:** Transmutation

**Casting Modifier:** -3

**Range:** Self

**Duration:** 1 day

**Trappings:** Item appearing out of thin air

This spell creates a single magical item from thin air that persists for a single day, at which point it vanishes back into thin air. Each of the objects counts as a magical object. Choose one of the following items to summon:

- **Bottled Cloud:** Summons a glass decanter filled with steam. When opened, the bottled cloud flows outward and expands to a 5" radius sphere. The cloud persists for the duration of the spell, can be blown by the wind, and line of sight is completely blocked through the cloud. As soon as the bottle is stoppered, the cloud vanishes and magically reappears inside the bottle.
- **Breaching Chalk:** Summons a small stick of ordinary-looking white chalk. When the chalk is used to draw a closed shape on any non-living surface (such as a wall or rock face), creatures friendly to the caster may step through the portal as if it were an open doorway. This ability generally only works on relatively thin surfaces, such as the wall of a common home (it is up to the Game Master's discretion which surfaces may be breached). If the surface is too thick, the wall remains solid and impassable. This can be used to jump through walls

and into adjacent rooms or through doors. These 'breaches' last until the chalk lines are broken or the summoned chalk disappears.

- **Wonderbar:** Summons a 5 inch by 5 inch bar of steel with a length in feet of up to the caster's Smarts. The Wonderbar is as light as a feather and is effectively unbreakable (at the Game Master's discretion). It can be used to block doors, lie across pits and chasms, support larger objects, and so on. It can support almost any amount of weight and is not prone to bending or warping, except at the Game Master's discretion.

## HEROIC SPELLS

Spells at this level are so complicated and require such an immense commitment of focus and energy that they become quite taxing for a unicorn to cast. You may only successfully cast a given Heroic spell once per day: if it has multiple targets, it is considered successfully cast if at least one target is affected by it. In addition, when you successfully cast a Heroic-rank spell you gain an additional point of Spell Fatigue.

## DELUSION OF MEDIOCRITY

**School:** Illusion

**Casting Modifier:** -3

**Range:** Visual

**Duration:** 1 minute/Rank

**Trappings:** No visible effects

The Spellcraft roll made to cast *Delusion of Mediocrity* is an opposed roll against the target's Spirit. On a success, the target gains a Minor Hindrance of your choice, or a Major Hindrance on a raise, that they do not already have as either a Major or Minor Hindrance. For the spell's duration, the target suffers from the effects of the Hindrance but it does not permanently or physically alter them: creatures given the Missing Leg Hindrance, for example, do not literally lose a leg but still must act as if it was missing. The Hindrances that may be chosen are at the Game Master's discretion, including how the target acts on them or is affected by them.

## EARTHQUAKE

**School:** Evocation

**Casting Modifier:** -5

**Range:** Visual

**Duration:** 1 round/Rank

**Trappings:** Violent shaking of the earth

Choose a 10" square area within range: the ground in this area begins to quake violently from a massive localized earthquake. The specific effects of this are up to the Game Master, though the following rules can be used to keep things Fast, Furious, and Fun:

- **Building Collapse:** For each building or structure in the quake zone, roll a d10 to determine if they are damaged or destroyed (roll only once for each building at the end



of *Earthquake*'s duration, and subtract 2 from the result if you got a raise on your Spellcraft roll to cast *Earthquake*). Damaged buildings still stand but may be safety hazards, have broken-in windows or walls (allowing entry from outside, as well as to the elements), or anything else at the Game Master's discretion. Buildings that are destroyed are reduced to rubble. Light buildings (those made out of cloth or wood, such as pavilions, small houses, palisade walls, etc) are damaged on a 7-9 and destroyed on a 1-6. Medium buildings (reinforced or otherwise well-built buildings such as large houses, multi-story buildings, or light stone walls) are damaged on a 5-7 and destroyed on a 1-4. Heavy buildings (those made from stone and built to withstand heavy punishment such as castle towers and walls, forts, large mansion houses, or even caves) are damaged on a 3-5 and destroyed on a 1-2.

