

Notice: These rules have been revised and integrated into the new core rules document. For the latest spellcasting and spell rules revisions, see the spellcasting section of this [document](#).

Spellcasting

All unicorns are capable of basic magical abilities. While specific talent varies from unicorn to unicorn, even the most untalented can manage at least one spell. Many unicorns choose to spend time training their magical abilities to become stronger than they would be normally. Most unicorns have limited range of spell choices, however, based on their particular talents.

All unicorns have access to General spells. These are basic, utilitarian spells. Unicorns gain the spells *Telekinesis* and *Light* for free, unless they have the trait *One Trick Pony*. In addition, every unicorn begins play with access to a single other spell-set of their choice, considered their primary spell set. This is typically associated with their particular talent.

A unicorn may only spontaneously learn spells from her primary spell set, as well as spells related directly to her special talent. All other spells must be learned, either from teachers, through texts on arcane science, or through other mediums of magical education. (This means that the GM can choose which spells are made available to the player after the game begins.) If a means of magical education becomes available, the player has the option to dedicate their next perk to a spell-learning unicorn perk that they would qualify for. This allows a unicorn character to learn spells between levels and advancement, gaining them as they are learned in-game.

Spells with more than one rank need to be learnt in order.

Unicorns have three additional statistics which other ponies do not. **Versatility**, which is equal to $(\text{Intelligence}/2)$ rounded up, **Potency**, equal to $(\text{Endurance}/2)$ rounded up, and finally **Strain**, equal to $(30 + [\text{Endurance} * 3] + [\text{Intelligence} * 3])$ and gain $(\text{Int} + \text{End})$ Strain each level. Increases in Intelligence or Endurance during gameplay increase Strain gained for each level retroactively. Potency and Versatility can be increased through increasing the associated SPECIAL or through the *Powerful Caster* and *Versatile Caster* perks respectively, with a maximum rating of 10.

Unicorns begin play with Telekinesis, Light, and a number of spells chosen from their primary spell set equal to their Versatility.

To **cast a spell**, a unicorn must spend Strain equal to its cost. Then, roll any appropriate checks required by the spell. This may include SPECIAL tests or Skill tests, and frequently involve

penalties or bonuses depending on the difficulty of the spell. (Rolls pertaining to the application of magic fall under their associated skills. Magic and spellcasting themselves are considered Arcane Science; therefore, most rolls pertaining specifically to magic, such as a roll to analyze a spell or to successfully cast a spell under adverse conditions, are Science skill rolls.) Should the appropriate check be passed, the spell has full effects listed below. **Casting a spell cost 45 AP.**

Strain recovers naturally with rest. An hour of normal activity recovers 5 strain. An hour of light activity recovers 10 strain. An hour of rest recovers 15 strain. An hour of sleep recovers 20 strain.

Should a unicorn choose to cast a spell which has a Strain value greater than their remaining Strain, they must check Endurance with a penalty equal to $(\text{the total amount they have exceeded their Strain limit} / 10)$ rounded down with each additional spell. Failure causes the spell to fail and immediate **magical burnout**. While suffering magical burnout the Unicorn cannot cast -any- spells, and suffers a -5 to all checks from distracting pain. While in burnout, all Strain recovery rates are reduced by 10 (to a minimum of 0). The effects of Burnout remains until the unicorn has either recovered to full Strain or has gained a permanent increase in Endurance (such as from the Extra SPECIAL perk).

One of the most powerful spellcasting arts in the Equestrian Wasteland is **matrix casting**. Two or more matrix casters who know the same spell can weave a temporary spell matrix that allows them to cast that spell together, adding their Potency and Versatility ratings, and dividing the strain costs as they desire.

Weaving a matrix requires absolute concentration (failing if any of the weavers suffers damage) and takes twelve casting actions divided between the participating casters. A temporary spell matrix lasts a number of minutes equal to the casters' combined Potency ratings. However, if the spell being cast through a matrix has a continuous strain cost (such as Telekinesis or Shield) then the matrix will last as long as the casters spend strain. A spell matrix, once established, can be used to channel any number of castings through it, requiring the usual actions to cast from each of the participating casters.

The unicorns of Equestria's past learned the now-lost art of weaving permanent spell matrices into specially-crafted structures, many of which further altered or enhanced the spells they were designed for. The greatest of these spell matrices were known as Megaspells.

Associated Traits:

One Trick Pony (Requirements: Unicorn) - Unlike most Unicorns you can only cast a single spell. Lucky for you, you cast that one spell very well! You begin play with only one basic-level spell, and you cannot learn more (not even advanced or expert levels of your one spell), but

your Strain is doubled, and you have access to the later Mighty Spell perks for that one spell. Choose carefully.

Spread Thin (Requirements: Unicorn) - Your breadth of ability is second to none. If your spells weren't so weak, you could change the world! Your Versatility is equal to your INT and you begin play with access to all seven types of magic, however your Potency and Strain are both halved (rounded up), and cannot take the Powerful Caster or Resilient Horn Perks. Hope you're creative with what you do have!

Associated Perks:

Additional Vocation (Requirements: Unicorn, INT 6) - You have access to a wider variety of spells than most. Pick a new Basic-quality spell set to unlock. You gain (Versatility / 2, rounded up) spells in that spell set of your choice and may gain more later. This perk may be repurchased any number of times, applying to a new spell type each time.

Additional Spell Count (Requirements: Unicorn, Level 2) - You have learned more spells along your way, developing a greater range of casting options. Select (Versatility) spells in any spell sets you have unlocked. This perk may be repurchased any number of times.

Advanced Spells (Requirements: Unicorn, INT 6, Level 6) - Your ability to cast spells has increased. You may now learn Advanced spells your chosen spell set(s) as well as Advanced versions of the basic spells you possess. You gain (Versatility) Advanced spells. At least (Versatility / 2, rounded up) of these spells must be taken in the caster's primary spell set. This perk may be repurchased any number of times, applying to a new spell type each time.

Advanced Matrix Caster (Requirements: Matrix Caster, Level 22, Science 90) - You may weave a spell matrix to allow you to cast up to (Versatility / 2, rounded up) spells simultaneously as a single spell with integrated effects. (For example, you could integrate Flame Strike and Lightning Strike into a single spell with the cumulative damage and effects of both, or cast a spell with an integrated Bypass spell.) Weaving a spell matrix requires twelve turns, and may be used for a number of minutes equal to your Potency rating. (Spells used together are subject of GM approval, and should be restricted to spells which would logically work together in some way.) Spell combinations cast this way cost AP equal to the casting of a single spell and strain equal to the sum of the strain cost for each spell minus five strain for each integrated spell

Expert Spells (Requirements: Unicorn, INT 8, Level 14) - Your ability to cast spells has increased. You may now learn Expert spells your chosen spell set(s) as well as Expert versions of the Advanced spells you possess. You gain (Versatility) Expert spells. At least (Versatility / 2, rounded up) of these spells must be taken in the caster's primary spell set. This perk may be repurchased any number of times, applying to a new spell type each time.

Matrix Caster (Requirements: Unicorn, INT 7, CHA 5) - You know how to use spell matrices to cooperatively cast spells. Likewise, you and at least one other Matrix Caster may attempt to cast using an ancient spell matrix structure provided you know the base spell it was designed for. ***Green Alicorns** gain this perk for free, but at a price. They become statuesque and unresponsive (failing all Perception rolls) when weaving or using a matrix.*

Mighty Spell (Rank 1) (Requirements: Unicorn, Potency 3, Level 6) - You have gained exceptional skill with a single spell, allowing you to super-charge your magic. You may increase your Potency to (Potency x 2) for the duration of a single casting of one spell chosen when you learn this Perk by spending 1.5 times the usual Strain. This Perk may be taken multiple times but applies to a different spell with each purchase.

Mighty Spell (Rank 2) (Requirements: Mighty Spell (Rank 1), Potency 4, One Trick Pony, Level 12) - You have further improved your capacity with your one trick. You may now spend double the normal Strain to increase Potency to (Potency x 4) for a single casting.

Mighty Spell (Rank 3) (Requirements: Mighty Spell (Rank 2), Potency 5, Level 18) - You have further improved your capacity with your one trick. You may now spend triple normal Strain to increase Potency to (Potency x 8) for a single casting.

Mighty Spell (Rank 4) (Requirements: Mighty Spell (Rank 3), Potency 6, Level 24) - You have further improved your capacity with your one trick. You may now spend quadruple normal Strain to increase Potency to (Potency x 16) for a single casting.

Powerful Caster (Requirements: Unicorn, Level 4/8/12/16/20) - Your talent for magic is greater than most. You gain +1 to your Potency. This Perk may be taken up to 5 times.

Resilient Horn (Requirements: Unicorn, Level 6/10/14/18/22) - You have an exceptional reserve of magical energy compared to most, magical breakdown is much less common for you. You gain +20 Strain. This Perk may be taken up to 5 times.

Spell Alacrity (Requirements: Unicorn, Level 8/16) - The initial AP cost for casting spells is reduced by -10. This perk may be taken twice.

Versatile Caster (Requirements: Unicorn, Level 4/8/12/16/20) - Your talent for magic is greater than most. You gain +1 to your Versatility for purposes of calculating the effects of your spells. This does not affect the number of spells you learn when choosing new spells via perks.

Wild Cast (Requirements: Unicorn, Versatility 4, Level 8): At the end of your turn, if you have AP remaining but not enough to cast a spell, you may attempt to cast a spell anyway. To do so, you expend your remaining AP and spend the strain of the spell. You then make a Science skill roll at a penalty equal to the remaining amount of AP necessary to cast the spell. If you succeed, you then cast the spell as normal. If you fail, the casting backfires. You still lose the AP

and strain, and you take 1d10 stun damage for every ten points (rounded up) of AP you didn't have to cast the spell.

Zen Casting (Requirements: Unicorn, AP 70, Level 4): You may use concentration and focus to reduce the difficulty and strain of casting a spell; however, the spell takes longer to cast. When casting a spell with Concentration, the AP cost of the spell is increased by 25, but you get a bonus of +10 to all skill rolls involved with the spell, and the strain is reduced by -10 (to a minimum of half the spell's strain cost).

