Book of Magic

Core Exxet Version

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Arcana Exxet Magic Subpaths

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# Core Exxet Book of Magic

## Book of Light

Create Light  
Level 2  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 20 50 100 200  
Req. Intelligence 5 8 10 12  
Base: 5m area  
Intermediate: 25m area  
Advanced: 100m area  
Arcane: 500m area  
Maintenance: 5 / 5 / 10 /15 Daily

Imbue Calm  
Level 6  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 120 160  
Req. Intelligence 5 8 11 14  
Base: MR or PsR 80 / 10m area  
Intermediate: MR or PsR 100 / 25m area  
Advanced: MR or PsR 120 / 50m area  
Arcane: MR or PsR 140 / 100m area  
Maintenance: No.

Blinding Flash  
Level 8  
Action: Active  
Type: Automatic  
NOTE: Bonus for not looking is only +40 to PhR.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 100 150 200  
Req. Intelligence 6 9 11 14  
Base: PhR 140 / 10m area  
Intermediate: PhR 140 / 25m area  
Advanced: PhR 140 / 50m area  
Arcane: PhR 160 / 100m area  
Maintenance: No.

Shield of Light  
Level 10  
Action: Passive  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 120 180 250  
Req. Intelligence 6 8 10 14  
Base: 300 Resistance Points.  
Intermediate: 1000 Resistance Points.  
Advanced: 1800 Resistance Points.  
Arcane: 3000 Resistance Points.  
Maintenance: 5 / 15 / 20 / 25.

Perceive  
Level 12  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 150 200 250  
Req. Intelligence 6 9 12 14  
Base: +50 Notice, Search and Magic Appraisal.  
Intermediate: +150 Notice, Search and Magic Appraisal.  
Advanced: +200 Notice, Search and Magic Appraisal.  
Arcane: +250 Notice, Search and Magic Appraisal.  
Maintenance: 5 / 15 / 20 / 25.

Armor of Light  
Level 16  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: EnergyAT2, other AT1.  
Intermediate: EnergyAT5, other AT2.  
Advanced: EnergyAT8, other AT4.  
Arcane: EnergyAT12, other AT6.  
Maintenance: 5 / 10 / 15 / 20.

Banish Shadows  
Level 18  
Action: Active  
Type: Effect/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 150 250  
Req. Intelligence 6 9 12 15  
Base: MR 140 / 10m area.  
Intermediate: MR 180 / 100m area.  
Advanced: MR 220 / 250m area.  
Arcane: MR 280 / 500m area.  
Maintenance: 10 / 10 / 15 / 25.

Detect Negative Emotions  
Level 20  
Action: Active  
Type: Detection  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 100 160 280  
Req. Intelligence 6 9 12 15  
Base: MR 80 / 25m area.  
Intermediate: MR 140 / 150m area.  
Advanced: MR 160 / 500m area.  
Arcane: MR 200 / 1km area.  
Maintenance: 5 / 10 / 20 / 30.

Light Beam  
Level 22  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Base Damage 60.  
Intermediate: Base Damage 90.  
Advanced: Base Damage 120.  
Arcane: Base Damage 150.  
Maintenance: No.  
  
Hologram  
Level 26  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 150 250 350  
Req. Intelligence 6 9 12 15  
Base: Image has maximum size of 1m2.  
Intermediate: Image has maximum size of 15m2.  
Advanced: Image has maximum size of 50m2.  
Arcane: Image has maximum size of 100m2.  
Maintenance: 5 / 20 / 25 / 30.

Bonds of Light  
Level 28  
Action: Active  
Type: Attack  
Note: Base Fortitude is 25.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 140 180  
Req. Intelligence 6 9 12 15  
Base: Strength 8.  
Intermediate: Strength 12.  
Advanced: Strength 15 and Fortitude 30.  
Arcane: Strength 18 and Fortitude 35.  
Maintenance: 10 / 10 / 15 / 15.

Control Light  
Level 30  
Action: Active  
Type: Effect/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 150 250 350  
Req. Intelligence 6 9 12 16  
Base: MR 80 /20m area.  
Intermediate: MR 140 /150m area.  
Advanced: MR 180 /300m area.  
Arcane: MR 220 /500m area.  
Maintenance: 5 / 20 / 25 /30.

Detect Life  
Level 32  
Action: Active  
Type: Detection  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 150 300  
Req. Intelligence 6 9 12 15  
Base: MR 140 /25m area.  
Intermediate: MR 180 /50m area.  
Advanced: MR 220 /150m area.  
Arcane: MR 280 /500m area.  
Maintenance: 5 / 10 / 15 /30.

Spy of Light  
Level 36  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 200 300 400  
Req. Intelligence 6 9 12 16  
Base: Notice and Search 100 /1 km maximum distance.  
Intermediate: Notice and Search 150 /10 km maximum distance.  
Advanced: Notice and Search 200 /50 km maximum distance.  
Arcane: Notice and Search 250 /500 km maximum distance.  
Maintenance: 20 / 40 / 60 / 80 Daily.

Ecstasy  
Level 38  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 16  
Base: MR 80 / 10m area.  
Intermediate: MR 100 / 50m area.  
Advanced: MR 120 / 100m area.  
Arcane: MR 160 / 250m area.  
Maintenance: 10 / 10 / 15 / 15.

Banish Negative Emotions  
Level 40  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 180 240 350  
Req. Intelligence 6 9 12 15  
Base: MR or PsR 100 / 100m area.  
Intermediate: MR or PsR 150 / 500m area.  
Advanced: MR or PsR 180 / 1km area.  
Arcane: MR or PsR 220 / 5km area.  
Maintenance: No.

Healing Light  
Level 42  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 70 100 150 200  
Req. Intelligence 7 10 13 15  
Base: 40 Life Points.  
Intermediate: 80 Life Points.  
Advanced: 120 Life Points.  
Arcane: MR 250 Life Points.  
Maintenance: No.

Seeking Sphere  
Level 46  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: Base Damage 100 / Magic Projection 150.  
Intermediate: Base Damage 120 / Magic Projection 180.  
Advanced: Base Damage 160 / Magic Projection 210.  
Arcane: Base Damage 200 / Magic Projection 240.  
Maintenance: 15 / 20 / 25 / 30.

Zone of Detection  
Level 48  
Action: Active  
Type: Detection  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 200 280 360  
Req. Intelligence 7 10 12 15  
Base: MR 180 /20m area.  
Intermediate: MR 240 /80m area.  
Advanced: MR 280 /150m area.  
Arcane: MR 340 /250m area.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Enter Another’s Dreams  
Level 50  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: MR or PsR 140 /10m distance.  
Intermediate: MR or PsR 160 /80m distance.  
Advanced: MR or PsR 200 /140m distance.  
Arcane: MR or PsR 240 /200m distance.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Light Form  
Level 52  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 8 11 13 16  
Base: +50 Notice and Search / +20 Resistances.  
Intermediate: +60 Notice and Search / +30 Resistances.  
Advanced: As Intermediate, but resistance bonus applies to all effects not based on Darkness.  
Arcane: As Advanced, but doesn’t suffer double damage from Darkness based attacks.  
Maintenance: 10 / 15 / 15 / 20.

Blessing  
Level 56  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 8 10 12 15  
Base: +10 All action bonus / +10 Resistances / 5m area.  
Intermediate: +20 All action bonus / +20 Resistances / 25m area.  
Advanced: +30 All action bonus / +30 Resistances / 50m area.  
Arcane: +30 All action bonus / +30 Resistances / 150m area.  
Maintenance: 5 / 10 / 15 / 15.

Create Good Feelings  
Level 58  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 8 10 12 15  
Base: MR or PsR 120 / 20m area.  
Intermediate: MR or PsR 160 / 100m area.  
Advanced: MR or PsR 180 / 250m area.  
Arcane: MR or PsR 220 / 500m area.  
Maintenance: 10 / 20 / 25 / 30 Daily.

See Truth  
Level 60  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 180 250  
Req. Intelligence 8 12 14 16  
Base: Allows seing Magic, Matrixes and Invisible Beings / +50MR against Illusions.  
Intermediate: As Base, but also allows seeing Spiritual Beings.  
Advanced: As Intermediate, but gives +75MR against Illusions.  
Arcane: As Advanced, but gives +100MR against Illusions.  
Maintenance: 10 / 15 / 15 / 25 Daily.

Shield from Negative  
Level 62  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 300  
Req. Intelligence 7 9 12 15  
Base: MR 120 / 20m area.  
Intermediate: MR 140 / 100m area.  
Advanced: MR 160 / 250m area.  
Arcane: MR 180 / 500m area.  
Maintenance: 15 / 20 / 25 / 30 Daily.

Find  
Level 66  
Action: Active  
Type: Detection  
Casting Level Base Intermediate Advanced Arcane  
Zeon 160 200 260 320  
Req. Intelligence 8 10 13 16  
Base: MR 140.  
Intermediate: MR 180.  
Advanced: MR 220.  
Arcane: MR 260.  
Maintenance: No.

Restore  
Level 68  
Action: Active  
Type: Effect  
Note: no maximum presence.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 300  
Req. Intelligence 8 10 12 15  
Base: Eliminates up to -40 penalty / Restores up to 2 Fatigue points.  
Intermediate: Eliminates up to -80 penalty / Restores up to 5 Fatigue points.  
Advanced: Eliminates up to -120 penalty / Restores up to 10 Fatigue points.  
Arcane: Eliminates any penalty / Restores Fatigue points to maximum.  
Maintenance: No.

Hypnotic Display  
Level 70  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 200 280 360  
Req. Intelligence 10 12 14 16  
Base: MR or PsR 120 / 1 km area.  
Intermediate: MR or PsR 150 / 5 km area.  
Advanced: MR or PsR 180 / 15 km area.  
Arcane: MR or PsR 220 / 25 km area.  
Maintenance: 5 / 10 / 10 / 15.

Catastrophic Light  
Level 72  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 350  
Req. Intelligence 10 12 14 16  
Base: Base Damae 120 / 25m area.  
Intermediate: Base Damae 150 / 100m area.  
Advanced: Base Damae 200 / 150m area.  
Arcane: Base Damae 250 / 250m area.  
Maintenance: No.

Luminous Material Objects  
Level 76  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 240 300  
Req. Intelligence 10 12 14 16  
Base: Presence 60 / +5 Quality.  
Intermediate: Presence 100 / +10 Quality.  
Advanced: Presence 140 / +10 Quality.  
Arcane: Presence 180 / +15 Quality.  
Maintenance: 15 / 20 / 25 / 30.

Light Transmission  
Level 78  
Action: Active  
Type: Effect/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 360 450 600  
Req. Intelligence 10 12 14 16  
Base: 100 km / Presence 250 / MR120.  
Intermediate: 1000 km / Presence 500 / MR140.  
Advanced: 5000 km / Presence 1000 / MR180.  
Arcane: 15000 km / Presence 2000 / MR200.  
Maintenance: No.

Lordship over Dreams  
Level 80  
Action: Active  
Type: Effect/Spiritual  
NOTE: Base has no effect over the Wake.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 400 500 750  
Req. Intelligence 12 14 16 18  
Base: MR140.  
Intermediate: MR150 / If the caster is in the Wake can control his surrounding and gain powers as a being with Gnosis 40, while in a place influenced by positive energy. On a neutral area, his powers will reach Gnosis 30. This spell affects only the Wake’s area where it’s used and only if there isn’t another entity with similar Gnosis entwined with it.  
Advanced: MR160 / Like Intermediate but caster’s Gnosis on neutral areas is 35.  
Arcane: MR180 / As Advanced but the spell has no spatial limits, influencing all the positive areas of the Wake.  
Maintenance: 60 / 65 / 70 / 80.

Create Being of Light  
Level 82  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 500 700  
Req. Intelligence 10 12 14 16  
Base: Level 1.  
Intermediate: Level 3.  
Advanced: Level 6.  
Arcane: Level 10.  
Maintenance: 50 / 70 / 100 / 140 Daily.

Reflecting Prism  
Level 86  
Action: Passive  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 160 250 300 400  
Req. Intelligence 10 13 15 17  
Base: Clashing Spells Check against 100 / 800 Resistance Points.  
Intermediate: Clashing Spells Check against 120 / 1500 Resistance Points.  
Advanced: Clashing Spells Check against 140 / 3000 Resistance Points.  
Arcane: Clashing Spells Check against 180 / 6000 Resistance Points.  
Maintenance: 20 / 25 / 30 / 40 Daily.

Radius of Omniscience  
Level 88  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 250 400 800  
Req. Intelligence 10 12 15 18  
Base: Presence 60 / 500m area.  
Intermediate: Presence 80 / 2km area.  
Advanced: Presence 100 / 10km area.  
Arcane: Presence 120 / 50km area.  
Maintenance: 40 / 50 / 60 / 65.

Predict  
Level 90  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 450 600  
Req. Intelligence 10 12 14 16  
Base: 1 year.  
Intermediate: 5 years.  
Advanced: 50 years / If the prediction is about something happening within 1 day, it will be very accurate.  
Arcane: 100 years / If the prediction is about something happening within 1 year, it will be very accurate.  
Maintenance: No.

Prison of Light  
Level 92  
Action: Active  
Type: Spiritual  
Note: The caster cannot affect himself with the Prison of Light.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 350 500 800  
Req. Intelligence 14 16 18 20  
Base: MR 140 / 10000 Resistance Points.  
Intermediate: MR 180 / 250000 Resistance Points.  
Advanced: MR 220 / 500000 Resistance Points.  
Arcane: MR 240 / The prison cannot be broken from the inside, but possesses 500.000 Resistance Points if attacked from the outside.  
Maintenance: 40 / 70 / 100 / 160.

One with the Light  
Level 96  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 400 600 800  
Req. Intelligence 12 14 16 18  
Base: One Day.  
Intermediate: One Week.  
Advanced: One Month.  
Arcane: One Year.  
Maintenance: No.

Ascension  
Level 98  
Action: Active  
Type: Effect  
Note: no difference to Gnosis awarded to caster or other people.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 500 1000 2000 5000  
Req. Intelligence 14 16 18 20  
Base: Gnosis 30.  
Intermediate: Gnosis 35.  
Advanced: Gnosis 40.  
Arcane: Gnosis 45.  
Maintenance: 30 / 40 / 45 / 50.

Light Holocaust  
Level 100  
Action: Active  
Type: Attack/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 600 1000 2500 10000  
Req. Intelligence 14 16 18 20  
Base: Base Damage 350 / 100m area.  
Intermediate: Base Damage 500 / 100km area.  
Advanced: Base Damage 800 / 10000km area.  
Arcane: Base Damage 1000 / 1 au (astronomic unit) area.  
Maintenance: No.

## Book of Darkness

Create Darkness  
Level 2  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 20 50 100 200  
Req. Intelligence 5 8 10 12  
Base: 5m area  
Intermediate: 25m area  
Advanced: 100m area  
Arcane: 500m area  
Maintenance: 5 / 5 / 10 /15 Daily

Induce Fear  
Level 6  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 140 180  
Req. Intelligence 5 8 10 12  
Base: MR or PsR 80 / 10m area  
Intermediate: MR or PsR 100 / 50m area  
Advanced: MR or PsR 120 / 100m area  
Arcane: MR or PsR 140 / 250m area  
Maintenance: No.

See in Darkness  
Level 8  
Action: Active  
Type: Effect  
Note: Only works on natural darkness.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 100 120  
Req. Intelligence 5 8 10 12  
Base: Max Presence 80  
Intermediate: Max Presence 100  
Advanced: Max Presence 120  
Arcane: Max Presence 140 / Works also on Supernatural Darkness.  
Maintenance: 5 / 10 / 10 / 15 Daily.

Shield of Darkness  
Level 10  
Action: Passive  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 120 180 250  
Req. Intelligence 6 8 10 14  
Base: 300 Resistance Points.  
Intermediate: 1000 Resistance Points.  
Advanced: 1800 Resistance Points.  
Arcane: 3000 Resistance Points.  
Maintenance: 5 / 15 / 20 / 25.

Shadow  
Level 12  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 150 200 240  
Req. Intelligence 5 9 12 14  
Base: +50 Hide, Stealth and Magic Appraisal.  
Intermediate: +150 Hide, Stealth and Magic Appraisal.  
Advanced: +200 Hide, Stealth and Magic Appraisal.  
Arcane: +250 Hide, Stealth and Magic Appraisal.  
Maintenance: 5 / 15 / 20 / 25.

Armor of Darkness  
Level 16  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: EnergyAT2, other AT1.  
Intermediate: EnergyAT5, other AT2.  
Advanced: EnergyAT8, other AT4.  
Arcane: EnergyAT12, other AT6.  
Maintenance: 5 / 10 / 15 / 20.

Banish Light  
Level 18  
Action: Active  
Type: Effect/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 150 250  
Req. Intelligence 6 9 12 15  
Base: MR 140 / 10m area.  
Intermediate: MR 180 / 100m area.  
Advanced: MR 220 / 250m area.  
Arcane: MR 280 / 500m area.  
Maintenance: 10 / 10 / 15 / 25.

Hide Magic  
Level 20  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 180 240 300  
Req. Intelligence 6 9 12 15  
Base: -100 Magic Appraisal  
Intermediate: -180 Magic Appraisal  
Advanced: -240 Magic Appraisal  
Arcane: -320 Magic Appraisal  
Maintenance: 5 / 20 / 25 / 30 Daily

Dark Beam  
Level 22  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Base Damage 60.  
Intermediate: Base Damage 90.  
Advanced: Base Damage 120.  
Arcane: Base Damage 150.  
Maintenance: No.

Darkzone  
Level 26  
Action: Active  
Type: Effect  
NOTE: also affect Magic detections.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 180 240 300  
Req. Intelligence 6 9 12 15  
Base: 20m area.  
Intermediate: 250m area.  
Advanced: 500m area.  
Arcane: 1km area.  
Maintenance: 5 / 10 / 15 / 15.

Bonds of Darkness  
Level 28  
Action: Active  
Type: Attack  
Note: Base Fortitude is 25.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 140 180  
Req. Intelligence 6 9 12 15  
Base: Strength 8.  
Intermediate: Strength 12.  
Advanced: Strength 15 and Fortitude 30.  
Arcane: Strength 18 and Fortitude 35.  
Maintenance: 10 / 10 / 15 / 15.

Control Darkness  
Level 30  
Action: Active  
Type: Effect/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 150 250 350  
Req. Intelligence 6 9 12 16  
Base: MR 80 /20m area.  
Intermediate: MR 140 /150m area.  
Advanced: MR 180 /300m area.  
Arcane: MR 220 /500m area.  
Maintenance: 5 / 20 / 25 /30.

Concealment  
Level 32  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 180 240 300  
Req. Intelligence 6 9 12 15  
Base: +50 MR or PsR / +50 Ki Concealment  
Intermediate: +140 MR or PsR / +150 Ki Concealment  
Advanced: +220 MR or PsR / +200 Ki Concealment  
Arcane: +280 MR or PsR / +250 Ki Concealment  
Maintenance: 10 / 20 / 25 /30 Daily.

Obfuscate  
Level 36  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 6 9 12 15  
Base: Hide, Stealth and Ki Concealment +100  
Intermediate: Hide, Stealth and Ki Concealment +150  
Advanced: Hide, Stealth and Ki Concealment +200  
Arcane: Hide, Stealth and Ki Concealment +250  
Maintenance: 20 / 40 / 50 / 60 Daily.

Enrage  
Level 38  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 150 200  
Req. Intelligence 6 9 12 15  
Base: MR 80 / 5m area.  
Intermediate: MR 100 / 20m area.  
Advanced: MR 120 / 50m area.  
Arcane: MR 140 / 100m area.  
Maintenance: 10 / 10 / 15 / 20.

Banish Positive Emotions  
Level 40  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 180 240 350  
Req. Intelligence 6 9 12 15  
Base: MR or PsR 100 / 100m area.  
Intermediate: MR or PsR 150 / 500m area.  
Advanced: MR or PsR 180 / 1km area.  
Arcane: MR or PsR 220 / 5km area.  
Maintenance: No.

Night  
Level 42  
Action: Active  
Type: Effect  
NOTE: Seeing through the Darkness requires Impossible Notice Check or Absurd Search Check. It’s not considered supernatural darkness.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 180 240 300  
Req. Intelligence 6 9 12 15  
Base: 25m area.  
Intermediate: 250m area.  
Advanced: 500m area / It’s considered supernatural darkness.  
Arcane: MR 1km area / It’s considered supernatural darkness.  
Maintenance: 10 / 20 / 25 / 30.

Dark Sphere  
Level 46  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: Base Damage 100 / Magic Projection 150.  
Intermediate: Base Damage 120 / Magic Projection 180.  
Advanced: Base Damage 160 / Magic Projection 210.  
Arcane: Base Damage 200 / Magic Projection 240.  
Maintenance: 15 / 20 / 25 / 30.

Zone of Concealment  
Level 48  
Action: Active  
Type: Detection  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 300  
Req. Intelligence 7 9 12 15  
Base: +100MR / -140 Detection Abilities / 20m area.  
Intermediate: +150MR / -180 Detection Abilities / 50m area.  
Advanced: +200MR / -240 Detection Abilities / 250m area.  
Arcane: +300MR / -320 Detection Abilities / 500m area.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Enter Another’s Nightmares  
Level 50  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: MR or PsR 140 /10m distance.  
Intermediate: MR or PsR 160 /80m distance.  
Advanced: MR or PsR 200 /140m distance.  
Arcane: MR or PsR 240 /200m distance.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Dark Form  
Level 52  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 8 11 13 16  
Base: +50 Notice and Search / +20 Resistances.  
Intermediate: +60 Notice and Search / +30 Resistances.  
Advanced: As Intermediate, but resistance bonus applies to all effects not based on Light.  
Arcane: As Advanced, but doesn’t suffer double damage from Light based attacks.  
Maintenance: 10 / 15 / 15 / 20.

Perdition  
Level 56  
Action: Active  
Type: Effect  
NOTE: Causes -30 All Action Penalty.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 6 9 12 15  
Base: MR120 / 5m area.  
Intermediate: MR160 / 25m area.  
Advanced: MR180 / 50m area / -40 All Action Penalty  
Arcane: MR200 / 150m area / -50 All Action Penalty  
Maintenance: 5 / 10 / 15 / 15.

Create Negative Feelings  
Level 58  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 8 10 12 15  
Base: MR or PsR 120 / 20m area.  
Intermediate: MR or PsR 160 / 100m area.  
Advanced: MR or PsR 180 / 250m area.  
Arcane: MR or PsR 220 / 500m area.  
Maintenance: 10 / 20 / 25 / 30 Daily.

Erase Traces  
Level 60  
Action: Active  
Type: Effect  
Even Zen Level Track ability has no effect on it. Does not affect time scanning powers.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 200 300 400  
Req. Intelligence 8 10 13 16  
Base: 50m area.  
Intermediate: 250m area.  
Advanced: 1km area / The spell also allows to eliminate traces of the caster from time scanning powers.  
Arcane: 5km area / As Advanced, but the spell can eliminate traces of everything that happened in the past of the whole area.  
Maintenance: No.

Shield from Positive  
Level 62  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 300  
Req. Intelligence 7 9 12 15  
Base: MR 120 / 20m area.  
Intermediate: MR 140 / 100m area.  
Advanced: MR 160 / 250m area.  
Arcane: MR 180 / 500m area.  
Maintenance: 15 / 20 / 25 / 30 Daily.

Dark  
Level 66  
Action: Passive  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: Clashing Spell Damage 80 / 600 Resistance Points.  
Intermediate: Clashing Spell Damage 110 / 1200 Resistance Points.  
Advanced: Clashing Spell Damage 140 / 1800 Resistance Points.  
Arcane: Clashing Spell Damage 170 / 2200 Resistance Points.  
Maintenance: 10 / 10 / 15 / 15.

Devastate  
Level 68  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 6 9 12 15  
Base: MR120  
Intermediate: MR160  
Advanced: MR200  
Arcane: MR240  
Maintenance: 10 / 20 / 25 / 30.

Mark of Fear  
Level 70  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 200 280 360  
Req. Intelligence 10 12 14 16  
Base: MR or PsR 120 / 1 km area.  
Intermediate: MR or PsR 150 / 5 km area.  
Advanced: MR or PsR 180 / 15 km area.  
Arcane: MR or PsR 220 / 25 km area.  
Maintenance: 5 / 10 / 10 / 15.

Catastrophic Darkness  
Level 72  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 350  
Req. Intelligence 10 12 14 16  
Base: Base Damage 120 / 25m area.  
Intermediate: Base Damage 150 / 100m area.  
Advanced: Base Damage 200 / 150m area.  
Arcane: Base Damage 250 / 250m area.  
Maintenance: No.

Dark Material Objects  
Level 76  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 240 300  
Req. Intelligence 10 12 14 16  
Base: Presence 60 / +5 Quality.  
Intermediate: Presence 100 / +10 Quality.  
Advanced: Presence 140 / +10 Quality.  
Arcane: Presence 180 / +15 Quality.  
Maintenance: 15 / 20 / 25 / 30.

Travel by Shadows  
Level 78  
Action: Active  
Type: Effect/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 360 450 600  
Req. Intelligence 10 12 14 16  
Base: 100 km / Presence 250 / MR120.  
Intermediate: 1000 km / Presence 500 / MR140.  
Advanced: 5000 km / Presence 1000 / MR180.  
Arcane: 15000 km / Presence 2000 / MR200.  
Maintenance: No.

Lord of Nightmares  
Level 80  
Action: Active  
Type: Effect/Spiritual  
NOTE: Base has no effect over the Wake.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 400 500 750  
Req. Intelligence 12 14 16 18  
Base: MR140.  
Intermediate: MR150 / If the caster is in the Wake can control his surrounding and gain powers as a being with Gnosis 40, while in a place influenced by negative energy. On a neutral area, his powers will reach Gnosis 30. This spell affects only the Wake’s area where it’s used and only if there isn’t another entity with similar Gnosis entwined with it.  
Advanced: MR160 / Like Intermediate but caster’s Gnosis on neutral areas is 35.  
Arcane: MR180 / As Advanced but the spell has no spatial limits, influencing all the negative areas of the Wake.  
Maintenance: 60 / 65 / 70 / 80.

Create Being of Darkness  
Level 82  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 500 700  
Req. Intelligence 10 12 14 16  
Base: Level 1.  
Intermediate: Level 3.  
Advanced: Level 6.  
Arcane: Level 10.  
Maintenance: 50 / 70 / 100 / 140 Daily.

Concealment from Magic  
Level 86  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 240 280 320  
Req. Intelligence 10 12 14 16  
Base: Affects Automatic Spells on Base level.  
Intermediate: Affects Automatic Spells on Intermediate level.  
Advanced: Affects Automatic Spells on Advanced level.  
Arcane: Affects Automatic Spells on Arcane level.  
Maintenance: 10 / 15 / 15 / 20 Daily.

Kingdom of Darkness  
Level 88  
Action: Active  
Type: Automatic  
NOTE: Detection by Ki Detection requires Zen. Non Dark Elemental beings within the Kingdom of Darkness also loose 1ki per turn (double for Light Elementals).  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 360 420 480  
Req. Intelligence 10 12 14 16  
Base: 50m area.  
Intermediate: 500m area.  
Advanced: 1km area.  
Arcane: 1km area / +30MA for casting Dark Magic Spells.  
Maintenance: 10 / 20 / 25 / 25.

Undetectable  
Level 90  
Action: Active  
Type: Effect  
NOTE: Only affects certain supernatural detections. No maximum presence.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 350 450 600 800  
Req. Intelligence 12 14 16 18  
Base: Invisible to spells and psychic abilities.  
Intermediate: As Base, but also invisible to Ki abilities.  
Advanced: As Intermediate, but also invisible to all supernatural detections.  
Arcane: As Advanced, but can only be perceived by natural senses.  
Maintenance: 80 / 90 / 105 / 115 Daily.

Prison of Darkness  
Level 92  
Action: Active  
Type: Spiritual  
Note: The caster cannot affect himself with the Prison of Darkness.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 350 500 800  
Req. Intelligence 14 16 18 20  
Base: MR 140 / 10000 Resistance Points.  
Intermediate: MR 180 / 250000 Resistance Points.  
Advanced: MR 220 / 500000 Resistance Points.  
Arcane: MR 240 / The prison cannot be broken from the inside, but possesses 500.000 Resistance Points if attacked from the outside.  
Maintenance: 40 / 70 / 100 / 160.

One with the Darkness  
Level 96  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 400 600 800  
Req. Intelligence 12 14 16 18  
Base: One Day.  
Intermediate: One Week.  
Advanced: One Month.  
Arcane: One Year.  
Maintenance: No.

Dark Ascension  
Level 98  
Action: Active  
Type: Effect  
Note: no difference to Gnosis awarded to caster or other people.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 500 1000 2000 5000  
Req. Intelligence 14 16 18 20  
Base: Gnosis 30.  
Intermediate: Gnosis 35.  
Advanced: Gnosis 40.  
Arcane: Gnosis 45.  
Maintenance: 30 / 40 / 45 / 50.

Holocaust of Darkness  
Level 100  
Action: Active  
Type: Attack/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 600 1000 2500 10000  
Req. Intelligence 14 16 18 20  
Base: Base Damage 350 / 100m area.  
Intermediate: Base Damage 500 / 100km area.  
Advanced: Base Damage 800 / 10000km area.  
Arcane: Base Damage 1000 / 1 au (astronomic unit) area.  
Maintenance: No.

## Book of Creation

Minor Creation  
Level 2  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30  80  100  120  
Req. Intelligence 5 8 10 12  
Base: 1 object / Max Presence 25  
Intermediate: 5 objects / Max Presence 25  
Advanced: 1 object / Max Presence 30  
Arcane: 5 objects / Max Presence 30  
Maintenance: 5 / 10 / 10 /15

Reconstruct  
Level 6  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 140 200 280  
Req. Intelligence 5 8 10 12  
Base: Max Presence 20  
Intermediate: Max Presence 60  
Advanced: Max Presence 100  
Arcane: Max Presence 120  
Maintenance: No.

Create Energy  
Level 8  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 150 200 250  
Req. Intelligence 5 8 10 12  
Base: 1 Intensity  
Intermediate: 5 Intensities  
Advanced: 10 Intensities  
Arcane: 20 Intensities  
Maintenance: 5 / 15 / 20 / 25.

Regeneration  
Level 10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 150 250  
Req. Intelligence 6 8 10 12  
Base: Regeneration 4.  
Intermediate: Regeneration 8.  
Advanced: Regeneration 12.  
Arcane: Regeneration 16.  
Maintenance: 10 / 10 / 15 / 25 Daily.

Inorganic Modification  
Level 12  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 8 10 12  
Base: Max Presence 20.  
Intermediate: Max Presence 30.  
Advanced: Max Presence 40.  
Arcane: Max Presence 50.  
Maintenance: 5 / 5 / 5 / 10.

Increase Resistances  
Level 16  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 150 200  
Req. Intelligence 8 10 12 14  
Base: +10 Resistances.  
Intermediate: +20 Resistances.  
Advanced: +30 Resistances.  
Arcane: +40 Resistances.  
Maintenance: 15 / 20 / 30 / 40 Daily.

Royal Shield  
Level 18  
Action: Passive  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 150 260 400  
Req. Intelligence 6 8 10 12  
Base: 500 Resistance Points.  
Intermediate: 3000 Resistance Points.  
Advanced: 5000 Resistance Points.  
Arcane: 10000 Resistance Points.  
Maintenance: 5 / 15 / 15 / 20.

Heal  
Level 20  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 150 200  
Req. Intelligence 8 10 12 14  
Base: 50 Life Points.  
Intermediate: 150 Life Points.  
Advanced: 250 Life Points.  
Arcane: 350 Life Points.  
Maintenance: No.

Damage Barrier  
Level 22  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Damage Barrier 30.  
Intermediate: Damage Barrier 50.  
Advanced: Damage Barrier 80.  
Arcane: Damage Barrier 100.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Create Homunculus  
Level 26  
Action: Active  
Type: Effect  
NOTE: Now Homunculus can contain Zeon, but they cannot have any Intellectual Ability higher than their Caster.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 80 250 350  
Req. Intelligence 6 9 12 15  
Base: 1 Homunculus.  
Intermediate: 10 Homunculus.  
Advanced: 25 Homunculus.  
Arcane: 100 Homunculus.  
Maintenance: 10 / 20 / 25 / 35 Daily.