- **Falling Debris:** Creatures caught within a building during a quake must roll Agility to avoid falling debris each round they remain inside the building, suffering a -2 penalty if the building is being Damaged and a -4 penalty if it is being Destroyed. Those who manage to make it to a reinforced spot, such as a door or archway, receive a +2 bonus to the roll as well. Those who fail their Agility roll are Shaken and suffer the effects of Bumps and Bruises (see the **Savage Worlds Deluxe Edition**, pg. 86, for more information), receiving one level of Fatigue or two levels if they fail by 2 or more; creatures that fail by 4 or more are immediately buried by fallen rubble (unable to move and must either free themselves or be freed by others, both requiring a Strength roll to remove the debris) and suffer 1d10 damage, plus an additional 1d10 for every further 2 points that they fail the roll by.
- **Treacherous Terrain:** All creatures standing on open ground in the quake zone must roll Agility each turn with a -2 penalty or be knocked prone and roll for Bumps and Bruises.

## GATE/MARK GATE

**School:** Transmutation

**Casting Modifier:** -4

**Range:** Smarts

**Duration:** 1 round/Rank (Gate), Instant (Mark Gate)

**Trappings:** Glowing magical portal opening in the air

*Gate:* A glowing portal opens within range in the air that leads back to a spot designated with the *Mark Gate* spell. You and any allies may step through this gate to be instantly taken back to this location, which may be any distance away. The portal persists as long as the power is sustained, after which point it winks shut. This travel is one-way, however: once the *Gate* closes, it cannot be used to travel back to the spot designated by *Mark Gate*. You must cast a new instance of *Mark Gate* in order to use *Gate* again.

*Mark Gate:* The spot you are standing on becomes 'marked', and can be returned to with the *Gate* spell. You may not have more than one marked spot at any one time. The mark

persists for 1 week, after which point it disappears and needs to be cast again in order to use *Gate*.

## HYPNOTIC SUGGESTION

**School:** Illusion

**Casting Modifier:** -3

**Range:** Visual

**Duration:** 1 minute/Rank

**Trappings:** No visible effects

Choose a target that can see, hear, and understand you: the Spellcraft roll made to cast *Hypnotic Suggestion* is opposed against their Spirit, and you gain a bonus to this roll equal to half your Charisma. On a success, you give the target a single order which they must follow out to the best of their abilities until it is complete or the duration of *Hypnotic Suggestion* ends. The target cannot be ordered to harm themselves or others, either directly or indirectly, or do anything that the Game Master deems to be wildly out of character; however, you can use *Hypnotic Suggestion* to cause jailers to release prisoners, have an overprotective librarian allow you access to their private collection, or anything else that the Game Master approves of.

## IMBUE/BANE

**School:** Abjuration

**Casting Modifier:** -4

**Range:** Touch

**Duration:** 1 minute/Rank

**Trappings:** Glowing eyes and metallic golden aura (Imbue) or wispy crimson and black aura (Bane)

A creature cannot be affected by more than one instance of *Imbue/Bane* at one time. Maintaining *Imbue/Bane* incurs a -2 penalty to future Spellcraft rolls instead of -1.

*Imbue:* All of the target's Traits increase by one die size, and on a raise the target receives a +1 bonus to all attack and Clash of Wills rolls as well.

*Bane:* The Spellcraft roll made to cast *Bane* is opposed against the target's Spirit. On a success, all of the target's Traits decrease by one die size, and on a raise the target receives a -1 penalty to all attack and Clash of Wills rolls as well.