Great and Powerful (Quest Perk) - You may learn a specific, extremely rare spell approved by the GM.

Spells

Spells are divided into spell sets. There are nine spells sets: General, Defense, Illusion, Imbuing, Manipulative, Medical, Necromancy, Offense and Perception. All unicorns gain the two spells in the General set for free (unless they have the trait *One Trick Pony*). Spells from the Necromancy set are never available to starting characters and cannot be learned from any conventional source -- these spells are entirely under the GMs control and are thus not presented in this document.

A [Spell Set](#) listing of all the spells available can be found at the end of the spells section.

General spells:

These are the simplest spells. Unlike other spells, General spells do not cost AP to cast (although actions taken with Telekinesis require their normal AP to perform).

Telekinesis

(Cost: 1 per attack or per 10 minutes): The easiest and most basic spell, *Telekinesis* is usually the first spell learned by a unicorn. This spell allows a Unicorn to move (Potency * Versatility) objects, or perform fine manipulation on up to (Versatility) objects. Fine manipulation is required to use a skill with the affected objects (such as picking a lock or firing a weapon). *Telekinesis* has a range of (5 * Potency) yards; however, (Science) skill roll is necessary to use *Telekinesis* to move objects outside of your line of sight. Attempting fine manipulation of objects outside of your line of sight requires a skill rank of at least 70 in the associated skill.

The weight of an object is irrelevant for the purposes of *Telekinesis* -- while the object is under the effects of *Telekinesis*, the object is considered weightless. (In reality, any heavier object is reduced to about the weight of a baseball.) The caster may attempt to move or manipulate any object which fits into a cube of space equal to (Potency) feet on each side. A potency of 4 is required to lift an adult pony, 3 for an adult pony with the Small Frame trait, and 2 for a foal.

The caster's effective Strength for attacks using *Telekinesis* (such as making a melee attack with a telekinetically wielded weapon) is equal to her Endurance. Opponents in possession of an item may use their (Strength+2) to contest the caster's attempt to manipulate the item. Target creatures who have a means of propulsion can use (Strength+2) to break out of a telekinetic grip. Most heavy weapons and battle saddles (not including those which fire magical energy), will kick themselves out of the caster's telekinetic control with the first shot. This can be extremely hazardous to the caster if the weapon has a rate of fire beyond single shot.

Light

(Cost: 2 per hour): The caster's horn becomes a dazzling beacon of light, brightly illuminating an area of (Potency) yards radius (with lesser effects beyond that). Creatures within (Potency / 2, round up) yards who look directly at the light source are dazzled and take -10% to all checks involving sight for 2 rounds. Creatures within one yard looking directly at the light source are blinded and take -30% to all checks involving sight for (Potency / 2, round up) minutes.

Defense spells:

Alicorn Shield (Alicorns Only)

Basic (Cost 15 + 1/round): Duration for concentration or until depletion. Creates a thin, transparent, spherical shield around the caster. The shield has a DT of $(10 + \text{Potency} * 2)$ and $50 + (\text{Potency} * 10)$ HP. Attacks which strike the shield and deal more than the shield's DT in damage deal half that damage to the shield's HP before applying damage to any target behind the shield. When the shield is reduced to 0 HP the spell ends. Attacks originating from within the shield also suffer this reduction, however magical spells which can be manifest at range may be manifest on the other side of the shield.

Advanced (Cost 20): As per the basic version of the spell, but with no maintenance cost, and $75 + (\text{Potency} * 10)$ HP.

Expert (Cost 30): As per the advanced version of the spell, but with $100 + (\text{Potency} * 10)$ HP, and all damage dealt over the shield's DT is applied to the shield's HP until the shield is depleted.

Bonds of Friendship

This spell can only be cast on the caster and individuals towards whom the caster feels a strong friendship. This circle of close friends is always considered to be adjacent to be "touching" each other for the purposes of casting spells, so long as they are conscious and willing. In addition, the caster may cast spells from the Defense, Medical and Perception spell sets friends within this circle that normally can only be cast on herself. Duration is permanent or until the friendship is broken.

Basic (Cost 10): The maximum number of friends that can benefit from the *Bonds of Friendship* is equal to the caster's (Charisma / 2) plus the caster.

Advanced (Cost 20): As basic, but the maximum number of friends affected increases by +2.

Expert (Cost 30): As advanced, but the maximum number of friends affected increases by +2.

Equestria's Love

This spell grants the caster protection from mundane environmental elements. It will not protect against damage from attacks or spells, nor from the effects of supernatural hazards like radiation, taint or Pink Cloud.

Basic (Cost 10): Duration equal to (Potency * 10) minutes. Protects the caster from normal weather and environmental conditions. The caster will not get wet in the rain, will not suffer frostbite or heatstroke in severely cold or hot environments, etc. The character will be comfortable in such environments and take no penalties from them.

Advanced (Cost 40 or 10): Duration equal to (Potency) hours. Protects the caster from normally fatal mundane environmental elements. The character will not suffer the effects of natural poisons or drowning, and may even swim in magma with the dragons. Such environments will not be comfortable -- the character's maximum AP will be reduced by half and all the character's actions will suffer a -20 penalty. The caster may also now cast the Basic version of this spell on others for a cost of 10 strain.

Expert (Cost 40): The caster may cast the Advanced version of this spell on others for a cost of 40 strain.

Mental Bulwark

Basic (Cost 10): Duration equal to (Potency) minutes. Adds a +1 bonus to all Endurance checks against spells from the Detection and Illusion spell sets, as well as an effective +6 DT against attacks that deal illusory damage.

Advanced (Cost 15): Duration equal to (Potency * 10) minutes. Effects increase to a +2 bonus and effective +12 DT.

Expert (Cost 20): Duration equal to (Potency) hours. Effects increase to a +3 bonus and effective +18 DT.

Rad-Guard

This spell grants the caster's target a degree of protection against the necromancy-laced magical radiation that pervades Equestria in the aftermath of the apocalypse. The spell has a range of touch.

Basic (Cost 10): Duration equal to (Potency) minutes. Adds (Potency * 5) percent resistance against radiation. May only be cast on a single target.

Advanced (Cost 30): Duration equal to (Potency * 10) minutes. Adds (Potency * 10) percent resistance against radiation. May be cast on up to (Versatility / 2) targets by touching each over the course of a single turn.

Expert (Cost 50): As the Advanced version, but may be cast on up to (Versatility) targets. In addition, the expert version of this spell grants (Potency * 5) percent resistance against the effects of Pink Cloud for a duration of (Potency) minutes.

Note: The Expert version of this spell requires the caster also have the Quest Perk *Great and Powerful*.

Resilience

Basic (Cost 5): Duration equal to (Potency) months. Protects an item from normal wear and tear, weathering, soiling and similar natural decay. Effects only a simple item (such as a dress, a wall or a coffee cup).

Advanced (Cost 15): Duration equal to (Potency) years. As basic, but can effect a complex item (such as a building, a machine or a computer).

Expert (Cost 30): Duration is permanent.

Shield

Basic (Cost 10 + 2/round): Duration for concentration or until depletion. Creates a basic moldable energy shield colored appropriately to the user's magic. The shield is thin, transparent, and can be wrapped around any target area, covering a maximum of (Versatility * 5) feet in its largest dimension. The caster chooses if position of the shield is fixed or consistent in relation to the caster. (For example: the caster may choose for the shield to be consistently in front of her and it will turn and travel as she does.) The shield has a DT of (Potency * 2) and 30 + (Potency * 10) HP. Attacks which strike the shield and deal more than the shield's DT in damage deal half that damage to the shield's HP before applying damage to any target behind the shield. When the shield is reduced to 0 HP the spell ends. Attacks originating from within the shield also suffer this reduction, however magical spells which can be manifest at range may be manifest on the other side of the shield. Requires a Skill Roll of Science + (Versatility * 5) to change shield shape without recasting.

Advanced (Cost 15): As per the basic version of the spell, but with no maintenance cost, a maximum largest dimension of (Versatility * 10) feet, and 50 + (Potency * 10) HP.

Toughen Hide

This spell grants the target toughened skin, resulting in a bonus to DT at the cost of a penalty to Agility and to Perception for tests based on touch. This bonus stacks with worn armor.

Basic (Cost 10): Duration of (Potency) rounds. The target gains (Potency) DT at a penalty of -2 to Agility and touch-based Perception checks.

Advanced (Cost 15): Duration of (Potency) minutes. The penalty is reduced to -1.

Expert (Cost 20): Duration of (Potency * 10) minutes. The penalty is removed altogether.

Bulwark of Friendship (Advanced)

This spell allows a circle of close friends to bolster each other's physical and mental defenses against a variety of attacks and effects. The number of friends that can be affected by the spell is equal to the caster's (Charisma / 2). If the caster also has *Bonds of Friendship* then *Bulwark of Friendship* will affect that number of friends instead. This spell can only be cast on the caster and individuals towards whom the caster feels a strong friendship.

Advanced (Cost 15): Duration is (Potency) days. The friends gains a +1 to all Endurance checks made to resist spells and other undesirable effects for every two friends in circle (rounded up).

Expert (Cost 30): Duration is (Potency) weeks. As Advanced, but the friends may all roll using

the Endurance of the friend with the highest Endurance score.

Disintegration Ward (Advanced)

Advanced (Cost 5): Duration of one hour. Protects a group of up to (Versatility) allies from energy weapons' disintegration effects (negates crit extra damage). One charge, shared among the group.

Expert (Cost 15): Duration equal to (Potency) hours. As advanced, but with (Potency) charges, shared among the group.

Power of Friendship (Expert)

This spell affects a close circle of friends, allowing a Defense or Medical spell cast upon one member of the circle to also grant full benefits to the target's friends as well. The number of friends that can be affected by the spell is equal to the caster's (Charisma / 2). If the caster also has *Bonds of Friendship* then *Bulwark of Friendship* will affect that number of friends instead. This spell can only be cast on the caster and individuals towards whom the caster feels a strong friendship. A targeted friend may refuse the spell.