Minor Change  
Level 28  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 150 250  
Req. Intelligence 6 9 12 15  
Base: MR80 / Max Presence 60.  
Intermediate: MR100 / Max Presence 90.  
Advanced: MR140 / Max Presence 120.  
Arcane: MR180 / Max Presence 180.  
Maintenance: 10 / 10 / 15 / 25 Daily.

Imitate  
Level 30  
Action: Active  
Type: Effect/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 200 300 400  
Req. Intelligence 6 9 12 15  
Base: Max Presence 30.  
Intermediate: Max Presence 80.  
Advanced: Max Presence 120.  
Arcane: Max Presence 160.  
Maintenance: 5 / 10 / 15 / 20 Daily.

Immunity  
Level 32  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 180 240 300  
Req. Intelligence 6 9 12 15  
Base: 5 Intensities.  
Intermediate: 15 Intensities.  
Advanced: 25 Intensities.  
Arcane: 35 Intensities.  
Maintenance: 10 / 20 / 25 /30 Daily.

Damage Reduction  
Level 36  
Action: Active  
Type: Effect  
NOTE: The effects of two Damage Reduction Spells don’t cumulate.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 240  
Req. Intelligence 8 10 12 14  
Base: -40 Damage.  
Intermediate: -60 Damage.  
Advanced: -80 Damage.  
Arcane: -120 Damage.  
Maintenance: No.

Physical Control  
Level 38  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: MR 80.  
Intermediate: MR 120.  
Advanced: MR 140.  
Arcane: MR 180.  
Maintenance: 25 / 40 / 50 / 60 Daily.

Raise Abilities  
Level 40  
Action: Active  
Type: Effect  
NOTE: Cannot raise Abilities above 320.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 180 280 350  
Req. Intelligence 6 9 12 15  
Base: +50 Bonus.  
Intermediate: +150 Bonus.  
Advanced: +250 Bonus.  
Arcane: +400 Bonus.  
Maintenance: 5 / 10 / 15 / 20.

Fuse  
Level 42  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 350  
Req. Intelligence 7 9 12 15  
Base: MR80 / Max Presence 80.  
Intermediate: MR120 / Max Presence 100.  
Advanced: MR140 / Max Presence 150.  
Arcane: MR180 / Max Presence 200.  
Maintenance: 15 / 20 / 25 / 30.

Create Memories  
Level 46  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 350  
Req. Intelligence 7 9 12 15  
Base: MR or PsR 100.  
Intermediate: MR or PsR 120.  
Advanced: MR or PsR 160.  
Arcane: MR or PsR 200.  
Maintenance: No.

Recover  
Level 48  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 300 350 400  
Req. Intelligence 8 10 12 14  
Base: 500 Life Points.  
Intermediate: 750 Life Points.  
Advanced: MR 1000 Life Points.  
Arcane: 1500 Life Points.  
Maintenance: No.

Acquire Powers  
Level 50  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 200 300 400  
Req. Intelligence 7 10 13 16  
Base: 100DP.  
Intermediate: 200DP.  
Advanced: 300DP.  
Arcane: 400DP.  
Maintenance: 20 / 40 / 50 / 60.

Create Monstrosity  
Level 52  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 250 500  
Req. Intelligence 8 10 12 15  
Base: Level 2.  
Intermediate: Level 4.  
Advanced: Level 8.  
Arcane: Level 12.  
Maintenance: 10 / 15 / 25 / 50.

Protective Aura  
Level 56  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 350  
Req. Intelligence 6 9 12 15  
Base: +20 Resistances / 100m area.  
Intermediate: +50 Resistances / 500m area.  
Advanced: +80 Resistances / 1km area.  
Arcane: +120 Resistances / 10km area.  
Maintenance: 10 / 15 / 25 / 35.

Spiritual Standstill  
Level 58  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 300  
Req. Intelligence 8 10 12 15  
Base: MR100.  
Intermediate: MR120.  
Advanced: MR140.  
Arcane: MR180.  
Maintenance: 15 / 20 / 25 / 30.

Perfect Shield  
Level 60  
Action: Active  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 300 400  
Req. Intelligence 8 10 13 16  
Base: 100 Resistance Points.  
Intermediate: 250 Resistance Points.  
Advanced: 500 Resistance Points.  
Arcane: 1000 Resistance Points.  
Maintenance: 15 / 20 / 30 / 40 Daily.

Vitality  
Level 62  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 350  
Req. Intelligence 8 10 13 16  
Base: +50 Life Points.  
Intermediate: +75 Life Points.  
Advanced: MR +100 Life Points.  
Arcane: MR +150 Life Points.  
Maintenance: 15 / 20 / 25 / 35 Daily.

Complete Creation  
Level 66  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 300 400  
Req. Intelligence 8 10 12 14  
Base: Max Presence 50.  
Intermediate: Max Presence 80.  
Advanced: Max Presence 120.  
Arcane: Max Presence 150.  
Maintenance: 15 / 20 / 30 / 40 Daily.

Reinforce Magic  
Level 68  
Action: Passive  
Type: Effect  
Note: Gives to the Reinforced Spell the following bonuses:  
+20MR  
+50% to Damage / Resistance Points (round down at intervals of 5)  
+20% to all other numerals present on the spell, except for Gnosis.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 200 300 400  
Req. Intelligence 8 12 15 18  
Base: Affects spells cast at Base Level.  
Intermediate: Affects spells cast at Intermediate Level.  
Advanced: Affects spells cast at Advanced Level.  
Arcane: Affects spells cast at Arcane Level.  
Maintenance: 10 / 20 / 30 / 40.

Transmute  
Level 70  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 500 800  
Req. Intelligence 9 12 15 18  
Base: MR120 / Max Presence 50.  
Intermediate: MR160 / Max Presence 100.  
Advanced: MR220 / Max Presence 150.  
Arcane: MR260 / Max Presence 200.  
Maintenance: No.

Metamorphism  
Level 72  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 350  
Req. Intelligence 8 10 12 14  
Base: MR100  
Intermediate: MR120  
Advanced: MR160  
Arcane: MR200  
Maintenance: 10 / 10 / 15 / 20 Daily.

Recreate  
Level 76  
Action: Active  
Type: Effect  
NOTE: Halve the maximum Presence affected, if the entity that caused the damage to the target has Gnosis higher of that of the caster by at least 15 points.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 500 750 1500  
Req. Intelligence 8 12 15 18  
Base: Presence 60  
Intermediate: Presence 120  
Advanced: Presence 180  
Arcane: Presence 240  
Maintenance: No.

Create Being  
Level 78  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 400 600 1000  
Req. Intelligence 9 12 15 17  
Base: Level 1.  
Intermediate: Level 5.  
Advanced: Level 9.  
Arcane: Level 12.  
Maintenance: 50 / 80 / 120 / 200 Daily.

Chimera  
Level 80  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 500 1000 2500  
Req. Intelligence 10 13 15 17  
Base: +100DP / Up to 100DP of Disadvantages.  
Intermediate: +200DP / Up to 100DP of Disadvantages.  
Advanced: +300DP / Up to 200DP of Disadvantages.  
Arcane: +400DP / Up to 200DP of Disadvantages.  
Maintenance: No.

Zone of Safety  
Level 82  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 350  500   800   1500  
Req. Intelligence 12 15 17 18  
Base: MR140 / 100m area.  
Intermediate: MR180 / 500m area.  
Advanced: MR220 / 1km area.  
Arcane: MR250 / 5km area.  
Maintenance: 35 / 50 / 80 / 150 Daily.

Maintain Magic  
Level 86  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 500 900 1600  
Req. Intelligence 10 12 14 16  
Base: 500 Zeon Points.  
Intermediate: 2000 Zeon Points.  
Advanced: 5000 Zeon Points.  
Arcane: 10000 Zeon Points.  
Maintenance: No.

Radius of Omniscience  
Level 88  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 500 800 1200 2000  
Req. Intelligence 13 14 15 16  
Base: Max Presence 30.  
Intermediate: Max Presence 50.  
Advanced: Max Presence 80.  
Arcane: Max Presence 100.  
Maintenance: No.

Greater Creation  
Level 90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 400 800 1200 2000  
Req. Intelligence 10 12 14 16  
Base: 500 Presence Points / Max Presence 100.  
Intermediate: 1000 Presence Points / Max Presence 120.  
Advanced: 2000 Presence Points / Max Presence 140.  
Arcane: 5000 Presence Points / Max Presence 180.  
Maintenance: 20 / 25 / 25 / 30 Daily.

Eternal Magic  
Level 92  
Action: Active  
Type: Effect  
Note: No Zeon Cost limit.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 600 1000 2500 5000  
Req. Intelligence 12 14 16 18  
Base: Affects a spell cast at Base Level.  
Intermediate: Affects a spell cast at Intermediate Level.  
Advanced: Affects a spell cast at Advanced Level.  
Arcane: Affects a spell cast at Arcane Level.  
Maintenance: No.

The Barrier  
Level 96  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 800 2500 5000 10000  
Req. Intelligence 15 16 17 19  
Base: RM120 / 100 km2 or in line.  
Intermediate: RM180 / 1000 km2 or in line.  
Advanced: RM240 / 10000 km2 or in line.  
Arcane: RM300 / No space limit.  
Maintenance: 40 / 45 / 45 / 50 Daily.

The Gift of Life  
Level 98  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 800 2000 4000 8000  
Req. Intelligence 16 17 18 19  
Base: Level 1 and 50DP for Natural Beings.  
Intermediate: Level 6 and 100DP for Natural Beings.  
Advanced: Level 11 and 150DP for Natural Beings.  
Arcane: Level 16 and 200DP for Natural Beings.  
Maintenance: 30 / 40 / 45 / 50.

Create  
Level 100  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 1000 3000 6000 12000  
Req. Intelligence 17 18 19 20  
Base: Presence 1000 / Max Presence 180 / 1 existential rule.  
Intermediate: Presence 10000 / Max Presence 220 / 5 existential rules.  
Advanced: Presence 10000 / Max Presence 260 / 10 existential rules.  
Arcane: Presence 100000 / Max Presence 320 / any number of existential rules.  
Maintenance: No.

## Book of Destruction

Fragility  
Level 2  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 120 150  
Req. Intelligence 5 8 10 12  
Base: -2 Fortitude / Max Presence 30  
Intermediate: -4 Fortitude / Max Presence 60  
Advanced: -8 Fortitude / Max Presence 90  
Arcane: -12 Fortitude / Max Presence 120  
Maintenance: 5 / 10 / 15 /15

Dismantle  
Level 6  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 120 150  
Req. Intelligence 5 8 10 12  
Base: Max Presence 20  
Intermediate: Max Presence 40  
Advanced: Max Presence 60  
Arcane: Max Presence 80  
Maintenance: No.

Destroy Intensities  
Level 8  
Action: Active  
Type: Effect  
NOTE: Beings made of the Destroyed Intensities lose 5 Life Points per Intensity Destroyed if they fail the RM check.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 120 150  
Req. Intelligence 5 8 10 12  
Base: 1 Intensity / MR100  
Intermediate: 5 Intensities / MR120  
Advanced: 10 Intensities / MR140  
Arcane: 20 Intensities / MR160  
Maintenance: No.

Minor Destruction  
Level 10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 90 140 180  
Req. Intelligence 6 9 11 13  
Base: Max Presence 20.  
Intermediate: Max Presence 40.  
Advanced: Max Presence 60.  
Arcane: Max Presence 80.  
Maintenance: No.

Sphere of Destruction  
Level 12  
Action: Active  
Type: Attack  
NOTE: Increasing the Spell Level increases the number of Spheres. Each attack can be used against a different target, but you must decide target distribution when you cast the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 100 150  
Req. Intelligence 5 8 10 13  
Base: 1 attack.  
Intermediate: 3 attacks.  
Advanced: 5 attacks.  
Arcane: 7 attacks.  
Maintenance: No.

Increase Weakness  
Level 16  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 120 150  
Req. Intelligence 6 8 10 12  
Base: MR120.  
Intermediate: MR140.  
Advanced: MR160.  
Arcane: MR200.  
Maintenance: 5 / 10 / 15 / 15 Daily.

Magic Destruction  
Level 18  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 150 300 500  
Req. Intelligence 6 9 12 16  
Base: Up to 50 Zeon Value.  
Intermediate: Up to 120 Zeon Value.  
Advanced: Up to 200 Zeon Value.  
Arcane: Up to 350 Zeon Value.  
Maintenance: No.

Aggravate Damage  
Level 20  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 150 220  
Req. Intelligence 6 9 12 15  
Base: +30 Damage.  
Intermediate: +50 Damage.  
Advanced: +90 Damage.  
Arcane: +120 Damage.  
Maintenance: No.

Destruction of Matrices  
Level 22  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 140 240 320  
Req. Intelligence 6 9 12 16  
Base: Medium Difficulty (80).  
Intermediate: Very Difficult Difficulty (140).  
Advanced: Almost Impossible Difficulty (240).  
Arcane: Inhuman Difficulty (320).  
Maintenance: No.

Wound  
Level 26  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 180 300  
Req. Intelligence 6 9 12 15  
Base: 20% Life Points / MR120.  
Intermediate: 40% Life Points / MR140.  
Advanced: 60% Life Points / MR160.  
Arcane: 80% Life Points / MR200.  
Maintenance: No.

Destroy Ki  
Level 28  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 140 220 300  
Req. Intelligence 6 9 12 15  
Base: MR140.  
Intermediate: MR160.  
Advanced: MR180.  
Arcane: MR220.  
Maintenance: No.

Produce Damage  
Level 30  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 180 300  
Req. Intelligence 6 9 12 15  
Base: MR120 / 50 Damage.  
Intermediate: MR140 / 100 Damage.  
Advanced: MR160 / 180 Damage.  
Arcane: MR200 / 250 Damage.  
Maintenance: No.

Destruction of Senses  
Level 32  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 200 280  
Req. Intelligence 8 10 12 15  
Base: MR100.  
Intermediate: MR120.  
Advanced: MR140.  
Arcane: MR180.  
Maintenance: 5 / 10 / 15 / 15.

Mystic Bolt  
Level 36  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 140 220 300  
Req. Intelligence 6 9 12 15  
Base: Damage 100.  
Intermediate: Damage 150.  
Advanced: Damage 200.  
Arcane: Damage 250.  
Maintenance: No.

Unravel Ties  
Level 38  
Action: Active  
Type: Spiritual  
NOTE: Bonds with Familiars gain +40MR against this spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 200 300 500  
Req. Intelligence 8 10 13 16  
Base: MR 120.  
Intermediate: MR 140.  
Advanced: MR 160.  
Arcane: MR 200.  
Maintenance: No.

Destroy Resistances  
Level 40  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 160 240 300  
Req. Intelligence 7 9 12 15  
Base: MR120.  
Intermediate: MR160.  
Advanced: MR200.  
Arcane: MR240.  
Maintenance: 10 / 20 / 25 / 30.

Undo States  
Level 42  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 7 10 12 15  
Base: MR120 / Max Presence 120.  
Intermediate: MR140 / Max Presence 200.  
Advanced: MR160 / Max Presence 300.  
Arcane: MR200 / Max Presence 400.  
Maintenance: No.

Dome of Destruction  
Level 46  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 7 10 12 15  
Base: Damage 80 / 10m area.  
Intermediate: Damage 120 / 50m area.  
Advanced: Damage 160 / 100m area.  
Arcane: Damage 200 / 150m area.  
Maintenance: No.

Zone of Decay  
Level 48  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 300  
Req. Intelligence 7 9 12 15  
Base: MR100 / 10m area.  
Intermediate: MR120 / 30m area.  
Advanced: MR160 / 60m area.  
Arcane: MR200 / 100m area.  
Maintenance: 15 / 20 / 25 / 30.

Aura of Destruction  
Level 50  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 350  
Req. Intelligence 8 10 12 15  
Base: MR80 / Max Presence 60 / 1m area.  
Intermediate: MR100 / Max Presence 90 / 5m area.  
Advanced: MR120 / Max Presence 120 / 15m area.  
Arcane: MR150 / Max Presence 150 / 25m area.  
Maintenance: 15 / 20 / 25 / 30 Daily.

Destroy Memories  
Level 52  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 300  
Req. Intelligence 7 9 12 15  
Base: MR or PsR 100.  
Intermediate: MR or PsR 120.  
Advanced: MR or PsR 160.  
Arcane: MR or PsR 200.  
Maintenance: No.

Block Learning  
Level 56  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 180 300 500  
Req. Intelligence 7 9 12 15  
Base: MR120.  
Intermediate: MR160.  
Advanced: MR200.  
Arcane: MR240.  
Maintenance: 15 / 20 / 25 / 30 Daily.

Forbid  
Level 58  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 7 10 13 16  
Base: MR120.  
Intermediate: MR160.  
Advanced: MR200.  
Arcane: MR240.  
Maintenance: 10 / 15 / 25 / 30.

Destroy Powers  
Level 60  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 300  
Req. Intelligence 7 9 12 15  
Base: MR120.  
Intermediate: MR140.  
Advanced: MR180.  
Arcane: MR220.  
Maintenance: 15 / 20 / 25 / 30 Daily.

Greater Mystic Bolt  
Level 62  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 300 450 600  
Req. Intelligence 8 10 13 16  
Base: 150 Damage.  
Intermediate: 300 Damage.  
Advanced: 450 Damage.  
Arcane: 600 Damage.  
Maintenance: No.

Destroy Will  
Level 66  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 160 200 240 280  
Req. Intelligence 8 10 13 16  
Base: MR120 / 10m area.  
Intermediate: MR140 / 25m area.  
Advanced: MR160 / 50m area.  
Arcane: MR180 / 100m area.  
Maintenance: 20 / 20 / 25 / 30.

Zone of Weakness  
Level 68  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 400 500  
Req. Intelligence 9 12 14 16  
Base: MR140 / 25m area.  
Intermediate: MR160 / 100m area.  
Advanced: MR180 / 250m area.  
Arcane: MR200 / 500m area.  
Maintenance: 20 / 30 / 40 / 50 Daily.

Essence of Destruction  
Level 70  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence. MR is equal to double target’s Presence. Effect of failure is determined by the Spell Casting Level.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 300  
Req. Intelligence 9 12 14 16  
Base: Damage equal to failure level.  
Intermediate: Damage and all action penalty equal to failure level.  
Advanced: Damage equal to double failure level and all action penalty equal to failure level.  
Arcane: Damage and all action penalty equal to double failure level.  
Maintenance: 15 / 20 / 25 / 30.

Death  
Level 72  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 250 300 350  
Req. Intelligence 10 12 14 16  
Base: MR or PhR 120  
Intermediate: MR or PhR 140  
Advanced: MR or PhR 160  
Arcane: MR or PhR 180  
Maintenance: No.

Devouring Zone  
Level 76  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 360 450 600  
Req. Intelligence 9 12 15 17  
Base: MR or PhR 140 / 500m area.  
Intermediate: MR or PhR 195 / 6000m area.  
Advanced: MR or PhR 240 / 10500m area.  
Arcane: MR or PhR 270 / 13500m area.  
Maintenance: 25 / 40 / 45 / 55 Daily.

Destroy Capabilities  
Level 78  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 250 350 500  
Req. Intelligence 8 10 12 15  
Base: MR120 / -50DP.  
Intermediate: MR160 / -100DP.  
Advanced: MR200 / -150DP.  
Arcane: MR240 / -200DP.  
Maintenance: No.

Sever Existence  
Level 80  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 350 500 600 800  
Req. Intelligence 12 14 16 18  
Base: MR120 / 10m line.  
Intermediate: MR160 / 100m line.  
Advanced: MR200 / 250m line.  
Arcane: MR240 / 1km line.  
Maintenance: No.

Rain of Destruction  
Level 82  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 450 600  
Req. Intelligence 10 13 15 17  
Base: Damage 200 / MR140 / 50m area.  
Intermediate: Damage 250 / MR180 / 150m area.  
Advanced: Damage 300 / MR220 / 500m area.  
Arcane: Damage 400 / MR260 / 1km area.  
Maintenance: No.

Destruction of Zeon  
Level 86  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 400 600 700  
Req. Intelligence 10 12 14 16  
Base: -50 Zeon Points / Only affects Base Level Spells.  
Intermediate: -150 Zeon Points / Affects up to Intermediate Level Spells.  
Advanced: -250 Zeon Points / Affects up to Advanced Level Spells.  
Arcane: -350 Zeon Points / Affects up to Arcane Level Spells.  
Maintenance: No.

Sweep from the Heavens  
Level 88  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 600 1000 2000  
Req. Intelligence 12 14 16 18  
Base: MR120 / -5Gnosis.  
Intermediate: MR160 / -10Gnosis.  
Advanced: MR200 / -15Gnosis.  
Arcane: MR260 / -20Gnosis.  
Maintenance: 15 / 30 / 50 / 100 Daily.

Void  
Level 90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 500 800  
Req. Intelligence 12 14 16 18  
Base: MR and PhR 120 / 5m area / 50m vortex area.  
Intermediate: MR and PhR 160 / 15m area / 500m vortex area.  
Advanced: MR and PhR 200 / 25m area / 1km vortex area.  
Arcane: MR and PhR 240 / 50m area / 3km vortex area.  
Maintenance: 25 / 40 / 45 / 55.

Greater Destruction  
Level 92  
Action: Active  
Type: Effect  
Note: No Zeon Cost limit.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 350 600 900 1500  
Req. Intelligence 12 14 16 18  
Base: Max Presence 100.  
Intermediate: Max Presence 160.  
Advanced: Max Presence 200.  
Arcane: Max Presence 240.  
Maintenance: No.

Destroy Souls  
Level 96  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 500 800 1500 2500  
Req. Intelligence 13 15 17 19  
Base: MR100 / 5km area.  
Intermediate: MR140 / 50 km area.  
Advanced: MR180 / 250 km area.  
Arcane: MR220 / 1000 km area.  
Maintenance: No.

Chaos  
Level 98  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 700 1200 2000 5000  
Req. Intelligence 14 16 18 20  
Base: 100km area / Affects beings up to Gnosis 10.  
Intermediate: 1000km area / Affects beings up to Gnosis 20.  
Advanced: 10000km area / Affects beings up to Gnosis 30.  
Arcane: Affects all creation / Affects beings up to Gnosis 40.  
Maintenance: 70 / 80 / 90 / 100 Daily.

Uncreation  
Level 100  
Action: Active  
Type: Automatic  
NOTE: Not only beings with Gnosis 40, but also those with Gnosis 20 points higher than their Nature will remember the “uncreated thing”.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 1000 2500 5000 10000  
Req. Intelligence 17 18 19 20  
Base: MR140.  
Intermediate: MR160.  
Advanced: MR200.  
Arcane: MR240.  
Maintenance: No.

## Book of Air

Raise Wind  
Level 2  
Action: Active  
Type: Effect  
NOTE: Maximum wind draft length is 10XMaximum wind draft width.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 90 120  
Req. Intelligence 5 8 10 12  
Base: 20Km/h / 25m Maximum wind draft width  
Intermediate: 40Km/h / 50m Maximum wind draft width  
Advanced: 80Km/h / 75m Maximum wind draft width  
Arcane: 100Km/h / 100m Maximum wind draft width  
Maintenance: 5 / 10 / 10 /15

Move  
Level 6  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 90 120  
Req. Intelligence 5 8 10 12  
Base: Max Weight 10Kg  
Intermediate: Max Weight 50Kg  
Advanced: Max Weight 100Kg  
Arcane: Max Weight 250Kg  
Maintenance: 5 / 10 / 10 / 15.

Weight Reduction  
Level 10  
Action: Active  
Type: Effect  
NOTE: Can reduce weight up to a minimum of 1Kg.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 140 240 350  
Req. Intelligence 5 8 10 12  
Base: -20 Kg.  
Intermediate: -150 Kg.  
Advanced: -300 Kg.  
Arcane: -500 Kg.  
Maintenance: 5 / 15 / 25 / 35 Daily.

Stop Breathing  
Level 12  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 110 150  
Req. Intelligence 6 8 10 12  
Base: Max Presence 80.  
Intermediate: Max Presence 150.  
Advanced: Max Presence 200.  
Arcane: Max Presence 350.  
Maintenance: 5 / 10 / 10 / 15, Daily.

Free Movement  
Level 16  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 110 150  
Req. Intelligence 6 8 10 12  
Base: Max Presence 80.  
Intermediate: Max Presence 120.  
Advanced: Max Presence 160.  
Arcane: Max Presence 240.  
Maintenance: 5 / 10 / 10 / 15.

Air Blow  
Level 20  
Action: Active  
Type: Attack  
NOTE: Using on single target gives only +2Strength.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 140 200  
Req. Intelligence 6 9 11 13  
Base: 5m width / Strength6.  
Intermediate: 20m width / Strength9.  
Advanced: 30m width / Strength12.  
Arcane: 50m width / Strength14.  
Maintenance: No.

Air Screen  
Level 22  
Action: Passive  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 160 200 240  
Req. Intelligence 6 8 10 14  
Base: 300 Resistance Points.  
Intermediate: 1500 Resistance Points.  
Advanced: 2000 Resistance Points.  
Arcane: 3500 Resistance Points.  
Maintenance: 5 / 20 / 20 / 25.

Automatic Transportation  
Level 26  
Action: Active  
Type: Effect  
NOTE: Targets who want to resist transport, have to pass an MR120. Targets transported to unnatural positions (such as 10m above ground) have +40MR.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 120 150  
Req. Intelligence 6 8 10 12  
Base: 50m / Max Presence 50.  
Intermediate: 250m / Max Presence 90.  
Advanced: 400m / Max Presence 120.  
Arcane: 1km / Max Presence 150.  
Maintenance: No.

Flight  
Level 30  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 150 240  
Req. Intelligence 6 9 12 15  
Base: Flight 4.  
Intermediate: Flight 8.  
Advanced: Flight 12.  
Arcane: Flight 15.  
Maintenance: 15 / 20 / 25 /30.

Reaction Increase  
Level 32  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: +30 Initiative.  
Intermediate: +60 Initiative.  
Advanced: +90 Initiative.  
Arcane: +120 Initiative.  
Maintenance: 5 / 5 / 10 / 15.

Electrify  
Level 36  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 240  
Req. Intelligence 7 10 13 15  
Base: PhR100 / Max Presence 30 / Max length 1m  
Intermediate: PhR120 / Max Presence 40 / Max length 3m  
Advanced: PhR140 / Max Presence 60 / Max length 5m  
Arcane: PhR160 / Max Presence 80 / Max length 10m  
Maintenance: 10 / 15 / 20 / 25 Daily.

Air Cut  
Level 40  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 150 240 350  
Req. Intelligence 6 9 12 15  
Base: 3m line.  
Intermediate: 12m line.  
Advanced: 25m line.  
Arcane: 50m line.  
Maintenance: No.

Speed  
Level 42  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 8 10 12 14  
Base: Max Presence 50.  
Intermediate: Max Presence 80.  
Advanced: Max Presence 120.  
Arcane: Max Presence 160.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Lightning  
Level 46  
Action: Active  
Type: Attack  
NOTE: Before unleashing the Lightning the caster must choose to either have it bounce or concentrate it on a single target. A single target cannot be hit more than once due to bouncing and the caster himself is immune.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 180 280 400  
Req. Intelligence 6 9 12 15  
Base: 1 bounce OR +10 Damage.  
Intermediate: 10 bounces OR +40 Damage.  
Advanced: 15 bounces OR +80 Damage.  
Arcane: 25 bounces OR +150 Damage.  
Maintenance: No.

Whirlwind  
Level 50  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 300  
Req. Intelligence 7 9 12 15  
Base: 3m area.  
Intermediate: 6m area.  
Advanced: 12m area.  
Arcane: 25m area.  
Maintenance: 30 / 40 / 50 / 60.

Ethereal Form  
Level 52  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence. Does not allow moving in the Air.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 8 11 13 16  
Base: As described.  
Intermediate: As Base, but allows movement in the Air.  
Advanced: As Intermediate, but those who see Magic need a Notice check against Very Difficult or a Search Check against Medium in order to see the ethereal body.  
Arcane: As Advanced, but Cut and Pierce attacks based on Energy only produce half damage.  
Maintenance: 10 / 15 / 15 / 20.

Air Control  
Level 56  
Action: Active  
Type: Effect/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 150 240 350  
Req. Intelligence 8 10 13 15  
Base: MR120 / 50m area.  
Intermediate: MR140 / 300m area.  
Advanced: MR180 / 500m area.  
Arcane: MR220 / 1km area.  
Maintenance: 10 / 20 / 25 / 35.

Electricity Control  
Level 60  
Action: Active  
Type: Effect/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 150 240 350  
Req. Intelligence 8 10 13 15  
Base: MR120 / 5 Intensities.  
Intermediate: MR140 / 15 Intensities.  
Advanced: MR180 / 25 Intensities.  
Arcane: MR220 / 40 Intensities.  
Maintenance: 10 / 20 / 25 / 35.

Defensive Movement  
Level 62  
Action: Passive  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 7 10 12 15  
Base: 3 Dodges / Movement 8.  
Intermediate: 9 Dodges / Movement 12.  
Advanced: 15 Dodges / Movement 16.  
Arcane: Unlimited Dodges / Movement 18.  
Maintenance: 15 / 20 / 25 / 30.

Teleport  
Level 66  
Action: Active  
Type: Detection  
NOTE: To teleport to an exact location, the caster must know it, otherwise the teleport is approximate.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 180 300 450 600  
Req. Intelligence 8 11 13 16  
Base: Max Presence 80 / 10km.  
Intermediate: Max Presence 150 / 10000km.  
Advanced: Max Presence 240 / 100000km.  
Arcane: Max Presence 350 / Any distance.  
Maintenance: No.

Immateriality  
Level 70  
Action: Active  
Type: Effect/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 350  
Req. Intelligence 6 9 12 15  
Base: MR100 / Max Presence 80.  
Intermediate: MR140 / Max Presence 120.  
Advanced: MR160 / Max Presence 160.  
Arcane: MR200 / Max Presence 200.  
Maintenance: 15 / 20 / 25 / 30 Daily.

Hurricane  
Level 72  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 450 600  
Req. Intelligence 9 12 14 16  
Base: 500m area.  
Intermediate: 1km area.  
Advanced: 2km area.  
Arcane: 5km area / Strength14.  
Maintenance: 10 / 15 / 20 / 25.

Solid Air  
Level 76  
Action: Active  
Type: Effect/Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 200 260 350  
Req. Intelligence 9 11 13 16  
Base: 25m area.  
Intermediate: 150m area.  
Advanced: 300m area.  
Arcane: 500m area / Strength16.  
Maintenance: 10 / 10 / 15 / 25.

Weather Control  
Level 80  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 300 380 500  
Req. Intelligence 9 12 14 16  
Base: 5km.  
Intermediate: 25km.  
Advanced: 100km.  
Arcane: 1000km.  
Maintenance: 50 / 60 / 80 / 100 Daily.

Create Sylph  
Level 82  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 500 700  
Req. Intelligence 10 12 14 16  
Base: Level 1.  
Intermediate: Level 3.  
Advanced: Level 6.  
Arcane: Level 10.  
Maintenance: 50 / 70 / 100 / 140 Daily.

Superior Psychokinesis  
Level 86  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 160 280 400 550  
Req. Intelligence 10 12 14 16  
Base: MR100 / 100 tons.  
Intermediate: MR120 / 10000 tons.  
Advanced: MR140 / 25000 tons.  
Arcane: MR160 / 150000 tons.  
Maintenance: 35 / 40 / 50 / 60 Daily.

Relocate Magic  
Level 90  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 180 270 360 450  
Req. Intelligence 9 11 13 16  
Base: Max Zeon 100.  
Intermediate: Max Zeon 200.  
Advanced: Max Zeon 300.  
Arcane: Max Zeon 400.  
Maintenance: 20 / 30 / 40 / 45 Daily.

