



3.2.3 Spell Spheres

As Common Magic was being developed, there was a time when spells required “material” components. Spell Spheres, which are essentially glass-encased spells in stasis, were fairly common in this era. A Spell Sphere was created by putting the material components and some Magic Mineral inside a sealed glass sphere, where the spell could only partially react before running out of atmosphere. As the Magic Mineral reacted with the material components it emitted colored smoke that stained the inside of the glass, which enables classification. By careful examination of the color and intensity of the magic radiated by the sphere (the amount of Magic Mineral inside), the true identity of the spell can be known. This task has become an art in itself and can only be done properly with special devices. Sages have compiled charts recording all known spheres and their distinguishing characteristics, but many remain uncatalogued. Legends and old texts speak of extravagant mistakes in creating Spell Spheres, some having explosive results. Some vague tales speak of creatures imprisoned within.

To activate a Spell Sphere, no MPT is required, since the spells are powered with the more primitive material components laced with the magic mineral. Spell Spheres detonate when shattered, as the only missing component is atmosphere. The spell sphere may be activated by several methods; they may be thrown, shattering on impact, or crushed with the fist or a weapon. If a character is unlucky enough to be carrying a Spell Sphere during a fall, there is a chance that the impact will detonate it. The character must make a successful LUK vs. LUK 17 stat check to avoid the detonation of unprotected spheres (vs. LUK 12 for properly secured spheres).

The area of effect of a Spell Sphere is determined by its intensity. It will spread to this radius, affect all targets within it, and disperse almost instantaneously. The Spell Sphere types that are identical to common magic spells attack the MPT or MPR of all creatures within its area of effect. All duration-type Spell spheres last for the Spell Sphere's MPT level in combat rounds. Use the Spell Sphere Specifics table to determine a Spell Sphere's MPT level.

Spell Sphere manufacture was never an exact science. There is a 05% chance that any Spell Sphere will detonate as a Dud because of faulty construction. The prices quoted are retail; selling prices will be 50% lower.

The following section describes the effects of those Spell Spheres which do not duplicate Common Magic Spells (for those spell effects, see the Common Magic Spell Descriptions section, p. 121).

SPELL SPHERE SPECIFICS

Sphere Intensity	MPT Value	Duration (in rounds)	Effective Radius	Price (in CR)
Low	15	15	6	200
Medium	20	20	9	300
High	25	25	12	500

SPELL SPHERE IDENTIFICATION

Color	Low Intensity	Medium Intensity	High Intensity
Red	Fumble	Cell Blast II	Cell Blast III
Pink	Berserk	<i>Stoning</i>	Magic Shield III
Vermilion	Nerve Block	Weakness III	?
Red-Orange	<i>Explosion</i>	Magic Shield II	Daze
Orange	Magic Shield I	<i>Explosion</i>	<i>Fire</i>
Yellow-Orange	Mind Message	Muscle Spasm	Spell Bluff
Beige	?	Bravado III	?
Brown	<i>Food</i>	Cowardice III	Clumsiness IV
Yellow	Cowardice II	Cornea Cloud	<i>Explosion</i>
Yellow-Green	?	Sickness III	Insomnia IV
Fresh Green	<i>Dud</i>	<i>Dud</i>	<i>Dud</i>
Green	<i>Poison Gas</i>	<i>Deafness</i>	?
Dark Green	Spell Absorption	Strength III	<i>Forget</i>
Blue-Green	<i>Insects</i>	Spell Absorption	Spell Repel
Sky Blue	Lightness II	Lightness III	Lightness IV
Blue	?	<i>Water</i>	Spell Absorption
Blue-Violet	<i>Teleport</i>	<i>Teleport</i>	<i>Teleport</i>
Violet	<i>Restore</i>	<i>Restore</i>	<i>Restore</i>
Red-Violet	?	?	<i>Fireworks</i>
Crimson	?	<i>Dud</i>	?
Gold	Night Sight	Supra-Sight	?
Silver	Armor II	Armor III	Armor IV
Copper	Energy Shield	?	?
Bronze	Health II	Agility II	Energy Weapon
Rust	?	Energy Shield	?
Tan	Dispel Magic I	Dispel Magic II	Dispel Magic III
Sand	Dispel Magic II	Dispel Magic III	Dispel Magic IV
White	<i>Magic Enhancement</i>	<i>Fog</i>	Light IV
Gray	<i>Smoke</i>	<i>Scientific Storage</i>	<i>Wind</i>
Black	<i>Magic Dampening</i>	<i>Translation</i>	Darkness IV
Clear	<i>Color Fusion</i>	Cover Magic	Invisibility
Multi-Colored	<i>Anti-Poison</i>	<i>Anti-Poison</i>	<i>Anti-Poison</i>

Key: A table entry of “?” indicates that no known Spell Sphere has been found to exist with that particular intensity.