Expert (Cost 30): Duration is (Potency) hours or until the next Defense or Medical spell is cast on one of the friends in the circle.

Illusion spells :

Amplify

This spell exaggerates a source of sensory stimuli. A light can become blindingly bright, a sound can become deafeningly loud, a smell can become nauseatingly overpowering, etc. Using this spell to augment a speaker's voice adds a bonus of (Potency * 5) to the speaker's Speech check for intimidation.

Basic (cost 8): Duration of one turn. Debilitating effects only last for the duration of the spell. Targets may make an Endurance check at a +1 bonus to avoid and debilitating effects.

Advanced (cost 12): Duration of (Potency) turns. Debilitating effects last for the duration of the spell plus (Potency / 2) turns. Targets may make an Endurance check at a -1 penalty to avoid and debilitating effects.

Expert (cost 16): Duration of (Potency) minutes. Debilitating effects last for the duration of the spell plus (Potency) turns. Targets may make an Endurance check at a -3 penalty to avoid and debilitating effects.

Compulsion

Compulsion allows you to magically command a behavior within a creature. While the caster is not required to speak, the player must iterate the command in 5 + (caster's Versatility) words or less. This is a very tricky spell, as unnatural compulsions often result in unexpected behavior. Additionally, each turn the compulsion would affect an intelligent target's actions, that target may make an Intelligence roll to fight off the effect of the spell. This roll normally has a penalty equal

to the caster's (Potency / 2) to shake off the effect; however, if the action would bring direct harm to the target or one of the target's loved ones, this check is made without that penalty. If the induced behavior would result in obviously lethal harm, this check gains an additional +3 bonus. This spell has no effect on robots or other machines.

Basic (cost 20): Duration of (Potency) turns. Target's a single creature within (Potency * 10) feet. Effects only unintelligent biological creatures.

Advanced (cost 35): Duration of (Potency) minutes. Targets unintelligent biological creatures within a (Potency * 10) yard cone extending out from the caster's line of sight, or targets a single intelligent biological creature within (Potency * 10) feet.

Expert (cost 50): Duration of (Potency * 10) minutes. Targets unintelligent biological creatures within a (Potency * 100) yard radius centered on the caster, or targets intelligent biological creatures within a (Potency * 10) yard cone extending out from the caster's line of sight.

Illusion

This spell must be taken separately for sight, hearing, smell & taste (combined), or touch. The spell creates an illusion effecting the relevant sense (or senses). The illusion may be static, or the caster may manipulate the illusion (such as having an illusory pony walk around, or an illusory voice speak) as a 30 AP action with a successful Science skill check. This spell cannot cause direct harm or impairment.

Basic (cost 15): Duration of (Potency) turns.

Advanced (cost 25): Duration of (Potency) minutes.

Expert (cost 35): Duration of (Potency * 10) minutes.

Sensory Foil

This spell must be taken separately for sight, hearing, smell & taste (combined), or touch. The spell's exact effects may vary according to the caster's personal taste -- one caster with visual *Sensory Foil* may cause the target to become blurred, while another might create a camouflage effect. Alternate names for the different versions of this spell are common.

Basic (cost 15): Duration of (Potency) turns. This spell is cast on a single target and impedes all attempts to perceive that target with the appropriate sense or senses. The target gains a bonus of (Potency * 5) to stealth rolls against the impeded sense(s).

Advanced (cost 25): Duration of (Potency) minutes. Can be cast as an Area of Effect spell with a fixed center and a maximum radius of (Potency * 5) yards. The affected area can be shaped with a Skill Roll of Science + (Versatility * 5) into any shape that fits within the maximum radius. This spell affects all who are within the area or who attempt to perceive into that area with the impeded sense(s) (including the caster).

Expert (cost 40): Duration of (Potency * 10) minutes. Attempts to perceive the target or within the targeted area with the impeded sense(s) automatically fail.

Note: The Expert version of this spell requires the caster also have the Quest Perk *Great and Powerful*. Blue Alicorns have *Invisibility* as a racial spell, which is a visual Sensory Foil spell with expert-level effectiveness, but with a duration in accordance to the level that the alicorn has taken the spell (starting at Basic).

Target

This spell creates an illusion only the caster can see which illuminates targets and assists in attacks. The duration of this spell is (Versatility) minutes or until the AP duration is depleted, whichever is sooner. Movement actions that consume AP are not counted against this depletion.

Basic (cost 8): Duration of (Potency * 15) AP. Negates 10 points of penalties to attack rolls.

Advanced (cost 12): Duration of (Potency * 30) AP. Negates 20 points of penalties to attack rolls.

Expert (cost 16): Duration of (Potency * 45) AP. Negates 30 points of penalties to attack rolls.

Discord (Advanced)

Targets up to (Versatility / 2) biological creatures, shifting each target's mood and attitude towards the other targets in a negative direction. Targets which were loving become indifferent. Targets which were indifferent become quarrelsome. Targets which were quarrelsome become outright hostile. Currently friendly or indifferent targets whose underlying relationship is quarrelsome or hostile will automatically shift to match that underlying state. This spell may only be cast on a particular target once per day. When the duration ends, the targets' do not revert to their previous dispositions automatically, but may do so naturally over a short time. The caster may include herself as one of the targets.

Advanced (cost 30): Duration of (Potency) turns. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency / 2) (minimum 1).

Expert (cost 45): Duration of (Potency) minutes. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency) (minimum 1).

Note: This spell can only be learned from dark sources such as certain spirits and star-touched creatures. Thus it requires that the caster also have the Quest Perk *Great and Powerful*. The effects of this spell are immediately dispelled by *Harmony*.

Grand Illusion (Advanced)

Can create an illusion spanning (Versatility / 2, rounded up) sense categories -- sight, hearing, smell & taste (combined), and touch -- over an area of (Potency * Versatility) yards radius. The illusion may be static, or the caster may manipulate the illusion as a 25 AP action with a successful Science skill check. Each turn the caster succeeds in manipulating the illusion, she may choose to use the illusion to cause impairment or illusory damage to up to (Versatility) targets within the area of the spell's effect.

Advanced (cost 35): Duration of (Potency) minutes.

Expert (cost 50): Duration of (Potency * 10) minutes. Adds +1 to the caster's Potency and Versatility for determining the effects of this spell.

Note: This spell may be used to cause illusory damage equal to $10 + (3 * [\text{Potency} + \text{Versatility}])$ to affected targets each turn (so long as touch is one of the senses affected). This damage is not real -- it ignores DT, can only knock a target unconscious, and will heal immediately once the spell ends. Alternately, this spell may also be used to disorient or similarly impair targets, giving the targets a penalty (Potency / 2, rounded up) to the SPECIAL of the caster's choice.

Harmony (Advanced)

Targets up to (Versatility / 2) biological creatures, shifting each target's mood and attitude towards the other targets in a positive direction. Targets which were hostile become indifferent. Targets which were indifferent become friendly. Targets which were friendly become loving. Currently hostile or indifferent targets whose underlying relationship is friendly or loving will automatically shift to match that underlying state. This spell may only be cast on a particular target once per day. When the duration ends, the targets do not revert to their previous dispositions automatically, but may do so naturally over a short time. The caster may include herself as one of the targets. Speech and Barter checks made between the targets gain a (Potency * 3) bonus.

Advanced (cost 25): Duration of (Potency) turns. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency / 2) (minimum 1).

Expert (cost 40): Duration of (Potency) minutes. Affected targets may attempt to shake off the effects with an Endurance roll at a penalty equal to the caster's (Potency) (minimum 1).

Note: If a target who has shaken off the effect of the spell and becomes hostile or dangerous, the effects of the spell are negated, but only towards that target. If the caster included herself as a target, she may not attempt to throw off the effects.

Hidden Aura (Expert)

Expert (cost 30 + special): Duration of concentration. You hide the glow from your horn and the aura of magic that surrounds objects you manipulate with your magic. This spell adds 5 Strain to the cost of every spell cast during its duration.

Simulacrum (Expert)

This spell creates an illusion that is not only perfect to all senses, but that can be functionally interacted with. (For example: a caster could conjure a simulacrum of a door in the middle of a field just so she could shut it in somepony's face. That somepony could then open the door.)

The simulacrum naturally interacts as if it is real within the limitations of the spell. The simulacrum is not actually real, however, and thus cannot hold weight or stop a moving object. Using a simulacrum requires skill checks as if it was the actual item. If the simulacrum is used to cause harm (such as striking an opponent with a simulacrum of a sword) then it deals damage as if it was the actual item up to a maximum amount of cumulative damage dealt equal to the caster's (Potency * 20). If the simulacrum deals more damage than this, any additional damage is negated and the simulacrum vanishes on the next turn. This damage is not real -- it ignores DT, can only knock a target unconscious, and will heal immediately once the spell ends.

Expert (cost 30 + 5 per turn): Maximum area of the spell is equal to (Potency) feet on its largest dimension. Short range.

Want It, Need It (Expert)

All intelligent creatures (except the caster) who observe the targeted object grow an insatiable desire to possess it. They will resort to any non-lethal means available to acquire it and hold onto it. This spell has a range of touch. Affected targets may attempt to shake off the effects

with an Endurance roll at a penalty equal to the caster's Versatility (minimum 0). This spell may be dispelled prematurely by the caster with a successful Science skill roll so long as the caster is touching the targeted object.

Expert (50): Duration of (Potency) hours or until dispelled.

Imbuing spells

The zebras of the past had perfected the art of crafting objects that were permanently imbued with spiritual energy and could imbue other objects with their power -- the most infamous examples being firearms which could imbue each bullet shot with magical lightning or fire. The Ministry of Magic worked to unlock the secrets of such magic, and marginally succeeded. Imbuing spells are spells which can temporarily enchant objects (usually weapons and armor) with magical qualities. All Imbuing spells have a range of Short unless otherwise stated.

Notably, while Imbuing spells alone are never permanent, the ponies of the past learned that by weaving exact spell matrices into particular items (usual gemstones or perfect spheres), they could create magic items with permanent versions of these spells' effects. The knowledge of how to craft these spell matrices is apparently lost... despite persistent rumors to the contrary.