Passive Magic  
Level 92  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence Affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 400 550 800  
Req. Intelligence 12 12 14 16  
Base: Affects Base Level Spells.  
Intermediate: Affects Intermediate Level Spells.  
Advanced: Affects Advanced Level Spells.  
Arcane: Affects Arcane Level Spells.  
Maintenance: 30 / 40 / 55 / 80.

Lord of The Air  
Level 96  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 450 600 1000  
Req. Intelligence 10 12 14 16  
Base: MR140/ 100km area.  
Intermediate: MR180/ 1000km area.  
Advanced: MR200/ 10000km area.  
Arcane: MR240/ 100000km area.  
Maintenance: 30 / 45 / 60 / 100 Daily.

A Place in The World  
Level 100  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 450 800 1200 1600  
Req. Intelligence 12 14 16 18  
Base: MR140 / 50km area.  
Intermediate: MR180 / 250km area.  
Advanced: MR240 / 500km area.  
Arcane: MR280 / 1000km area.  
Maintenance: 45 / 80 / 120 / 200.

## Book Of Water

Spring  
Level 2  
Action: Active  
Type: Effect  
NOTE: Maximum wind draft length is 10XMaximum wind draft width.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 80 120 180  
Req. Intelligence 5 7 10 12  
Base: 100m.  
Intermediate: 250m.  
Advanced: 500m.  
Arcane: 1km.  
Maintenance: 5 / 10 / 15 / 20 Daily.

Create Chill  
Level 6  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 50 90 140  
Req. Intelligence 5 7 10 12  
Base: 1 Intensity.  
Intermediate: 3 Intensities.  
Advanced: 5 Intensities.  
Arcane: 8 Intensities.  
Maintenance: 5 / 5 / 10 / 15.

Aquatic Capability  
Level 10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 70 100 140  
Req. Intelligence 5 8 10 12  
Base: Max Presence 50.  
Intermediate: Max Presence 100.  
Advanced: Max Presence 200.  
Arcane: Max Presence 350.  
Maintenance: 10 / 20 / 20 / 25 Daily.

Cold Immunity  
Level 12  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 140 200 300  
Req. Intelligence 6 8 10 13  
Base: 5 Cold Intensities.  
Intermediate: 12 Cold Intensities.  
Advanced: 20 Cold Intensities.  
Arcane: 30 Cold Intensities.  
Maintenance: 5 / 10 / 10 / 15, Daily.

Protection Bubble  
Level 16  
Action: Passive  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 90 140 220  
Req. Intelligence 6 9 12 15  
Base: Up to Base Damage 40.  
Intermediate: Up to Base Damage 90.  
Advanced: Up to Base Damage 120.  
Arcane: Up to Base Damage 160.  
Maintenance: 5 / 5 / 10 / 10.

Water Impact  
Level 20  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 90 140 200  
Req. Intelligence 5 8 10 12  
Base: 40 Damage / Strength8.  
Intermediate: 60 Damage / Strength10.  
Advanced: 80 Damage / Strength12.  
Arcane: 100 Damage / Strength14.  
Maintenance: No.

Liquid Control  
Level 22  
Action: Active  
Type: Effect/Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 150 220  
Req. Intelligence 6 9 12 15  
Base: MR or PhR 100 / 5L.  
Intermediate: MR or PhR 120 / 50L.  
Advanced: MR or PhR 140 / 500L.  
Arcane: MR or PhR 180 / 5000L.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Freeze Emotions  
Level 26  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 10 12  
Base: Affects natural psychological states.  
Intermediate: As Base, but also stops Pain.  
Advanced: As Intermediate, but also stops supernatural states.  
Arcane: As Advanced, but the caster can choose which feelings to stop and which not.  
Maintenance: 5 / 5 / 10 / 10

Control Cold  
Level 30  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 120 180  
Req. Intelligence 6 9 12 15  
Base: MR100 / 5 Intensities.  
Intermediate: MR120 / 8 Intensities.  
Advanced: MR140 / 12 Intensities.  
Arcane: MR180 / 15 Intensities.  
Maintenance: 5 / 10 / 15 / 20.

Freeze  
Level 32  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 140 220  
Req. Intelligence 6 9 12 15  
Base: MR120 / 5m area.  
Intermediate: MR140 / 10m area.  
Advanced: MR160 / 25m area.  
Arcane: MR180 / 50m area.  
Maintenance: 10 / 10 / 15 / 15.

Ice Screen  
Level 36  
Action: Passive  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 180 240 300  
Req. Intelligence 6 9 12 15  
Base: 400 Resistance Points.  
Intermediate: 1500 Resistance Points.  
Advanced: 2500 Resistance Points.  
Arcane: 4000 Resistance Points.  
Maintenance: 10 / 10 / 15 / 15.

Create Liquids  
Level 40  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 140 240 350  
Req. Intelligence 6 9 12 16  
Base: 50L of water.  
Intermediate: 500L of water.  
Advanced: 5000L of water.  
Arcane: 50000L of water.  
Maintenance: 10 / 20 / 25 / 30 Daily.

Ice Attack  
Level 42  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 160 240 300  
Req. Intelligence 6 9 12 15  
Base: Damage 100.  
Intermediate: Damage 150.  
Advanced: Damage 200.  
Arcane: Damage 250.  
Maintenance: No.

Crystallization  
Level 46  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 150 200  
Req. Intelligence 8 10 12 14  
Base: MR or PhR 140.  
Intermediate: MR or PhR 160.  
Advanced: MR or PhR 180.  
Arcane: MR or PhR 200.  
Maintenance: 5 / 10 / 15 / 20.

Reflected Control  
Level 50  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 160 240 350  
Req. Intelligence 7 10 13 15  
Base: MR80.  
Intermediate: MR130.  
Advanced: MR160.  
Arcane: MR200.  
Maintenance: 5 / 10 / 15 / 20.

Liquid Body  
Level 52  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 8 11 13 16  
Base: As described.  
Intermediate: As Base, but gives movement in water equal to natural Movement value.  
Advanced: As Intermediate, but weapons’ quality raises to +10.  
Arcane: As Advanced, but Cold and Piercing attacks based on energy, produce only half damage.  
Maintenance: 10 / 15 / 15 / 20.

Reflect States  
Level 56  
Action: Passive  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 320  
Req. Intelligence 7 10 13 16  
Base: MR120.  
Intermediate: MR150.  
Advanced: MR180.  
Arcane: MR220.  
Maintenance: 10 / 20 / 25 / 35.

Ice Storm  
Level 60  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 320  
Req. Intelligence 7 10 12 15  
Base: 50m area.  
Intermediate: 150m area.  
Advanced: 500m area /PhR increased to 160.  
Arcane: 1km area / PhR increased to 180.  
Maintenance: 10 / 10 / 15 / 15.

Tide Control  
Level 62  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 300 450 600  
Req. Intelligence 6 9 12 15  
Base: 500m area.  
Intermediate: 1km area.  
Advanced: 3km area.  
Arcane: 5km area.  
Maintenance: 15 / 30 / 45 / 60 Daily.

Water Confinement  
Level 66  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 200 280 350  
Req. Intelligence 7 10 13 16  
Base: 10m3.  
Intermediate: 50m3.  
Advanced: 100m3.  
Arcane: 150m3 / Strength 15.  
Maintenance: 10 / 10 / 15 / 20.

Glacier  
Level 70  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 400 500  
Req. Intelligence 10 12 14 16  
Base: 1km area.  
Intermediate: 3km area.  
Advanced: 5km area.  
Arcane: 10km area.  
Maintenance: 40 / 60 / 80 / 100 Daily.

Tsunami  
Level 72  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 450 550  
Req. Intelligence 10 12 15 17  
Base: 1km length.  
Intermediate: 10km length.  
Advanced: 20km length.  
Arcane: 30km length / Destroys constructions up to Damage Barrier 90.  
Maintenance: No.

Soul Reflection  
Level 76  
Action: Active  
Type: Automatic  
NOTE: Max Gnosis for Powers is 20. No max presence affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 280 320 400  
Req. Intelligence 10 12 14 16  
Base: MR140 / Copies entities up to Level 3.  
Intermediate: MR160 / Copies entities up to Level 5.  
Advanced: MR180 / Copies entities up to Level 8 / Copies Powers up to Gnosis 25.  
Arcane: MR200 / Copies entities up to Level 12 / Copies Powers up to Gnosis 30.  
Maintenance: 20 / 30 / 35 / 40.

Slow Time  
Level 80  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 320 450 600  
Req. Intelligence 10 12 14 16  
Base: 100m area / MR120 / Time is slowed to 1/10.  
Intermediate: 200m area / MR140 / Time is slowed to 1/100.  
Advanced: 500m area / MR160 / Time is slowed to 1/1000.  
Arcane: 1km area / MR180 / Time is slowed to 1/1000000.  
Maintenance: 20 / 25 / 30 / 35 Daily.

Create Undine  
Level 82  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 500 700  
Req. Intelligence 10 12 14 16  
Base: Level 1.  
Intermediate: Level 3.  
Advanced: Level 6.  
Arcane: Level 10.  
Maintenance: 50 / 70 / 100 / 140 Daily.

Freeze Magic  
Level 86  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 400 550 800  
Req. Intelligence 9 12 15 18  
Base: Max Zeon Value 150.  
Intermediate: Max Zeon Value 250.  
Advanced: Max Zeon Value 300.  
Arcane: Max Zeon Value 400.  
Maintenance: 50 / 75 / 90 / 110 Daily.

Inside The Mirror  
Level 90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 480 600 800  
Req. Intelligence 9 12 15 17  
Base: 500m maximum area.  
Intermediate: 2km maximum area.  
Advanced: 5km maximum area.  
Arcane: 10km maximum area / Can imitate beings with Presence up to 30.  
Maintenance: 30 / 50 / 60 / 70 Daily.

Lord of Ice  
Level 92  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 450 600 1000  
Req. Intelligence 10 12 14 16  
Base: 100km area / MR140.  
Intermediate: 1000km area / MR180.  
Advanced: 10000km area / MR200.  
Arcane: 100000km area / MR240.  
Maintenance: 30 / 45 / 60 / 100 Daily.

Lord of Water  
Level 96  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 450 600 1000  
Req. Intelligence 10 12 15 18  
Base: MR140/ 100km area.  
Intermediate: MR180/ 1000km area.  
Advanced: MR200/ 10000km area.  
Arcane: MR240/ Affects all liquids in the world  
Maintenance: 30 / 45 / 60 / 100 Daily.

A Perfect World  
Level 100  
Action: Active  
Type: Automatic  
NOTE: Beings with Gnosis 20 points higher than their Nature can also attempt the MR Check.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 450 800 1200 1600  
Req. Intelligence 12 15 17 20  
Base: MR120.  
Intermediate: MR180.  
Advanced: MR220.  
Arcane: MR260.  
Maintenance: 90 / 115 / 130 / 145 Daily.

## Book of Fire

Create Fire  
Level 2  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 80 100 120  
Req. Intelligence 5 8 10 12  
Base: 1 Intensity.  
Intermediate: 5 Intensities.  
Advanced: 8 Intensities.  
Arcane: 10 Intensities.  
Maintenance: 5 / 10 / 10 / 15 Daily.

Put Out Fire  
Level 6  
Action: Active  
Type: Effect, Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 80 120 200  
Req. Intelligence 5 8 10 13  
Base: -1 Intensity / MR100.  
Intermediate: -5 Intensity / MR120.  
Advanced: -10 Intensity / MR140.  
Arcane: -15 Intensity / MR180.  
Maintenance: No.

Fire Immunity  
Level 10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 140 200 300  
Req. Intelligence 6 8 10 13  
Base: 5 Intensities.  
Intermediate: 12 Intensities.  
Advanced: 20 Intensities.  
Arcane: 30 Intensities.  
Maintenance: 5 / 10 / 10 / 15 Daily.

Detect Heat  
Level 12  
Action: Active  
Type: Detection  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 140 200  
Req. Intelligence 6 9 12 15  
Base: 25m area / MR120.  
Intermediate: 50m area / MR150.  
Advanced: 100m area / MR180.  
Arcane: 250m area / MR220.  
Maintenance: 10 / 10 / 15 / 15.

Fire Ball  
Level 16  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 100 160 250  
Req. Intelligence 6 9 12 15  
Base: Damage 50 / 5m area.  
Intermediate: 100 / 25m area.  
Advanced: 140 / 80m area.  
Arcane: 160 / 150m area.  
Maintenance: No.

Control Fire  
Level 20  
Action: Active  
Type: Effect, Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 120 180  
Req. Intelligence 6 9 12 15  
Base: MR100 / 5 Intensities.  
Intermediate: MR120 / 8 Intensities.  
Advanced: MR140 / 12 Intensities.  
Arcane: MR180 / 15 Intensities.  
Maintenance: 5 / 10 / 15 / 20.

Fire Barrier  
Level 22  
Action: Active  
Type: Automatic/Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Damage 80 / 2m extension / 300 Resistance Points.  
Intermediate: Damage 90 / 5m extension / 500 Resistance Points.  
Advanced: Damage 100 / 10m extension / 800 Resistance Points / Blocks attacks based on Energy.  
Arcane: Damage 100 / 15m extension / 1500 Resistance Points / Final Attack 280 / Blocks all kind of attacks.  
Maintenance: 5 / 10 / 10 / 15.

Igneous Weapon  
Level 26  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 100 120  
Req. Intelligence 6 9 11 14  
Base: +10 Base Damage.  
Intermediate: +20 Base Damage.  
Advanced: +30 Base Damage.  
Arcane: +40 Base Damage.  
Maintenance: 5 / 10 / 10 / 15.

Heat Wave  
Level 30  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Damage 50.  
Intermediate: Damage 70.  
Advanced: Damage 90.  
Arcane: Damage 110.  
Maintenance: No.

Read The Ashes  
Level 32  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 140 220 340  
Req. Intelligence 6 10 13 15  
Base: 1 day.  
Intermediate: 1 week.  
Advanced: 1 month.  
Arcane: 1 year.  
Maintenance: No.

Raise Weather Temperature  
Level 36  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 140 240 300  
Req. Intelligence 7 10 12 15  
Base: +5°C / 1km area.  
Intermediate: +10°C / 5km area.  
Advanced: +20°C / 10km area.  
Arcane: +30°C / 15km area.  
Maintenance: 15 / 40 / 50 / 60 Daily.

Fire Mine  
Level 40  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 160 240 320  
Req. Intelligence 7 10 12 15  
Base: 10m area / Damage 80.  
Intermediate: 50m area / Damage 120.  
Advanced: 150m area / Damage 180.  
Arcane: 250m area / Damage 240.  
Maintenance: 20 / 40 / 50 / 60 Daily.

Increase Critical  
Level 42  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: +20 Critical.  
Intermediate: +40 Critical.  
Advanced: +60 Critical.  
Arcane: +80 Critical.  
Maintenance: No.

Dry  
Level 46  
Action: Active  
Type: Effect, Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 180 240  
Req. Intelligence 8 10 12 14  
Base: MR or PhR 100 / 5m area.  
Intermediate: MR or PhR 120 / 15m area.  
Advanced: MR or PhR 140 / 25m area.  
Arcane: MR or PhR 160 / 35m area.  
Maintenance: No.

Melt  
Level 50  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 180 240  
Req. Intelligence 8 10 12 14  
Base: PhR80 / 10m area.  
Intermediate: PhR100 / 50m area.  
Advanced: PhR120 / 100m area.  
Arcane: PhR140 / 150m area.  
Maintenance: 10 / 10 / 15 / 15.

Body of Fire  
Level 52  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence. No +30 Resistance Bonus against Fire Effects.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 8 11 13 16  
Base: As described.  
Intermediate: As Base, but gives +30 Resistance Bonus against Fire Effects.  
Advanced: As Intermediate, but the subject can move through any crack a flame might pass through.  
Arcane: As Advanced, but immune to Cold and Water attacks not of supernatural nature.  
Maintenance: 10 / 15 / 15 / 20.

Vital Sacrifice  
Level 56  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: Up to 50 Life Points sacrifice per turn.  
Intermediate: Up to 100 Life Points sacrifice per turn.  
Advanced: Up to 150 Life Points sacrifice per turn.  
Arcane: Up to 200 Life Points sacrifice per turn.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Incinerate  
Level 60  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 150 200 260  
Req. Intelligence 10 12 14 16  
Base: MR140 / +100 to Table Result / 50m area.  
Intermediate: MR160 / +120 to Table Result / 100m area.  
Advanced: MR180 / +140 to Table Result / 150m area.  
Arcane: MR200 / +160 to Table Result / 200m area.  
Maintenance: 10 / 15 / 15 / 20.

Consume Essence  
Level 62  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: MR120 / 10m area.  
Intermediate: MR160 / 25m area.  
Advanced: MR200 / 50m area.  
Arcane: MR220 / 250m area.  
Maintenance: No.

Power Sacrifice  
Level 66  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 7 10 13 15  
Base: Up to 20 Zeon per turn.  
Intermediate: Up to 50 Zeon per turn.  
Advanced: Up to 80 Zeon per turn.  
Arcane: Up to 120 Zeon per turn.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Direct Critical  
Level 70  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 200 280  
Req. Intelligence 9 11 13 16  
Base: Critical 120 / MR140.  
Intermediate: Critical 140 / MR160.  
Advanced: Critical 180 / MR180.  
Arcane: Critical 220 / MR200.  
Maintenance: No.

Magic For Capacities  
Level 72  
Action: Active  
Type: Effect  
NOTE: Grants +1 to a characteristic for each 25 Zeon sacrificed.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: Up to 50 Zeon per turn.  
Intermediate: Up to 100 Zeon per turn.  
Advanced: Up to 150 Zeon per turn.  
Arcane: Up to 200 Zeon per turn.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Fire Storm  
Level 76  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 240 280  
Req. Intelligence 8 10 12 15  
Base: 25m area / Final Attack 180.  
Intermediate: 150m area / Final Attack 240.  
Advanced: 200m area / Final Attack 280.  
Arcane: 250m area / Final Attack 320.  
Maintenance: 15 / 20 / 25 / 30.

Consume Life for Magic  
Level 80  
Action: Active  
Type: Effect  
NOTE: Each 5 Life Points sacrificed give 100 Zeon.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: Up to 20 Life Points per turn.  
Intermediate: Up to 80 Life Points per turn.  
Advanced: Up to 140 Life Points per turn.  
Arcane: Up to 200 Life Points per turn.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Create Ifreet  
Level 82  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 500 700  
Req. Intelligence 10 12 14 16  
Base: Level 1.  
Intermediate: Level 3.  
Advanced: Level 6.  
Arcane: Level 10.  
Maintenance: 50 / 70 / 100 / 140 Daily.

Pyre  
Level 86  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 300 350 400  
Req. Intelligence 10 12 14 18  
Base: 15 Intensities.  
Intermediate: 25 Intensities.  
Advanced: 35 Intensities.  
Arcane: 45 Intensities.  
Maintenance: 25 / 30 / 30 / 35 Daily.

Devastation  
Level 90  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 400 500  
Req. Intelligence 10 13 16 18  
Base: 1km area.  
Intermediate: 5km area.  
Advanced: 10km area.  
Arcane: 15km area.  
Maintenance: No.

Sacrifice Others  
Level 92  
Action: Active  
Type: Effect, Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 500 750  
Req. Intelligence 13 15 17 19  
Base: 1km area / MR120.  
Intermediate: 2km area / MR140.  
Advanced: 3km area / MR160.  
Arcane: 5km area / MR180.  
Maintenance: 50 / 70 / 100 / 150 Daily.

Lord of Fire  
Level 96  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 450 600 1000  
Req. Intelligence 10 12 15 18  
Base: MR140/ 100km area.  
Intermediate: MR180/ 1000km area.  
Advanced: MR200/ 10000km area.  
Arcane: MR240/ Affects all heat sources.  
Maintenance: 30 / 45 / 60 / 100 Daily.

Armageddon  
Level 100  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 450 800 1200 1600  
Req. Intelligence 15 16 17 18  
Base: MR140 / 10km area.  
Intermediate: MR150 / 25km area.  
Advanced: MR160 / 50km area.  
Arcane: MR180 / 150km area.  
Maintenance: 90 / 100 / 105 / 110.

## Book of Earth

Detect Minerals  
Level 2  
Action: Active  
Type: Detection  
NOTE: Maximum wind draft length is 10XMaximum wind draft width.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 20 60 100 140  
Req. Intelligence 5 8 10 12  
Base: 10m area.  
Intermediate: 50m area.  
Advanced: 150m area.  
Arcane: 500m area.  
Maintenance: No.

Mineral Control  
Level 6  
Action: Active  
Type: Effect, Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 100 140  
Req. Intelligence 5 8 10 12  
Base: Max Presence 30 / MR100.  
Intermediate: Max Presence 60 / MR120.  
Advanced: Max Presence 90 / MR130.  
Arcane: Max Presence 120 / MR140.  
Maintenance: 5 / 10 / 10 / 15 Daily.

Weight Increment  
Level 10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 120 200 320  
Req. Intelligence 5 8 10 12  
Base: +20Kg.  
Intermediate: +120Kg.  
Advanced: +200Kg.  
Arcane: +300Kg.  
Maintenance: 5 / 25 / 30 / 40 Daily.

Transform Mineral  
Level 12  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 120 160  
Req. Intelligence 6 8 11 13  
Base: Max Presence 30 / Up to 10kg of mass.  
Intermediate: Max Presence 50 / Up to 50kg of mass.  
Advanced: Max Presence 70 / Up to 100kg of mass.  
Arcane: Max Presence 90 / Up to 250km of mass.  
Maintenance: 5 / 5 / 5 / 10.

Firmness  
Level 16  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 120 160  
Req. Intelligence 6 9 11 13  
Base: +20PhR / +3Fortitude.  
Intermediate: +30PhR / +5Fortitude.  
Advanced: +45PhR / +7Fortitude.  
Arcane: +60PhR / +9Fortitude.  
Maintenance: 5 / 10 / 15 / 20 Daily.

Stone Barrier  
Level 20  
Action: Active  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 160 240 300  
Req. Intelligence 6 9 12 15  
Base: Damage Barrier 60 / 600 Resistance Points.  
Intermediate: Damage Barrier 100 / 1600 Resistance Points.  
Advanced: Damage Barrier 150 / 3000 Resistance Points.  
Arcane: Damage Barrier 200 / 5000 Resistance Points.  
Maintenance: 10 / 20 / 25 / 30.

Slowness  
Level 22  
Action: Active  
Type: Spiritual  
NOTE: If Movement is reduced to 0, each additional Movement reduction point inflicts an All Action Penalty of -20.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: MR120 / -50 Initiative, -2 Movement.  
Intermediate: MR140 / -70 Initiative, -4 Movement.  
Advanced: MR160 / -90 Initiative, -6 Movement.  
Arcane: MR180 / -120 Initiative, -10 Movement.  
Maintenance: 10 / 10 / 15 / 15.

Shell  
Level 26  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 8 10 12 15  
Base: AT2.  
Intermediate: AT4.  
Advanced: AT6.  
Arcane: AT8.  
Maintenance: 5 / 5 / 10 / 10 Daily.

Magnetic Shield  
Level 30  
Action: Passive  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 90 120 160  
Req. Intelligence 6 8 11 14  
Base: 300 Resistance Points.  
Intermediate: 600 Resistance Points.  
Advanced: 900 Resistance Points.  
Arcane: 1200 Resistance Points.  
Maintenance: 5 / 10 / 10 / 20.

Pass Through Solid Matter  
Level 32  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 7 10 12 14  
Base: Max Presence 100.  
Intermediate: Max Presence 140.  
Advanced: Max Presence 180.  
Arcane: Max Presence 240.  
Maintenance: 5 / 5 / 10 / 10.

Earth Spike  
Level 36  
Action: Active  
Type: Attack  
NOTE: Cannot be used on targets flying above 10m from ground.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 150 200  
Req. Intelligence 8 10 12 14  
Base: 2 Spikes.  
Intermediate: 4 Spikes.  
Advanced: 6 Spikes.  
Arcane: 8 Spikes.  
Maintenance: No.

Breakage  
Level 40  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: +4 Breakage.  
Intermediate: +8 Breakage.  
Advanced: +12 Breakage.  
Arcane: +15 Breakage.  
Maintenance: 10 / 10 / 15 / 15.

Telemetry  
Level 42  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: MR80 / 1 moth.  
Intermediate: MR120 / 1 year.  
Advanced: MR140 / 10 years.  
Arcane: MR160 / 1 century.  
Maintenance: No.

Magnetic Control  
Level 46  
Action: Active  
Type: Effect  
NOTE: -4Strength on objects/beings partially made of metal. If used to maneuver a weapon at distance, use rules for Lesser Telekinesis.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 320  
Req. Intelligence 6 9 12 15  
Base: 25m area / Str10.  
Intermediate: 150m area / Str12.  
Advanced: 350m area / Str13.  
Arcane: 500m area / Str14.  
Maintenance: 10 / 20 / 25 / 30.

Forge  
Level 50  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 160 270 360 450  
Req. Intelligence 7 9 12 15  
Base: Forge 120.  
Intermediate: Forge 180.  
Advanced: Forge 240.  
Arcane: Forge 280.  
Maintenance: No.

Solid Body  
Level 52  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence. Damage Barrier equal to double character’s presence. Regardless of Strength bonus, -2Movement.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 8 11 13 16  
Base: As described / AT6 / +1Str.  
Intermediate: As described / AT8 / +2Str.  
Advanced: As Intermediate, but cannot be armed except by physical attacks not based on energy / AT10 / +3Str.  
Arcane: As Advanced, but physical attacks based on energy only inflict half damage / AT12 / +4Str.  
Maintenance: 10 / 15 / 15 / 20.

Resistance  
Level 56  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 8 10 13 15  
Base: +500 Life Points.  
Intermediate: +1200 Life Points.  
Advanced: +2000 Life Points.  
Arcane: +3000 Life Points.  
Maintenance: 10 / 20 / 25 / 30.

Petrify  
Level 60  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 200 260 320  
Req. Intelligence 7 10 13 16  
Base: MR120.  
Intermediate: MR150.  
Advanced: MR180.  
Arcane: MR220.  
Maintenance: 10 / 10 / 15 / 20 Daily.

Fissure  
Level 62  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 300  
Req. Intelligence 8 10 12 14  
Base: 10m length and 3m width / Constructions with Damage Barrier 40.  
Intermediate: 25m length and 8m width / Constructions with Damage Barrier 60.  
Advanced: 36m length and 12m width / Constructions with Damage Barrier 80.  
Arcane: 48m length and 15m width / Constructions with Damage Barrier 100.  
Maintenance: No.

Reverse Gravity  
Level 66  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 240 280 320  
Req. Intelligence 10 12 14 16  
Base: 25m area / 50m fall / MR120.  
Intermediate: 50m area / 100m fall / MR140.  
Advanced: 100m area / 200m fall / MR160.  
Arcane: 150m area / 300m fall / MR180.  
Maintenance: 40 / 50 / 60 / 65 Daily.

Mineral Creation  
Level 70  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 8 10 12 15  
Base: Max Presence 40.  
Intermediate: Max Presence 70.  
Advanced: Max Presence 100.  
Arcane: Max Presence 140.  
Maintenance: 15 / 20 / 25 / 30 Daily.

Terrain Erudition  
Level 72  
Action: Active  
Type: Effect  
NOTE: Grants +1 to a characteristic for each 25 Zeon sacrificed.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 270 360 450  
Req. Intelligence 7 10 12 15  
Base: 500m area.  
Intermediate: 3km area.  
Advanced: 10km area.  
Arcane: 15km area.  
Maintenance: No.

Earthquake  
Level 76  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 300 400  
Req. Intelligence 8 10 12 14  
Base: 500m area.  
Intermediate: 3km area.  
Advanced: 10km area.  
Arcane: 15km area.  
Maintenance: 15 / 20 / 25 / 30.

Gravity Destruction  
Level 80  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 180 250 320 400  
Req. Intelligence 9 12 15 17  
Base: 20m area.  
Intermediate: 50m area.  
Advanced: 100m area.  
Arcane: 150m area.  
Maintenance: 20 / 25 / 35 / 40.

Create Golem  
Level 82  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 500 700  
Req. Intelligence 10 12 14 16  
Base: Level 1.  
Intermediate: Level 3.  
Advanced: Level 6.  
Arcane: Level 10.  
Maintenance: 50 / 70 / 100 / 140 Daily.

Gravity Increment  
Level 86  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 240 280 320  
Req. Intelligence 10 12 14 16  
Base: 2X weight / 100m area.  
Intermediate: 3X weight / 200m area.  
Advanced: 5X weight / 300m area.  
Arcane: 10X weight / 400m area.  
Maintenance: 20 / 25 / 30 / 35 Daily.

Meteor  
Level 90  
Action: Active  
Type: Attack  
NOTE: When casting Meteor roll a d10 for each meteor to calculate the time when the meteor strikes. Base Damage for direct impact is 200 using either Impact or Fire AT.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 250 350 450  
Req. Intelligence 10 13 15 17  
Base: 1 meteor.  
Intermediate: 5 meteors.  
Advanced: 10 meteors.  
Arcane: 15 meteors.  
Maintenance: No.

Gravity Control  
Level 92  
Action: Active  
Type: Effect  
NOTE: Caster can also null gravity within the area.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 350 500 650 800  
Req. Intelligence 12 14 16 18  
Base: 100km area.  
Intermediate: 750km area.  
Advanced: 1500km area.  
Arcane: 5000km area.  
Maintenance: 70 / 100 / 130 / 160 Daily.

One With The Earth  
Level 96  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 450 600 1000  
Req. Intelligence 10 12 15 18  
Base: MR140/ 100km area.  
Intermediate: MR180/ 1000km area.  
Advanced: MR200/ 10000km area.  
Arcane: MR240/ Affects all minerals.  
Maintenance: 30 / 45 / 60 / 100 Daily.

Atomic Control  
Level 100  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 450 800 1200 1600  
Req. Intelligence 12 14 16 18  
Base: MR or PhR140 / 100m area.  
Intermediate: MR or PhR160 / 250m area.  
Advanced: MR or PhR200 / 500m area.  
Arcane: MR or PhR240 / 1km area.  
Maintenance: 45 / 80 / 120 / 160.

## Book of Essence

Natural Affinity  
Level 2  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 80 100 120  
Req. Intelligence 5 8 10 12  
Base: Affects natural animals.  
Intermediate: Affects all natural beings.  
Advanced: Affects both natural beings and being between worlds.  
Arcane: All creatures including supernatural beings of high existential power.  
Maintenance: 5 / 10 / 10 / 15.

Detect Essence  
Level 6  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 100 140  
Req. Intelligence 5 8 10 12  
Base: 10m area / MR100.  
Intermediate: 25m area / MR140.  
Advanced: 50m area / MR160.  
Arcane: 100m area / MR200.  
Maintenance: 5 / 10 / 10 / 15.

Communication Through Essence  
Level 10  
Action: Active  
Type: Automatic  
NOTE: No maximum presence affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 70 100 150  
Req. Intelligence 6 9 10 13  
Base: Can communicate with animals and plants.  
Intermediate: Can communicate with all natural beings.  
Advanced: Can communicate with both natural beings and beings between worlds.  
Arcane: Can communicate with any class of being.  
Maintenance: 10 / 20 / 20 / 25 Daily.

Natural Knowledge  
Level 12  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence Affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 60 90 120  
Req. Intelligence 6 9 10 13  
Base: Analyzes base properties of an animal and plant.  
Intermediate: Analyzes all properties of an animal and plant.  
Advanced: Analyzes all properties of a natural race.  
Arcane: Analyzes base properties and mystical or special powers of a natural being.  
Maintenance: No.

Healing  
Level 16  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 150  
Req. Intelligence 8 10 13 15  
Base: 20% Life Points.  
Intermediate: 40% Life Points.  
Advanced: 60% Life Points.  
Arcane: 80% Life Points.  
Maintenance: No.

Soul Barrier  
Level 20  
Action: Active  
Type: Shield  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 60 90 120  
Req. Intelligence 6 9 12 15  
Base: Up to MR140.  
Intermediate: Up to MR160.  
Advanced: Up to MR200.  
Arcane: Up to MR240.  
Maintenance: 5 / 10 / 10 / 15 Daily.