## INNER SIGHT

**School:** Divination

**Casting Modifier:** -4

**Range:** Smarts x 1 mile

**Duration:** 1 minute/Rank

**Trappings:** No visible effects

*Inner Sight* allows you see and hear through another creature's eyes and ears for a short time. The Spellcraft roll made to cast *Inner Sight* is an opposed roll against the target's Spirit, who must be known to you and whom you must have seen before. On a success, you can see through the target's eyes and hear what they hear for the spell's



duration, though you have no control over either and they are not aware of your presence. If the target gets at least one raise, the target receives a brief vision through your eyes and becomes aware that you just tried to magically spy on them, on top of the attempt being unsuccessful. You may only attempt to use *Inner Sight* on a given creature once per day, whether or not you are successful, unless you get a raise on your Spellcraft roll.

## MAJOR WONDROUS ITEM

**School:** Transmutation

**Casting Modifier:** -4

**Range:** Self

**Duration:** 1 day

**Trappings:** Item appearing out of thin air

This spell creates a single magical item from thin air that persists for a single day, at which point it vanishes back into thin air. Each of the objects counts as a magical object. Choose one of the following items to summon:

- **Feather Boat:** Summons a small, white feather. When placed in water, the feather becomes a white wooden boat large enough to hold about 6 ponies and their equipment (at the Game Master's discretion). It is made in the shape of a large swan and has a single hull, sail, and tiller. You can turn it back into a feather by purposely touching it and willing it to return.
- **Jar of Magic Fleas:** Summons a tiny glass jar containing what appears to be glass dust, which is actually full of tiny magical creatures that look like transparent fleas. The jar contains enough fleas for a single use. To use, you must pour the contents of the jar on a target creature or on its clothing/possessions. Upon pouring out the contents, they become invisible and alive, immediately crawling all over the target and hiding in whatever spaces they can. The fleas are invisible and cannot be felt, and do not bite or otherwise make their presence known. For the duration of the spell, the fleas maintain a telepathic link with you and you always know the direction and distance to the 'infested' target, and may hear anything around them as if you were present. The fleas are persistent and cannot normally be removed except by magic.
- **Magic Carpet:** Summons a small 1" square tasseled carpet of whatever color and make you desire, which can only be controlled by you. When standing on the carpet, you can fly with a basic Pace of 8 (you cannot move at flanking speed) as your movement each round. The carpet can support your weight and the weight of anything you are carrying as long as you have not exceeded your Load Limit.

## SUNRAY

**School:** Evocation

**Casting Modifier:** -4

**Range:** Visual

**Duration:** Instant

**Trappings:** Beam of coherent light from the sky

*Sunray* creates an intense beam of pure radiant sunlight that lances down from the sky to a point specified within range, piercing any intervening barriers such as roofs, ceilings, or even solid rock, and affecting all creatures within 1" of the designated spot. The Spellcraft roll made to cast *Sunray* is an opposed roll against each target's Agility (which is at a -4 penalty) to avert their eyes in time. On a success, the target is Shaken if they are not already Shaken and blinded (they suffer a -6 penalty on all Trait rolls requiring vision and their Parry is reduced to 2) until they recover from being Shaken. On a raise, the target also suffers a Daunt. Any undead or ghostly creatures in the designated area roll Spirit at a -4 penalty, instead of Agility in the opposed roll. If they are unsuccessful, they are instantly destroyed or banished instead of being blinded.

## TIME STOP

**School:** Abjuration

**Casting Modifier:** -4

**Range:** Self

**Duration:** Special

**Trappings:** Sudden slowing of time around you

When cast, time crawls to a halt around you. You immediately take two full turns after the current one is resolved, which can be used to do anything you could normally do on one of your turns.

## WHEEL OF FORTUNE

**School:** Divination

**Casting Modifier:** -2

**Range:** Self

**Duration:** Instant

**Trappings:** No visible effects

Upon casting *Wheel of Fortune*, draw a hand of five cards from a deck of cards (you must use a new deck if combat is currently occurring or cards are otherwise missing or dealt out from it). *Wheel of Fortune* provides a different effect based on what you draw, and for every raise you roll, you may immediately discard up to five cards and redraw that many (you may do this multiple times in a row if you roll multiple raises before you come to a final hand). Jokers count as any card that you choose, as long as that card is not already in your hand. Choose one of the following hands that you qualify for, based on the five cards you have:

- **Face Card:** A Jack, Queen, or King of any suit; gain a benny.
- **Pair:** Two cards of the same rank (such as two 8's or two Queens); you and one Wild Card ally gains a benny.
- **Two Pairs:** Two pairs of cards of the same rank (such as two 8's and two Queens); you and each of your Wild Card allies gain a benny.
- **Three of a Kind:** Three cards of the same rank; for the next 24 hours, you gain a +2 bonus to all Spellcraft rolls.