Spirit of Flame

Basic (Cost 10): Duration lasts (Potency) minutes. Melee weapons or projectiles imbued with *Spirit of Flame* deal an extra (Potency * 2) fire damage to biological opponents and will ignite the target on a critical hit, burning for an additional 1d10 damage each round until they pass a Luck test. (This spell can also be used on unarmed weapons, but will damage the wearer as well as the target, so it is generally not advised.)

Advanced (Cost 25): Duration lasts (Potency * 10) in minutes. Damage increases to (Potency * 3)

Expert: (Cost 45): Duration lasts (Potency) hours. Damage increases to (Potency * 4)

Spirit of Diamond

Basic (Cost 15): Duration lasts (Potency) minutes. Weapons imbued with Spirit of Diamond gain $2 + (\text{Potency} / 2)$, rounded up Armor Penetration. Armor, clothing and other objects imbued with *Spirit of Diamond* gain $2 + (\text{Potency} / 2)$, rounded up DR.

Advanced (Cost 30): Duration lasts (Potency * 10) minutes. Weapons imbued with *Spirit of Diamond* gain $4 + (\text{Potency})$ AP. Armor, clothing and other objects imbued with *Spirit of Diamond* gain $4 + (\text{Potency})$ DR, to a maximum DR of 30.

Expert (Cost 50): Duration lasts (Potency) hours. Weapons imbued with *Spirit of Diamond* halve the value of opponent's armor (rounded up), or by (Potency * 2), whichever is greater. Armor, clothing and other objects imbued with *Spirit of Diamond* gain $6 + (\text{Potency} * 2)$ DR to a maximum DR of 35.

Spirit of Light

Basic (Cost 10): Duration lasts (Potency) minutes. Objects imbued with *Spirit of Light* glow brightly, casting illumination equal to (Potency * 3) candles. Weapons or projectiles gain a bonus to hit equal to 10 + (Potency). Anyone carrying or wearing an item affected by Spirit of Light suffers a penalty of -(10 + [Potency * 2]) to Sneak checks. Range is medium.

Advanced (Cost 25): Duration lasts (Potency * 10) in minutes. Damage increases to 15 + (Potency) and the penalty for sneaking increases to -(15 + [Potency * 3]) Range is long.

Expert: (Cost 45): Duration lasts (Potency) hours. Damage increases to 20 + (Potency) and the penalty for sneaking increases to -(20 + [Potency * 4]) Range is extreme.

Spirit of Lightning

Basic (Cost 15): Duration lasts (Potency) minutes. Melee weapons or projectiles imbued with *Spirit of Lightning* deal an extra (Potency * 2) electrical damage to living biological opponents and machines. Spirit of Lightning will disrupt the machine for potency/2 turns on a critical hit. Against living biological opponents, weapons imbued with *Spirit of Lightning* drain 2d10 AP on a critical hit. This spell has no effect against unliving biological opponents. (This spell can also be used on unarmed weapons, but will damage the wearer as well as the target, so it is generally not advised.)

Advanced (Cost 30): Duration lasts (Potency * 10) minutes. Damage increases to (Potency * 3)

Expert (Cost 50): Duration lasts (Potency) hours. Damage increases to (Potency * 4)

Spirit of Poisons

Basic (Cost 15): Duration lasts (Potency) minutes. Melee weapons or projectiles imbued with *Spirit of Poisons* deal an extra (Potency * 2) poison damage to living, biological opponents. On a critical hit, a living, biological target will lose (Potency / 2, rounded up) points of Endurance or Agility (caster's choice), to a minimum of one. SPECIALs reduced this way recover at the rate of one point per hour of rest. (This spell can also be used on unarmed weapons, but will damage the wearer as well as the target, so it is generally not advised.)

Advanced (Cost 30): Duration lasts (Potency * 10) minutes. Duration equal to the unicorn's potency in hours. Damage increases to (Potency * 3)

Expert: (Cost 50): Duration lasts (Potency) hours. Duration equal to the unicorn's potency in hours. Damage increases to (Potency * 4)

Spirit of Wind

Basic (Cost 15): Duration lasts (Potency) minutes. Weapons imbued with *Spirit of Wind* reduce their AP cost to use by (Potency * 2) (minimum AP cost 10). Characters wearing clothing imbued with Spirit of Wind may make an extra move action during their turn for free, as can vehicles and robots imbued with this spell.

Advanced (Cost 30): Duration lasts (Potency * 10) minutes.

Expert (Cost 50): Duration lasts (Potency) hours.

Spirit of Friendship (Advanced)

This spell affects all intelligent characters or creatures who perceive the character possessing

an item imbued with this spell. *Spirit of Friendship* ceases to affect any character or creature towards whom the individual with the imbued item becomes hostile.

Advanced (Cost 15): Duration lasts (Potency * 10) minutes. Weapons imbued with this spell will not cause alarm when worn. Characters wearing clothing imbued with *Spirit of Friendship* gain a bonus equal to (15 + [Potency * 2]) for Speech tests.

Expert (Cost 30): Duration lasts (Potency) hours. Weapons imbued with *Spirit of Friendship* will not cause alarm when drawn or carried. Characters wearing clothing imbued with *Spirit of Friendship* gain a bonus equal to (25 + [Potency * 4]) for Speech tests.

Spirit of Machines (Advanced)

While this spell affects an entire object, the core of the magic resides in a single component (considered the “heart of the machine”) chosen by the caster. If that component is removed, the spell automatically ends, even if cast at Expert level.

Advanced (Cost 25): Duration lasts (Potency) hours. Items imbued with *Spirit of Machines* require half the normal time to repair or modify. Tools imbued with this spell grant this bonus for all items they are used to repair or modify. All applicable Mechanics skill tests gain a (10 + [Potency * 2]) bonus.

Expert (Cost 50): Duration lasts (Potency) months. As above, except that when cast on an item, tools are no longer required as the item will assemble itself according to the caster’s intent so long as the caster remains focused completely on the spell. (Appropriate parts and materials are skill needed, however.) All applicable Mechanics skill tests gain a (15 + [Potency * 4]) bonus.

Spirit of Nature (Advanced)

This spell is most useful when cast on cauldrons, stoves, chemistry sets and similar equipment.

Advanced (Cost 25): Duration lasts (Potency) hours. All equipment imbued with this spell greatly increase the natural potency of ingredients used in cooking, brewing or chem-making with them. Any recipe which requires multiple of a single component (for example: three green herbs) now requires only half that many (rounded up). All Survival skill tests gain a (10 + [Potency * 2]) bonus.

Expert (Cost 50): Duration lasts (Potency) months. As above, except that any recipe which requires multiple of a single component now requires only one. (Appropriate parts and materials are skill needed, however.) All Survival skill tests gain a (15 + [Potency * 4]) bonus.

Spirit of Riddles (Advanced)

When this spell is cast on items that present a puzzle, that puzzle becomes either harder or easier to solve -- locks become harder or easier to pick, complex explosives become harder or easier to disarm, and terminals become harder or easier to hack.

Advanced (Cost 15): Duration lasts (Potency * 10) minutes. Items imbued with *Spirit of Riddles* grant either a bonus or a penalty equal to (15 + [Potency * 2]) for applicable Explosives, Lockpick or Science tests.

Expert (Cost 30): Duration lasts (Potency) hours. Items imbued with *Spirit of Riddles* grant either a bonus or a penalty equal to (25 + [Potency * 4]) for applicable Explosives, Lockpick or

Science tests.

Spirit of Whispers (Advanced)

Advanced (Cost 15): Duration lasts (Potency * 10) minutes. Weapons imbued with *Spirit of Whispers* become silenced, making only the faintest of sounds. Characters wearing clothing imbued with *Spirit of Whispers* gain a bonus equal to (15 + [Potency * 2]) for Sneak tests.

Expert (Cost 30): Duration lasts (Potency) hours. Weapons imbued with *Spirit of Whispers* become completely silent. Characters wearing clothing imbued with *Spirit of Whispers* gain a bonus equal to (25 + [Potency * 2]) for Sneak tests.

Spirit of Life (Expert)

Expert (Cost 35): Duration lasts (Potency) hours. Characters wearing clothing imbued with the *Spirit of Life* regenerate one HP each minute for the duration of the spell.

Spirit of Memories (Expert)

Expert (Cost 50): Duration lasts (Potency) years. An item imbued with *Spirit of Memories* becomes a receptacle for Memory Implant. The memory can be triggered through any directed magical connection.

Spirit of Waves (Expert)

Expert (Cost 35): Duration lasts (Potency) hours. Items imbued with *Spirit of Waves* will produce one gallon of purest water every turn until the duration runs out or a condition set by the caster is met (such as filling a container), whichever is sooner.

Manipulation spells

Manipulation spells are spells that alter the shape or placement of objects, how they interact with each other, or how magic interacts with them.

Arcane Mark

This spell can be used to either leave a magical mark on a selected surface or activate an existing one. Magical marks can be of any design, can be either visible or invisible to the naked eye, permanent or temporary. The casting of the *Arcane Mark* spell upon the surface where the mark is hidden will also reveal hidden marks.

Basic (cost 5): Leaves a mark on selected place. The mark may be either up to (Versatility) feet with small details or up to (Versatility) inches with complex details.

Advanced (cost 15): The arcane mark may be up to (Versatility) yards with complex details. The arcane mark may be designed to remain invisible until a triggering phrase is spoken or a triggering action is taken.

Expert (cost 35): As advanced, except the arcane mark may be designed to be visible or invisible to a general class of creatures. (For example: "all unicorns" or "not zebras".)

Note: While Cutie Marks are a form of unique arcane mark, no magic may permanently create

an artificial Cutie Mark nor cause one to appear before its time.

Cloudwalk

Basic (cost 10): Duration of (Potency) hours. Allows the target to interact with clouds.

Come to Life

Animates an inanimate object. Animated objects will move under the guidance of the caster with a successful Science skill check. However, if the caster fails this check, the animated object will take on a life of its own until the spell duration ends. The caster may need to make skill rolls to make proper use of items which she has brought to life (for example, she would need to make a Firearms skill check to properly guide an animated rifle). Such rolls are made with a +20 bonus.