Share Senses  
Level 22  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 180 240 300  
Req. Intelligence 6 9 12 15  
Base: MR or PsR 100 / Max Presence 100 / 1km distance.  
Intermediate: MR or PsR 160 / Max Presence 160 / 10km distance.  
Advanced: MR or PsR 200 / Max Presence 190 / 50km distance.  
Arcane: MR or PsR 240 / Max Presence 220 / 150km distance.  
Maintenance: 10 / 20 / 25 / 30 Daily.

Modify Essence  
Level 26  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 100 140  
Req. Intelligence 6 8 10 12  
Base: MR140.  
Intermediate: MR160.  
Advanced: MR180.  
Arcane: MR200.  
Maintenance: 5 / 10 / 10 / 15.

Soul Poison  
Level 30  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Poison Level 40.  
Intermediate: Poison Level 50.  
Advanced: Poison Level 60.  
Arcane: Poison Level 70.  
Maintenance: No.

Analyze Soul  
Level 32  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 7 10 13 15  
Base: MR120.  
Intermediate: MR140.  
Advanced: RM180.  
Arcane: MR200.  
Maintenance: No.

Acquire Natural Powers  
Level 36  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 200 280 360  
Req. Intelligence 7 10 13 15  
Base: +50DP.  
Intermediate: +100DP.  
Advanced: +150DP.  
Arcane: +200DP.  
Maintenance: 25 / 40 / 60 / 80 Daily.

Revitalize  
Level 40  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 7 9 12 15  
Base: 50m area.  
Intermediate: 200m area.  
Advanced: 500m area.  
Arcane: 1km area.  
Maintenance: 10 / 20 / 15 / 30.

Life Mind  
Level 42  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: MR80 / 500m area.  
Intermediate: MR120 / 1km area.  
Advanced: MR140 / 2km area.  
Arcane: MR160 / 3km area.  
Maintenance: 10 / 10 / 15 / 15.

Alter Growth  
Level 46  
Action: Active  
Type: Spiritual  
NOTE: No Max Presence Affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 140 180 240  
Req. Intelligence 9 11 13 16  
Base: X2 Growth Rate Alteration / MR100.  
Intermediate: X10 Growth Rate Alteration / MR120.  
Advanced: X50 Growth Rate Alteration / MR140.  
Arcane: X100 Growth Rate Alteration / MR160.  
Maintenance: 10 / 15 / 15 / 20 Daily.

Natural Imitation  
Level 50  
Action: Active  
Type: Effect  
NOTE: Created Animals cannot be above Level 5.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 180 240 300  
Req. Intelligence 8 10 13 15  
Base: 2 Levels.  
Intermediate: 10 Levels.  
Advanced: 20 Levels.  
Arcane: 50 Levels.  
Maintenance: 10 / 10 / 15 / 15.

Spiritual Form  
Level 52  
Action: Active  
Type: Effect  
NOTE: No Maximum Presence. Only obtains powers based on Casting Level as a Spiritual Being.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 8 11 13 16  
Base: The character is intangible to all matter and attacks not based on energy.  
Intermediate: As Base, but the character is also unaffected by physical necessities.  
Advanced: As Intermediate, but the character is also affected from spiritual invisibility.  
Arcane: As Advanced, but the character also obtains interaction with the world.  
Maintenance: 10 / 15 / 15 / 20.

Natural Control  
Level 56  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 8 10 12 15  
Base: MR80.  
Intermediate: MR120.  
Advanced: MR150.  
Arcane: MR180.  
Maintenance: 20 / 40 / 50 / 60 Daily.

State Induction  
Level 60  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 8 10 12 15  
Base: MR100.  
Intermediate: MR140.  
Advanced: MR180.  
Arcane: MR200.  
Maintenance: No.

Return To The Flow  
Level 62  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 8 10 12 15  
Base: MR120.  
Intermediate: MR160.  
Advanced: MR180.  
Arcane: MR220.  
Maintenance: No.

Shield Area  
Level 66  
Action: Active  
Type: Automatic  
NOTE: You can choose between shielding an Area with given radius OR make a Wall with double that radius.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 8 10 13 15  
Base: 20m area / MR120.  
Intermediate: 30m area / MR160.  
Advanced: 40m area / MR180.  
Arcane: 50m area / MR200.  
Maintenance: 15 / 20 / 25 / 30 Daily.

Supernatural Control  
Level 70  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 8 10 13 15  
Base: MR100.  
Intermediate: MR120.  
Advanced: MR140.  
Arcane: MR180.  
Maintenance: 25 / 40 / 50 / 60 Daily.

Share Essence  
Level 72  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 300  
Req. Intelligence 8 10 12 15  
Base: Max Presence 100 / MR120.  
Intermediate: Max Presence 140 / MR140.  
Advanced: Max Presence 200 / MR170.  
Arcane: Max Presence 260 / MR200.  
Maintenance: 15 / 20 / 25 / 30 Daily.

Transmigrate Soul  
Level 76  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 180 240 300 540  
Req. Intelligence 9 12 15 18  
Base: MR100 / Max Presence 60.  
Intermediate: MR140 / Max Presence 100.  
Advanced: MR160 / Max Presence 140.  
Arcane: MR200 / Max Presence 180.  
Maintenance: 15 / 20 / 25 / 30.

Spiritual Existence  
Level 80  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 500 1000 2500  
Req. Intelligence 10 13 15 17  
Base: Up to 100DP of Disadvantages.  
Intermediate: +100DP / Up to 100DP of Disadvantages.  
Advanced: +200DP / Up to 200DP of Disadvantages.  
Arcane: +300DP / Up to 200DP of Disadvantages.  
Maintenance: No.

Spirit Creation  
Level 82  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 500 700  
Req. Intelligence 10 12 14 16  
Base: Level 1.  
Intermediate: Level 3.  
Advanced: Level 6.  
Arcane: Level 10.  
Maintenance: 50 / 70 / 100 / 140 Daily.

The Vital Essence  
Level 86  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 400 500  
Req. Intelligence 10 12 14 16  
Base: MR100 / 1km distance.  
Intermediate: MR120 / 5km distance.  
Advanced: MR140 / 50km distance.  
Arcane: MR160 / 150km distance.  
Maintenance: No.

Greenness  
Level 90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 500 1000 2500  
Req. Intelligence 10 13 15 17  
Base: 10km area.  
Intermediate: 150km area.  
Advanced: 350km area.  
Arcane: 600km area.  
Maintenance: No.

Life Dominion  
Level 92  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 500 750 1000  
Req. Intelligence 10 13 15 18  
Base: MR100 / 100km area.  
Intermediate: MR130 / 500km area.  
Advanced: MR160 / 1500km area.  
Arcane: MR200 / 2500km area.  
Maintenance: 60 / 75 / 85 / 100 Daily.

Resurrection  
Level 96  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 400 500 600 700  
Req. Intelligence 10 13 15 18  
Base: Max Presence 30 / 1 month.  
Intermediate: Max Presence 60 / 1 year.  
Advanced: Max Presence 120 / 10 years.  
Arcane: Max Presence 150 / 1 century.  
Maintenance: No.

Lord of The Souls  
Level 100  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 600 800 1200 1500  
Req. Intelligence 12 14 16 18  
Base: MR120 / 100km area.  
Intermediate: MR140 / 1000km area.  
Advanced: MR180 / 2500km area.  
Arcane: MR200 / 5000km area.  
Maintenance: 120 / 160 / 240 / 300 Daily.

## Book of Illusion

Illusory Sound  
Level 2  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 50 90 120  
Req. Intelligence 5 8 10 12  
Base: MR100 / 20m area.  
Intermediate: MR120 / 50m area.  
Advanced: MR140 / 100m area.  
Arcane: MR160 / 250m area.  
Maintenance: 5 / 5 / 10 / 10.

Illusory Smell  
Level 6  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 50 90 120  
Req. Intelligence 5 8 10 12  
Base: MR100 / 20m area.  
Intermediate: MR120 / 50m area.  
Advanced: MR140 / 100m area.  
Arcane: MR160 / 250m area.  
Maintenance: 5 / 5 / 10 / 10.

Illusory Touch  
Level 10  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 50 90 120  
Req. Intelligence 5 8 10 12  
Base: MR100 / 20m area.  
Intermediate: MR120 / 50m area.  
Advanced: MR140 / 100m area.  
Arcane: MR160 / 250m area.  
Maintenance: 5 / 5 / 10 / 10.

Visual Illusion  
Level 12  
Action: Active  
Type: Automatic  
NOTE: No Maximum Presence Affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 70 100 130  
Req. Intelligence 6 8 10 12  
Base: MR100 / 10m area.  
Intermediate: MR120 / 25m area.  
Advanced: MR140 / 50m area.  
Arcane: MR160 / 100m area.  
Maintenance: 5 / 5 / 10 / 10.

Detect Illusions  
Level 16  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 160 200 240  
Req. Intelligence 6 8 10 12  
Base: Affects Base Level Spells.  
Intermediate: Affects Intermediate Level Spells.  
Advanced: Affects Advanced Level Spells.  
Arcane: Affects Arcane Level Spells.  
Maintenance: 10 / 20 / 20 / 25.

Sweet Talk  
Level 20  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 100 120  
Req. Intelligence 6 8 10 13  
Base: +50 Leadership and Persuasion.  
Intermediate: +80 Leadership and Persuasion.  
Advanced: +100 Leadership and Persuasion.  
Arcane: +120 Leadership and Persuasion.  
Maintenance: 5 / 10 / 10 / 15 Daily.

Alter Appearance  
Level 22  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: MR120.  
Intermediate: MR160.  
Advanced: MR200.  
Arcane: MR240.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Illusory Invisibility  
Level 26  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: MR120 / Max Presence 140.  
Intermediate: MR150 / Max Presence 200.  
Advanced: MR180 / Max Presence 260.  
Arcane: MR210 / Max Presence 320.  
Maintenance: 5 / 5 / 10 / 10.

Mirror Image  
Level 30  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 8 10 12 14  
Base: MR120 / 5 Copies.  
Intermediate: MR140 / 10 Copies.  
Advanced: MR160 / 20 Copies.  
Arcane: MR180 / 50 Copies.  
Maintenance: 10 / 10 / 15 / 15.

Total Illusion  
Level 32  
Action: Active  
Type: Automatic  
NOTE: No Max Presence.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 180 240 300  
Req. Intelligence 6 9 12 15  
Base: MR120.  
Intermediate: MR160.  
Advanced: RM200.  
Arcane: MR240.  
Maintenance: 5 / 5 / 10 / 10.

Confusion  
Level 36  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 70 90 120  
Req. Intelligence 6 9 11 13  
Base: MR140.  
Intermediate: MR160.  
Advanced: MR180.  
Arcane: MR200.  
Maintenance: 5 / 5 / 5 / 10.

Create Illusory Being  
Level 40  
Action: Active  
Type: Automatic  
NOTE: No Level restriction besides that of Casting Level.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 7 10 13 15  
Base: MR120 / Level 2 / 20m area.  
Intermediate: MR140 / Level 4 / 50m area.  
Advanced: MR160 / Level 7 / 100m area.  
Arcane: MR180 / Level 10 / 250m area.  
Maintenance: 5 / 5 / 10 / 10 Daily.

Resistance to Illusions  
Level 42  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 7 10 12 14  
Base: +20MR.  
Intermediate: +40MR.  
Advanced: +60MR.  
Arcane: +80MR.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Detect Lie  
Level 46  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 7 10 13 15  
Base: MR or PsR120.  
Intermediate: MR or PsR140.  
Advanced: MR or PsR160.  
Arcane: MR or PsR180.  
Maintenance: 10 / 15 / 20 / 20 Daily.

Ghostly Illusion  
Level 50  
Action: Active  
Type: Automatic  
NOTE: Created Animals cannot be above Level 5.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: MR120 / Max Presence 60.  
Intermediate: MR150 / Max Presence 80.  
Advanced: MR180 / Max Presence 100.  
Arcane: MR210 / Max Presence 120.  
Maintenance: 10 / 10 / 15 / 15.

Distort Detection  
Level 52  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 7 10 13 15  
Base: MR120 / 10m area.  
Intermediate: MR140 / 50m area.  
Advanced: MR180 / 250m area.  
Arcane: MR220 / 500m area.  
Maintenance: 15 / 20 / 25 / 30 Daily.

Lie  
Level 56  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 8 11 14 16  
Base: MR100.  
Intermediate: MR120.  
Advanced: MR140.  
Arcane: MR160.  
Maintenance: 10 / 15 / 15 / 20 Daily.

Destroy Illusions  
Level 60  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 180 300 500  
Req. Intelligence 7 10 12 15  
Base: Max Zeon 80.  
Intermediate: Max Zeon 140.  
Advanced: Max Zeon 200.  
Arcane: Max Zeon 300.  
Maintenance: No.

Ghostly Being  
Level 62  
Action: Active  
Type: Effect  
NOTE: Has same area limitations of Create Illusory Being.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 150 200  
Req. Intelligence 8 11 13 16  
Base: MR120 / Level 2 / 20m area.  
Intermediate: MR140 / Level 4 / 50m area.  
Advanced: MR160 / Level 7 / 100m area.  
Arcane: MR180 / Level 10 / 250m area.  
Maintenance: 10 / 15 / 15 / 20.

Gullibility  
Level 66  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 140 200  
Req. Intelligence 7 10 12 14  
Base: MR140.  
Intermediate: MR160.  
Advanced: MR180.  
Arcane: MR200.  
Maintenance: 10 / 10 / 15 / 15.

Ghostly Attack  
Level 70  
Action: Active  
Type: Attack, Spiritual  
NOTE: Caster may choose the Attack Type.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 140 220 300  
Req. Intelligence 6 9 12 15  
Base: MR140 / Damage 100.  
Intermediate: MR160 / Damage 180.  
Advanced: MR180 / Damage 250.  
Arcane: MR200 / Damage 300.  
Maintenance: No.

The Gift of Lying  
Level 72  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 320  
Req. Intelligence 8 10 14 16  
Base: MR or PsR140.  
Intermediate: MR or PsR160.  
Advanced: MR or PsR180.  
Arcane: MR or PsR220.  
Maintenance: 15 / 20 / 25 / 35 Daily.

Illusory Life  
Level 76  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 200 260 320  
Req. Intelligence 8 10 13 16  
Base: MR or PsR140.  
Intermediate: MR or PsR160.  
Advanced: MR or PsR180.  
Arcane: MR or PsR200.  
Maintenance: 15 / 20 / 30 / 35, Daily.

Major Illusion  
Level 80  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 500 700  
Req. Intelligence 9 12 15 18  
Base: MR120 / 1km area.  
Intermediate: MR160 / 5km area.  
Advanced: MR200 / 10km area.  
Arcane: MR240 / 20km area.  
Maintenance: 25 / 35 / 50 / 70 Daily.

Fix Illusion  
Level 82  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 360 450 600  
Req. Intelligence 9 12 15 18  
Base: +1000 Zeon Maintenance.  
Intermediate: +1500 Zeon Maintenance.  
Advanced: +3000 Zeon Maintenance.  
Arcane: +5000 Zeon Maintenance.  
Maintenance: 50 / 70 / 100 / 140 Daily.

Illusion of The Senses  
Level 86  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 250 300 350  
Req. Intelligence 10 12 14 16  
Base: MR or PsR120.  
Intermediate: MR or PsR150.  
Advanced: MR or PsR190.  
Arcane: MR or PsR220.  
Maintenance: 20 / 25 / 30 / 35.

Non-Existence  
Level 90  
Action: Active  
Type: Automatic  
NOTE: Psychic Detections can also work.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 300 400 500  
Req. Intelligence 11 13 15 17  
Base: MR120.  
Intermediate: MR140.  
Advanced: MR160.  
Arcane: MR180.  
Maintenance: 25 / 30 / 40 / 50 Daily.

Deceive Death  
Level 92  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 500 800 1200 1500  
Req. Intelligence 10 15 17 19  
Base: Level 5.  
Intermediate: Level 10.  
Advanced: Level 15.  
Arcane: Level 20.  
Maintenance: 100 / 160 / 240 / 300 Daily.

World of Lies  
Level 96  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 500 900 1400 2000  
Req. Intelligence 13 15 17 19  
Base: MR140 / 1 km area / 100 Levels to distribute.  
Intermediate: MR180 / 100 km area / 500 Levels to distribute.  
Advanced: MR220 / 1000 km area / 1500 Levels to distribute.  
Arcane: MR260 / 10000 km area / 5000 Levels to distribute.  
Maintenance: 50 / 90 / 140 / 200 Daily.

False Reality  
Level 100  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 600 1000 2000 3000  
Req. Intelligence 14 16 18 19  
Base: MR140.  
Intermediate: MR180.  
Advanced: MR220.  
Arcane: MR240.  
Maintenance: No.

## Book of Necromancy

Feel Death  
Level 2  
Action: Active  
Type: Detection  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 90 120  
Req. Intelligence 6 8 10 12  
Base: 100m area / MR 120.  
Intermediate: 250m area / MR 140.  
Advanced: 500m area / MR 160.  
Arcane: 1km area / MR 180.  
Maintenance: 5 / 10 / 10 /15

See The Great Beyond  
Level 6  
Action: Active  
Type: Effect  
NOTE: No Max Presence.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 90 120  
Req. Intelligence 6 8 10 12  
Base: Allows seeing Spectral Beings.  
Intermediate: Allows seeing Spectral Beings and souls waiting for The Call.  
Advanced: Allows seeing all class of Spiritual Beings.  
Arcane: Allows seeing all class of Spiritual Beings as well as anything of supernatural characteristics that is in the ambient.  
Maintenance: 5 / 10 / 10 / 15.

Control Scavengers  
Level 8  
Action: Active  
Type: Effect  
NOTE: Each creature must have Presence no higher than 20. 20 isn’t the Combined total Presence.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 120 200 300  
Req. Intelligence 6 8 11 13  
Base: 10m area.  
Intermediate: 150m area.  
Advanced: 500m area.  
Arcane: 2km area.  
Maintenance: 5 / 10 / 10 / 15.

Spectral Shield  
Level 10  
Action: Passive  
Type: Shield  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 60 80 100  
Req. Intelligence 6 9 11 13  
Base: Max MR140.  
Intermediate: Max MR180.  
Advanced: Max MR220.  
Arcane: Max MR260.  
Maintenance: 5 / 5 / 10 / 15.

Drain Life  
Level 12  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 140 230 320  
Req. Intelligence 6 9 12 14  
Base: MR100.  
Intermediate: MR140.  
Advanced: MR180.  
Arcane: MR240.  
Maintenance: No.

Necromantic Detection  
Level 16  
Action: Active  
Type: Detection  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 100 120  
Req. Intelligence 6 9 11 13  
Base: MR120 / 20m area.  
Intermediate: MR160 / 50m area.  
Advanced: MR200 / 100m area.  
Arcane: MR240 / 150m area.  
Maintenance: 5 / 10 / 10 / 15.

Talk To The Dead  
Level 18  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Level 4.  
Intermediate: Level 8.  
Advanced: Level 12.  
Arcane: Level 16.  
Maintenance: 5 / 5 / 5 / 5.

Necromantic Paralysis  
Level 20  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 7 10 13 15  
Base: 10m area / MR120.  
Intermediate: 25m area / MR140.  
Advanced: 50m area / MR160.  
Arcane: 100m area / MR180.  
Maintenance: 10 / 10 / 15 / 15.

Necromitude  
Level 22  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 8 10 12 14  
Base: 50 Life Points.  
Intermediate: 100 Life Points.  
Advanced: 150 Life Points.  
Arcane: 250 Life Points.  
Maintenance: No.

Death Beam  
Level 26  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Damage 80.  
Intermediate: Damage 100.  
Advanced: Damage 140.  
Arcane: Damage 180.  
Maintenance: No.

Raise Corpses  
Level 28  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 180 300 450  
Req. Intelligence 7 10 13 15  
Base: 100 Presence Points (Max Level 0).  
Intermediate: 300 Presence Points (Max Level 1).  
Advanced: 600 Presence Points (Max Level 2).  
Arcane: 1000 Presence Points (Max Level 3).  
Maintenance: 10 / 20 / 25 / 30 Daily.

Dead Body  
Level 30  
Action: Active  
Type: Effect  
NOTE: While with negative life points, the character ignores penalties, including those inflicted by critical hits.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 8 10 12 14  
Base: Level 3.  
Intermediate: Level 6.  
Advanced: Level 12.  
Arcane: Level 18.  
Maintenance: 10 / 10 / 15 / 15 Daily.

Drain Magic  
Level 32  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 140 220 300  
Req. Intelligence 8 10 13 15  
Base: MR140.  
Intermediate: MR180.  
Advanced: MR220.  
Arcane: MR260.  
Maintenance: No.

Destroy Undead  
Level 36  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 160 240 320  
Req. Intelligence 8 10 13 15  
Base: MR140.  
Intermediate: MR180.  
Advanced: MR220.  
Arcane: MR260.  
Maintenance: No.

Drain Characteristics  
Level 38  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 150 240 320  
Req. Intelligence 8 10 13 15  
Base: MR 140.  
Intermediate: MR 180.  
Advanced: MR 220.  
Arcane: MR 260.  
Maintenance: 5 / 10 / 15 / 15.

Control The Dead  
Level 40  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 180 250  
Req. Intelligence 9 11 14 16  
Base: MR120 / 20m area.  
Intermediate: MR140 / 50m area.  
Advanced: MR160 / 100m area.  
Arcane: MR180 / 150m area.  
Maintenance: 10 / 15 / 20 / 25 Daily.

Wither Life  
Level 42  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 180 220  
Req. Intelligence 9 12 14 16  
Base: 10m area.  
Intermediate: 20m area.  
Advanced: 30m area.  
Arcane: 50m area.  
Maintenance: 10 / 15 / 20 / 25 Daily.

Necromantic Shield  
Level 46  
Action: Passive  
Type: Shield  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 160 240 300  
Req. Intelligence 9 11 13 15  
Base: 1000 Resistance Points.  
Intermediate: 2000 Resistance Points.  
Advanced: 3500 Resistance Points.  
Arcane: 5000 Resistance Points.  
Maintenance: 5 / 10 / 15 / 15.

Dominate Life  
Level 48  
Action: Passive  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 300  
Req. Intelligence 9 11 13 15  
Base: MR100.  
Intermediate: MR120.  
Advanced: MR140.  
Arcane: MR160.  
Maintenance: 30 / 40 / 50 / 60 Daily.

Vampire Stigma  
Level 50  
Action: Active  
Type: Effect  
NOTE: On Damage Accumulation Creatures divide inflicted damage by the Life Accumulation Multiple of the creature to calculate how many Life Points are absorbed.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 300  
Req. Intelligence 9 11 13 15  
Base: 20% Absorption.  
Intermediate: 40% Absorption.  
Advanced: 60% Absorption.  
Arcane: 100% Absorption.  
Maintenance: 15 / 20 / 25 / 30.

Spectral Form  
Level 52  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 10 12 14 16  
Base: The caster is immaterial and can only be damaged by attacks capable of damaging energy.  
Intermediate: As Base, but those who touch the caster must pass a MR or PhR against double the caster’s Presence, and if they fail they suffer all action penalty and Lose Life points equal to half their failure level.  
Advanced: As Intermediate, but the caster gains Life Points equal to the Life Points lost by people that come into contact with him.  
Arcane: As Advanced, but if people that come into contact fail their MR or PhR check by more than 40, they instantly die.  
Maintenance: 10 / 20 / 25 / 30.

Necromantic Modification  
Level 56  
Action: Active  
Type: Effect  
NOTE: Cannot be cast on living beings.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 200 300 400  
Req. Intelligence 9 11 13 16  
Base: 100DP.  
Intermediate: 200DP.  
Advanced: 300DP.  
Arcane: 400DP.  
Maintenance: 10 / 20 / 30 / 40.

Summon The Dead  
Level 58  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 160 180  
Req. Intelligence 9 12 14 16  
Base: Max Level 3.  
Intermediate: Max Level 6.  
Advanced: Max Level 9.  
Arcane: Max Level 12.  
Maintenance: No.

Raise Specters  
Level 60  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 240 280 320  
Req. Intelligence 10 12 14 16  
Base: Max number of spirits 1 / Max Total Presence 100.  
Intermediate: Max number of spirits 2 / Max Total Presence 160.  
Advanced: Max number of spirits 4 / Max Total Presence 220.  
Arcane: Max number of spirits 6 / Max Total Presence 280.  
Maintenance: 20 / 25 / 30 / 35 Daily.

Drain Life Force  
Level 62  
Action: Active  
Type: Spiritual  
NOTE: The Aging Effect applies only if the caster decides so.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 180 240 300 360  
Req. Intelligence 9 12 15 18  
Base: MR100.  
Intermediate: MR130.  
Advanced: MR160.  
Arcane: MR190.  
Maintenance: No.

Kill  
Level 66  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 180 220  
Req. Intelligence 10 12 14 16  
Base: MR or PhR80.  
Intermediate: MR or PhR100.  
Advanced: MR or PhR120.  
Arcane: MR or PhR140.  
Maintenance: No.

Soul Beam  
Level 68  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 260 380 500  
Req. Intelligence 9 11 13 16  
Base: Damage 100.  
Intermediate: Damage 200.  
Advanced: Damage 300.  
Arcane: Damage 400.  
Maintenance: No.

Necromantic Chimera  
Level 70  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 360 500 800  
Req. Intelligence 9 12 15 17  
Base: Level 2.  
Intermediate: Level 6.  
Advanced: Level 10.  
Arcane: Level 13.  
Maintenance: 50 / 80 / 100 / 160 Daily.

Life Perversion  
Level 72  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 180 240 300 360  
Req. Intelligence 10 13 15 18  
Base: MR or PhR 100  
Intermediate: MR or PhR 140  
Advanced: MR or PhR 180  
Arcane: MR or PhR 220  
Maintenance: No.

Vassalage  
Level 76  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 360 450 540  
Req. Intelligence 10 13 15 18  
Base: MR or PhR 100.  
Intermediate: MR or PhR 140.  
Advanced: MR or PhR 180.  
Arcane: MR or PhR 220.  
Maintenance: No.

Drain Souls  
Level 78  
Action: Active  
Type: Spiritual  
NOTE: The caster can acquire powers and abilities as a being with Gnosis 30.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 240 280 320  
Req. Intelligence 10 12 14 16  
Base: MR120.  
Intermediate: MR140.  
Advanced: MR160.  
Arcane: MR180.  
Maintenance: No.

Surpass Death  
Level 80  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 500 1000 2500  
Req. Intelligence 10 13 15 17  
Base: +100DP / Up to 100DP in Disadvantages.  
Intermediate: +200DP / Up to 100DP in Disadvantages.  
Advanced: +300DP / Up to 200DP in Disadvantages.  
Arcane: +400DP / Up to 200DP in Disadvantages.  
Maintenance: No.

True Rise  
Level 82  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 350 500 800 1200  
Req. Intelligence 9 12 14 16  
Base: Max Level 3.  
Intermediate: Max Level 6.  
Advanced: Max Level 9.  
Arcane: Max Level 12.  
Maintenance: No.

Well of Life  
Level 86  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 400 500 600  
Req. Intelligence 10 12 14 16  
Base: 50m area.  
Intermediate: 250m area.  
Advanced: 500m area.  
Arcane: 1km area.  
Maintenance: 15 / 20 / 25 / 30.

Cursed Land  
Level 88  
Action: Active  
Type: Effect  
NOTE: People whose Gnosis is 5 points higher than their Nature are raised as Specters.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 350 600 900 1500  
Req. Intelligence 9 12 14 16  
Base: 1km area.  
Intermediate: 10km area.  
Advanced: 100km area.  
Arcane: 1000km area.  
Maintenance: 35 / 60 / 90 / 150.

Sustenance  
Level 90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 400 500  
Req. Intelligence 10 13 16 18  
Base: Max Presence 60.  
Intermediate: Max Presence 120.  
Advanced: Max Presence 240.  
Arcane: Max Presence 480.  
Maintenance: No.

Raw Material  
Level 92  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 350 500 900 1500  
Req. Intelligence 12 14 16 18  
Base: 1000 human bodies.  
Intermediate: 10000 human bodies.  
Advanced: 100000 human bodies.  
Arcane: 1000000 human bodies.  
Maintenance: No.

Lord of The Dead  
Level 96  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 600 1000 2000  
Req. Intelligence 12 14 16 18  
Base: MR140 / 100km area.  
Intermediate: MR160 / 1000 km area.  
Advanced: MR180 / 10000 km area.  
Arcane: MR200 / 100000 km area.  
Maintenance: 30 / 60 / 100 / 200 Daily.

Come Back From The Dead  
Level 98  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 400 800 1600 3200  
Req. Intelligence 16 17 18 19  
Base: Max Level 4 / up to one month since death.  
Intermediate: Max Level 8 / up to one year since death.  
Advanced: Max Level 12 / up to ten years since death.  
Arcane: Max Level 16 / up to one century since death.  
Maintenance: No.

The Awakening  
Level 100  
Action: Active  
Type: Automatic  
NOTE: Only people whose Gnosis is 15 points higher than their Nature are raised as undead with their full capabilities.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 900 2000 3500 5000  
Req. Intelligence 17 18 19 20  
Base: Level 4.  
Intermediate: Level 8.  
Advanced: Level 12.  
Arcane: Level 15.  
Maintenance: 45 / 100 / 175 / 250 Daily.

## Free Access: Level 1-10

Create Fire  
Level 1-10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 110 130  
Req. Intelligence 6 8 10 12  
Base: 1 Intensity.  
Intermediate: 3 Intensities.  
Advanced: 6 Intensities.  
Arcane: 9 Intensities.  
Maintenance: 5 / 10 / 10 /15  
Closed Path: Water

Move Objects  
Level 1-10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 70 90 120  
Req. Intelligence 5 8 10 12  
Base: 10kg.  
Intermediate: 50kg.  
Advanced: 100kg.  
Arcane: 150kg.  
Maintenance: 5 / 10 / 10 /15  
Closed Path: Destruction, Earth

Cleanliness  
Level 1-10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 100 140  
Req. Intelligence 5 8 10 12  
Base: Max Presence 40.  
Intermediate: Max Presence 80.  
Advanced: Max Presence 120.  
Arcane: Max Presence 140.  
Maintenance: No  
Closed Path: -

Jump  
Level 1-10  
Action: Active  
Type: Effect  
NOTE: Does not allow reaching Inhuman Level in checks at lower casting levels.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 100 140  
Req. Intelligence 5 8 10 12  
Base: +50 Jump.  
Intermediate: +100 Jump.  
Advanced: +150 Jump/Allows reaching Inhuman in Jump checks.  
Arcane: +200 Jump/Allows reaching Zen in Jump checks.  
Maintenance: 5 / 10 / 10 / 15  
Closed Path: Earth

Create Music  
Level 1-10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 100 120  
Req. Intelligence 5 8 10 12  
Base: 10m area / Music 80.  
Intermediate: 50m area / Music 120.  
Advanced: 150m area / Music 180.  
Arcane: 250m area / Music 240.  
Maintenance: 5 / 5 / 5 / 10  
Closed Path: Destruction

Opening  
Level 1-10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 70 100 140  
Req. Intelligence 5 8 10 12  
Base: Lock Picking 80.  
Intermediate: Lock Picking 140.  
Advanced: Lock Picking 240.  
Arcane: Lock Picking 280.  
Maintenance: No  
Closed Path: Destruction, Fire.

Tie  
Level 1-10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 120 160  
Req. Intelligence 5 8 10 12  
Base: Sleight of Hand 120.  
Intermediate: Sleight of Hand 140.  
Advanced: Sleight of Hand 180.  
Arcane: Sleight of Hand 240.  
Maintenance: No  
Closed Path: Destruction, Illusion.

Magic Detection  
Level 1-10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 120 150  
Req. Intelligence 5 8 10 12  
Base: 25m area / Magic Appraisal 140.  
Intermediate: 100m area / Magic Appraisal 180.  
Advanced: 200m area / Magic Appraisal 200.  
Arcane: 300m area / Magic Appraisal 240.  
Maintenance: 5 / 5 / 10 / 10  
Closed Path: Darkness.