- **Straight:** Five cards in numerical order (such as an 8, 9, 10, Jack, and Queen), in which the Ace can be either low (such as a hand of 2, 3, 4, 5, 6) or high (such as a hand of 10, Jack, Queen, King, Ace); for the next 24 hours, you and all of your Wild Card allies gain a +1 bonus to their Trait rolls.
- **Flush:** Five cards of the same suit (such as all Hearts); for the next 24 hours, you and each of your Wild Card allies increase your Wild Die by one die size.
- **Full House:** Three of a kind and a pair in the same hand (such as three 5's and two Kings); you and each of your Wild Card allies either gain a benny or, for the next 24 hours, gain a +2 bonus to all Spellcraft rolls.
- **Four of a Kind:** Four cards of the same rank; for the next 24 hours, you gain a +4 bonus to all Spellcraft rolls.
- **Straight Flush:** Five cards in numerical order and of the same suit; for the next 24 hours, you and all of your Wild Card allies gain a +1 bonus to their Trait rolls and increase their Wild Die by one die size.
- **Royal Flush:** A hand of an Ace, King, Queen, Jack, and 10 of the same suit; for the next 24 hours, all of your Attributes and trained Skills are considered to be a d12 if they are below a d12. In addition, your Wild Die increases by two die sizes.

If you can choose any of the above hands, *Wheel of Fortune* does not give you any points of Spell Fatigue for casting it.

## LEGENDARY SPELLS

Legendary powers are even more taxing than Heroic ones, and represent some of the most powerful and complicated uses of magic useable by Unicorns. You may only successfully cast a given Legendary spell once per week: if it has multiple targets, it is considered successfully cast if at least one target is affected by it. In addition, when you successfully cast a Legendary-rank spell you gain an additional point of Spell Fatigue.

### ASTRAL TRAVEL

**School:** Transmutation

**Casting Modifier:** -5

**Range:** Special

**Duration:** Instant

**Trappings:** Glowing field of energy and a beam of white light streaking into the sky

*Astral Travel* teleports you to a distant astral body, such as a planet or moon. It may only be cast under a clear night sky with full view of the intended destination, which must be viewed with enough detail to see it clearly (usually requiring a telescope or similar device). You may take as many willing creatures as you wish with you; each additional traveler adds an additional -1 casting penalty and must be within 1" of you. You are teleported to the nearest solid ground on the surface of the intended destination (it will not drop you directly in an ocean or volcano), but does not extend any protection against the environment beyond that.

### BANISHMENT

**School:** Evocation

**Casting Modifier:** -5

**Range:** Visual

**Duration:** Instant

**Trappings:** Beam of rainbow-hued energy

*Banishment* sends a single targeted foe away to whatever location you wish by ripping them from the fabric of reality. The Spellcraft roll made to cast *Banishment* is an opposed roll against the target's Spirit. On a success, reality folds around the target and they are teleported to whatever specific location you choose: it must be a place known to you that you have visited and seen clearly.