Basic (cost 15): May animate a single small object up to (Potency * 10) inches in its largest dimension. Animated objects will be only capable of basic movement. Caster gains a +10 bonus to the Science skill check.

Advanced (cost 30): May animate a single large object up to (Potency * 10) feet in its largest dimension or (Versatility) small objects. Animated objects will be capable of fluid and complex movement. Caster's Science skill check gains no bonus.

Expert (cost 40): May animate a single huge object up to (Potency * 10) yards in its largest dimension, or (Versatility) large objects, or (Versatility * 3) small objects. The objects affected by Expert-level *Come to Life* will change in appearance, seeming to become actual living creatures. Caster's Science skill check is made at a -10 penalty.

Growth

Causes seeds to sprout and eggs to hatch, speeds pregnancy, or causes a living plant or creature to physically mature rapidly over a period of (Potency) turns. Requires a successful Science skill check. Unwilling targets may resist with a successful Endurance or Luck check at a +3 bonus. This spell cannot induce growth beyond the natural "adult" stage of a plant or creature's physical development.

Basic (cost 20): Will cause (Potency) days worth of growth. Short range. Can affect (Versatility * 10) seeds, (Versatility) plants, one unborn/unhatched living creature or one non-intelligent living creature.

Advanced (cost 35): Will cause (Potency) weeks worth of growth. Medium range. Can affect (Versatility * 100) seeds, (Versatility * 10) plants, (Versatility) unborn/unhatched non-intelligent living creatures, (Versatility) non-intelligent living creatures, one unborn/unhatched intelligent living creature or one intelligent living creature.

Expert (cost 50): As advanced, but will cause (Potency) months worth of growth.

Organize

This spell automatically sorts your inventory, maximizing space in your saddlebags or other containers, putting the object you desire on the top for easy access. The spell will continue to reorganize your inventory, putting the desired objects in easy access, for the duration of the spell. Accessing items in an Organized pack costs 10 less AP than normal.

Basic (cost 5): Duration (Versatility) hours.

Advanced (cost 10): Duration (Versatility) days.

Expert (cost 20): Duration (Versatility) weeks.

Phase

This spell is cast upon a solid, mundane object to make part or all of it intangible for (Potency) turns. *Phase* cannot be cast on magically-enhanced objects or magical shields.

Basic (cost 20): The object or area of an object affected may not exceed the caster's (Versatility * 3) inches in its largest dimension or have a DT greater than 10.

Advanced (cost 35): The object or area of an object affected may not exceed the caster's (Versatility) feet in its largest dimension or have a DT greater than 20.

Expert (cost 50): The object or area of an object affected may not exceed the caster's (Versatility) yards in its largest dimension or have a DT greater than 30.

Sculpt

This spell allows you to reshape matter. It may be used on any non-magical, non-aware, simple substance. Sculpting an object with a DT rating (such as barding or a safe) requires a successful Science skill check with a penalty equal to (Object's DT * 4). Sculpting a substance that is in motion requires a successful Science skill check at a -30 penalty. Sculptures created through this spell are usually simple, but the caster may make the sculpture refined and detailed with a successful Perception check and an additional 10 strain.

Basic (Cost 20): Range of touch. Effects last (Potency) hours. Area of effect is up to (Versatility) feet in its largest dimension.

Advanced (Cost 35): Short range. Effects last (Potency) days. Area of effect is up to (Versatility * 2) feet in its largest dimension.

Expert (Cost 50): Medium range. Effects are permanent. Area of effect is up to (Versatility * 4) feet in its largest dimension.

Spell Closet

This spell allows you to pre-cast one or more other spells and "hang" their effects, triggering them at a later time. As well as paying the cost for *Spell Closet*, you pay half of the cost (rounded up) of any spells you are hanging now, and the other half when the spell is triggered. Triggering a hung spell is a 15 AP action.

Basic (cost 20): The caster may hang one spell. The spell must be triggered within (Potency * 10) minutes or it will be lost.

Advanced (cost 30): The caster may hang (Versatility / 2) spells. The spells must be triggered within (Potency) hours or it will be lost.

Expert (cost 40): The caster may hang (Versatility) spells. The spells must be triggered within (Potency) days or it will be lost.

Summon Object

This spell allows the caster to summon one or more pre-defined objects. To define an object as summonable by this spell, the caster must touch her horn to the object and spend 5 strain.

Summoning takes a full turn. An object about to be summoned will glow in a magic aura throughout the turn, teleporting to the caster at the start of her next action. A summoning can be interrupted by someone moving the object before it departs. This spell cannot be used on items that are integral parts of other items (such as the clip out of a gun or the hinges off of a door), nor on living or undead creatures.

Basic (cost 10): Summons a chosen, pre-defined object to the caster. The object cannot be something larger than the caster. The caster may have (Versatility) pre-defined objects. Range is (Potency * 100) yards.

Advanced (cost 25): Summons up to (Versatility / 2, rounded up) pre-defined objects to the caster. The objects cannot be something larger than yourself. The caster may have (Versatility * 2) pre-defined objects. Range is (Potency) miles.

Expert (cost 40): Summons up to (Versatility) pre-defined objects to the caster. At the cost of +20 strain, this may be used on items which are integral parts of other items. Range is (Potency * 100) miles.

Teleport

Basic (cost 20): Teleport yourself instantly a short distance within line of sight (far enough to cross most buildings). You can teleport a single willing targets along with you at a cost of an additional +20 Strain.

Advanced (cost 30): Teleport yourself instantly a moderately long distance (far enough to easily cross a large town). You no longer need to have line of sight to the destination, as long as it's a familiar place. You can teleport up to (Versatility / 2, rounded up) willing targets along with you at a cost of an additional +15 Strain each.

Expert (cost 40): Teleport yourself instantly a very long distance, reaching substantially across the wasteland. Teleporting into an area that is not familiar adds +20 Strain and requires a successful Survival check at -20 to avoid mishap. You can teleport up to (Versatility) willing targets along with you at a cost of an additional +10 Strain each. You may also teleport up to (Versatility / 2, rounded up) targets a short distance within line of sight without teleporting yourself at the cost of 30 + (15 per target after the first). Targets may resist with an Endurance roll a +2 bonus.

Note: There is a version of Expert *Teleport* with the additional option that you may attempt to teleport a single target up to a very long distance without teleporting yourself. Doing so requires a successful Survival check a -30 and +30 Strain. This version of the spell may only be gained after acquiring the Quest Perk *Great and Powerful*.

Note: Teleportation only allows the caster to teleport creatures and the possessions they are immediately wearing and/or carrying. The teleportation spell of Purple Alicorns is unique in that it will allow the teleportation of objects as well. At basic, a Purple Alicorn may teleport a single, unattended object of a size up to (Versatility * 3) inches in its greatest dimension. An unattended object is one not held or carried by another creature, or integral to a larger structure (such as a clip from a gun). At advanced, the Purple Alicorn may teleport up to (Versatility / 2, rounded up) unattended objects of a size up to (Versatility) feet in its greatest dimension. And at expert, she may teleport up to (Versatility) *attended* objects of the same size, or she may teleport a single object of up to (Versatility) yards in its greatest dimension (such as a passenger

wagon) and any objects held within it.

Failsafe (Advanced)

Failsafe dispels all magic and magical effects up to a given intensity and within a given area. Failsafe is always targets *all* magic within its area of effect. Spells or magical effects with a finite duration are instantly eliminated. Permanent spell effects, as well as magical items and places, have their magical abilities suppressed for a short duration. Naturally magical creatures do not lose innate, ongoing magical abilities (such as a pegasus' ability to stand on clouds) but are rendered unable to actively invoke spells or similar effects.

Advanced (cost 30): Dispels all weak magic and magical effects, including those created by Basic-level spells. Area of effect is a (Potency * 10) yard radius around the caster. Magic not dispelled remains suppressed for (Potency) turns.

Expert (cost 50): Dispels all moderate magic and magical effects, including those created by Advanced-level spells. Area of effect is a (Potency * 100) yard radius around the caster. Magic not dispelled remains suppressed for (Potency) minutes.

Note: There is rumored to be an even greater version of this spell capable of dispelling powerful magic, including spells cast at Expert-level. If true, this might be an entirely new class of spell. Such a spell would require, at the very least, the Quest Perk *Great and Powerful*.

Memory Implant (Advanced)

This spell causes a target to experience a memory. The memory may be either one of the caster's, one of the target's, or a memory obtained through the *Memory Extraction* spell. The target must be either unresisting or restrained, and the caster must hold her horn to the target's horn or forehead for the duration. The memory is perfectly real, affecting all senses. Implanted memories do not carry any of the thoughts or emotions from the individual that the memory is from. However, causing a target to relive their own memories will cause the target to also relive the emotions and thoughts she had during the original experience. Reliving a memory takes the same amount of time as the events originally took, and the target is rendered helpless and unable to act while the memory is being experienced. Once the target has relived the memory, it becomes a permanent part of her own memories. The spell may be used to give the target a temporary bonus to a skill related to the memory. This bonus lasts for (caster's Potency) hours.

Advanced (cost 30): The target remembers the memories clearly, but is able to easily distinguish them from her own if they are not. Can give a +10 temporary bonus to a skill.

Expert (cost 50): The caster can cause the target to relive the memory over the course of (11 - Potency) minutes, minimum one minute, regardless of length of the memory. The target remembers the memories as if they were her own (although the target will realize something is wrong with the memories if they are from someone with different physiology or abilities than herself). Can give a +20 temporary bonus to a skill.

Note: Reliving too many memories, or reliving the same memory too many times, can have negative psychological effects, including schizophrenia and loss of identity.