Stop Fall  
Level 1-10  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 160 240  
Req. Intelligence 5 8 10 12  
Base: 50m fall / Max Presence 60.  
Intermediate: 150m fall / Max Presence 160.  
Advanced: 500m fall / Max Presence 240.  
Arcane: Unlimited height fall / Max Presence 320.  
Maintenance: 5 / 15 / 20 / 25  
Closed Path: Earth.

Undo Writing  
Level 1-10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 120 160  
Req. Intelligence 5 8 10 12  
Base: 500 text characters / Max Presence 30.  
Intermediate: 5000 text characters / Max Presence 60.  
Advanced: 50000 text characters / Max Presence 90.  
Arcane: 250000 text characters / Max Presence 120.  
Maintenance: No  
Closed Path: Creation.

Static Message  
Level 1-10  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 70 120 180  
Req. Intelligence 5 8 10 12  
Base: Max 50 words.  
Intermediate: Max 150 words.  
Advanced: Max 250 words.  
Arcane: Max 500 words.  
Maintenance: 5 / 10 / 15 / 20 Daily  
Closed Path: Destruction.

Change Color  
Level 1-10  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 80 100 120  
Req. Intelligence 5 8 10 12  
Base: Max Presence 40 / MR100.  
Intermediate: Max Presence 60 / MR120.  
Advanced: Max Presence 80 / MR140.  
Arcane: Max Presence 100 / MR160.  
Maintenance: 5 / 5 / 5 / 10 Daily  
Closed Path: Destruction.

## Free Access: Level 10-20

Create Sounds  
Level 10-20  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 50 120 160  
Req. Intelligence 6 9 11 13  
Base: At 50m.  
Intermediate: At 200m.  
Advanced: At 500m.  
Arcane: At 1km.  
Maintenance: 5 / 10 / 15 / 20  
Closed Path: Destruction

Recreate Image  
Level 10-20  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 70 100 130  
Req. Intelligence 6 9 11 13  
Base: 1m2 Image.  
Intermediate: 5m2 Image.  
Advanced: 10m2 Image.  
Arcane: 15m2 Image / The Image seems real so a Notice Check of Very Difficult or a Search check of Medium is required to understand it’s not real.  
Maintenance: 5 / 10 / 10 /15  
Closed Path: Destruction

Enchant  
Level 10-20  
Action: Active  
Type: Effect  
NOTE: Can be cast on multiple objects as far as the Maximum Presence affected is equal to or below the maximum.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 100 130  
Req. Intelligence 6 9 11 13  
Base: Max Presence 40.  
Intermediate: Max Presence 60.  
Advanced: Max Presence 90.  
Arcane: Max Presence 120.  
Maintenance: 5 / 5 / 10 / 10 Daily  
Closed Path: -

Breathe Liquids  
Level 10-20  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 120 160  
Req. Intelligence 6 9 11 13  
Base: Max Presence 60.  
Intermediate: Max Presence 100.  
Advanced: Max Presence 200.  
Arcane: Max Presence 320.  
Maintenance: 5 / 10 / 10 / 15 Daily  
Closed Path: Earth, Fire

Climb  
Level 10-20  
Action: Active  
Type: Effect  
NOTE: Does not allow reaching Inhuman Level in checks at lower casting levels.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 120 160  
Req. Intelligence 6 9 11 13  
Base: +50 Climb.  
Intermediate: +100 Climb.  
Advanced: +150 Climb / Can reach Inhuman levels in Climb checks.  
Arcane: +200 Climb / Can reach Zen levels in Climb checks.  
Maintenance: 5 / 5 / 5 / 10  
Closed Path: Air

Fog  
Level 10-20  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 120 180 240  
Req. Intelligence 6 9 11 13  
Base: 100m area.  
Intermediate: 250m area.  
Advanced: 500m area.  
Arcane: 1km area.  
Maintenance: 10 / 20 / 20 / 25 Daily  
Closed Path: Fire

Slippery Area  
Level 10-20  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 100 160 240  
Req. Intelligence 6 9 11 13  
Base: 5m area.  
Intermediate: 25m area.  
Advanced: 50m area.  
Arcane: 100m area / Waking difficulty is increased to Very Hard, running to Impossible.  
Maintenance: 5 / 10 / 10 / 15  
Closed Path: Fire

Repair  
Level 10-20  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Max Presence 30.  
Intermediate: Max Presence 50.  
Advanced: Max Presence 70.  
Arcane: Max Presence 90.  
Maintenance: No  
Closed Path: Destruction, Illusion

Pass Without Leaving Trace  
Level 10-20  
Action: Active  
Type: Effect  
NOTE: An Impossible Track check is required to find the traces.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 140 220 340  
Req. Intelligence 6 9 11 13  
Base: Max Presence 120.  
Intermediate: Max Presence 180.  
Advanced: Max Presence 240 / An Inhuman Track check is required to find the traces.  
Arcane: Max Presence 320 / A Zen Track check is required to find the traces..  
Maintenance: 10 / 15 / 25 / 35 Daily  
Closed Path: Light

Attract Minor Vermin  
Level 10-20  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 80 140 180  
Req. Intelligence 6 9 11 13  
Base: Attracts 500 animals.  
Intermediate: Attracts 10000 animals.  
Advanced: Attracts 100000 animals.  
Arcane: Attracts various millions animals.  
Maintenance: 5 / 5 / 10 / 15  
Closed Path: -

Infinite Bag  
Level 10-20  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 100 120  
Req. Intelligence 5 8 10 12  
Base: X10 Capacity.  
Intermediate: X30 Capacity.  
Advanced: X40 Capacity.  
Arcane: X50 Capacity.  
Maintenance: 5 / 10 / 10 / 15 Daily  
Closed Path: -

Inhumanity  
Level 10-20  
Action: Active  
Type: Effect  
NOTE: No Max Presence affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 80 100 120  
Req. Intelligence 6 9 11 13  
Base: Can reach Inhumanity in a determined Ability.  
Intermediate: Can reach Inhumanity in all Abilities.  
Advanced: Can reach Inhumanity in all Abilities and Zen in a determined Ability.  
Arcane: Can reach Zen in all Abilities.  
Maintenance: 5 / 5 / 10 / 15 Daily  
Closed Path: -

## Free Access: Level 20-30

Clouds  
Level 20-30  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 140 200 260  
Req. Intelligence 6 9 11 13  
Base: 100m area.  
Intermediate: 250m area.  
Advanced: At 500m area.  
Arcane: At 1km area.  
Maintenance: 10 / 15 / 20 / 30 Daily  
Closed Path: Fire, Earth

Cause Fear  
Level 20-30  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 10 12 14 16  
Base: 5m area / MR100.  
Intermediate: 15m area / MR120.  
Advanced: 25m area / MR140.  
Arcane: 50m area / MR160.  
Maintenance: 10 / 15 / 15 / 20  
Closed Path: Light

Magical Protection  
Level 20-30  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: AT2.  
Intermediate: AT4.  
Advanced: AT6.  
Arcane: AT8.  
Maintenance: 10 / 10 / 15 / 15  
Closed Path: Destruction

Magic Shield  
Level 20-30  
Action: Passive  
Type: Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 120 180 240  
Req. Intelligence 6 9 11 13  
Base: 300 Resistance Points.  
Intermediate: 1000 Resistance Points.  
Advanced: 2000 Resistance Points.  
Arcane: 3000 Resistance Points.  
Maintenance: 10 / 20 / 20 / 25  
Closed Path: Destruction

Speed  
Level 20-30  
Action: Active  
Type: Effect  
NOTE: Halve Movement bonus beyond 12.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 6 9 11 13  
Base: +1Movement / +20 Initiative.  
Intermediate: +2Movement / +40 Initiative.  
Advanced: +4Movement / +60 Initiative.  
Arcane: +6Movement / +80 Initiative.  
Maintenance: 10 / 10 / 15 / 15  
Closed Path: Earth

Serenity  
Level 20-30  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 70 100 130  
Req. Intelligence 6 9 11 13  
Base: MR120.  
Intermediate: MR140.  
Advanced: MR160.  
Arcane: MR180.  
Maintenance: 5 / 10 / 10 / 15  
Closed Path: Fire, Darkness

Net  
Level 20-30  
Action: Active  
Type: Effect/Attack  
NOTE: It’s affected only by Supernatural and Heat attacks.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: 3m2 / 500 Life Points.  
Intermediate: 6m2 / 750 Life Points.  
Advanced: 9m2 / 1000 Life Points.  
Arcane: 12m2 / 1500 Life Points / Trap with Strength12.  
Maintenance: 5 / 5 / 10 / 10  
Closed Path: -

Understand Languages  
Level 20-30  
Action: Active  
Type: Effect  
NOTE: No max Presence affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 160 200 240  
Req. Intelligence 7 10 12 15  
Base: Affects basic languages, spoken and known by many people in all countries of the world.  
Intermediate: Affects strange and unusual languages, spoken by minorities or no longer used in any society.  
Advanced: Affects unique languages and completely forgotten languages.  
Arcane: Affects all languages.  
Maintenance: 20 / 35 / 40 / 50 Daily  
Closed Path: -

Levitation  
Level 20-30  
Action: Active  
Type: Effect  
NOTE: No max Presence affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 100 120  
Req. Intelligence 6 9 11 13  
Base: Flight Value 4.  
Intermediate: Flight Value 6.  
Advanced: Flight Value 8.  
Arcane: Flight Value 10.  
Maintenance: 5 / 10 / 10 / 15  
Closed Path: Earth

Send Message  
Level 20-30  
Action: Active  
Type: Effect  
NOTE: The message can be in any language.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 6 9 11 13  
Base: 10km / 500 words.  
Intermediate: 100km / 1000 words.  
Advanced: 250km / 2500 words.  
Arcane: 1000km / 5000 words.  
Maintenance: No  
Closed Path: -

Contraceptive Protection  
Level 20-30  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Max Presence 80.  
Intermediate: Max Presence 180.  
Advanced: Max Presence 260.  
Arcane: Max Presence 380.  
Maintenance: 5 / 5 / 10 / 10 Daily  
Closed Path: -

Close With Magic  
Level 20-30  
Action: Active  
Type: Effect  
NOTE: No Max Level of Difficulty.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 6 9 11 13  
Base: +1 difficulty Level.  
Intermediate: +2 difficulty Levels.  
Advanced: +3 difficulty Levels.  
Arcane: +4 difficulty Levels.  
Maintenance: No  
Closed Path: Destruction

## Free Access: Level 30-40

True Close  
Level 30-40  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 160 200 240  
Req. Intelligence 7 10 12 14  
Base: Max Presence 20.  
Intermediate: Max Presence 40.  
Advanced: Max Presence 60.  
Arcane: Max Presence 80.  
Maintenance: 5 / 10 / 10 / 15 Daily  
Closed Path: -

Purification  
Level 30-40  
Action: Active  
Type: Effect  
NOTE: No Max Presence Affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 7 10 12 14  
Base: Max Poison Level 30.  
Intermediate: Max Poison Level 50.  
Advanced: Max Poison Level 70.  
Arcane: Max Poison Level 90.  
Maintenance: No  
Closed Path: Creation

Change of Outlook  
Level 30-40  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 7 10 12 14  
Base: MR100.  
Intermediate: MR110.  
Advanced: MR120.  
Arcane: ME130.  
Maintenance: 10 / 10 / 15 / 15 Daily  
Closed Path: Destruction

Alter Size  
Level 30-40  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 140 180  
Req. Intelligence 7 10 12 14  
Base: Alters Size 2 points / MR100.  
Intermediate: Alters Size 4 points / MR120.  
Advanced: Alters Size 6 points / MR140.  
Arcane: Alters Size 8 points / MR160.  
Maintenance: 10 / 10 / 15 / 20  
Closed Path: Destruction

Invoke Aggressiveness  
Level 30-40  
Action: Active  
Type: Automatic  
NOTE: Only MR check allowed.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 7 10 12 14  
Base: 20m area / MR80.  
Intermediate: 40m area / MR100.  
Advanced: 60m area / MR120.  
Arcane: 80m area / MR140.  
Maintenance: 10 / 10 / 15 / 15  
Closed Path: Light

Eliminate Spells  
Level 30-40  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 240 280  
Req. Intelligence 7 10 12 14  
Base: Up to Zeon value 60.  
Intermediate: Up to Zeon value 80.  
Advanced: Up to Zeon value 100.  
Arcane: Up to Zeon value 120.  
Maintenance: No  
Closed Path: Creation

Resistance to Pain  
Level 30-40  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 11 14  
Base: +50 Withstand Pain.  
Intermediate: +100 Withstand Pain.  
Advanced: +150 Withstand Pain / Can achieve Inhumanity in Withstand Pain checks.  
Arcane: +200 Withstand Pain / Can achieve Zen in Withstand Pain checks.  
Maintenance: 10 / 10 / 15 / 15 Daily  
Closed Path: Essence

Magic Beam  
Level 30-40  
Action: Active  
Type: Attack  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 11 14  
Base: Damage 40.  
Intermediate: Damage 60.  
Advanced: Damage 80.  
Arcane: Damage 100.  
Maintenance: No  
Closed Path: Creation

Eliminate Dreams  
Level 30-40  
Action: Active  
Type: Spiritual  
NOTE: If cast on a character in The Wake, that character is immediately banished to the real world.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 100 150 200  
Req. Intelligence 6 9 11 14  
Base: MR120.  
Intermediate: MR160.  
Advanced: MR200.  
Arcane: MR240.  
Maintenance: 5 / 10 / 15 / 15 Daily  
Closed Path: Light, Darkness

Extend Presence  
Level 30-40  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 150 200 250  
Req. Intelligence 7 10 12 15  
Base: 5m.  
Intermediate: 25m.  
Advanced: 50m.  
Arcane: 100m / The spell also creates copies of the objects brought by the character allowing him to use them with his expanded presence.  
Maintenance: 10 / 15 / 20 / 25 Daily  
Closed Path: -

Heal Diseases  
Level 30-40  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 140 200 300  
Req. Intelligence 8 11 13 16  
Base: Max Disease Level 30 / Max Presence 80.  
Intermediate: Max Disease Level 50 / Max Presence 120.  
Advanced: Max Disease Level 70 / Max Presence 180.  
Arcane: Max Disease Level 100 / Max Presence 240.  
Maintenance: No  
Closed Path: -

Sense Feelings  
Level 30-40  
Action: Active  
Type: Detection  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 7 10 13 16  
Base: 50m area / MR or PsR120.  
Intermediate: 100m area / MR or PsR140.  
Advanced: 250m area / MR or PsR160.  
Arcane: 500m area / MR or PsR180.  
Maintenance: 5 / 5 / 10 / 10  
Closed Path: None

## Free Access: Level 40-50

Cancel Magic  
Level 40-50  
Action: Active  
Type: Automatic   
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 240 280  
Req. Intelligence 8 10 12 14  
Base: Max Zeon Value 60 / 10m area.  
Intermediate: Max Zeon Value 100 / 25m area.  
Advanced: Max Zeon Value 140 / 50m area.  
Arcane: Max Zeon Value 180 / 100m area.  
Maintenance: 10 / 10 / 15 / 15  
Closed Path: Creation

Undo  
Level 40-50  
Action: Active  
Type: Effect  
NOTE: No Max Presence Affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 180 240  
Req. Intelligence 8 10 12 15  
Base: 50kg / MR80.  
Intermediate: 100kg / MR100.  
Advanced: 250kg / MR120.  
Arcane: 500kg / MR140.  
Maintenance: No  
Closed Path: Creation

Curse  
Level 40-50  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 350 500 700  
Req. Intelligence 8 10 13 16  
Base: The Curse only affects very concrete actions, like getting in love with someone or writing a poem for the king and simply causes accidents that impede the character to fully accomplish what he wishes / MR120.  
Intermediate: The Curse also affects generic actions, like getting in love, fight, helping others, it causes real bad luck not allowing the target to reach his objective or in case of primary or secondary abilities, apply a -60 penalty each time he utilizes it / MR140.  
Advanced: The Curse affects any action or condition and causes all classes of negative conditions to the target (pain, bleeding, muteness) or, in case of cursing an ability, it causes a penalty of -80 each time it’s utilized / MR160.  
Arcane: The Curse can have any level of complexity and cause major effects, including death to those that operate within its bonds / MR180.  
Maintenance: 10 / 20 / 25 / 35 Daily  
Closed Path: -

Read Minds  
Level 40-50  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 160 200 240  
Req. Intelligence 8 10 12 15  
Base: MR or PsR 80.  
Intermediate: MR or PsR 120.  
Advanced: MR or PsR 140.  
Arcane: MR or PsR 180.  
Maintenance: 10 / 20 / 20 / 25  
Closed Path: Darkness

Alter Energy  
Level 40-50  
Action: Active  
Type: Spiritual  
NOTE: This spell does not damage Elemental Beings, but alters their elemental nature.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 160 200 240  
Req. Intelligence 8 10 12 14  
Base: 10 Intensities / MR120.  
Intermediate: 15 Intensities / MR140.  
Advanced: 20 Intensities / MR160.  
Arcane: 25 Intensities / MR180.  
Maintenance: 10 / 20 / 20 / 25 Daily  
Closed Path: Destruction

Send Dreams  
Level 40-50  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 8 10 12 15  
Base: The dream shall be very vague and not explanatory, allowing only showing fragmented images, unconnected phrases and sounds.  
Intermediate: The dream shall be vague but will allow showing the dreamer sequences and places.  
Advanced: The message shall be clear, transmitting a comprehensible message as well as images and sequences created by the caster.  
Arcane: The dreams shall be completely clear and hold a vague conscience as that of the caster, allowing the dreamer to interact with them and make suppositions.  
Maintenance: No  
Closed Path: -

Friendship  
Level 40-50  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 180 220  
Req. Intelligence 8 10 12 14  
Base: MR or PsR 120.  
Intermediate: MR or PsR 140.  
Advanced: MR or PsR 160.  
Arcane: MR or PsR 180.  
Maintenance: 10 / 15 / 20 / 25 Daily  
Closed Path: Darkness

Cause Sickness  
Level 40-50  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 140 200  
Req. Intelligence 8 10 12 15  
Base: Level 30 Disease.  
Intermediate: Level 50 Disease.  
Advanced: Level 70 Disease.  
Arcane: Level 90 Disease.  
Maintenance: No  
Closed Path: Illusion, Water

Quick Transport  
Level 40-50  
Action: Active  
Type: Spiritual  
NOTE: No Max Presence Affected. Does not allow transporting someone in an unnatural position like in the middle of air.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: 25m.  
Intermediate: 100m.  
Advanced: 200m.  
Arcane: 350m.  
Maintenance: No  
Closed Path: Earth

Slow  
Level 40-50  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 8 10 12 15  
Base: -2Movement / MR120.  
Intermediate: -4Movement / MR140.  
Advanced: -8Movement / MR160.  
Arcane: -12Movement / MR180.  
Maintenance: 10 / 10 / 15 / 15  
Closed Path: Air

Show The Invisible  
Level 40-50  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: 25m area / MR120.  
Intermediate: 50m area / MR160.  
Advanced: 100m area / MR200.  
Arcane: 250m area / MR240.  
Maintenance: 5 / 5 / 10 / 10  
Closed Path: Darkness

Absorb Information  
Level 40-50  
Action: Active  
Type: Effect  
NOTE: Memorize checks to remember information acquired through this spell are reduced in difficulty by 2 Levels.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 180 320 500  
Req. Intelligence 8 10 12 16  
Base: A short and not very complex book.  
Intermediate: A big volume of great complexity.  
Advanced: The equivalent of an encyclopedia.  
Arcane: The knowledge of an entire library.  
Maintenance: No  
Closed Path: -

## Free Access: Level 50-60

Blindness  
Level 50-60  
Action: Active  
Type: Spiritual   
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 8 10 13 15  
Base: MR100 / 5m area.  
Intermediate: MR120 / 25m area.  
Advanced: MR140 / 50m area.  
Arcane: MR160 / 100m area.  
Maintenance: 10 / 15 / 20 / 20  
Closed Path: Creation, Light

Visualize Cartography  
Level 50-60  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 8 10 13 15  
Base: 25km area.  
Intermediate: 100km area.  
Advanced: 250km area.  
Arcane: 1000km area.  
Maintenance: No  
Closed Path: Darkness

Deafness  
Level 50-60  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 8 10 13 15  
Base: 5m area / MR120.  
Intermediate: 25m area / MR140.  
Advanced: 50m area / MR160.  
Arcane: 100m area / MR180.  
Maintenance: 5 / 5 / 10 / 10  
Closed Path: Creation

Inability to Speak  
Level 50-60  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 8 10 12 14  
Base: 5m area / MR120.  
Intermediate: 25m area / MR150.  
Advanced: 50m area / MR190.  
Arcane: 100m area / MR220.  
Maintenance: 5 / 5 / 10 / 10  
Closed Path: Creation

Heal Wounds  
Level 50-60  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 180 220  
Req. Intelligence 8 10 13 16  
Base: Life Points 40.  
Intermediate: Life Points 80.  
Advanced: Life Points 160.  
Arcane: Life Points 320.  
Maintenance: No  
Closed Path: Destruction

Eliminate Fatigue  
Level 50-60  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 8 10 12 14  
Base: 1 Fatigue point.  
Intermediate: 3 Fatigue point.  
Advanced: 5 Fatigue point.  
Arcane: 7 Fatigue point.  
Maintenance: No  
Closed Path: Darkness

Magic Saddle  
Level 50-60  
Action: Active  
Type: Effect  
NOTE: The creature has Athleticism 200.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 180 220  
Req. Intelligence 8 10 12 15  
Base: Movement 10, 500 Life Points, Strength 10, Max Size 20  
Intermediate: Movement 12, 1000 Life Points, Strength 12, Max Size 22  
Advanced: Movement 14, 1500 Life Points, Strength 14, Max Size 24  
Arcane: Movement 15, 2000 Life Points, Strength 15, Max Size 28  
Maintenance: 10 / 15 / 15 / 20 Daily  
Closed Path: Illusion

Walk on Walls  
Level 50-60  
Action: Active  
Type: Effect  
NOTE: No Max Presence Affected  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 80 100 120  
Req. Intelligence 8 10 12 15  
Base: Can move up to with Movement equal to ¼ of Base Movement.  
Intermediate: Can move up to with Movement equal to ½ of Base Movement.  
Advanced: Can move with full Movement.  
Arcane: Can move or stand still with absolute control on any surface, such as a falling feather, a thread or jumping from a drop of rain to another.  
Maintenance: 5 / 5 / 10 / 10  
Closed Path: Water

Merge With Body  
Level 50-60  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Max Presence 80.  
Intermediate: Max Presence 180.  
Advanced: Max Presence 280.  
Arcane: Max Presence 320.  
Maintenance: 15 / 20 / 25 / 30 Daily  
Closed Path: Destruction

Acid Cloud  
Level 50-60  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 160 240 320  
Req. Intelligence 8 10 13 16  
Base: PhR120 / 5m area / Flight Movement 6  
Intermediate: PhR140 / 10m area / Flight Movement 8  
Advanced: PhR160 / 20m area / Flight Movement 10  
Arcane: PhR180 / 50m area / Flight Movement 12  
Maintenance: 10 / 20 / 25 / 35  
Closed Path: Earth

Leave Unprotected  
Level 50-60  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 8 10 12 14  
Base: -2AT / MR140.  
Intermediate: -4AT / MR160.  
Advanced: -6AT / MR180.  
Arcane: -8AT / MR200.  
Maintenance: 10 / 10 / 15 / 15  
Closed Path: Creation

Sleep  
Level 50-60  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 8 10 12 14  
Base: 10m area / MR80.  
Intermediate: 25m area / MR100.  
Advanced: 50m area / MR120.  
Arcane: 100m area / MR140.  
Maintenance: 10 / 10 / 15 / 15 Daily  
Closed Path: -

## Free Access: Level 60-70

Increase Psychic Characteristics  
Level 60-70  
Action: Active  
Type: Effect  
NOTE: Once a characteristic goes over 12, halve its increments.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 9 11 14 16  
Base: +1 to the characteristic.  
Intermediate: +3 to the characteristic.  
Advanced: +5 to the characteristic.  
Arcane: +7 to the characteristic.  
Maintenance: 10 / 15 / 15 / 20  
Closed Path: Destruction

Minor Alteration  
Level 60-70  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 160 240 320  
Req. Intelligence 9 11 14 16  
Base: Max Presence 30.  
Intermediate: Max Presence 50.  
Advanced: Max Presence 70.  
Arcane: Max Presence 100.  
Maintenance: 5 / 10 / 15 / 20  
Closed Path: Destruction

Create Emotion  
Level 60-70  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 220 280  
Req. Intelligence 8 11 13 16  
Base: MR or PsR 120.  
Intermediate: MR or PsR 140.  
Advanced: MR or PsR 160.  
Arcane: MR or PsR 180.  
Maintenance: 15 / 20 / 25 / 30 Daily  
Closed Path: Illusion

Paralyze  
Level 60-70  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 200 240 280  
Req. Intelligence 8 9 13 16  
Base: 10m area / MR80.  
Intermediate: 25m area / MR100.  
Advanced: 50m area / MR120.  
Arcane: 100m area / MR140.  
Maintenance: 15 / 20 / 25 / 30  
Closed Path: Air

Increase Physical Characteristics  
Level 60-70  
Action: Active  
Type: Effect  
NOTE: Once a characteristic goes over 12, halve its increments.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 9 11 14 16  
Base: +1 to the characteristic.  
Intermediate: +3 to the characteristic.  
Advanced: +5 to the characteristic.  
Arcane: +7 to the characteristic.  
Maintenance: 10 / 10 / 15 / 20  
Closed Path: Destruction

Magical Weapon  
Level 60-70  
Action: Active  
Type: Effect  
NOTE: No Max Presence.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 200 240 280  
Req. Intelligence 9 11 14 16  
Base: +5 Quality.  
Intermediate: +10 Quality.  
Advanced: +15 Quality.  
Arcane: +20 Quality.  
Maintenance: 15 / 20 / 25 / 30 Daily  
Closed Path: Destruction

Weakness  
Level 60-70  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 9 11 14 16  
Base: MR120.  
Intermediate: MR140.  
Advanced: MR160.  
Arcane: MR180  
Maintenance: 10 / 10 / 15 / 15  
Closed Path: Creation

Body to Magic  
Level 60-70  
Action: Active  
Type: Effect  
NOTE: No Max Presence Affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 10 11 13 16  
Base: Can only be damaged by attacks that can damage Energy.  
Intermediate: As Base, but allows to move through anything material that cannot touch energy.  
Advanced: As Intermediate, but gain +10MA.  
Arcane: As Advanced, but all damage from magic effects and spells is halved.  
Maintenance: 10 / 15 / 15 / 20  
Closed Path: Earth

Resist  
Level 60-70  
Action: Passive  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 8 11 13 16  
Base: +20 to one Resistance.  
Intermediate: +40 to one Resistance.  
Advanced: +60 to one Resistance.  
Arcane: +80 to one Resistance.  
Maintenance: 20 / 20 / 25 / 30  
Closed Path: Destruction

Forgetfulness  
Level 60-70  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 160 200 240  
Req. Intelligence 8 11 13 16  
Base: MR or PsR120.  
Intermediate: MR or PsR140.  
Advanced: MR or PsR160.  
Arcane: MR or PsR180.  
Maintenance: No  
Closed Path: Essence

Rejection  
Level 60-70  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 180 220  
Req. Intelligence 8 11 13 16  
Base: Max Presence 30 / Strength 8.  
Intermediate: Max Presence 40 / Strength 10.  
Advanced: Max Presence 50 / Strength 12.  
Arcane: Max Presence 60 / Strength 14.  
Maintenance: 5 / 5 / 10 / 15 Daily  
Closed Path: Essence, Water

Plague  
Level 60-70  
Action: Active  
Type: Automatic  
NOTE: No MR allowed.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 200 240 280  
Req. Intelligence 8 11 13 16  
Base: 1km area / Max Disease Level 20.  
Intermediate: 5km area / Max Disease Level 40.  
Advanced: 10km area / Max Disease Level 60.  
Arcane: 25km area / Max Disease Level 80 / The DR for the disease is increased by +10.  
Maintenance: No  
Closed Path: Illusion

## Free Access: Level 70-80

Uselessness  
Level 70-80  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 8 11 13 16  
Base: MR120.  
Intermediate: MR140.  
Advanced: MR180.  
Arcane: MR220.  
Maintenance: 15 / 20 / 25 / 30  
Closed Path: Water

Levitation Sphere  
Level 70-80  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 300  
Req. Intelligence 8 11 13 16  
Base: MR80 / 25m area.  
Intermediate: MR100 / 150m area.  
Advanced: MR120 / 250m area.  
Arcane: MR140 / 350m area.  
Maintenance: 15 / 20 / 25 / 30 Daily  
Closed Path: Earth, Water

Flight  
Level 70-80  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 8 11 13 16  
Base: Flight 8.  
Intermediate: Flight 10.  
Advanced: Flight 12.  
Arcane: Flight 14.  
Maintenance: 5 / 10 / 10 / 10  
Closed Path: Earth

Dominion  
Level 70-80  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 160 200 240 280  
Req. Intelligence 9 11 13 16  
Base: MR or PsR100.  
Intermediate: MR or PsR120.  
Advanced: MR or PsR140.  
Arcane: MR or PsR160.  
Maintenance: 20 / 20 / 25 / 30  
Closed Path: -

Defensive Erudition  
Level 70-80  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 9 11 13 16  
Base: +20 Defensive Projection.  
Intermediate: +30 Defensive Projection.  
Advanced: +40 Defensive Projection.  
Arcane: +50 Defensive Projection.  
Maintenance: 10 / 10 / 15 / 15  
Closed Path: Destruction

Invisibility  
Level 70-80  
Action: Active  
Type: Effect  
NOTE: No Max Presence.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 160 200 240 280  
Req. Intelligence 9 11 13 16  
Base: Notice against Impossible and Search against Absurd.  
Intermediate: Notice against Inhuman and Search against Almost Impossible.  
Advanced: Notice against Zen and Search against Impossible.  
Arcane: Cannot be perceived with the sense of sight.  
Maintenance: 20 / 20 / 25 / 30  
Closed Path: Essence

Deflect Trajectory  
Level 70-80  
Action: Passive  
Type: Effect / Defense  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 160 220 300  
Req. Intelligence 9 11 13 16  
Base: MR140.  
Intermediate: MR160.  
Advanced: MR200.  
Arcane: MR240.  
Maintenance: No  
Closed Path: Fire

Stall Spell  
Level 70-80  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 300  
Req. Intelligence 9 11 13 16  
Base: Max Zeon 80.  
Intermediate: Max Zeon 120.  
Advanced: Max Zeon 180.  
Arcane: Max Zeon 240.  
Maintenance: No  
Closed Path: Air

Containment  
Level 70-80  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 240 280 320  
Req. Intelligence 9 11 14 16  
Base: MR120 / 10m area.  
Intermediate: MR140 / 25m area.  
Advanced: MR160 / 50m area.  
Arcane: MR180 / 100m area.  
Maintenance: 40 / 50 / 60 / 65 Daily  
Closed Path: -

Detection Mark  
Level 70-80  
Action: Active  
Type: Effect / Spiritual  
NOTE: No Max Presence Affected, but the Mark is effective within a maximum distance depending on casting level.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 9 11 13 16  
Base: MR120 / 10km.  
Intermediate: MR140 / 100km.  
Advanced: MR160 / 1000km.  
Arcane: MR180 / Any distance.  
Maintenance: 10 / 15 / 15 / 20 Daily  
Closed Path: Darkness

Offensive Erudition  
Level 70-80  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 9 11 13 16  
Base: +20 Offensive Projection.  
Intermediate: +30 Offensive Projection.  
Advanced: +40 Offensive Projection.  
Arcane: +50 Offensive Projection.  
Maintenance: 10 / 10 / 15 / 15  
Closed Path: Creation