Spell Spheres in Italics have no Common Magic counterpart.

Anti-Poison

Color Multi-colored
Intensity Low, Medium, or High

Anti-Poison will negate any poison present within the targets' bodies. If the Spell Sphere overcomes the target's MPT or MPR, the poison is removed and its effects fade at the same rate they surfaced. It will not undo any permanent effects that have already manifested (tissue damage, blindness, death, etc.).

Color Fusion

Color Clear
Intensity Low

This spell was used as a form of entertainment and was quite fashionable many years ago. It is believed that this spell temporarily disables the rod cells of the eye, leaving the viewer only indistinguishable blobs of moving color. This effect penalizes all the recipient's vision skills by -1/2.

Deafness

Color Green
Intensity Medium

This Spell Sphere causes an intense ringing in all affected creature's ears, thus drowning out any external noises. Affected creatures will be unable to respond to verbal commands and the Hearing skill is reduced to 01%. All other skills will be penalized by -1/4 because of distraction.

Dud

Color Varies according to type (usually fresh green)
Intensity Low, Medium, or High

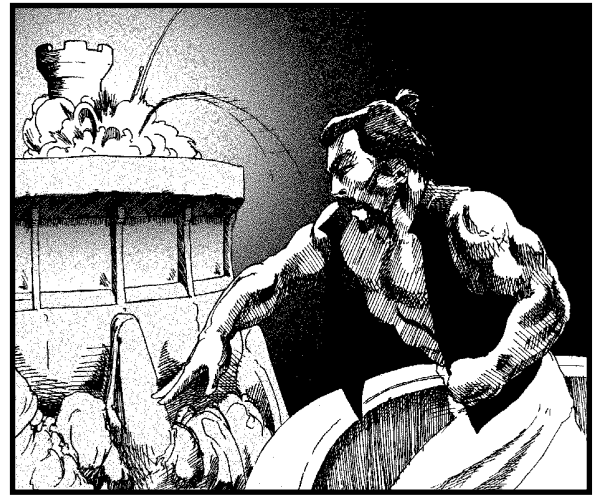
In any field of endeavor there are always mistakes. Most Dud Spheres proceed like a normal sphere, billowing colored smoke, etc., but then nothing happens. Some will explode or have the opposite effect expected.

DUD SPELL SPHERE EFFECTS	
(1d100)	Description
56-00	Dud (no effect)
46-55	Opposite effect
11-45	1/2 normal effects
01-10	Explosion (see Explosion Spell Sphere)

Explosion

Color Red-Orange Orange Yellow
Intensity Low Medium High

With the rapid influx of horrid beasts following the opening of the gate, many mundane Spell Spheres were converted for use as weapons. A now lost combination of Spell Spheres (Dust, Sterno, and Rid-Worm) were modified to behave as an exploding Dud sphere. All targets within an Explosion Sphere take 1d4 damage to each location, rolled separately. Only DA provided by magical spells (Armor or Energy Shield) apply versus this damage. Explosion Spheres are unique in that the force they create does not have to overcome the Magical Barriers of their targets.



Fire

Color Orange
Intensity High

The Fire sphere causes a huge flame to burst forth, engulfing everything within its radius. The flame will dissipate almost immediately after igniting all flammable targets (1d4 points of damage per round). The Fire sphere is very effective for getting rid of Black Saps or troublesome trees.