Transformation (Advanced)

This spell allows the caster to change one object into another object. When the caster learns

this spell, she must choose a narrow classification of “target” objects she can transform and a narrow classification of “result” objects she can transform them into. The caster may choose (Versatility / 2, rounded up) classifications for each. These classifications are up to GM approval. (For example, a caster may choose “unicorns” and “small animals” as target objects, and “horses” and “potted plants” as “result” objects. The caster could then turn a couple of mice into horses or potted cacti.) The caster may affect up to (Potency / 2, rounded up) targets within the same target classification at once. Living creatures may only be transformed into living creatures; non-living objects may only be transformed into non-living objects. This spell may be learned multiple times, taking different classifications each time.

Advanced (cost 30): Range is short. Duration is a set time of day designated by the caster. (For example, the caster may transform a pumpkin into a carriage with the spell set to expire “at midnight”.) If the caster does not set a time of day for the spell to end, the spell ends in (Potency) hours. Transformed targets bear obvious characteristics of their original form, and can be identified with a successful roll, usually Science or Perception. (For example, a pumpkin transformed into a carriage resembling a giant pumpkin.)

Expert (cost 50): Range is short. Duration is a set until a specific condition is met, and that condition must be spoken by the caster during casting. If the caster does not set a condition for the spell to end, the spell ends in (Potency) days. This condition is written into the spell in such a way that the spoken words are revealed when *Arcane Mark* is cast upon the target. Targets transformed by the Expert level of this spell cannot be identified as transformed objects.

Note: This spell cannot change the core essence of the target it is transforming. A living target cannot breed in this new form, and does not get any of the innate magical abilities of the creature transformed into. Nor does the living target lose her own innate magical abilities. This spell cannot create, alter or remove a cutie mark. The Expert version of this spell requires the caster also have the Quest Perk *Great and Powerful*.

Bypass (Expert)

This spell causes the target item or spell to completely ignore a particular class of objects or spells. A bypass spell must be cast onto an object when that object is forged, crafted or assembled. A bypass must be integrated into a spell as the spell is cast via a spell matrix (see the Advanced Matrix Caster perk). When cast upon an object, the spell affects all the object’s component parts and immediate effects, even if those component parts should change. (For example, a bypass spell cast on a firearm would affect the bullets in that firearm, even if the clip was changed. Likewise, bypass on a shield spell which causes the spell to ignore an individual would continue to do so even if the individual gained up to three levels of taint.) When casting Bypass, the caster must designate what class of object is being ignored. The classification may be broad (example: all ponies), narrow (example: unicorns) or tight (example: one particular unicorn). The tighter the classification, however, the more imprecise the Bypass becomes. (For example: a bypass spell designated to cause a shield spell to ignore a specific individual will also allow members of that individual’s bloodline through.)

Expert (cost 50): Range is short. Duration is permanent (or at least as long as the item or spell that the Bypass is being cast upon lasts).

Note: A caster with the *Bonds of Friendship* spell may designate “my friends” as a tight

classification. This spell requires the caster also have the Quest Perk *Great and Powerful*.

Memory Extraction (Expert)

This spell extracts a memory from a target. The target must be either unresisting or restrained, and the caster must hold her horn to the target's horn or forehead for the duration. Finding the desired memory requires a successful Intelligence or Luck test. This test may be performed once an hour until successful. The extracted memory is perfectly real and perfectly accurate, unaffected by personal beliefs, nostalgia or the normal deterioration of memory caused by the passage of time. (The memory may be affected, however, by altered psychological or chemical states.) The memory includes information from all the target's senses, including any special ones, but does not include any of the target's thoughts or emotions. Duration is permanent.

Expert (cost 40): The caster may choose to either create a copy of the memory or to remove the memory from the target completely.

Note: The memory becomes the casters' unless she instead implants it into an appropriate receptacle through either *Memory Implant* or *Spirit of Memories*.

Remake (Expert)

Remake uses temporal magic to revert an item to its original condition. Casting *Remake* requires at least 75% of the target object, and requires a Repair skill roll. This roll has a bonus equal to the caster's (Potency * 5) and a penalty based on the target item's level of disrepair or damage. Success immediately removes all damage done to the object -- missing pieces re-appear, broken parts mend back together, worn and stressed materials become whole. Objects healed in this way aren't so much repaired as they are unbroken, returned to their state before they were damaged.

Penalty	Condition Example
-10	Relatively new but broken
-20	A lot of wear and a few bullet holes
-30	Severely battle damaged
-40	Rusted into a solid, barely recognizable hunk
-50	Turned to ash

Expert (cost special): Base strain is 20. The condition of the object adds strain equal to the (positive) amount of the penalty. (For example, an object with a -20 condition penalty would cost 40 strain to remake.) Duration is (Potency) hours, after which the target item(s) will quickly degrade back to their original level of damage (plus any additional damage accrued). *Remake* may be used to affect either (Versatility) objects of the same type at once where the items' largest dimension does not exceed (Versatility * 3) inches, or one object whose largest dimension does not exceed (Versatility) yards in its largest dimension.

Time Jaunt (Expert)

This spell allows you to teleport back in time for a very short duration. The caster is able to interact with the past, but nothing the caster does will alter the future -- the actions the caster

takes are the actions the caster has always taken at that point in time, forming a stable time loop. The caster may choose to travel to any point in time she can clearly envision (whether it be from her own lifetime, or thanks to photographs or accurate text).

Expert (cost 50): Duration (Potency) turns.

Note: This spell may only be used by a caster *once*. This spell requires the caster also have the Quest Perk *Great and Powerful*.

Wings (Expert)

The subject gains fragile wings and Flight 2.

Expert (cost 50): Duration of (Potency) hours.

Medical spells:

Alter Physiology

Only one application of this spell may affect a single patient at a time. Patients may resist with an Endurance check. Range is short.

Basic (Cost 10): Duration lasts (Potency * 5) minutes. Causes an instantaneous, minor physical alteration (such as changing palette or growing a mustache).

Advanced (Cost 10): Duration lasts (Potency * 30) minutes. Alterations become more substantial, allowing the caster to add +2 or -2 to any one of the target's SPECIAL attributes, except for Luck, for the duration. The caster may attempt to alter the patient to look like a specific other target of the same size, race and gender with a successful Perception check so long as the caster is very well acquainted with the individual being imitated.

Expert (Cost 10): Duration lasts (Potency * 3) hours. As advanced, but the caster may now add +2 or -2 to any two SPECIAL attributes, except for Luck, for the duration. The patient's *apparent* gender may be changed, as may the patient's *apparent* race so long as the new race is relatively similar. (A unicorn could be turned into a pegasus or even a zebra, but not a griffin.) These changes are cosmetic.

Note: The core nature of the patient does not change. The patient cannot breed in the new form, and does not get any of the innate magical abilities of the race they are mimicking. Nor does the patient lose her own innate magical abilities. This spell cannot create or alter a cutie mark. Changelings gain Alter Physiology at Expert level for free, but the duration is indefinite and the range is self only.

Clean

Basic (Cost 5): Cleans one patient or matter fitting within a cube of up to (Potency) feet.

Advanced (Cost 10): Cleans one patient disinfecting all wounds, or cleans and sanitizes up to (Potency) square yards of matter

Heal

The signature spell of medical ponies, *Heal* enhances natural regeneration of the patient's

tissues, and it can be shaped by more expert ponies with surgical precision, given the necessary time and concentration. Range is touch.

Basic (Cost 10): Heals ($2d10 + [4 * \text{Potency}]$), spread over 2 turns; immediately closes wounds. Heal amount is spread among all limbs. Cannot restore crippled limbs.

Advanced (Cost 15): Healing amount increased to ($5d10 + [5 * \text{Potency}]$) over 3 turns. Cannot restore crippled limbs.

Expert (Cost 20): Healing amount increased to ($8d10 + [6 * \text{Potency}]$) over 4 turns. Cannot restore crippled limbs.

Heightened Senses

Basic (Cost 5): Duration of ($\text{Potency} * 10$) minutes. You gain a bonus equal to ($\text{Potency} / 2$, rounded up) to your Perception with a single basic sense (sight, hearing, smell, taste or touch) for the duration. This bonus also affects skill rolls for Perception-based skills if an appropriate sense is chosen.

Advanced (Cost 10): Duration of (Potency) hours. As the basic version, but you gain a bonus equal to (Potency) to your Perception with ($\text{Versatility} / 2$, rounded up) basic senses (sight, hearing, smell, taste or touch) for the duration.

Expert (Cost 20): Duration of (Potency) hours. As the advanced version, but you gain the bonus with (Versatility) senses for the duration. Senses enhanced may include extraordinary senses. This bonus also affects skill rolls for Perception-based skills if an appropriate sense is chosen.

Night Vision

Basic (Cost 5): Duration of (Potency) minutes. You can see in the dark (penalties halved) and your Perception is temporarily improved by 1 point.

Advanced (Cost 10): Duration of (Potency) hours. You can see in the dark clear as day (no penalties for darkness), and Perception is temporarily improved by 2 points.

Pain Relief

While under the effect of *Pain Relief*, the target can ignore crippled limbs (albeit at the risk of hurting herself further), and gains a bonus to DT. Range is touch.

Basic (Cost 4): Duration of (Potency) rounds. Patient gains +2 DT

Advanced (Cost 8): Duration of (Potency) hours. As basic, but gains +4 DT.

Restoration

As *Heal*, but Strain cost is halved, the effect takes minutes instead of turns.

Sound Slumber

Basic (Cost 10): Maximum duration of sixteen hours. Patient recovers (Potency) in extra HP with each hour of sleep.

Advanced (Cost 20): As above, but the caster may affect (Versatility) patients.

Alter Chemistry (Advanced)

Advanced (Cost 10): Duration lasts (Potency * 5) minutes. Creates a hormone surge which causes the patient to become one of the following: fearful, enraged, calm, panicked, happy, drowsy, horny or suggestible. Once every five minutes, intelligent living creatures can ignore the effects for five minutes with a successful Intelligence. Non-intelligent living creatures cannot negate the effect. This spell has no effect on non-living creatures (such as ghouls or robots). This spell may be used to grant a bonus on Speech and Barter checks made against the target by (Potency * 5) so long as the patient is not able to ignore the effect. Range is medium.