Perfect Target  
Level 70-80  
Action: Active  
Type: Effect  
NOTE: No Max Presence affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 9 11 13 16  
Base: +40 Attack Ability.  
Intermediate: +60 Attack Ability.  
Advanced: +80 Attack Ability.  
Arcane: +100 Attack Ability.  
Maintenance: No  
Closed Path: -

## Free Access: Level 80-90

Disenchantment  
Level 80-90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 250 320 400  
Req. Intelligence 10 13 15 17  
Base: Max Presence 80.  
Intermediate: Max Presence 100.  
Advanced: Max Presence 120.  
Arcane: Max Presence 140.  
Maintenance: No  
Closed Path: Creation

Natural Spell  
Level 80-90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 350 420 480 540  
Req. Intelligence 10 13 15 17  
Base: Max Zeon Value 100.  
Intermediate: Max Zeon Value 140.  
Advanced: Max Zeon Value 180.  
Arcane: Max Zeon Value 220.  
Maintenance: 70 / 85 / 100 / 110 Daily  
Closed Path: -

Immortality  
Level 80-90  
Action: Active  
Type: Effect  
NOTE: No Max Presence Affected. Base Level casting only makes the target immune to aging effects.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 400 500 600  
Req. Intelligence 10 13 15 17  
Base: Immunity to aging.  
Intermediate: As Base, but also grants immunity to natural Poisons and Diseases.  
Advanced: As Intermediate, but the character cannot die of bleeding-out or physical damage of natural origin.  
Arcane: As Advanced, but the character can suffer any level of physical damage without dying unless he suffers a lethal Critical on one of his vulnerable points. Note that he normally suffers action penalties due to damage.  
Maintenance: 15 / 20 / 25 / 30 Daily  
Closed Path: Destruction

Eliminate Needs  
Level 80-90  
Action: Active  
Type: Effect  
NOTE: No Max Presence Affected. Base Level does not grant immunity to weather, but to fatigue. Nevertheless it allows normally to spend Fatigue Points and penalties for low fatigue are ignored.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 360 420 480  
Req. Intelligence 10 12 14 16  
Base: As described.  
Intermediate: As Base, but the character is also immune to natural climatic effects.  
Advanced: As Intermediate, but the character is immune to all action penalties caused by natural effects.  
Arcane: As Advanced, but the character recovers 1 Fatigue Point per turn.  
Maintenance: 15 / 20 / 25 / 25 Daily  
Closed Path: Essence

Steal Spell  
Level 80-90  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 280 340 400  
Req. Intelligence 10 12 14 16  
Base: Max Zeon Value 120 / MR120.  
Intermediate: Max Zeon Value 180 / MR140.  
Advanced: Max Zeon Value 240 / MR160.  
Arcane: Max Zeon Value 300 / MR180.  
Maintenance: No  
Closed Path: -

Gate  
Level 80-90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 500 600 700 800  
Req. Intelligence 10 12 14 16  
Base: 5m opening / 1000km distance / 500 Presence per day.  
Intermediate: 15m opening / 5000km distance / 1000 Presence per day.  
Advanced: 25m opening / 25000km distance / 2000 Presence per day.  
Arcane: 50m opening / any distance / Any Presence per day.  
Maintenance: 25 / 30 / 35 / 40 Daily  
Closed Path: -

Magic Prism  
Level 80-90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 240 280 320  
Req. Intelligence 10 12 14 16  
Base: 400 Zeon Points.  
Intermediate: 800 Zeon Points.  
Advanced: 1500 Zeon Points.  
Arcane: 3000 Zeon Points.  
Maintenance: 10 / 15 / 15 / 20 Daily  
Closed Path: Destruction

Location  
Level 80-90  
Action: Active  
Type: Detection  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 360 420 480  
Req. Intelligence 10 12 14 16  
Base: 100km / MR120.  
Intermediate: 1000km / MR140.  
Advanced: 10000km / MR180.  
Arcane: Any distance / MR220.  
Maintenance: No  
Closed Path: Darkness

Physical Immunity  
Level 80-90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 240 280 320  
Req. Intelligence 10 12 14 16  
Base: Max Presence 60.  
Intermediate: Max Presence 80.  
Advanced: Max Presence 100.  
Arcane: Max Presence 120.  
Maintenance: 10 / 15 / 15 / 20 Daily  
Closed Path: Essence

Spell Return  
Level 80-90  
Action: Passive  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 240 280  
Req. Intelligence 10 12 14 16  
Base: Max Zeon Value 100.  
Intermediate: Max Zeon Value 120.  
Advanced: Max Zeon Value 140.  
Arcane: Max Zeon Value 160.  
Maintenance: No  
Closed Path: -

Prepare Spell  
Level 80-90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 360 420  
Req. Intelligence 10 12 14 16  
Base: Spell’s Max Zeon Value 100.  
Intermediate: Spell’s Max Zeon Value 200.  
Advanced: Spell’s Max Zeon Value 300.  
Arcane: Spell’s Max Zeon Value 400.  
Maintenance: 20 / 30 / 40 / 45 Daily  
Closed Path: -

Teletransportation  
Level 80-90  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 480 560 640  
Req. Intelligence 10 12 14 16  
Base: 50km / Max Presence 80.  
Intermediate: 1000km / Max Presence 180.  
Advanced: 5000km / Max Presence 240.  
Arcane: 10000km / Max Presence 320.  
Maintenance: No  
Closed Path: Earth

## Free Access: Level 90-100

Eye of Time  
Level 90-100  
Action: Active  
Type: Effect  
NOTE: No limits of stepping back and forth.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 400 500  
Req. Intelligence 11 13 15 17  
Base: 10 years.  
Intermediate: 100 years.  
Advanced: 1000 years.  
Arcane: Any time lapse.  
Maintenance: 10 / 15 / 20 / 25  
Closed Path: Darkness

Seal  
Level 90-100  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 360 420 480  
Req. Intelligence 11 13 15 17  
Base: Affects spells in casting Base Level.  
Intermediate: Affects spells in casting Intermediate Level.  
Advanced: Affects spells in casting Advanced Level.  
Arcane: Affects spells in casting Arcane Level.  
Maintenance: No  
Closed Path: -

The Gift of Knowledge  
Level 90-100  
Action: Active  
Type: Effect  
NOTE: No more than +340 can be allocated to a single Intellectual Secondary Ability.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 400 500  
Req. Intelligence 10 12 14 16  
Base: +100 points.  
Intermediate: +250 points.  
Advanced: +400 points.  
Arcane: +600 points.  
Maintenance: 30 / 45 / 60 / 75 Daily.  
Closed Path: Destruction

Shield Against Powers  
Level 90-100  
Action: Active  
Type: Automatic  
NOTE: Not even the caster may use Powers anymore within the selected area.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 360 420 480  
Req. Intelligence 11 13 15 17  
Base: 50m area / Zeon 100 / Psychic Potential 140 / Ki Cost 8 / Summoning below 180.  
Intermediate: 150m area / Zeon 150 / Psychic Potential 180 / Ki Cost 14 / Summoning below 240.  
Advanced: 300m area / Zeon 200 / Psychic Potential 240 / Ki Cost 22 / Summoning below 280.  
Arcane: 500m area / Zeon 250 / Psychic Potential 280 / Ki Cost 30 / Summoning below 320.  
Maintenance: 30 / 40 / 45 / 50 Daily  
Closed Path: Creation

Strengthen Magic  
Level 90-100  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 360 480 600  
Req. Intelligence 11 13 15 17  
Base: +50 Zeon value to spells.  
Intermediate: +100 Zeon value to spells.  
Advanced: +150 Zeon value to spells.  
Arcane: +250 Zeon value to spells.  
Maintenance: 20 / 40 / 50 / 60 Daily  
Closed Path: Destruction

Conditioning  
Level 90-100  
Action: Active  
Type: Effect  
NOTE: The conditioned spell will activate at the end of the turn its conditions are satisfied.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 400 500 600  
Req. Intelligence 11 13 15 17  
Base: Max Zeon 100.  
Intermediate: Max Zeon 150.  
Advanced: Max Zeon 200.  
Arcane: Max Zeon 250.  
Maintenance: 30 / 40 / 50 / 60 Daily  
Closed Path: -

Possession  
Level 90-100  
Action: Active  
Type: Spiritual  
NOTE: When possessing Damage Accumulation beings, the caster suffers damage from energy damaging effects equal to 1/10 of damage suffered by the creature, regardless of its damage multiplier.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 400 500 600  
Req. Intelligence 10 12 14 16  
Base: MR120.  
Intermediate: MR140.  
Advanced: MR180.  
Arcane: MR220.  
Maintenance: 30 / 40 / 50 / 60 Daily  
Closed Path: -

Imitate Spells  
Level 90-100  
Action: Active  
Type: Effect (variable)  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 360 420  
Req. Intelligence 10 12 14 16  
Base: Max Zeon Value 100.  
Intermediate: Max Zeon Value 150.  
Advanced: Max Zeon Value 200.  
Arcane: Max Zeon Value 250.  
Maintenance: As per Imitated Spell  
Closed Path: Destruction

Innate Magic  
Level 90-100  
Action: Active  
Type: Effect  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 400 500  
Req. Intelligence 10 12 14 16  
Base: 25m area / +10 Zeon Value to Innate Magic.  
Intermediate: 100m area / +20 Zeon Value to Innate Magic.  
Advanced: 250m area / +30 Zeon Value to Innate Magic.  
Arcane: 500m area / +40 Zeon Value to Innate Magic.  
Maintenance: 50 / 60 / 70 / 80 Daily  
Closed Path: -

Link Maintenance  
Level 90-100  
Action: Active  
Type: Spiritual  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 150 200 250  
Req. Intelligence 10 12 14 16  
Base: MR120.  
Intermediate: MR140.  
Advanced: MR160.  
Arcane: MR180.  
Maintenance: No  
Closed Path: -

The Magistrate  
Level 90-100  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 450 600 800 1000  
Req. Intelligence 12 14 16 18  
Base: 50m Area / MR140.  
Intermediate: 100m Area / MR180.  
Advanced: 500m Area / MR220.  
Arcane: 1km Area / MR260.  
Maintenance: 45 / 60 / 80 / 100 Daily  
Closed Path: -

Predestination  
Level 90-100  
Action: Active  
Type: Automatic  
Casting Level Base Intermediate Advanced Arcane  
Zeon 600 900 1200 1500  
Req. Intelligence 12 15 17 19  
Base: MR140.  
Intermediate: MR170.  
Advanced: MR200.  
Arcane: MR240.  
Maintenance: No  
Closed Path: -

# Arcana Exxet Book of Magic Sub-Paths

Not all relevant principles of life are gathered in eleven ways of magic. In addition to the main roads, there are many minor aspects of reality that can also be controlled by spells.   
By developing magic a character with the ability to use spells may declare that, instead of choosing free access spells they will learn a sub-path of magic. Each sub-path consists of ten different spells, equivalent to a list of free access spells. In the case of the sub-path is learned with in a higher path it consumes all free access spells, while if combined with a lower path it consumes ten free access spells of appropriate level, while leaving ten free access slots available.   
Once a Sub-path has been chosen the mage cannot abandon the path in favor of free access spells later.  
Below the spells of different sub-paths are listed. Each contains  
following information:

Closed Paths: Paths that are unable to learn the sub-path

Magic Level: The Magic Level of the spell ranging from 4-94. This is used to determine the free access slot needed to learn the spell

Action: The spell can be active or passive.

Spell Type: The type of spell in question.

Effect: The general description of the effect achieved by launching the  
spell at any level.

Zeon: The cost to cast the spell on all four degrees of power (base, intermediate, advanced and arcane).

Req. Intelligence: Refers to the minimum Intelligence that is needed to cast the spell at each power level.

Base: Effects that the spell gets when released at its base level.

Intermediate: Effects of the spell gets when released at its Intermediate level.

Advanced: Effects of the spell gets when released at its Advanced level.

Arcane: Effects of the spell gets when released at its Arcane level.

Maintenance: Some spells may be sustained for a prolonged time. The cost to maintain the spell will be listed for each degree of power. For example 5/5/10/15 would be 5 Zeon for base and intermediate, 10 for advanced, and 15 for arcane.

Sub-Path of Chaos  
This path controls the principle of chaos, the power of unpredictability and alteration of events.  
Closed paths: Necromancy, Illusion, Essence, Fire, Earth, Water.

Feel the Chaos  
Level: 4 Action: Active  
Spell Type: Effect, Detection  
Effect: The caster is able to notice the fluctuations caused by chaos in the environment, allowing the mage to notice alterations of reality within the radius of the spell. This spell does not grant the exact location, but rather the mage is aware of the level of chaos influence excreted on reality.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 5 80 100 120  
Req. Intelligence 5 8 10 12  
Base: 50 m radius.  
Intermediate: 100 m radius.  
Advanced: 250 m radius.  
Arcane: 500 meter radius / The sorcerer perceives the presence of any being with more than 20 Gnosis or Natura over 10 who is within the action area of the spell if they do not exceed an MR against 160.  
Maintenance: 5 / 10 / 10 / 15 Daily  
  
Aura of Chaos  
Level: 14 Action: Active  
Spell Type: Effect  
Effect: The caster causes a surge of energy that alters reality forcing potentially chaotic and unpredictable results. While this spell is active, all people behave as if they have Natura 10 (although for the purpose of its importance in reality, retain their original value) and all sorts of unusual events and impossible things occur without stopping. In other words, it's as if fate went crazy, and anything could happen. At the time of launching this spell, the wizard must decide whether to leave a fixed area or if the aura moves with you.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 12 15  
Base: MR 80 / 10 meter radius / maximum Presence 100.  
Intermediate: MR 100 / 20 meter radius / maximum Presence 120.  
Advanced: MR 120 / 40 meter radius / maximum Presence 140.  
Arcane: MR 140 / 60 meter radius / maximum Presence 160.  
Maintenance: 15 / 20 / 25 / 30  
  
Alteration of Probability  
Level: 24 Action: Active  
Spell Type: Spiritual  
Effect: The magician or target of the characters choice undergoes a temporary alteration of nature. This spell increases both the chances of a fumble and open roll. Example at the base level a character botches on a 5 or below, but an 85 and up would be an open roll  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 8 10 12 14  
Base: +2 to Fumble / -5 to Open Rolls.  
Intermediate: +4 to Fumble / -10 to Open Rolls.  
Advanced: +6 to Fumble / -15 to Open Rolls.  
Arcane: +8 to Fumble / -20 to Open Rolls.  
Maintenance: 20 to Fumble / 20 / 25 / 30  
  
Alter Luck  
Level: 34 Action: Active  
Spell Type: Spiritual  
Effect: The target of this spell has increased results produced by chance and luck as desired by the sorcerer. Any situation that is determined by chance will always get disproportionate results, either for Good or Bad. A player rolls for example, result in continuously incredibly fortunate or disastrous results. Characters with the advantage Good Luck or disadvantage Bad Luck are increased exponentially.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 140 250 400  
Req. Intelligence 8 10 12 14  
Base: MR 120.  
Intermediate: MR 140.  
Advanced: MR 160 / Luck is so disproportionate its bordering the absurd.  
Arcane: MR 180 / As advanced degree, but the character always wins or loses to anyone (Unless their Gnosis or Natura is higher) at all things related to luck.  
Maintenance: 10 / 10 / 15 / 15  
  
Path of Chaos  
Level: 44 Action: Active  
Spell Type: Spiritual  
Effect: The caster can reroll an offensive roll provided it was not a fumble, this can only be done once per roll.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 280 400  
Req. Intelligence 7 9 12 14  
Base: One reroll.  
Intermediate: Two rerolls.  
Advanced: Three rerolls.  
Arcane: Four rerolls, can be used on fumbles.  
Maintenance: 20 / 20 / 25 / 30  
  
Chaotic Aberration  
Spell Type: Effect  
Level: 54 Action: Active  
Effect: Creates a monster of solidified chaos in the environment. The caster has no power over it, and it will behave completely unpredictable (although as a rule, always in a violent way). The being should be developed as a Being Between Worlds using the rules described in Chapter 26 of the corebook, but the caster can only choose half of the DP of the creature, while the other half will be determined randomly by the GM. The creature will be Gnosis 20 regardless of the degree in which the spell is launched; this spell cannot create creatures of a higher level than the sorcerer. It is not possible to give this being a soul.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 200 300 700  
Req. Intelligence 8 10 12 15  
Base: Level 2.  
Intermediate: Level 4.  
Advanced: Level 8.  
Arcane: Level 12.  
Maintenance: No

Handling of Chaos  
Spell Type: Automatic  
Level: 64 Action: Passive  
Effect: Altering the essence of chaos this spell changes the outcome of an event. The spell must be released immediately after and action has been taken, forcing a reroll. The Gnosis 35 or beings with a higher Natura are aware of the change, while others can not perceive it.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 200 300 400  
Req. Intelligence 10 12 14 16  
Base: MR 140.  
Intermediate: MR 180 / may force re-roll twice.  
Advanced: MR 220 / may force re-roll three times.  
Arcane: MR 260 / may force re-roll four times.  
Maintenance: No  
  
Chaotic Mutation  
Level: 74 Action: Active  
Spell Type: Effect  
Effect: The target of this spell suffers serious mutations in thier body, altering both their physiognomy and their capabilities. Using Chaotic Mutation,  
the sorcerer or the target get additional DP to get monster powers like a Being Between Worlds with Gnosis 25. However, you can only spend half the DP voluntarily, while the other half will be randomly determined by the GM. Generally, the powers this causes always leave visible physical changes. The DP increases the level of the character, and a character can only be affected by this spell once.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 400 800 1200  
Req. Intelligence 8 11 13 15  
Base: 100 DP / 100 MR to resist.  
Intermediate: 200 DP / 120 MR to resist.  
Advanced: 300 DP / 140 MR to resist.  
Arcane: 400 DP / Gnosis 30 / 160 MR to resist.  
Maintenance: No  
  
Chaos Control  
Spell Type: Effect  
Level: 84 Action: Active  
Effect: The magician has the ability to bend the nature of chaos to their command, allowing them to get the results they want. It is important to note that this spell does not give a character a control of chaos if it does not exist in an area, so the more chaotic environment is, the greater their powers. For example, controlling a place where the environment is low in chaos would not allow him to do anything, while in an area affected by a lots of chaos, could make almost anything. For the purpose of play, the mage gets the powers granted to beings with Gnosis (see Core book page 277). Chaos aspected beings just pass an MR test indicated in the spell level or fall under the control of the caster.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 500 800 1200  
Req. Intelligence 11 13 15 17  
Base: Gnosis 30 / MR 120.  
Intermediate: Gnosis 35 / MR 160.  
Advanced: Gnosis 40 / MR 200.  
Arcane: Gnosis 45 / MR 260.  
Maintenance: 50 / 60 / 65 / 75  
  
Primary Chaos  
Level: 94 Action: Active  
Spell Type: Automatic  
Effect: This spell completely alters the laws of reality; the sorcerer creates chaos in its purest form, an area where everything has stopped responding to any form of reason. The space is so distorted that up may become down, miles are traveled in seconds and yards in hours. A person can be young and old at the time, storms on a sunny day ... nothing makes sense, because the concept of logic has ceased to exist. Normal people go crazy as supernatural power gets out of control. The area of this spell is determined by the grade.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 500 900 1500 2400  
Req. Intelligence 12 14 16 18  
Base: 546 yards.  
Intermediate: 1100 yards.  
Advanced: 3 miles / Anyone inside the area for over a minute is affected by the Chaotic Mutation spell cast at arcane level.  
Arcane: 15 miles / As the advanced degree, but at the core of the area for a one mile radius everything ceases to exist, everything is simply atoms in motion. Anyone in the core must pass a MR 160 test or merge with the chaos and disappear forever.  
Maintenance: 100 / 180 / 300 / 480 Daily

Sub-Path of War  
The Path of War is one that dominates the fields of battle, allowing the mage to enhance their skills as well as their peers, or entire armies.   
Closed Paths: Essence, Air, Light, Water, Illusion, and Creation.

Moral  
Level: 4 Action: Active  
Spell Type: Effect  
Effect: This call causes the wizard's allies to increase their fighting spirit and become immune to the effects of fear or pain. For the purposes of the game, you get a bonus to your secondary skill composure until the end of your current combat, or for ten minutes if outside combat.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 90 120  
Req. Intelligence 5 8 11 13  
Base: +40 to Composure / 11 yard radius.  
Intermediate: +80 to Composure / 50 yard radius.  
Advanced: +120 to Composure / 273 yard radius.  
Arcane: +180 to Composure / 546 yard radius.  
Maintenance: No  
  
Ancestral Wrath  
Level: 14 Action: Active  
Spell Type: Effect  
Effect: This spell awakens a rage in the mages allies filling them with an unstoppable fury. This spell grants all the casters allies inside the radius of the spell a +10 attack bonus and suffer the Rage state as described on page 213 of the core book save that they will not completely lose control or attack each other.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 70 100 130  
Req. Intelligence 6 9 12 15  
Base: 11 yard radius.  
Intermediate: 50 yard radius.  
Advanced: 273 yard radius.  
Arcane: 546 yard radius.  
Maintenance: 5 / 10 / 10 / 15  
  
Battle Speed  
Level: 24 Action: Active  
Spell Type: Effect  
Effect: Channeling the fighting spirit of his allies, the mage makes them work as one man allowing them to anticipate the actions of their enemies.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Initiative +10 / 11 yard radius.  
Intermediate: Initiative +10 / 50 yard radius.  
Advanced: Initiative +20 / 273 yard radius.  
Arcane: Initiative +20/ 546 yard radius.  
Maintenance: 5 / 10 / 15 / 15

Triggered Destruction  
Level: 34 Action: Active  
Spell Type: Effect  
Effect: Increases the destructive power of all Allies near the mage, giving them a bonus to damage from all attacks.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 7 9 12 15  
Base: +20 to Damage / 11 yard radius.  
Intermediate: +20 to Damage / 50 yard radius.  
Advanced: +30 to Damage / 273 yard radius.  
Arcane: +40 to Damage / 546 yard radius.  
Maintenance: 5 / 15 / 20 / 20  
  
Final Protection  
Level: 44 Action: Active  
Spell Type: Effect  
Effect: Increases the strength and protection for allies close to the character, giving them a bonus to their resistance and armor  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 7 9 12 15  
Base: All Resistances +10 / +1 AT / 11 yard radius.  
Intermediate: All Resistances +10 / +2 AT / 50 yard radius.  
Advanced: All Resistances +20 / +2 AT / 273 yard radius.  
Arcane: +30 to all Resistances / +3 AT / 546 yard radius.  
Maintenance: 5 / 15 / 20 / 20  
  
Relentless March  
Level: 54 Action: Active  
Spell Type: Effect  
Effect: This spell allows the wizard’s companions to march relentlessly. For the purposes playing, gives all allies within the area the effects of the Ki abilities Use of Necessary Energy, and Elimination of Necessities.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 300  
Req. Intelligence 6 9 12 15  
Base: 11 yard radius.  
Intermediate: 50 yard radius.  
Advanced: 109 yard radius.  
Arcane: 546 yard radius.  
Maintenance: 30 / 40 / 50 / 100 Daily.

Champion  
Level: 64 Action: Active  
Spell Type: Effect  
Effect: Channeling the fighting spirit of the group into one of his warriors creating a relentless and invincible fighter. The target of the spell must be fighting alongside his allies, You can only create one champion for every ten people, so any group 2-19 can have one person benefiting from this spell while a group of 20-29 could have two.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 180 240 350  
Req. Intelligence 10 12 14 16  
Base: +10 All Action / +10 damage / +10 Initiative / +2 AT.  
Intermediate: +10 All Action / +20 damage / +20 Initiative / +3 AT.  
Advanced: +20 All Action / +20 damage / +20 Initiative / +4 AT.  
Arcane: +30 All Action / +30 damage / +30 Initiative / +5 AT.  
Maintenance: 15 / 15 / 20 / 30  
  
Accurate Orders  
Level: 74 Action: Active  
Spell Type: Effect  
Effect: Allows the caster or target of the spell to transmit orders directly into the minds of his allies. The target of the spell chooses who can hear the messages and who cannot, transmitting several long commands with a single thought.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 300  
Req. Intelligence 8 10 12 15  
Base: Up to 27 yard radius.  
Intermediate: Up to 109 yard radius.  
Advanced: Up to 273 yard radius.  
Arcane: Up to 546 yard radius.  
Maintenance: No.  
  
Master of War  
Level: 84 Action: Passive  
Spell Type: Effect.  
Effect: The mage can fight with any weapon using his magic projection, for both attack and block. The range of this effect is determined by the level of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 400 500  
Req. Intelligence 10 12 15 18  
Base: Up to 200 Magic projection.  
Intermediate: Up to 250 Magic projection.  
Advanced: Up to 300 Magic projection.  
Arcane: No limit  
Maintenance: 10 / 15 / 20 / 25

Even Beyond the End  
Level: 94 Action: Active  
Spell Type: Effect  
Effect: This spell enhances the power of the mortal spirit of the Allies fighting with the witch, enabling them to continue forward even on the threshold of death. All allies that are within the radius of the spell must reach –(CONx10) before suffering death. In the case of the between life and death rules from the GM guide add a bonus of +40 to their PhR test. They suffer no negatives while fighting in this state.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 500 750 1000  
Req. Intelligence 14 16 18 20  
Base: 27 yard radius.  
Intermediate: 50 yard radius.  
Advanced: 273 yard radius.  
Arcane: 546 yard radius / in addition to the effects described, a  
person affected by this spell can keep fighting for two full turns after death  
Maintenance: 25 / 50 / 75 / 100

Sub-Path of Literae  
Literae is the magic of words, changing the writing in the margins of the book we call reality.   
Closed Paths: Necromancy, Destruction, Essence, Fire, Air, and Earth.

Pen of Reality  
Level: 4 Action: Active  
Spell Type: Effect  
Effect: Creates a supernatural pen that writes on any surface without the need for ink. Using this pen during the casting of a Literae spell reduces the Zeon cost by half.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 80 100 120  
Req. Intelligence 5 8 10 12  
Base: Affects base Literae spells.  
Intermediate: Affects Intermediate Literae spells.  
Advanced: Affects Advanced Literae spells.  
Arcane: Affects Arcane Literae spells.  
Maintenance: 5 / 10 / 10 / 15 Daily  
  
Missive  
Level: 14 Action: Active  
Spell Type: Effect  
Effect: After writing a letter you can use this spell to send the content to an individual the sorcerer knows. The letter and its envelope, disappears in a flash and a cloud of smoke, reappearing moments later by the receiver. The letter can pass through structures so long as there is sufficient room for a letter to get in, for example appearing in a room with a closed door so long as the letter could have been slipped under the door.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 140 200 280  
Req. Intelligence 6 9 12 15  
Base: 10 miles.  
Intermediate: 100 miles.  
Advanced: 1000 miles.  
Arcane: Anywhere.  
Maintenance: No  
  
Travel Journal  
Level: 24 Action: Active  
Spell Type: Effect  
Effect: Enchants a book so that it contains all the magician’s experiences so that he may refer to them later. The level of the spell determines the maximum time passed that the book will have covered from the time of launch.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 240 300  
Req. Intelligence 6 9 12 15  
Base: 1 day.  
Intermediate: 1 week.  
Advanced: 1 month.  
Arcane: 1 year.  
Maintenance: 5 / 20 / 25 / 30 Daily

Written Order  
Level: 34 Action: Active  
Spell Type: Automatic  
Effect: Allows you to write a simple command in a scroll that will affect the first to read it, forcing them to comply unless they pass the resistance test. The command will work even if it is hidden among other phrases, though the character receives between +20 and +60 to the resistance test if the mandate goes directly against their nature. This spell can be repeated several times to chain a complex order, such as "open the door and then forget it occurred. The words lose their power after being read.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 240 360 480  
Req. Intelligence 6 9 12 15  
Base: MR or PhR 120.  
Intermediate: MR or PhR 140.  
Advanced: MR or PhR 160.  
Arcane: MR or PhR 180.  
Maintenance: No  
  
Shield of Words  
Level: 44 Action: Passive  
Spell Type: Defense  
Effect: Using the Magic Pen to draw characters in the air the wizard creates a shield of words that defends both the physical and supernatural. The shield regenerates after each attack a number of Resistance points equal to the casters base Art score.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 300  
Req. Intelligence 8 10 12 15  
Base: 200 Resistance points.  
Intermediate: 500 Resistance points  
Advanced: 800 Resistance points  
Arcane: 1,200 Resistance points  
Maintenance: 15 / 20 / 25 / 30  
  
Theater of Life  
Level: 54 Action: Active  
Spell Type: Automatic  
Effect: Allows the caster to modify the behavior of people found around the writing on a surface. Basically, the wizard becomes the writer of a play, putting people in the roles of actors who fulfill their purpose as he narrates.  
It can affect many people, provided their combined presence did not exceed the limit set by the spell level. To be affected by this spell the target must be within the radius and the caster must know their real name. Targets can still attempt to resist with either their MR or PhR. If the mage stops writing and those over his influence do not have orders to fulfill they stand ideally awaiting their next role.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 240 360 480 600  
Req. Intelligence 6 9 12 15  
Base: MR or PhR 120 / Max Presence 100 / 21 yard radius.  
Intermediate: MR or PhR 140 / Max Presence 180 / 43 yard radius.  
Advanced: MR or PhR / Max Presence 240 / 87 yard radius.  
Arcane: MR or PhR 180 / Max Presence 320 / 164 yard radius.  
Maintenance: 15 / 20 / 25 / 30

Compendium  
Level: 64 Action: Active  
Spell Type: Effect  
Effect: This spells enchants a book so that it will answer any question asked of it. The user must simply ask its question and await a response to be written upon the page. Unfortunately the book cannot answer every question; its scope of knowledge is limited to the level the spell is activated at. In game terms the Compendium receives a number of points to be distributed amongst Intellectual secondary abilities based on the spell level.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 260 380 500  
Req. Intelligence 7 10 13 15  
Base: 120 points of intellectual ability.  
Intermediate: 240 points of intellectual ability.  
Advanced: 320 points of intellectual ability.  
Arcane: 440 points of intellectual ability.  
Maintenance: 10 / 20 / 30 / 40 Daily  
  
Playwright  
Level: 74 Action: Active  
Spell Type: Effect  
Effect: This spell will alter reality slightly adding something plausible. This spell will never directly affect a living being. For example a mage falling from a roof can “write in” a wagon filled with hay for him to land on, or when entering a room “scripting” the door to be unlocked and it be true. The applications of this spell are endless as long as the objects and elements written in are simple and plausible.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 280 320 480 700  
Req. Intelligence 10 12 14 16  
Base: Max Presence 40.  
Intermediate: Max Presence 80.  
Advanced: Max Presence 120.  
Arcane: Max Presence 160.  
Maintenance: No  
  
Secondary (Understudy? Seems more fitting)   
Level: 84 Action: Active  
Spell Type: Effect  
Effect: This spell creates a “character” with the personality and skills chosen by the caster. The mage must describe in a book the nature of the individual. The character created by this spell truly believes anything the mage writes in their book. The existence of the secondary is tied to the book which if destroyed will disappear immediately. The level of the Secondary cannot exceed the level indicated by the spell or the level of the sorcerer.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 400 600 800 1200  
Req. Intelligence 10 12 14 17  
Base: Level 2.  
Intermediate: Level 5.  
Advanced: Level 7.  
Arcane: Level 10.  
Maintenance: 40 / 60 / 80 / 120 Daily.

Tragedy  
Level: 94 Action: Active  
Spell Type: Automatic.  
Effect: This spell is the ultimate transformation of reality, altering the fate of another living being by having them meet their end as chosen by the caster. You can enter any desired outcome for the life of a person, such as "And stumbling, he fell mortally impaled on his sword" or "the sky  
brightened when, among the storm clouds, lightning struck him like an arrow from the gods”.   
To cast this spell the mage has to have seen the target at least once and know his true name. If the target resists this spell (or if anyone directly involved in the fate) it fails, and the mage can never attempt to cast it on them again.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 500 900 1400 2500  
Req. Intelligence 12 15 17 19  
Base: MR 120  
Intermediate: MR 140  
Advanced: MR 160  
Arcane: MR 180  
Maintenance: No

Sub-Path of Death  
This sub-path controls the order of things, the concept of the ending of life  
Closed Paths: Creation, Light, Essence, Earth, Water, Air, and Illusion.