### DREAM WORLD

**School:** Illusion

**Casting Modifier:** -4

**Range:** Visual

**Duration:** Instant

**Trappings:** You and the targets falling into a coma

*Dream World* targets all living creatures that you choose within range. The Spellcraft roll made to cast *Dream World* is opposed against the targets' Spirit; on a success, both you and the target falls unconscious and cannot be awakened by any normal means for a number of minutes equal to your Rank. For each target, choose one of the following options:

- **Enrapture:** Upon regaining consciousness, the target is still dazed from the dream: they are Shaken and receive a -4 penalty to recover from being Shaken until they are no longer Shaken, or a -8 penalty on a raise.
- **Nightmare:** Upon regaining consciousness, the target must immediately make a Fear roll at a -2 penalty (or -4 on a raise). The final result of the Fear Table roll cannot exceed 20, and any targets suffering the Minor Phobia, Major Phobia, or Mark of Fear result are also Panicked.
- **Psychodrama:** For each success and raise, the target unwittingly reveals information about themselves and what they know, at the Game Master's discretion. Targets drawn into a Psychodrama may reveal important secrets, repressed memories, or anything else deemed appropriate by the Game Master.

### FORTUNE'S FAVOR REGAINED

**School:** Divination

**Casting Modifier:** -4

**Range:** Touch

**Duration:** Instant

**Trappings:** No visual effect

The target recovers all bennies they have spent this game session so far on a success; on a raise, for the remainder of the game session, when the target spends a benny to re-roll a Trait roll, they receive a +2 bonus to the final total.



## DUAL INCARNATION

**School:** Abjuration

**Casting Modifier:** -5

**Range:** Visual

**Duration:** 1 minute/Rank

**Trappings:** Glowing aura around both you and the target

A creature cannot be affected by more than one instance of *Dual Incarnation* at one time.

Choose a single willing target within range: for each of your Traits that you have at least a d4 in, both you and the target are considered to have the higher die size of that Trait between the two of you, and you may spend each other's bennies as if they were your own. Any time you or the target are Shaken or suffer a wound or a daunt, you may choose to apply it to the other instead.

## PROPHECY

**School:** Divination

**Casting Modifier:** -6

**Range:** Self

**Duration:** Instant

**Trappings:** Eyes glowing intensely

*Prophecy* allows you to peer into the future for a few moments, though what you see is partially unpredictable. It can only be cast under a full moon with a clear view of the moon's surface. You see the future as a vision in your mind that goes forward in time a number of years equal to ten times your Spellcraft, and the vision lasts for 1 minute of real time (you may act normally while the vision is 'playing' in your mind) or 10 minutes on a raise. The nature of the vision is up to the Game Master's discretion, but you can specify that you are looking for specific information ('who will the ruler of Equestria be in 100 years?', for example). The vision has no sound and is likely to be disjointed and cryptic like a dream, so it will require interpretation.

## SPELL OF POWER

**School:** Evocation

**Casting Modifier:** -4

**Range:** Touch

**Duration:** Instant

**Trappings:** No visible effects

The target loses all points of Spell Fatigue they have; on a raise, the target also receives a +2 bonus to Vigor rolls made to avoid Fatigue from exceeding their Spell Limit for the day. Successfully casting *Spell of Power* does not give you any points of Spell Fatigue.

## TRANSFORMATION

**School:** Illusion

**Casting Modifier:** -5

**Range:** Self

**Duration:** 1 day/Rank

**Trappings:** Complete transformation into new shape

You fully transform into another creature that you have seen before, taking on every physical detail of the chosen creature from height and weight to voice, scent, and Cutie Mark (if the target is a pony), but do not gain any of their knowledge or memories. If the transformation changes your race/breed, for the duration of the spell you lose all of your normal race/breed's inherent abilities and features and take on those of the chosen creature. You do not gain any skills, Edges, Feats, or Spells from the chosen creature, but you do gain any of its inherent abilities and any physical Hindrances that apply, at the Game Master's discretion. While transformed, you retain your own Smarts and Spirit, and use the creature's Agility and Strength. You use the higher Vigor between you and the chosen creature. While Transformation is in effect, you do not have access to any features (Edges, Feats, spells, etc) that your new form would not be able to have access to. The disguise is so complete that other creatures receive a -6 penalty to Trait rolls made to detect the disguise (or -10 on a raise), even from magical sources.