Expert (Cost 10): Duration lasts (Potency * 30) minutes. As the advanced version, but can affect (Versatility) patients. Every fifteen minutes, intelligent living creatures can ignore the effects for fifteen minutes with a successful Intelligence at a penalty equal to (Potency / 2, rounded up).

Bone Mending (Advanced)

This spell allows the the caster to regrow bones and otherwise restore crippled limbs. Unlike most healing spells, the magic of Bone Mending must be carefully guided by the caster. This is a delicate and precise process, calling for a successful Medicine skill roll to properly repair the limb. Range is touch.

Advanced (Cost 15): Heals (2d10 + [4 * Potency]) over 3 turns to any single body part of the caster's choice. The spell also heals one fifth as much (rounded up) to the patient's actual health pool in addition to this restoration to limbs. At this level, repairing severed limbs is impossible.

Expert (Cost 20): Heal amount increased to (3d10 + [6 * Potency]) over 4 turns to each of (Versatility/2) limbs simultaneously. Also heals one fifth as much (rounded up) to the patient's actual health pool as it does to any individual limb. Reattaching severed limbs is possible, but requires restoring at least half of the limb's missing health within 5 rounds of being severed without outside aid. External magic may further increase the duration which can pass before treatment begins. Can regenerate entirely missing limbs, but requires healing the limb to 5 times its normal maximum health to do so. Recovery from missing limbs may take weeks beyond simply growing it back.

Purge System (Advanced)

Advanced (Cost 20): This spell allows for poison/drug purging and quickens drug recovery, but is also draining for the patient. The patient's body goes through up to (Potency) days' worth of metabolism, without suffering the ill consequences. This cleanses the body of all toxins with durations which would expire in that time, and quickens recovery of the rest by the same amount. This also burns through the patient's inner resources by half that amount, causing the patient's hunger and thirst to increase accordingly, and for patients who heal through radiation to shed their radiation as if that amount of time had passed, healing the appropriate amount.

Regeneration (Advanced)

Advanced (Cost 30): Duration is (Potency) minutes. Patient regenerates (Potency) HP at the end of their turn.

Expert (Cost 50): Duration is (Potency * 10) minutes. Patient regenerates 5 + (Potency) HP at

the end of their turn.

Anesthetic (Expert)

Expert (Cost 40): Duration is special (see below). Conjures a ball of anesthetic magical energy a few inches in front of the caster's horn. The caster must roll to hit the patient (using the Medicine skill). If successful, the patient loses their sense of touch and pain. This also results in a loss of associated motor capabilities, effectively paralyzing the patient. Duration is one hour on a willing or unconscious subject. Duration lasts (Potency) turns on an unwilling patient, and the target suffers a -10 to all skill checks for the rest of the hour.

Life Surge (Expert)

Expert (Cost 45): Brings a deceased target back to life with (Potency * 10) HP so long as the patient died within the past (Potency) turns.

Offense spells

Arcane Blast

Arcane Blast is the most basic of offensive spells. The caster fires one or more bolts of magical energy, making a Science skill roll to successfully hit. The bolts from an arcane blast may be used to target multiple opponents, and the caster may choose whether to do lethal damage or stunning damage. Stunning damage reduces HP as normal, but the target merely passes out when they reach 0 HP, and Stunning damage recovers fully after an hour of rest.

Basic (Cost 10): Short range. Spell fires a single blast that does $10 + (\text{Potency} * 3) + 1d10$ damage.

Advanced (Cost 15): Medium range. Spell gains a Rate of Fire of (Versatility / 2), using normal RoF rules. Each bolt deals $10 + (\text{Potency} * 3) + 2d10$ damage.

Expert (Cost 25): Medium range. Spell gains a Rate of Fire of (Versatility) and a Burst attack of (Versatility / 2), using normal RoF rules. Each bolt deals $10 + (\text{Potency} * 3) + 3d10$ damage.

Note: Arcane blasts will not pierce or deplete shield spells, but will instead ricochet at full power in a random direction. A successful Luck check will allow any potential victims to avoid being struck by a deflected arcane blast. Arcane blasts will likewise bounce off of polished or reflective surfaces. Arcane blast manifests less than an inch from the caster's horn and may be manifested on the other side of a shield if the caster is touching her horn to that shield.

Eldritch Knives

Conjures a swarm of magical energy knives around the caster which are then mystically directed to attack a single target. The knives strike with a single attack roll dealing (Potency / 2, rounded up) +13 damage per knife. The target applies only half of his armor's DT (rounded up) against the total damage. Eldritch knives ignore shields. This spell takes two casting actions to cast.

Basic (Cost 10): Short range. Creates (Versatility + 3) knives.

Advanced (Cost 15): Medium range. Creates (Versatility + 5) knives.

Expert (Cost 20): Long range. Creates (Versatility + 7) knives

Energy Strike

This spell must be purchased separately for each following energy types: fire, lightning, cold, light and plasma. The caster must roll to hit the target (using the Science skill). The attack manifests several inches in front of the caster's horn and moves away from the caster.

Basic (Cost 10): Short range, damage equal to $15 + (\text{Potency} * 4) + 1d10$, adds basic energy effect.

Advanced (Cost 15): Medium range, damage equal to $20 + (\text{Potency} * 4) + 2d10$, adds advanced energy effect.

Expert (Cost 25): Long range, damage equal to $25 + (\text{Potency} * 4) + 4d10$, adds expert energy effect.

Fire

Basic: A critical hit causes the target to catch fire. Target burns for an additional 1d10 fire damage per turn until they pass a Luck check or put themselves out.

Advanced: Can attack an individual target or cast as an Area of Effect with a radius of (Potency) feet. Creatures hit by the spell catch on fire, burning for an additional 1d10 fire damage per turn until they pass a Luck check or put themselves out.

Expert: Area of Effect increased to $(\text{Potency} * 2)$ feet. Flames are magical, dealing an additional 2d10 fire damage per turn and cannot be extinguished for the first (Potency) turns.

Lightning

Basic: Range is medium. A critical hit will disrupt a machine for $(\text{Potency} / 2, \text{round up})$ turns or drain 2d10 AP from a living opponent.

Advanced: Range is long. A critical hit will shut down a machine or arcanotech device completely or paralyze a living opponent for one turn.

Expert: Range is extreme. Will shut down a machine or arcanotech device completely or paralyze a living target for one turn on a successful Luck roll.

Cold

Basic: A critical hit causes a biological target (living or undead) to slow down, making all the target's actions cost an additional +10 AP to perform for 2 turns.

Advanced: Can attack an individual target or cast as an Area of Effect with a radius of (Potency) feet. Biological targets hit by the spell are slowed down by the extreme cold -- all actions cost an additional +10 AP to perform for 2 turns.

Expert: Area of Effect increased to $(\text{Potency} * 2)$ feet. Effected biological targets are slowed down by the extreme cold -- all actions cost an additional +10 AP to perform for (Potency) turns.

Light

Basic: Precise attack adds +10 to Science skill roll to hit the target.

Advanced: Color spray -- three beams. May attack two separate targets, but no target may be attacked with more than two beams. Roll attack rolls separately for each.

Expert: Rainbow spray -- seven beams. May attack up to four separate targets, but no target may be attacked with more than two beams. Roll attack rolls separately for each.

Plasma

Basic: Critical strike deals triple damage.

Advanced: Range is short. Critical strike deals triple damage and lowers the DT of the target's armor by 4 (after damage) unless the target makes a successful Luck check. This effect is cumulative and the armor is destroyed when DT reaches 0. This effect may be used to destroy cover as well.

Expert: Rant is medium. Critical strike deals triple damage and will liquify a target reduced to 0 HP. Any successful hit lowers the DT of the target's armor by 4 (after damage) unless the target makes a successful Luck check. This effect is cumulative and the armor is destroyed when DT reaches 0. This effect may be used to destroy cover as well.

Rainbow Tornado

Caster can seize control of a rainbow and turn it into an ensnaring weapon. The caster and target make opposed Versatility and Agility rolls respectively, with the caster gaining a +2 bonus. If the caster succeeds, the target is ensnared in the rainbow for the spell's duration. With a successful Science check, the caster may move the rainbow along with its trapped target anywhere within range. An ensnared target can take no actions except attempting to break free of the snare. Doing so requires a successful Agility roll at a penalty equal to the caster's (Versatility / 2, rounded up), to a minimum of 1.

Basic (Cost 15): Duration of (Potency / 2, rounded up) turns. Range is short.

Advanced (Cost 25): Duration of (Potency) turns. As basic version, but the spell creates the rainbow, and the caster's bonus on her Versatility roll increases to +3.

Expert (Cost 35): Duration of (Potency * 2) turns. As advanced version, but the caster's bonus on her Versatility roll increases to +4, and the rainbow may be Imbued with spells from the Imbuing school or utilized as a magical conduit for the delivery of a spell at range that would otherwise have a range of touch. Range is medium.

Storm Cloud

This spell conjures a small storm cloud overhead capable of unleashing directed lightning attacks. Starting the round after casting the spell, the caster may direct a single lightning strike against a target each turn for 15 AP with a successful Science skill check. This spell may only be cast outdoors.

Basic (Cost 20): Duration of (Versatility / 2) lightning strikes. Medium range. Each strike deals (Potency * 4) + 10 + 4d10 damage. Cloud size is (Potency) feet in radius.

Advanced (Cost 25): Duration of (Versatility) lightning strikes. Long range. Each strike deals (Potency * 4) + 15 + 6d10 damage. Cloud size is (Potency * 2) feet in radius.

Expert (Cost 35): Duration of (Versatility * 2) lightning strikes. Extreme range. Each strike deals (Potency * 4) + 20 + 8d10 damage. Cloud size is (Potency * 10) feet in radius.

Petrify (Advanced)

Petrify will turn the caster's target to stone, including all equipment. *Petrify* is an unusually difficult spell to cast effectively. The spell requires two turns of casting (costing spellcasting AP each turn). On the first turn, the caster must make a successfully cast the spell with a Science skill check. On the second, the caster must then beat the target in a contest of wills -- an opposed Endurance test -- in order for the spell to take hold. Once the spell has taken hold, it takes a third full turn for the target to become petrified. During that turn, the doomed target's maximum AP is reduced by -50. A stoned target has a DT of 40 and ignores all environmental hazards. The stone statue will not erode or otherwise deteriorate over time.