Autopsy  
Level: 4 Action: Active  
Spell Type: Effect  
Effect: Determines the exact cause and time of death. This spell does not reveal guilt, only the cause of death. The level of the spell determines if a corpse can be targeted by this spell based on the approximate time since death.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 100 120  
Req. Intelligence 4 8 10 12  
Base: 1 hour.  
Intermediate: 1 day.  
Advanced: 1 week.  
Arcane: 1 month.  
Maintenance: No  
  
Resistance to Death  
Level: 14 Action: Passive  
Spell Type: Effect  
Effect: This spell protects against any effect that may cause  
death automatically, giving a bonus to checks to resist such effects.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 140  
Req. Intelligence 6 9 12 14  
Base: +20 to All Resistances Vs Death effects.  
Intermediate: +40 to All Resistances Vs Death effects.  
Advanced: +60 to All Resistances Vs Death effects.  
Arcane: +80 to All Resistances Vs Death effects.  
Maintenance: 10 / 10 / 15 / 15 Daily  
Minor Extermination  
Level: 24 Action: Active  
Spell Type: effects, automatic  
Effect: Kill all the creatures with Presence 20 or below targeted by the caster if they fail their MR check.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 7 9 11 13  
Base: MR 60 / 11 yard radius.  
Intermediate: MR 80 / 27 yard radius.  
Advanced: MR 100 / 55 yard radius.  
Arcane: MR 120 / 82 yard radius.  
Maintenance: No

Kiss of Death  
Level: 34 Action: Active  
Spell Type: Automatic  
Effect: This spell finishes off someone who is about to die. The target should be at the state between life and death, unless they pass their MR test they will die.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 80 100 120  
Req. Intelligence 7 9 11 13  
Base: MR 140.  
Intermediate: MR 160.  
Advanced: MR 180.  
Arcane: MR 200.  
Maintenance: No  
Final Resting Place  
Level: 44 Action: Active  
Spell Type: Automatic  
Effect: This spell automatically destroys all undead creatures without a soul in the  
range of the spell. Creatures can resist its effects by overcoming the MR determined by the level of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 80 120 150  
Req. Intelligence 7 10 13 15  
Base: MR 120 / 11 yard radius.  
Intermediate: MR 140 / 27 yard radius.  
Advanced: MR 160 / 55 yard radius.  
Arcane: MR 180 / 82 yard radius.  
Maintenance: No  
  
Feeling Death  
Level: 54 Action: Active  
Spell Type: Effect  
Effect: Caster is able to sense death nearby, noticing if someone has died or is dying around him.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 150  
Req. Intelligence 7 10 13 15  
Base: Caster notices if someone died in an area of about 110  
yard radius for less than an hour or if there is someone dying, or going to die in the next minute.  
Intermediate: Caster notices if someone has died in a radius of 164 yards in the last six hours or if someone close to him will die in the next ten minutes. The death sensed by this ability may not be for certain; it is more of an intuition as the death could be prevented.  
Advanced: The pitcher clearly feels death. The mage can sense if someone has died regardless of how much time has passed, or looking at someone determine how much longer they have to live and a vague idea how they will die.   
Arcane: As advanced degree, except the caster can determine the probable cause of death of those in the past as well as those in the near future.  
Maintenance: 10 / 10 / 15 / 15

Memento Mori  
Level: 64 Action: Active  
Spell Type: Automatic  
Effect: This spell will kill any creature within its area that can be considered a living being, regardless of their nature or condition. Individuals may ignore their effects by passing the MR test.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 150 200 260  
Req. Intelligence 8 10 13 15  
Base: MR 80 / 5 yard radius.  
Intermediate: MR 100 / 11 yard radius.  
Advanced: MR 120 / 27 yard radius.  
Arcane: MR 140 / 54 yard radius.  
Maintenance: No  
  
Deadly Curse  
Level: 74 Action: Active  
Spell Type: Spiritual, Automatic  
Effect: The caster can make a person die at any time, in the method of his choosing. It effectively allows the mage to seal the fate of the individual unless they pass a MR test. All other individuals involved in the predetermined fate must pass the MR to avoid the same fate. (Example: The mages sets the target to die in an airship crash; all other passengers would need to pass the MR to avoid death)   
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 250 350 500  
Req. Intelligence 9 11 13 15  
Base: MR 120.  
Intermediate: MR 160.  
Advanced: MR 200.  
Arcane: MR 240.  
Maintenance: 15 / 25 / 35 / 50 Daily  
  
Stop Death  
Level: 84 Action: Passive  
Spell Type: Effect, Spiritual  
Effect: The target of this spell becomes temporarily immortal. This does not mean that he becomes an undead, rather that as long as the spell is active, then death shall have no power over him. This spell has no effect on powers that directly attack the soul.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 350 500 800 1200  
Req. Intelligence 10 12 14 16  
Base: Ignores any automatic death effects, but still vulnerable to injury  
Intermediate: The character also becomes immune to injury; however should the caster suffer lethal levels of damage and not cure them before lapsing the spell he will die. Criticals to vital areas can still result in death.   
Advanced: As in intermediate grade, but Criticals will not result in death  
Arcane: As advanced degree, but the hit is immune to  
negative action that may suffer as a result of physical deterioration. (It looks like its intent it to remove all action penalties from Criticals)  
Maintenance: 15 / 25 / 40 / 60

Death  
Level: 94 Action: Active  
Spell Type: Effect, Automatic  
Effect: The magician gets absolute power over death, and may decide who dies in the range of the spell at will as an automatic effect, the caster can choose any living being. Someone who exceeds the resistance check once cannot be affected again by this power (launched by the same witch).  
Casting Level Base Intermediate Advanced Arcane  
Zeon 400 750 1200 2000  
Req. Intelligence 12 14 16 18  
Base: 546 yard radius / PhR or MR 80.  
Intermediate: 1093 yard radius / PhR or MR 100.  
Advanced: 3 mile radius / PhR or MR 120.  
Arcane: 6 mile radius / PhR or MR 140.  
Maintenance: 40 / 75 / 120 / 200 Daily

## The Sub-Path of Music

This sub-path contains all the powers related to music and melodies. The witches who use this spells are usually called musical magicians, because through their melodies they are capable of causing the most unbelievable effects and wonders.  
Closed Paths: Destruction, Fire, Earth, and Necromancy.

Tempo  
Level: 4 Action: Active  
Spell Type: Effect  
Effect: Managing the pace of the world, this spell isolates the sorcerer preventing outside distractions. Consequently, you get a bonus to your search skill on sound related tests.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 50 70 100  
Req. Intelligence 5 8 10 12  
Base: +40 to Search.  
Intermediate: +60 to Search.  
Advanced: +80 to Search.  
Arcane: +100 to Search.  
Maintenance: No

Cantabile  
Level: 14 Action: Active  
Spell Type: Effect  
Effect: This spell allows the character to “throw” your voice or a melody, allowing the mage to determine the origin of the sound.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 60 80 100  
Req. Intelligence 5 8 10 12  
Base: 100 meters/109 yards.  
Intermediate: 250meters/273 yards.  
Advanced: 500 meters/546 yards.  
Arcane: 1 km/1093 yards.  
Maintenance: 5 / 5 / 5 / 10

Plagiarism  
Level: 24 Action: Active  
Spell Type: Effect  
Effect: Provides the magician's the ability to carry out necessary artistic interpretation of any musical composition, whether playing an instrument or singing. The sorcerer must know or have heard, albeit incomplete, the part you wish want to represent. In doing so, the character has the equivalent of a particular music ability based on the level of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 70 90 120   
Req. Intelligence 6 8 10 12  
Base: 120 Music.  
Intermediate: 180 Music  
Advanced: 240 Music  
Arcane: 280 Music  
Maintenance: 5 / 5 / 5 / 10

Mezzo Forte  
Level: 34 Action: Active  
Spell Type: Attack  
Effect: Creating a discordant note of music, the wizard unleashes a destructive sound wave that destroys anything solid it comes in contact with. The energy based attack is has very low base damage but should damage result, the defender must make a PhR test against a difficulty equal to 10 x Damage taken (MAX Difficulty 240) loosing additional LP equal to the failure level.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 7 9 11 13  
Base: Damage 10  
Intermediate: Damage 20  
Advanced: Damage 30  
Arcane: Damage 40  
Maintenance: No

Adage  
Level: 44 Action: Active  
Spell Type: Automatic  
Effect: This spell creates a melody filled with strong emotions that affect all who hear at least one assault. Targets must pass a MR test or be completely imbued with an emotion chosen by the wizard based on the symphony. If someone is only half listening or ears are covered they receive +40 to their MR test. The Mage is not able to use target selection, all people in the radius are impacted.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 160 220 280  
Req. Intelligence 7 9 11 13  
Base: 120 MR / 20m/21yd radius  
Intermediate: 140 MR / 50m/54yd radius  
Advanced: 160 MR / 100m/109yd radius  
Arcane: 180 MR / 150m/164yd radius  
Maintenance: 5 / 10 / 15 / 20

Allegro  
Level: 54 Action: Active  
Spell Type: Automatic  
Effect: Creates the most beautiful melody imaginable, which stuns and captivates its listeners. Anyone who is around the sorcerer must pass two MR tests or suffer the fascination state. Those who are unable to hear are immune to this effect. If someone is only half listening or ears are covered they receive +40 to their MR test.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 160 220 280  
Req. Intelligence 7 9 11 13  
Base: 120 MR / 10m/11yd radius  
Intermediate: 140 MR / 25m/27yd radius  
Advanced: 160 MR / 50m/54yd radius  
Arcane: 180 MR / 100m/109yd radius  
Maintenance: 5 / 10 / 15 / 20

Prestissimo  
Level: 64 Action: Active  
Spell Type: Effect  
Effect: This spell creates a frenetic tune that increases rate of reaction of anyone who listens as selected by the caster. Those affected in the radius of the spell increase their speed.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 8 10 12 14  
Base: 10m/10yd radius/ +1 movement / +30 Initiative  
Intermediate: 20m/21yd radius/ +2 movement / +30 Initiative  
Advanced: 30m/32yd radius/ +2 movement / +40 Initiative  
Arcane: 40m/43yd radius/ +3 movement / +50 Initiative  
Maintenance: 5 / 10 / 15 / 20

Fortissimo  
Level: 74 Action: Active  
Spell Type: Effect  
Effect: The caster receives complete control over any sound produced in the area of influence, and can alter, increase in power, or make completely imperceptible any sound. For example, bringing together small environmental whispers to form a nice melody or misrepresent the words of a person. Beings with a presence higher than that of the caster, or Gnosis 40+ are immune to having their sound altered.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 8 10 12 14  
Base: 10m/10yd radius  
Intermediate: 25m/27yd radius  
Advanced: 50m/54yd radius  
Arcane: 100m/109yd radius  
Maintenance: 10 / 15 / 20 / 30

Marziale  
Level: 84 Action: Active  
Spell Type: Effect  
Effect: Creates a powerful melody that enhances endurance for those who listen and are selected by the caster. A person can only be under the influence of one instance of this spell.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 8 10 12 14  
Base: 10m/10yd radius / +2 AT / MR +20  
Intermediate: 25m/27yd radius / +3 AT / MR +20 and PhR +20  
Advanced: 50m/54yd / +4 AT / +20 MR, PhR, and PsR / Damage Barrier 50  
Arcane: 100m/109yd / +5 AT / +20 MR, PhR, and PsR / Damage Barrier 60  
Maintenance: 5 / 10 / 15 / 20  
  
Anima  
Level: 94 Action: Active  
Spell Type: Automatic  
Effect: Anima is a spell that carries a tune of supernatural power automatically penetrating the soul of all who listen. Anima should be cast in combination with a spiritual spell, causing the spell to become automatic and affect anyone within 50m/54yd of the sorcerer who listen to the melody. The MR test will be based on the spiritual spell; if someone is only half listening or ears are covered they receive +40 to their MR test.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 450 600 800  
Req. Intelligence 8 10 12 14  
Base: Affects base level spells  
Intermediate: Affects Intermediate level spells  
Advanced: Affects Advanced level spells  
Arcane: Affects Arcane level spells  
Maintenance: 5 / 10 / 15 / 20

## The Sub-Path of Nobility

This sub-path contains all the principles related to appearance, status and superiority over other people. It is the magic used by nobles and great lords to ensure its dominance over others.  
Closed Paths: Creation, Destruction, Essence, Fire, and Necromancy.

Face  
Level: 4 Action: Active  
Spell Type: Effect  
Effect: Removes imperfections that may affect the face of the target, covering the defects with a soft layer of makeup and applying a slight supernatural healing effect that eliminates any skin condition and enhances color. The character gains a vital and healthy appearance.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 50 80 120  
Req. Intelligence 5 8 10 12  
Base: As described.  
Intermediate: As base level, but the character gains +1 appearance (up to 9) and makes him look several years younger.  
Advanced: As in intermediate grade, but +2 Appearance (up to 10).  
Arcane: As advanced degree, but +3 Appearance (up to 10).  
Maintenance: 5 / 5 / 5 / 10 Daily

Perfume  
Level: 14 Action: Active  
Spell Type: Effect , Automatic  
Effect: This spell changes the targets body odor, making it a fragrant aroma, soft and pleasant to smell that evokes pleasant feelings in those who are in the radius.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 60 90 120  
Req. Intelligence 5 8 10 12  
Base: As described / 20m/21yd radius.  
Intermediate: As base level, The target can use their body odor to influence Style tests, increasing their success by one degree. 30m/32yd radius.  
Advanced: As in intermediate grade, but it increases style tests by two degrees. 40m/43yd radius  
Arcane: As advanced degree, but everyone who smells the perfume for over 5 rounds to perform a MR 100 test or will automatically be in a state of fascination, being more receptive to the words of the target. 50m/54yd radius  
Maintenance: 5 / 5 / 5 / 10 Daily

Muse  
Level: 24 Action: Active  
Spell Type: Effect  
Effect: Gives the caster the inspiration to make a masterful interpretation of a traditional art form such as  
playing an instrument, singing, dancing, painting, writing, composing ... This spell gives the witch a base ability in the secondary skill for that check (Music, Dance or Art), or half the value granted as a bonus to your own ability. Although no maintenance, the effects of this spell persist long enough to complete the work, provided that this does not last more than a day.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 11 13  
Base: 120 skill  
Intermediate: 180 skill  
Advanced: 240 skill  
Arcane: 280 skill  
Maintenance: No

Wardrobe  
Level: 34 Action: Active  
Spell Type: Effect  
Effect: Temporarily transforms the clothes of the target to exquisite quality with the ability to stay clean and pressed at all times. Spots and splashes slip by the fabric without causing the slightest imperfection and any tears will mend supernaturally in seconds.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 90 120 150  
Req. Intelligence 6 9 11 13  
Base: As described.  
Intermediate: As base level, but while wearing the clothes the character gains +50 Style.  
Advanced: As mid-level, but the clothes vary in shape and color depending on the location and time, but always keeping a glorious and impressive appearance.  
Arcane: As advanced degree, but the clothes give a AT 4 against any kind of attack, and repair immediately if suffering any kind of damage not of supernatural nature.  
Maintenance: 5 / 5 / 5 / 10 Daily

Pleasant Conversation  
Level: 44 Action: Active  
Spell Type: Automatic  
Effect: Allows target to perceive surface thoughts and interests for an individual allowing him to carry on a conversation that is pleasant or enjoyable. The victim may resist by making a MR or PhR test. In case of failure, the mage gets a bonus of +200 to Style and Persuasion directed to fascinate the target and drag him into small talk. The spell works if the target has been talking at least half a minute a person who is not overtly hostile. Although there is no maintenance, the bond is maintained as long as the conversation continues.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 150  
Req. Intelligence 7 10 12 14  
Base: 120 MR or PsR  
Intermediate: 160 MR or PsR  
Advanced: 200 MR or PsR  
Arcane: 240 MR or PsR  
Maintenance: No

Greatness  
Level: 54 Action: Active  
Spell Type: Automatic  
Effect: This spell covers the sorcerer with an air of grandeur providing a powerful authority that intimidates those accustomed to obey orders. Anyone who is in a 5m/5yd radius should make a MR or PsR, or be compelled to please him, treating him with respect and deference due to a superior. Greatness has no effect on individuals who have hostility against the caster, who know or feel they are their equals or superiors, or those beings who simply consider that they could not obey the witch under any circumstances. Affected individuals may repeat the test only when the caster does some action so contrary to reason that they may reconsider their submission to him.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 150  
Req. Intelligence 7 10 12 14  
Base: 120 MR or PsR  
Intermediate: 160 MR or PsR  
Advanced: 200 MR or PsR  
Arcane: 240 MR or PsR  
Maintenance: 10 / 10 / 15 / 15

Conquering Hearts  
Level: 64 Action: Active  
Spell Type: Automatic  
Effect: This spell alters the perception of people into feeling that the caster or designated target is a being of beauty and intoxicating sensuality. Any target sexually compatible with the character that must pass a MR or PsR test or be automatically enthralled, demonstrating a clear interest according to their nature, personality and disposition. In addition, the individual who is responsible for this spell gets a bonus of +200 to Persuasion (Seduction) against anyone who has not been able to overcome the test. To be affected the “victim” must be able to see the caster/target.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 150 200 250  
Req. Intelligence 8 11 13 15  
Base: 120 MR or PsR  
Intermediate: 160 MR or PsR  
Advanced: 200 MR or PsR  
Arcane: 240 MR or PsR  
Maintenance: 5 / 10 / 10 / 15 Daily

Absolute Presence  
Level: 74 Action: Active  
Spell Type: Automatic  
Effect: This spell makes any individual in a radius around the Sorcerer completely focused on the caster, being unable to focus on someone other than the witch. Anyone attempting to perform an activity that is targeting the caster automatically receives a penalty of -40 to all actions (-120 with perceptual skills).   
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 150 200 250  
Req. Intelligence 9 12 14 16  
Base: 120 MR or PsR / 20m/21yd radius  
Intermediate: 160 MR or PsR / 50m/54yd radius  
Advanced: 200 MR or PsR / 100m/109yd radius  
Arcane: 240 MR or PsR / 150m/164yd radius  
Maintenance: 10 / 10 / 15 / 20

Perfection  
Level: 84 Action: Active  
Spell Type: Effect  
Effect: The target of the spell alters their physique acquiring the perfect look.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 150 200 250  
Req. Intelligence 9 12 14 16  
Base: Appearance 10 and +100 to Style, Persuasion, Intimidation and Leadership.  
Intermediate: As base level, but his injuries disappear forever without leaving a mark or scar, increasing their level of regeneration +3.  
Advanced: As in intermediate grade, but the bonus to Style, Persuasion, Leadership, and intimidate increases to +200.  
Arcane: As advanced degree, but the character gets a bonus +1 To all attributes.  
Maintenance: 15 / 15 / 20 / 25 Daily

The King of the World  
Level: 94 Action: Active  
Spell Type: Effect  
Effect: The magician uses magic to deify their social skills, becoming the center of attention and veneration of all those around him. Anyone within a radius of it must overcome MR test or consider the sorcerer as his teacher and ideal, the culmination of all his admiration. The wizard will not have real control over the victims, who continue to behave and correspond to their personality, but all seek to satisfy, help, and seek approval from the caster as if they were loyal followers.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 450 500 700  
Req. Intelligence 10 13 15 17  
Base: 500m/546yd radius / 120 MR  
Intermediate: 1km/1093yd radius / 160 MR  
Advanced: 2km/1.24mile radius / 200 MR  
Arcane: 5km/3mile radius / 240 MR  
Maintenance: 15 / 15 / 20 / 25 Daily

## The Sub-Path of Peace

This is the sub-path that embodies harmony and lack of conflict.  
Closed Paths: Destruction, Darkness, Fire, Necromancy, and Illusion.

Savior Shield  
Level: 4 Action: Passive  
Spell Type: Defense  
Effect: Creates a protective barrier that defends against any attack. In the event that it is used to cover multiple individuals on an area attack, the spell can protect as many targets as indicated by the level of the spell without suffering further damage or apply penalty to the defensive ability of the caster.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 100 160 240  
Req. Intelligence 6 8 10 14  
Base: The shield has 300 Resistance points/ is capable of protecting up to two people without penalty.  
Intermediate: The shield has 900 Resistance points / is able to protect up to five people without penalty.  
Advanced: The shield has 1,500 Resistance points / is able to protect up to eight people without penalty.  
Arcane: The shield has 3,000 Resistance points / is able to protect up to twelve people without penalty.  
Maintenance: 5 / 15 / 20 / 25

Internal Balance  
Level: 14 Action: Passive  
Spell Type: Effect.  
Effect: The caster or the target designated by the caster reaches a level of peace of mind that makes him immune to any effect that unbalances mood.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: The character becomes immune to negative psychological states.  
Intermediate: As base level, but also the character gains a +40 to resistance to avoid supernatural mood altering effects.  
Advanced: As in intermediate grade, but the applicable bonus is +80.  
Arcane: The character cannot be affected by any effect that alters behavior negatively.  
Maintenance: 15 / 20 / 25 / 30 Daily

Defender  
Level: 24 Action: Active  
Spell Type: Effect  
Effect: Grants a bonus to the defensive ability of an individual or individuals when using the total defense maneuver.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 140 200  
Req. Intelligence 6 8 10 12  
Base: +20 to defensive ability / Presence maximum 60.  
Intermediate: +20 to defensive ability / Presence maximum 100.  
Advanced: +30 to defensive ability / Presence maximum 150.  
Arcane: +40 to defensive ability / Presence maximum 250.  
Maintenance: 10 / 10 / 15 / 20  
  
Harmony Detection  
Level: 34 Action: Active  
Spell Type: Detection  
Effect: The magician sees people inside the radius of the spell with peaceful or violent feelings if they do not pass the MR test.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 8 10 12 14  
Base: 10m/10yd radius / 100 MR  
Intermediate: 25m/27yd radius / 120 MR  
Advanced: 50m/54yd radius / 140 MR  
Arcane: 100m/109yd radius / 160 MR  
Maintenance: 10 / 10 / 15 / 15  
  
Haven of Peace  
Level: 44 Action: Active  
Spell Type: Automatic  
Effect: This spell creates an area within which all aggressive instinct is lost; anyone failing the MR test loses all violent feelings. A person affected by this spell has no right to repeat the test unless you feel that something can restore their aggressive attitude. The area remains static in the place it was launched.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 160 220 280 300  
Req. Intelligence 8 10 12 14  
Base: 10m/10yd radius / 100 MR  
Intermediate: 25m/27yd radius / 120 MR  
Advanced: 50m/54yd radius / 140 MR  
Arcane: 100m/109yd radius / 160 MR  
Maintenance: 20 / 25 / 30 / 30 daily

Sign of Peace  
Level: 54 Action: Passive  
Spell Type: Automatic  
Effect: The caster cancels an attack action targeted against the mage (even if other individuals are also affected by the attack). To avoid the spells effects, it is necessary to overcome a MR against the difficulty indicated by the degree of the spell. The attack action can only be affected once by a spell of Sign of Peace.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 180 260 340  
Req. Intelligence 8 10 12 14  
Base: MR 120  
Intermediate: MR 160  
Advanced: MR 200  
Arcane: MR 240  
Maintenance: No

Absolute Defense  
Level: 64 Action: Active  
Spell Type: Effect.  
Effect: While the sorcerer does not take any offensive actions during a turn he can apply a Magic projection bonus to defense.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 110 140  
Req. Intelligence 6 9 12 15  
Base: Magic +20 to defensive projection  
Intermediate: Magic +30 to defensive projection  
Advanced: Magic +40 to defensive projection  
Arcane: Magic +50 to defensive projection  
Maintenance: 10 / 10 / 15 / 15

Wings of Salvation  
Level: 74 Action: Passive  
Spell Type: Defense  
Effect: Creates a protective barrier that protects against any attack. The spell can cover all individuals within range of the spell without suffering further damage or penalty to the defensive ability of the caster.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 250 350 450  
Req. Intelligence 9 11 13 15  
Base: The shield has 500 points of Resistance / 5m/5yd radius  
Intermediate: The shield has 1,200 points Resistance / 15m/16yd radius  
Advanced: The shield has 2,500 points of Resistance / 25m/27yd radius  
Arcane: The shield has 5,000 points of Resistance / 50m/54yd radius  
Maintenance: 15 / 25 / 35 / 45

Absolute Peace  
Level: 84 Action: Active  
Spell Type: Automatic  
Effect: The target of this spell is imbued with an energy of pure peace, which will prevent him re-engaging in violent acts of any type. Someone who fails MR test can no longer perform offensive actions against anyone in a conscious way since the very nature violence disappears altogether, this spell requires no maintenance.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 9 11 13 15  
Base: MR 120.  
Intermediate: MR 140.  
Advanced: MR 160.  
Arcane: MR 180.  
Maintenance: No

Pax in Terrax  
Level: 94 Action: Active  
Spell Type: Automatic  
Effect: When cast this spell creates a zone of absolute non-violence, where there may be no conflicts or wars of any kind. Everyone who enters it must overcome the MR or automatically give up the concepts of violence and confrontation, and being able to carry out violent actions. A person who fails has no right to repeat the MR test as long as within the action area of the spell, while those who pass must retest every time you try to perform an act of violence inside the area.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 350 600 1000 1600  
Req. Intelligence 8 10 12 14  
Base: 1km/1093yd radius / 120 MR  
Intermediate: 5km/3mile radius / 140 MR  
Advanced: 15km/9mile radius / 160 MR  
Arcane: 50km/31mile radius / 180 MR  
Maintenance: 35 / 60 / 100 / 160 Daily

## The Sub-Path of Sin

This sub-path is the darkest and most twisted of all, bringing together all the powers associated with negative emotions, sin and pure evil. It's the magic used by the vast majority of hellish creatures as well as the worshipers of the evil deities of each culture.  
Closed Paths: Light, Essence, Illusion, Earth, and Water.

Feeling Sin  
Level: 4 Action: Active  
Spell Type: Detection  
Effect: With this spell the caster can see the sins someone committed. You will not get specific information about them (you know the kind of sin), but feel the severity and approximate time they were committed. For example, you might know that the sin committed by a person is lie, but not knowing where or why he lied. The Caster may feel a sin for every 10 points the target fails their MR test.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 60 90 120  
Req. Intelligence 6 8 10 12  
Base: MR 120  
Intermediate: MR 140   
Advanced: MR 160   
Arcane: MR 180   
Maintenance: No

Imbue Sin  
Level: 14 Action: Active  
Spell Type: Automatic  
Effect: The target of the spell is prompted to commit the cardinal sin they would be most likely to commit. Someone with an enormous gluttony would feel the need to eat, insatiably lustful while in the arms of someone they find attractive. The target can repeat the MR test every time they are prompted to sin.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 70 100 140  
Req. Intelligence 6 8 10 12  
Base: MR 120  
Intermediate: MR 140  
Advanced: MR 160  
Arcane: MR 180  
Maintenance: 5 / 10 / 10 / 15 Daily

Gluttony  
Level: 24 Action: Active  
Spell Type: Effect  
Effect: The Wizard automatically retrieves a part of all Zeon points (rounded up in groups of 5) and Ki points spent in a radius around him. For example, if the mage has Gluttony active at the base degree and another sorcerer casts a spell inside of its range at a cost of 100 points Zeon, the mage recovers 10 Zeon. Gluttony has no effect on innate magical powers or spells/Ki powers activated by the mage.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 140 180  
Req. Intelligence 7 9 11 13  
Base: Absorbs 10% / 10m/10yd radius  
Intermediate: Absorbs 20% / 20m/21yd radius  
Advanced: Absorbs 30% / 40m/43yd radius  
Arcane: Absorbs 50% / 60m/65yd radius  
Maintenance: 5 / 5 / 10 / 10

Lust  
Level: 34 Action: Active  
Spell Type: Spiritual  
Effect: The target of the spell will become a magnet for anyone attracted to the sex of the target. Anyone who sees him and does not pass the MR test will feel immensely attracted to the target, while one who fails by more than 40 points feels an obsessive and unhealthy attraction, losing reason and anything to possess the target of his lust. Any affected individual can repeat the MR test every hour. The target of the spell can resist being imbued with Lust by passing the MR.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 120 150  
Req. Intelligence 7 9 11 13  
Base: MR 140   
Intermediate: MR 160   
Advanced: MR 180   
Arcane: MR 200   
Maintenance: 5 / 5 / 10 / 10

Greed  
Level: 44 Action: Active  
Spell Type: Automatic  
Effect: Automatically steals something that is in possession of the target of the spell, making it appear to the magician. It is not even necessary that the object "move" toward the caster, and can affect from something that is held in the hands, clothes, or armor you are wearing. The Maximum presence affected is determined by the level of the spell. The target can resist with a MR test.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 80 120 260  
Req. Intelligence 8 10 12 14  
Base: MR 120 / 50 Presence  
Intermediate: MR 140 / 80 Presence  
Advanced: MR 160 / 100 Presence  
Arcane: MR 180 / 120 of Presence  
Maintenance: No  
  
Sloth  
Level: 54 Action: Active  
Spell Type: Effect  
Effect: The target is placed in a deep state of laziness. For the duration of spell the target may only take passive actions. To withstand the effects of this spell is necessary to overcome a MR test against the difficulty determined by the degree of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 80 100 120  
Req. Intelligence 7 9 11 13  
Base: MR 100   
Intermediate: MR 120   
Advanced: MR 140   
Arcane: MR 160   
Maintenance: 5 / 5 / 10 / 10

Pride  
Level: 64 Action: Active  
Spell Type: Spiritual  
Effect: The target of this effect gets infinite confidence, neglecting the skills of those around him. The target automatically increases their skills, gaining special bonuses determined by the level of the spell. However, their capacities become limited, leaving them unable to use Ki techniques, Magnus powers, Level 2-3 psychic abilities and spells over level 40. To resist its effects, it is necessary to pass an MR test difficulty determined by the level of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 150  
Req. Intelligence 7 9 11 13  
Base: MR 120 / +10 to All Action / +50 to Style  
Intermediate: MR 140 / +20 to All Action / +100 to Style  
Advanced: MR 160 / +20 to All Action / +150 to Style / +100 Withstand Pain  
Arcane: MR 180 / +30 to All Action / +200 to Style / +150 Withstand Pain  
Maintenance: 5 / 5 / 10 / 10

Wrath  
Level: 74 Action: Active  
Spell Type: Spiritual  
Effect: The target of the spell goes into a berserk rage that he cannot control, attacking anyone that is the subject their rage. The magician may, at the time of casting, focus on who will be targeted by all that anger. To withstand the effects of this spell the target must overcome MR test against the difficulty determined by the level of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 180 220  
Req. Intelligence 8 10 12 14  
Base: MR 120   
Intermediate: MR 140   
Advanced: MR 160   
Arcane: MR 180   
Maintenance: 5 / 5 / 10 / 10

Envy  
Level: 84 Action: Active  
Spell Type: Spiritual  
Effect: If the target fails the MR test determined by the degree the spell, they will suffer all the sorcerer suffers, both positive and negative. For example, if damage is dealt to the caster the target is also affected, or if the sorcerer receives any mystical effect it will also be transferred to the target.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 150 200 250  
Req. Intelligence 9 11 13 15  
Base: MR 120   
Intermediate: MR 140   
Advanced: MR 160   
Arcane: MR 180   
Maintenance: 5 / 5 / 10 / 10  
  
The Evil Seed  
Level: 94 Action: Active  
Spell Type: Spiritual  
Effect: A person affected by this spell becomes intrinsically evil, losing any concept morality. The character will acquire an extreme wickedness automatically. A person truly pure, without any concept of evil, is immune to this spell. To resist its effects is control necessary to overcome the difficulty of the MR test determined by the level of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 260 320  
Req. Intelligence 10 12 14 16  
Base: MR 120   
Intermediate: MR 140   
Advanced: MR 160   
Arcane: MR 180   
Maintenance: No

## The Sub-Path of Knowledge

Knowledge is a primary sub-path that dominates the very concept of knowing. Sorcerers who use it have control over everything that can be learned.  
Closed Paths: Destruction, Earth, Fire, and Illusion.