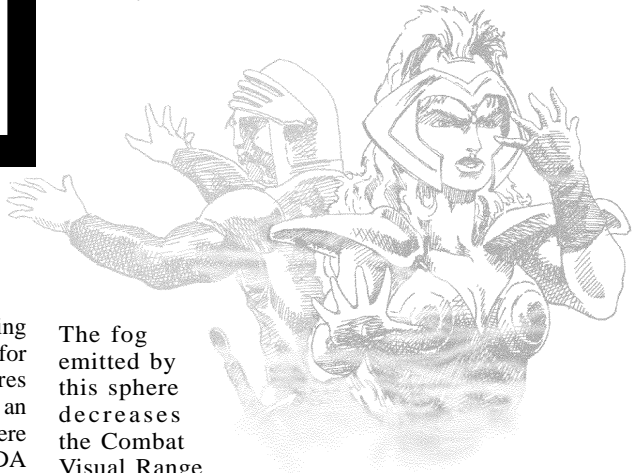
Fireworks

Color Red-Violet
Intensity High

Shattering this sphere causes minor hell to break loose with bangs, cracks, whistles, smoke, flames, flares, flashes, tracers, streamers, screamers, and all other manner of pyrotechnics to delight or distract all those within the broken sphere radius. All affected creatures must make a Bravery check at a -1/4 penalty to do anything except cringe or run. Animals will run 90% of the time for at least 2d6 rounds. Any action will be at half normal percentage, and Hearing will be at a -3/4 penalty.

Fog

Color White
Intensity Medium



The fog emitted by this sphere decreases the Combat Visual Range (p. 81) to 1 hex (see Attacking Unperceived Opponents, p. 75). The Fog Sphere is effective for use as a disengagement aid and for special effects.

Food

Color Brown
Intensity Low

This spell sphere has saved the life of many a traveller. The food produced looks rather like thick sludge, and is not particularly tasty, but it is very filling and nutritious. The grayish-brown pudding, when ingested, will bud and grow in the stomach, continuing to provide sustenance for one a day for 30 points of SIZ (1 SIZ 30 creature, or several totalling 30). Creatures of SIZ greater than 30 consume the Food one hour faster per point of SIZ over 30. Unless ingested, it will degenerate into dust and water after one day.

Forget

Color Dark Green
Intensity High

This Spell Sphere causes anything that happened in the previous $2d6 \times 10$ minutes (rolled separately for each individual) to be completely forgotten. Even under hypnosis the recipient will recall only smoke.

Insects

Color Blue-Green
Intensity Low

The various dried insect parts and dust contained in this sphere will, once released, bloom into a buzzing cloud of angry and confused flying insects. This annoying swarm will penalize all percentages by $-1/2$ and ruin any picnic. After $2d4$ rounds they will disperse.

Magic Dampening

Color Black
Intensity Low

The Magic Dampening sphere doubles the cost of any spell cast within its area of effect for its duration.

Magic Enhancement

Color White
Intensity Low

The Magic Enhancement sphere halves the cost of any spell cast within its area of effect for its duration.

Poison Gas

Color Green
Intensity Low

Holding your breath when the Poison Gas sphere is broken will avail you not, as the gas is also absorbed through the skin. The poison has an Intensity level of 7.

Restore

Color Violet
Intensity Low, Medium, or High

The Restore sphere can cure as many points of damage as its MPT intensity. Upon contact with the skin, the smoke and material components of the Restore Sphere are immediately absorbed into the blood stream, and course directly to the subject's most damaged area, healing it completely. The second most damaged area may be healed the following combat round, and so on until the sphere has run out. The sphere cannot replace lost limbs but will restore or reattach a Crippled/Severed one, provided the wound is fresh (see Stiff Limb spell, p. 128).

Scientific Storage

Color Gray
Intensity Medium

This type of Spell Sphere was developed by sages to preserve their study samples. Researchers would place their work in suspended animation while they sought other specimens or supplies, or even to later study the evolutionary development of a particular species. If the specimen could not fit into the sphere at its adult stage in life, it would be stored at a earlier level of development, even the fetal stage for some of the larger specimens. The stored material was often just an organ or section of body or plant. Unfortunately, this noble effort in scientific research has become nothing more than an expensive and convenient food source (1d4 lbs.).

Smoke

Color Gray
Intensity Low

This sphere produces a cloud of thick smoke with the same effects as the Fog sphere, but causes choking and coughing that penalizes affected creatures' percentages by $-1/4$. Additionally, creatures within the area will fatigue twice as fast as normal (each Physical action fatigues the creature a full round; see Fatigue p. 93).