Advanced (Cost 40): Duration of (Potency) hours. Range of Touch.

Expert (Cost 50): Duration is effectively permanent. However, there is always a flaw to this permanency -- a circumstance or set of conditions which will allow the petrified character to break free -- that is unknown to the caster. Short range.

Note: The Expert version of this spell requires the caster also have the Quest Perk *Great and Powerful*.

Telekinetic Grasp (Advanced)

This spell creates a telekinetic field with real force behind it. It can be used to cause damage directly, grapple or apply force against a resisting target. Targets may make an opposed test against the spell's effective strength using their Strength or Agility to break free. Attacks with *Telekinetic Grasp* require a successful Science skill check and cost 15 AP each.

Advanced (Cost 15 + 5 per turn after the first): Effective strength of (Potency * 2).

Expert (Cost 10 + 5 per turn after the first): Effective strength of (Potency * 4).

Heart Attack (Expert)

This spell induces a heart attack in a living, biological target with recognizable, life-supporting organs. (This spell has no effect on plants, robots or the undead.) *Heart Attack* is almost always fatal if the target cannot find a way to disrupt the spell. Casting the spell requires a successful Medicine skill check to cast and an additional successful Medicine skill check each round to maintain.

Expert (Cost 45 + 10 per turn): Short range and the target must remain within line of sight. *Heart Attack* drains one point of the target's Endurance each turn. If the target reaches 0 Endurance, the target dies. While under the effects of Heart Attack, the target's maximum AP is reduced by 50.

Note: Endurance lost through *Heart Attack* is recovered at the rate of 1 Endurance each minute once the spell has ended.

Telekinetic Bullet (Expert)

This spell creates a single, focused telekinetic strike. This attack requires a successful Science skill check, and manifests a few inches in front of the caster and moves towards the target.

Expert (Cost 50): Extreme range. Damage of 100 + (Potency * 10), ignoring half DT (rounded up).

Perception spells :

Combat Precognition

Basic (Cost 8): May be cast up to (Potency) minutes before combat. Adds a bonus to the caster's initiative equal to (Potency / 2, rounded up).

Advanced (Cost 12): May be cast up to (Potency) minutes before combat. Adds a bonus to the caster's initiative equal to (Potency).

Expert (Cost 16): May be cast up to (Potency*10) minutes before combat. The caster goes first.

Detect Magic

This spell creates an aura only the caster can see outlining sources of magical energy, including spells and enchanted objects. A successful Science skill check may allow the caster to read the aura, determining the general strength and nature of the magic. This will, for example, tell the caster which spell vocation a spell effect is from, and what level (basic, advanced or expert) at which the spell was cast.

Basic (Cost 10 + 1 per turn): Range is (Potency) * (Perception) in feet. Can only detect auras of objects in plain sight.

Advanced (Cost 15 + 1 per turn): Range is (Potency) * (Perception) in yards. Can detect any auras within the area of effect.

Detect Others

This spell creates an aura only the caster can see outlining potential targets. This aura becomes red if the target is hostile.

Basic (Cost 10 + 2 per turn): Range is (Potency) * (Perception) in yards. Can only detect auras of targets in plain sight.

Advanced (Cost 15 + 2 per turn): Range is (Potency) * (Perception * 10) in yards. Can detect any auras within the area of effect, even if behind walls or other obstructions. Can detect targets attempting to hide using an opposed Science check, with a bonus equal to double the caster's Perception, against the target's Stealth skill check.

Expert (Cost 25 + 2 per turn): Range is (Potency) * (Perception * 100) yards. Can detect any auras within the area of effect, even if actively concealed by illusionary magics. If a target is actively concealed by illusionary magics, the caster must make an opposed Science check, with a bonus equal to double the caster's Perception, against the opposing caster's Science skill check with a bonus equal to double that caster's Potency.

Note: StealthBucks are considered to have a Science skill of 100 and no Potency bonus for the purpose of this roll.

Locate Item

When taking this spell, the caster chooses a type of object (for example: gemstones, bullets,

clean water). This spell allows the caster to locate the target object(s) within the spells range with a successful Survival skill check. If the location of the target object(s) are within the caster's line of sight, the location will be illuminated by a glow only the caster can see and no check is required. Creatures attempting to remain hidden from this spell may do so with a successful Sneak check at a penalty equal to the caster's (Potency * 3).

Basic (Cost 5 + 1 per minute): Detection range is (Versatility * 10) yards.

Advanced (Cost 5 + 2 per 10 minutes): Detection range is (Versatility * 100) yards. The caster can sense the specific type and amount of the target object(s) located.

Expert (Cost 5 + 5 per hour): Detection range is (Versatility * 1000) yards.

Shared Sense

Shared Sense allows the caster to perceive through the senses of another creature. The caster chooses whether the sense effected will be sight, hearing, smell and taste (combined), touch or a specific special sense. The caster must make a successful Science skill check and any unaware or unwilling target creature may make an Endurance check to negate the spell. If the caster also possesses the shared sense, the sensory input will be overlayed. In the case of sight, hearing or touch, this effect causes extreme disorientation and a -20 to all skill checks unless the caster should takes measures to dampen her own sensory input first (such as with a blindfold or earplugs).

Basic (Cost 10): Duration is for (Potency) turns or until the target moves more than (Versatility * 10) yards from the caster. The casting range of the spell is touch.

Advanced (Cost 20): Duration is for (Potency) minutes or until the target moves more than (Versatility * 100) yards from the caster. The casting range of the spell is short.

Expert (Cost 30): Duration is for (Potency * 10) minutes or until the target moves more than (Versatility * 1000) yards from the caster. The casting range of the spell is medium.

Telepathy

Telepathy allows the caster to read the surface thoughts of a target and communicate with them through thought. The caster must touch her horn to the forehead of the target (or the horn, if the target is also a unicorn) to initiate the spell. In addition to other benefits, telepathically connected targets may use combat synchronization which allows the caster and target to act on the highest initiative between them.

Basic (Cost 10): Duration is for the length of time the caster's horn continues to touch the target's forehead.

Advanced (Cost 20): Duration as above plus (Potency) minutes afterwards.

Expert (Cost 30): Duration as above plus (Potency * 10) minutes afterwards. Can be cast on up to (Versatility) targets by touching their foreheads one after the other over the course of a single turn.

Note: The Green Alicorn version of this spell may be cast at range, with a maximum range of (Potency *100) yards. Casting it against a target that is not within line of sight requires a successful Science skill check. (This check can be heavily modified by the GM based on conditions, familiarity with the target, and the number of minds in the area.) Green Alicorns within (Potency *100) yards of each other are automatically in telepathic communication.

Magic Mirror (Advanced)

Magic Mirror allows the caster to use a mirror or other reflective surface as a visual and auditory window to another location. The range is unlimited but the caster must have personal familiarity with the location, and the location must also contain a reflective surface.

Advanced (Cost 20 + 5 per minute after the first): Duration is concentration.

Expert (Cost 40 + 5 per minute after the first): As advanced, but the spell now allows a pseudo-telepathic communication with a single target within the viewed area. The target will see the caster's visage in one or more nearby reflective surfaces of the caster's choice. The target may resist this communication with a successful Endurance check.

Mind Probe (Advanced)

Mind Probe allows the caster to delve into the memories of a target. If the caster is attempting to find a specific memory, the caster must succeed on a Perception check. The caster may attempt one such check every minute until successful or the target breaks the spell. The caster must touch her horn to the forehead of the target to initiate the spell.

Advanced (Cost 20 + 5 per minute after the first): Duration is for the length of time the caster's horn continues to touch the target's forehead. A resisting target may attempt to mentally break the spell each minute after the first with a successful Endurance check at a penalty of -1.

Expert (Cost 40 + 5 per minute after the first): Duration as above plus (Potency) minutes afterwards. A resisting target may attempt to mentally break the spell with a successful Endurance check at a penalty of -3.

Spells Sets:

General Spells

Telekinesis
Light

Defense Spells

Basic
Alicorn Shield
Bonds of Friendship
Equestria's Love
Mental Bulwark
Rad-Guard
Resilience
Shield
Toughen Hide
Advanced
Bulwark of Friendship
Disintegration Ward
Expert
Power of Friendship

Illusion Spells

Basic
Amplify
Compulsion
Illusion
Sensory Foil
Target
Advanced
Discord
Grand Illusion
Harmony
Expert
Hidden Aura
Simulacrum
Want It, Need It

Imbuing Spells

Basic
Spirit of Flame
Spirit of Diamond
Spirit of Light
Spirit of Lightning
Spirit of Poisons
Spirit of Wind

Imbuing Spells (continued)

Advanced
Spirit of Friendship
Spirit of Machines
Spirit of Nature
Spirit of Riddles
Spirit of Whispers
Expert
Spirit of Life
Spirit of Memories
Spirit of Waves

Manipulation Spells

Basic
Arcane Mark
Cloudwalk
Come to Life
Growth
Organize
Phase
Sculpt
Spell Closet
Summon Object
Teleport
Advanced
Failsafe
Memory Implant
Transformation
Expert
Bypass
Memory Extraction
Remake
Time Jaunt
Wings

Medical Spells

Basic
Alter Physiology
Clean
Heal
Pain Relief
Restoration
Sound Slumber

Medical Spells (continued)

Advanced

- Alter Chemistry
- Bone Mending
- Purge System
- Regeneration

Expert

- Anesthetic
- Life Surge

Offense Spells

Basic

- Arcane Blast
- Eldritch Knives
- Energy Strike
- Rainbow Tornado
- Storm Cloud

Advanced

- Petrify
- Telekinetic Grasp

Expert

- Heart Attack
- Telekinetic Bullet

Perception Spells

Basic

- Combat Precognition
- Detect Magic
- Detect Others
- Heightened Senses
- Locate Item
- Night Vision
- Share Sense
- Telepathy

Advanced

- Magic Mirror
- Mind Probe