Stoning

Color Pink
Intensity Medium

The Stoning sphere is filled with fine granite dust which, when thrown, coalesces into many flying rocks. Any creature in the targeted 10 ft. hex affected will be struck with as many fist sized rocks as its points of SIZ, up to 50. Each rock may be parried individually with a single Parry action and causes 1d4 points of damage. This sphere is very effective against small, unarmored creatures. These spheres were originally used to turn aside voracious Mips during the Great Mip Migration.



Tar Worm Egg

Color Any
Intensity Low

These spheres are actually the eggs of the hideous Tar Worm. The minerals that make up the shell harden in the hot sands to a smooth, glass-like appearance. As the adult travels through sands that contain magic mineral, the eggs often emit an intensity similar to that of a Spell Sphere. When broken open, the embryo will spill out covered with stringy fluids, writhe about for a while, and die. Disreputable Vinyans will often try to sell the eggs they find in a Worm clutch as Spell Spheres.

Teleport

Color Blue-Violet
Intensity Low, Medium, or High

This sphere is generally used as a last resort defensive measure. Once broken, all affected creatures within the Sphere's area are teleported in a random direction (roll 1d6 for hex facing) a number of hexes equal to the attacking MPT of the sphere intensity. There is a good possibility that the creatures Teleported will emerge above the ground at varying heights—a built in safety precaution (it's better to end up above the ground than in it). If the results of a Teleportation cause a subject to materialize within a solid object, that individual is instantly killed, a painless yet messy process. The GM may wish to allow players to make a LUK vs. LUK 15 stat check to reroll such a result once. This sphere is often used to scatter large groups of opponents.

TELEPORT EFFECTS	
(1d100)	height above ground
81-00	30'
61-80	20'
41-60	10'
01-40	level ground

Note: Apply falling damage if appropriate.

Translation

Color Black
Intensity Medium

Breathing in the smoke from a broken Translation sphere will enable the users to understand any spoken language as if it were their most familiar at their normal Interracial Relations percentage. This does not give any speaking ability; an animal will not communicate, but it can understand perfectly to the limit of its INT. Translation spheres were very important for any discussions where clear understanding was crucial, such as when the Golden Heroes and Birdmen first came through the Gateway.

Water

Color Blue
Intensity Medium

The components in this sphere are immediately absorbed by the skin and insulate the body completely against fluid loss for five days. It allows normal activity in the driest climate, and makes the affected creature immune to Blood Loss (see p. 89). The one drawback to this sphere is that any water outside the body is also absorbed. Any volume of liquid touching the body

is continually absorbed until the body becomes oversaturated (after 1 round) and cells begin to burst. Every location immersed in water after the body is saturated takes the equivalent of a Cell Blast I each round. Note: Impurities in the absorbed water are not taken into the body but form a filmy layer on the skin. This Sphere is often put to highly effective use as a torture technique.

Wind

Color Gray
Intensity High

Breaking a Wind sphere causes a 10 MPH wind, originating at the center and continuing in force to the limit of the spell's radius. The wind is sufficient to cause dust clouds, jostle hats or hair, extinguish torches or small flames (70%), fan large flames, and push flying creatures 4" outward.

Power Globes

A recent development by Zextra, a sage of the Northern Great River area, has provided the greatest boost to the Vinyan cause since the arrival of the Golden Heroes. A fumbled roll by a Magic Instructor tutoring the comely sage bestowed upon her the ability to cast a unique spell, for which she has yet to find an adequate name. This spell, when cast upon a Spell Absorption Spell Sphere, transforms the artifact into a "magic battery" that can be charged with MPT for later use. At leisure, an adventurer can pass magic energy to the sphere through a Magic Interlock spell, storing it for future need. When required, the bearer simply interlocks with the Spell Sphere, drawing energy rather than supplying it. This can be accomplished many times depending upon the magical intensity (the amount of magic mineral within the spell sphere).

POWER GLOBE SPECIFICS		
Intensity	# of Charges	Max MPT Storage
Low	1d100	10
Medium	2d100	15
High	3d100	20

Once the number of charges for a Power Globe is exceeded, it cracks open, revealing only a chalky white film.