Categorize  
Level: 4 Action: Active  
Spell Type: Effect  
Effect: The caster gains knowledge about the nature of a creation; from how to use a cooking utensil to trying to  
find your recipe, seeing how to use something and why it was made. The spell doesn’t actually grant the skill necessary to use the item but rather a guide on its use. Items such as buildings or complex items with a high presence are immune to this spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 90 120  
Req. Intelligence 5 7 9 11  
Base: The caster knows that field of study it covers: the kitchen, mechanics, blacksmithing ... without acquiring more data.  
Intermediate: Obtains information about the materials or compounds, as well as an approximate percentage of each in the final set.  
Advanced: Get a rough idea of how it works, but not for the purpose it serves.  
Arcane: The caster gets a vague idea of how the object was created, but not enough to recreate it.  
Maintenance: No.

Knowledge  
Level: 14 Action: Active  
Spell Type: Effect  
Effect: Grants the caster innate knowledge in a subject. The Sorcerer gets a value for the ability of his choosing, replacing the current base score. A character may cast this spell multiple times to access multiple abilities.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 120 160  
Req. Intelligence 6 9 11 13  
Base: 40 in a skill  
Intermediate: 60 in a skill  
Advanced: 80 in a skill  
Arcane: 100 in a skill  
Maintenance: 5 / 10 / 15 / 20

Knowing Weakness  
Level: 24 Action: Active  
Spell Type: Detection  
Effect: Allows the caster to see the imperfections and weaknesses of something or someone. If cast on a being, the mage will find out their faults and weaknesses, while if it is an object, you'll know if something is particularly weak and at what point it is weakest.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 140 180  
Req. Intelligence 7 9 11 13  
Base: MR 120   
Intermediate: MR 140   
Advanced: MR 160   
Arcane: MR 180   
Maintenance: No

Know the Truth  
Level: 34 Action: Active  
Spell Type: Detection  
Effect: The caster will know when someone is lying to him. Everyone the mage faces must overcome the MR test determined by the level of the spell. In case of failure, the sorcerer knows if you've lied about something, though not specifically what.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 7 9 11 13  
Base: MR 80  
Intermediate: MR 100  
Advanced: MR 120  
Arcane: MR 140  
Maintenance: 10 / 15 / 20 / 20 Daily

Magical Knowledge  
Level: 44 Action: Active  
Spell Type: Effect  
Effect: The mage gains the knowledge required to cast a spell from a path he does not know. After this spell has been cast the gained spell must be cast within five rounds, after that the benefits of this spell fade.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 150 200 250  
Req. Intelligence 7 9 11 13  
Base: A spell up to level 20.  
Intermediate: A spell to level 30.  
Advanced: A spell up to level 40.  
Arcane: A spell up to level 50.  
Maintenance: No

Combat Knowledge  
Level: 54 Action: Active  
Spell Type: Automatic  
Effect: The magician perceives and understands the skills of an opponent and methodology of combat and how to anticipate their movements. Therefore, if the target fails the MR test, the caster gains a bonus to all skills while facing the enemy.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 7 9 11 13  
Base: MR 140 / +20 any contested action.  
Intermediate: MR 160 / +30 any contested action.  
Advanced: MR 180 / +30 any contested action.  
Arcane: MR 200 / +40 any contested action.  
Maintenance: 5 / 10 / 20 / 20

Learning  
Level: 64 Action: Active  
Spell Type: Automatic  
Effect: The target of the spell gets an improved ability to learn, reducing the time for study and practice to master the knowledge they want to achieve. For example, you could learn a spell and it’s level is decreased by a degree of difficulty.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 150 200 250  
Req. Intelligence 8 10 12 14  
Base: Decreases a degree of difficulty of learning.  
Intermediate: Decrease in two the degree of learning difficulty.  
Advanced: Decreases in three degree of difficulty of learning.  
Arcane: Decreases in four degree of difficulty of learning.  
Maintenance: 10 / 20 / 30 / 40 Daily

Counselor  
Level: 74 Action: Active  
Spell Type: Effect  
Effect: As the name suggests, this spell wisely advises the caster on an issue or question. The spell will not guess or possess a knowledge greater than the caster.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 140 200  
Req. Intelligence 6 9 11 13  
Base: The Mage gets a tip about what are the best decisions to be taken. The success rate is high, but it is far from being a perfect prediction.  
Intermediate: The counselor will show the range of possibilities and potential consequences of their events as well as the most appropriate to perform.  
Advanced: The Mage gets a very rough council on decisions to be taken or done. The success rate is very high.  
Arcane: Caster receives detailed advice with all the possibilities and possible consequences of their actions, as well as an approximate percentage the possibilities of success of each.  
Maintenance: 5 / 10 / 15 / 20

Giving Knowledge  
Level: 84 Action: Active  
Spell Type: Spiritual  
Effect: Allows transfer of knowledge from one individual to another. For example, the spell could make someone lose their knowledge of archeology or occult rituals to give another individual those skills for the duration of the spell. The spell grants a knowledge ability to convey knowledge whose value does not exceed the level indicated by the spell. This ability also allows you to send information concerning the knowledge of spells, a maximum amount equivalent the value determined by the spell. In this case, for example, if the caster gives 40 levels of the path of light but has it up to level 70, the giver would lose the ability to cast spells of level 2 to 40, but could continue casting level 42 to 70. It is important to remember that spells do not grant the gift, so if someone receives spells without this advantage, they simply cannot use them. Resisting the effects of this  
spell requires overcoming a MR test determined by the degree of the spell. Anyone affected can repeat the MR test once a day.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 150 200 250  
Req. Intelligence 8 10 12 14  
Base: MR 120 / intellectual ability 50 or magic level 20.  
Intermediate: MR 140 / intellectual ability 100 or Magic level 40.  
Advanced: MR 160 / intellectual ability of 150 or magic level 60.  
Arcane: MR 180 / intellectual ability to 200 or magic level 80.  
Maintenance: 5 / 10 / 15 / 20 Daily

Life  
Level: 94 Action: Active  
Spell Type: Effect  
Effect: This spell temporarily gives the character life experiences, allowing for a few moments to increase your skills and knowledge. The caster gains additional levels, giving the ability to momentarily use the DP obtained to improve. The effect of this spell does not overlap, and a sorcerer can only benefit from one spell of life at a time.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 400 600 800 1000  
Req. Intelligence 10 12 14 16  
Base: +1 Level  
Intermediate: +2 Levels  
Advanced: +3 Levels  
Arcane: +4 Levels  
Maintenance: 40 / 60 / 80 / 100

## The Sub-Path of Blood

This sub-pathway controls the principle that gives life to organic beings, that of their own blood.  
Closed Paths: Light, Illusion, Fire, Air, and Earth.  
Limitation: Beings without a blood stream, such as elementals, spirits or inorganic golems are immune to spells of this sub-pathway.

Slow Pulse  
Level: 4 Action: Active  
Spell Type: Spiritual  
Effect: Affects the bloodstream of its target, slowing it down. If it is abnormally fast (as in the case of emotional extremes, such as anger or fear) the victim feels relaxed, with any extreme emotion eliminated regardless if the source of the emotion is natural or supernatural. The feeling of calm will be so great that during the next minute the target of the spell suffers a -10 to all actions of physical nature. To try to resist its effects the target must overcome a MR test the difficulty determined by the degree of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 100 150  
Req. Intelligence 5 8 10 13  
Base: MR 80  
Intermediate: MR 100  
Advanced: MR 120  
Arcane: MR 160  
Maintenance: No

Clot  
Level: 14 Action: Active  
Spell Type: Effect  
Effect: Magically heals wounds, preventing blood loss and closing wounds. You can only affect someone once a day with this spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 80 120 160  
Req. Intelligence 6 8 10 13  
Base: Automatically removes any bleeding effects  
Intermediate: Recovers 20% of the LP lost to injuries caused by cuts or bleeding.  
Advanced: Recovers 40% of the LP lost to injuries caused by cuts or bleeding.  
Arcane: Recovers 60% of the LP lost due to injury caused by cuts or bleeding.  
Maintenance: No

Sangfroid  
Level: 24 Action: Active  
Spell Type: Effect  
Effect: Changes the body temperature of the target of the spell, allowing you to regulate it accordingly to external conditions. Thus, the target cannot be affected by adverse weather and can survive in  
icy wastes or burning deserts. It can affect multiple targets as long as their presence does not exceed the amount allowed by the level of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 90 120 150  
Req. Intelligence 6 9 12 15  
Base: Maximum Presence 60  
Intermediate: Maximum Presence 100  
Advanced: Maximum Presence 180  
Arcane: Maximum presence 300  
Maintenance: 5 / 20 / 25 / 30 Daily

Creating Blood  
Level: 34 Action: Active  
Spell Type: Effect  
Effect: Creates a weapon from the wizard's own blood, crystallizing the material to make it extremely hard. Unfortunately, the sorcerer must sacrifice a part of his own blood, losing life points in the process.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 160 200  
Req. Intelligence 6 9 12 15  
Base: Loss of -10 LP / Quality +0 / Objects up to 2kg/4.5lbs  
Intermediate: Loss of 20 LP / Quality +5 / Objects up to 5kg/11lbs  
Advanced: Loss of 40 LP / Quality +10 / objects up to 15kg/33lbs  
Arcane: Loss of 60 LP / Quality +15 / objects up to 25kg/55lbs  
Maintenance: 10 / 40 / 50 / 60

Transfusion  
Level: 44 Action: Active  
Spell Type: Effect  
Effect: Separating the vital elements of the blood of the sorcerer and imbuing them on an ally, the wizard transfers their points of life to another person. The amount of LP to sacrifice by the caster is multiplied by the amount determined by the level of the spell. For example, if the warlock launched this spell at intermediate and  
sacrificed 10 LP, 50 LP would go to the target. This spell does not allow restoration of severed limbs or permanent loss, but does remove penalties caused by criticals by an amount equal to the sacrificed life points.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 60 80 100  
Req. Intelligence 6 8 10 12  
Base: x2 the LP sacrificed  
Intermediate: x5 the LP sacrificed   
Advanced: x10 the LP sacrificed  
Arcane: x20 the LP sacrificed  
Maintenance: No

Drain  
Level: 54 Action: Active  
Spell Type: Spiritual  
Effect: This spell causes the wounds of a target to bleed horribly, increasing the damage they receive. While  
the spell is active, the affected increases the damage suffered in an amount determined by the level of the spell. Damage from bruises, cuts and bleeding receive this effect while the wounds caused by heat, cold or energy do not. To avoid its effects, the target must overcome MR test, but can repeat it every time damage is received and it augmented by this spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 150 200 250  
Req. Intelligence 6 8 10 12  
Base: Increases damage taken by 50% / MR 120  
Intermediate: Doubles damage taken / MR 140  
Advanced: Triples damage taken / MR 160  
Arcane: Quadruples the damage received / MR 180  
Maintenance: 10 / 15 / 20 / 25

Vampirism  
Level: 64 Action: Active  
Spell Type: Effect  
Effect: This spell causes a weapon to drink the blood of those who hurt, channeling their energy and giving the wielder life. In the case of attacking a being with damage resistance, the amount drained should be divided by ten.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 250 300  
Req. Intelligence 8 10 12 15  
Base: Heals 10% of the damage dealt.  
Intermediate: Heals 20% of the damage dealt.  
Advanced: Heals 30% of the damage dealt.  
Arcane: Heals 40% of the damage dealt.  
Maintenance: 10 / 10 / 15 / 15

Bloody Tears  
Level: 74 Action: Active  
Spell Type: Spiritual  
Effect: This spell causes horrific blood pressure from the heart to expand and burst from within. If the character fails the resistance test by more than 40 points they die automatically, while if the failure is below 40 they receive damage based on the level of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 280 320 360 400  
Req. Intelligence 10 13 15 17  
Base: 140 MR or PhR / Damage 50  
Intermediate: 180 MR or PhR / Damage 100  
Advanced: 220 MR or PhR / Damage 150  
Arcane: 260 MR or PhR / Damage 200  
Maintenance: No

Blood Stream  
Level: 84 Action: Passive  
Spell Type: Effect  
Effect: Increases the speed of the sorcerer's bloodstream and his allies, greatly increasing their capabilities.  
However, the pressure at which the heart is subjected to will cause internal damage that can kill the target if kept active too long.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 240 300 340  
Req. Intelligence 10 12 15 17  
Base: +10 all action bonus / -5 LP a turn  
Intermediate: +20 all action bonus / -15 LP a turn  
Advanced: +40 all action bonus / -30 LP a turn  
Arcane: +60 all action bonus / -50 LP a turn   
Maintenance: 40 / 50 / 60 / 70

A World of Blood  
Level: 94 Action: Active  
Spell Type: Spiritual  
Effect: The caster gets complete control over all the blood is within the range of the spell. His mastery is such that can cripple the bodies of living things, and create almost anything you want with the blood that has already been shed. Any individual who is affected by the spell must overcome a resistance test to avoid being controlled by the witch like a puppet, or suffer damage equal to twice the level of failure. In the case that the Sorcerer wants to use blood as a means of attack or defense (creating blades, thorns or shields), has the ability to use their magical projection to project it as sharp or shields downloads mystics. Both the damage as attacks and their resistance is determined by the degree of spell, but can only use it if there is enough blood around.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 280 320 360 400  
Req. Intelligence 10 13 15 17  
Base: 120 MR or PhR / Damage 60 / 500 Points of Resistance  
Intermediate: 140 MR or PhR / Damage 90 / 1200 Points of Resistance  
Advanced: 160 MR or PhR / Damage 120 / 2400 Points of Resistance  
Arcane: 180 MR or PhR / Damage 150 / 3600 Points of Resistance  
Maintenance: No

## The Sub-Path of Dreams

Dreams are the way of magic that control the dream world of dreamers, as reflected in the Wake.  
Closed Paths: Creation, Destruction, Water, Earth, and Fire.

Feel the Dream  
Level: 4 Action: Active  
Spell Type: Detection  
Effect: With this spell the caster is able to locate the energies of all beings dreaming, what they are dreaming about it and in addition can tell if they are placid dreams, or terrible nightmares. To resist detection, sleepers must overcome an MR test.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 60 80 100  
Req. Intelligence 5 8 10 12  
Base: 50m/54yd radius / MR 120  
Intermediate: 150m/164yd radius / MR 160  
Advanced: 200m/218yd radius / MR 200  
Arcane: 500m/546yd radius / MR 240  
Maintenance: No

Undisturbed Sleep  
Level: 14 Action: Active  
Spell Type: Effect  
Effect: This spell protects a person from being assaulted by spells or effects of any kind related to dreams, giving a bonus to MR or PsR against such attacks. Also, this spell prevents the character from accidentally traveling to the wake, giving the same bonus to your resistance if someone tries to force them to go against their will.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 80 100 120  
Req. Intelligence 5 8 10 12  
Base: +40 MR or PsR  
Intermediate: +60 MR or PsR  
Advanced: +80 MR or PsR  
Arcane: +100 MR or PsR  
Maintenance: 5 / 5 / 5 / 10 Daily

Dream Spy  
Level: 24 Action: Active  
Spell Type: Spiritual  
Effect: This spell allows you to observe what is occurring in the dreams of a sleeper, whether they are quiet or nightmares. It is not possible to intervene in any way, but you see them in detail. A person can  
resist by passing an MR test, but if it fails, only entitled to a new test each day if it is aware or suspects they may being affected by a spell like this.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 80 100 120  
Req. Intelligence 5 8 10 12  
Base: MR 140  
Intermediate: MR 160  
Advanced: MR 180  
Arcane: MR 200 / The caster can show an image of the affected individual's dreams, allowing any person next to him to see.  
Maintenance: 10 / 10 / 10 / 15 Daily

Altering Dreams  
Level: 34 Action: Active  
Spell Type: Spiritual  
Effect: With this spell the wizard has the ability to alter dreams (whether peaceful or nightmares) for everyone  
within the radius. This spell only works if the caster is "outside" the dream, if they enter the dream or the wake then the spell is not usable.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 7 9 11 13  
Base: MR 100 / 50 m radius  
Intermediate: MR 120 / 150m/164yd radius  
Advanced: MR 140 / 250m/273yd radius  
Arcane: MR 160 / 500m/546yd radius  
Maintenance: 10 / 10 / 10 / 15

Night Walker  
Level: 44 Action: Active  
Spell Type: Effect  
Effect: With this spell the caster or his target can bring the world his dream consciousness, so while your physical body sleeps, they can move freely around the world in the form of dreams. While someone is affected by this spell they are invisible to the naked eye (except those capable of seeing spirits) and make no noise. At the same time they are completely intangible, and cannot touch anything material. The maximum distance that the person can leave his physical body is determined by the level of the spell. If the walker receives any kind of damage the spell is broken.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 10 12 14 16  
Base: 1km/1093yd maximum distance  
Intermediate: 2km/1.25mile maximum distance / The target may become visible at will and to speak with anyone.  
Advanced: 5km/3mile maximum distance / As intermediate, but the character can alter his physical appearance at will, acquiring any shape you can dream.  
Arcane: Any Distance / As advanced degree, but walkers can enter the dream world of those sleeping if the dreamer fails an MR 150 test.  
Maintenance: 30 / 30 / 40 / 40 Daily

Eternal Dream  
Level: 54 Action: Active  
Spell Type: Spiritual  
Effect: This terrible spell binds its victim in a dream from which nothing can wake up the target until the caster desires, no matter what happens to your body. Anyone affected by this spell has the right to a resistance test once a day, but uses a -40 to their resistance to wake up if already under the influence of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 180 240  
Req. Intelligence 7 9 11 13  
Base: MR 80  
Intermediate: MR 100  
Advanced: MR 120  
Arcane: MR 140  
Maintenance: 10 / 20 / 20 / 25 Daily

Barrier Tear  
Level: 64 Action: Active  
Spell Type: Effect  
Effect: The caster creates a vortex in reality establishing a portal to the wake.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 240 280 320  
Req. Intelligence 10 12 14 16  
Base: The portal allows only the sorcerer through, and is only one direction.  
Intermediate: The portal can be passed by any kind of being, but only in one direction.  
Advanced: As in intermediate grade, but the portal can be used in both directions.  
Arcane: As the advanced degree, but the sorcerer can determine who can freely cross the portal or require some special quality to open it.  
Maintenance: 40 / 50 / 60 / 70 Daily

Banish to the Wake  
Level: 74 Action: Active  
Spell Type: Spiritual  
Effect: This spell allows you to banish a person or being to a random place in the wake. The caster only to sends the subconscious dream of a person affected (ie, your body remains asleep while your mind goes to the Wake). If the target is asleep when the spell is cast they will not the feel dimensional jump, if he was awake his body fall into a deep sleep. It can also affect creatures that are from the wake banishing them completely. To resist the target must pass an MR test.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 120 140 160  
Req. Intelligence 10 12 14 16  
Base: MR 100  
Intermediate: MR 120  
Advanced: MR 140  
Arcane: MR 160  
Maintenance: No

Between Dreams and Reality  
Level: 84 Action: Active  
Spell Type: Effect  
Effect: Allows the caster to alter the links between the real world and Wake, allowing him to temporarily fuse both realities into one. The beings that come into that area will remain "on your side" of reality (ie, the Wake will be on your plane of existence across the area affected by the spell). However, the creatures that have powers special to the Wake keep them while inside the spell radius.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 400 500 700 900  
Req. Intelligence 13 15 17 19  
Base: 100m/109yd500 radius  
Intermediate: 500m/546yd radius  
Advanced: 1km/1093yd radius  
Arcane: 3km/1.8mile radius  
Maintenance: 80 / 100 / 140 / 180 Daily

Making Dreams Come True  
Level: 94 Action: Active  
Spell Type: Effect  
Effect: This spell is literally what its name suggests, allowing the sorcerer to bring into the real world any being or object that is in the dreams of a sleeper. He could bring, for example, a shield you used while you are dreaming you’re a warrior, in doing so actually materializing the object/thing. In the case of bringing a live being the creature is apparently real, but cannot have Gnosis powers beyond level 25 or above as determined by the level of the spell. If instead it is an object, its maximum presence will be determined by the degree of the spell. It is important to note that this spell does not allow the caster to see what's inside the dreams of people, so it will be necessary to use some other means to "see" exactly what you want to bring.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 600 900 1200  
Req. Intelligence 12 14 16 18  
Base: Maximum Presence 80 / Max Level 3  
Intermediate: Maximum Presence 120 / Max Level 6  
Advanced: Maximum Presence 160 / Max Level 9  
Arcane: Maximum Presence 200 / Max Level 12  
Maintenance: 50 / 60 / 65 / 75 Daily

## The Sub-Path of Time

To many occultists the sub-path that controls time is the greatest of all, valued even more than the higher paths. Those who use it are often called Chronomancers or magicians of the time, and as they wield the ability is to use magic to control the flow of time like an element.

Closed Paths: Necromancy, Air, Water, Fire, Earth, Essence, and Illusion.

NOTE: Unlike the other paths of magic, spells all related to time in Gaia are greatly limited and controlled by the power in the shadows. Therefore, any spell related the space-time continuum causing a possible alteration in history, simply has no effect, nullified by Imperium safe guards.

Temporal Knowledge  
Level: 4 Action: Active  
Spell Type: Effect  
Effect: The character can perceive time supernaturally.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 50 70 90  
Req. Intelligence 5 7 10 12  
Base: Allows the mage to supernaturally perceive the time and date is that using the calendar known as the caster.  
Intermediate: As base level, but also with the caster feels with absolute accuracy seconds and milliseconds. It also allows him to feel if there is some kind of supernatural disturbance in the flow of time.  
Advanced: As in intermediate grade, but the character can set an “alarm”, feeling it when that time comes.   
Arcane: As advanced degree, but the pitcher can calculate the period of time it will take time to conclude something, such as time it will take you to walk at constant speed across a beach, or the time it takes a melody to finish.  
Maintenance: No

Temporal Acceleration  
Level: 14 Action: Active  
Spell Type: Effect  
Effect: The magician accelerates their essence before the flow of time, allowing him to perceive the world in slow motion; others only see a blur in motion.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 180 240  
Req. Intelligence 7 10 12 15  
Base: Movement +1 / +20 to Initiative / +10 All action Bonus  
Intermediate: Movement +2 / +30 Initiative / +15 All action Bonus  
Advanced: Movement +2 / +40 Initiative / +20 All action Bonus  
Arcane: Movement +3 / +50 Initiative / +25 All action Bonus  
Maintenance: 10 / 15 / 20 / 25

Temporal Slowness  
Level: 24 Action: Active  
Spell Type: Effect  
Effect: This spell affects an area of land within which every individual designated by the caster is temporarily slowed. Consequently, those affected move much more slowly, and suffer various penalties. The area affected by temporal slowness remains static after casting. To resist the effects, it is necessary to pass an MR test, but someone who has failed the test can not repeat it again until after exiting the influence of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 150 200 250  
Req. Intelligence 7 10 12 15  
Base: -2 Movement / -40 Initiative / 10m/10yd radius / MR 100  
Intermediate: -4 Movement / -60 Initiative / -10 All action penalty / 25m/27yd radius / MR 120  
Advanced: -6 Movement / -80 Initiative / -20 All action penalty / 50m/54yd radius / MR 140  
Arcane: -8 Movement / -100 Initiative / -30 All action penalty / 100m/109yd radius / MR 160  
Maintenance: 10 / 15 / 20 / 25

Stall Time  
Level: 34 Action: Active  
Spell Type: Automatic  
Effect: This spell creates a supernatural bubble where the flow of time ceases to function; the state of the things inside cannot change. Even damage and effects will not be applied. For example, while this spell is maintained, a wounded character will remain with the same amount of LP even if new attacks that can produce damage or even kill him. Similarly, negative physical effects such as pain or fatigue, will not take effect at the time.  
Unfortunately, stall time can only delay the effects of what really happened, and never avoid them, so any damage an individual or thing has suffered during the stagnant period of time appear immediately once the spell ends or upon leaving the area of influence. That means that if someone has died within a stall time spell no matter how much healing you give them when the spell ends, they will be dead long ago. The warlock can freely choose who is affected and decide what things can be destroyed and which cannot. However, this charm never affects the caster; he is the nexus that links the past and present. The area affected by stall time remains  
static on the site it was launched.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 200 280 380  
Req. Intelligence 8 11 13 15  
Base: 5m/5yd radius  
Intermediate: 10m/10yd radius  
Advanced: 25m/27yd radius  
Arcane: 50m/54yd radius.  
Maintenance: 15 / 20 / 30 / 40

Stop Time  
Level: 44 Action: Active  
Spell Type: Automatic  
Effect: This spell makes time stand still inside a given space. Anyone or thing after the start of the spell that is in the interior of your area of effect will be frozen in time if failing their MR test. The people or things frozen in time are completely solid, so nothing can interact with them, touch them or damage them. Beings with 40 or more Gnosis can ignore this fact, being able to interact freely with frozen things without any problems. Anyone affected by this spell can only repeat the MR test once a day. The affected area by Stop Time is static at the site it was launched, the caster cannot select targets, with the exception being himself.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 400 500  
Req. Intelligence 9 12 14 16  
Base: MR 120 / 10m/10yd radius  
Intermediate: MR 140 / 25m/27yd radius  
Advanced: MR 160 / 50m/54yd radius  
Arcane: MR 180 / 100m/109yd radius  
Maintenance: 40 / 60 / 80 / 100 Daily

Retro Evolution  
Level: 54 Action: Active  
Spell Type: Spiritual  
Effect: This spell affects the essence of a target, taking its "existence" back in time. Naturally, not traveling to the past itself, but its essence returning to a time earlier in life. Thus, an elder would be young or adult male could become a mere child (or even a baby). Unfortunately, the time traveled backwards is removed from the life span of the individual, so that the affected lose that part of his life, forgetting their memories or even losing (or winning) the capabilities they had. Naturally, if needed it is possible to alter the affected level (only doing half a year instead of the full 12 months at advanced level for example). This spell does not support retrieving severed limbs, damage, or effects caused by beings of Gnosis 40 or higher. To resist its effects, is necessary to pass a MR test.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 450 600  
Req. Intelligence 10 13 15 17  
Base: MR 120 / Backs up one day.  
Intermediate: MR 140 / Backs up to a month.  
Advanced: MR 160 / Backs up to a year.  
Arcane: MR 180 / Backs up to a decade.  
Maintenance: No

Undoing Time   
Level: 64 Action: Active   
Spell Type: Effect  
Effect: This spell allows the fibers of time to recede a moment in a given area, undoing any event   
that has occurred in that period. That way, you can repeat a few rounds or even restore life to someone who had died in that time. Only the caster, beings with natura 15 or higher, or divine beings will be aware of what has happened. This spell cannot undo the actions caused by a being with Gnosis 40 or higher unless the caster has a higher Gnosis score. This spell also will not return life to someone whose soul has been lost or destroyed. It is important to point out that the fact that time in general does not stop, but separates one part of the space time continuum that makes it back briefly therefore, establishing a short temporal distortion. Both the affected area as the period of time that is possible to go back are determined by the level of the spell. No resistance test is possible.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 350 500 800  
Req. Intelligence 11 14 16 18  
Base: 15 seconds (5 rounds) / 50m/54yd radius  
Intermediate: 30 seconds (10 rounds) / 150m/164yd radius  
Advanced: One minute / 250m/273yd radius   
Arcane: One hour / 1km/1093yd radius  
Maintenance: No

Time Shift  
Level: 74 Action: Active  
Spell Type: Spiritual  
Effect: This spell affects an individual or thing by moving it into the future. The target of the spell disappears and appears in the same place sometime later. While the only change being to the environment and no perception of the time lost. The caster is one who chooses how much time ahead the target is moved. However, there is a limit to its effects, there are certain moments in history that mark important events that existentially are impossible to avoid. Therefore, if the period of time a time shift passes through has one of those points the individual who is jumping ahead stops their advance, ending the spell ahead of schedule. The resisting this spell requires a MR test.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 450 600  
Req. Intelligence 11 14 16 18  
Base: Up to ten minutes / MR 120  
Intermediate: Up to one day / MR 160  
Advanced: Up to one month / MR 200  
Arcane: Up to one year / MR 240  
Maintenance: No

Temporary Loop  
Level: 84 Action: Active  
Spell Type: Effect  
Effect: This spell creates a loop in a period of time, making the events to be constantly repeated over and over again, while the spell is maintained, upon reaching the end of the period determined by the restart time set by the caster, starting the events over again unless the individuals are designated by the caster or Gnosis over 35 (or, alternatively, those whose Natura is 15 or more), nobody will be aware that history repeats itself. This spell has a definite area of effect; however, this does not mean that the time advances outside the area. When the spell  
ends, it is as though only the last period of time has passed. Gnosis 40 or higher immediately know the place and positioning of all the temporary loops existing. If desired, the pitcher may impose an event as the end of  
the spell, making so that if certain events happen the spell is ended. The maintenance of this spell is calculated in a special way, the caster must pay the cost of maintenance at the end of each of the periods that loop. That is, if you set the loop time out of ten minutes, when the ten minutes are up you would spend Zeon at that time. Unfortunately, by tying his essence a static moment in history the Temporary Loop caster cannot recover Zeon in any way while the spell is active.  
Special Limitation: Contrary to the general rules for Free Access and sub-path spells, Temporary loop is considered a High Magic spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 400 600 900 1400  
Req. Intelligence 11 14 16 18  
Base: 250m/273yd radius / Up to one day.  
Intermediate: 500m/546yd radius / Up to a week.  
Advanced: 1km/1093yd radius / Up to a month.  
Arcane: 5km/3mile radius / Up to one year.  
Maintenance: 40 / 60 / 90 / 140 (Special)

Overlap Time  
Level: 94 Action: Active  
Spell Type: Effect  
Effect: This spell allows the caster to create a junction point between present and past, making both join in a moment.  The past does not change at all, it is the present that changes, the past slips into the temporal line. That means that both people and things that existed at that time and place, reappear today. There is no limit to the number of items are brought into the affected area, armies to whole cities that existed eons ago. The beings and objects are ghostly reflections they are not completely real. In the case of overlapping two identical things in the same place (As in usual construction and durable geographic markers) will be imposed with which version had more presence at that time or, in the case of both presences are very similar, mixed giving as a result somewhere between the two. But if one person was in the same place both times, the result is always unstable, they may either be merged into one, exist as separate entities, or even that both are completely destroyed. However, this spell also has its limits. First, nothing can "bring" the past of someone or something that was uncreated or whose soul was destroyed (in the second of these cases, your body does appear, but it would be little more than an empty shell). Furthermore, if we “bring” an object +5 or more, whose remains still exists today, the manifestation of the object would be incomplete, possessing qualities very inferior to those of the remains.  
Special Limitation: Contrary to the general rules for spells Overlap Time is considered Divine Magic.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 500 800 1250 2500  
Req. Intelligence 12 15 17 19  
Base: 5m/5yd radius / Up to one year in the past.  
Intermediate: 25m/27yd radius / Up to a decade in the past.  
Advanced: 500m/546yd radius / Up to a century in the past.  
Arcane: 1km/1093yd radius / Up to a thousand years in the past.  
Maintenance: No

## The Sub-Path of Threshold

Fear and madness are the darker emotions, primary and powerful from earlier times the man who was unaware of his destination. This track has two sub-concepts the principle of primal horrors and things that are beyond the darkness.  
Closed Paths: Light, Essence, Water, Creation, and Destruction.

Eyes of the Other Side  
Level: 4 Action: Active  
Spell Type: Detection  
Effect: The magician's eyes let you see the fears inherent in the people and their disorders and insanity. While this spell is active, anyone capable of perceiving spirits sees the eyes of the character turn completely black, as if an inner darkness devours them. To avoid detection by this spell, an individual can overcome a MR or PsR test.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 90 120  
Req. Intelligence 5 8 11 14  
Base: The character can sense if a person is scared or not / MR or PsR 120.  
Intermediate: The character can perceive not only whether a person is or is not scared, but also the origin of fear they are feeling at the moment / MR or PsR 140.  
Advanced: The Wizard senses disorders and perceived fears of the people in a generic way, even when the people he sees are not actively scared / MR or PsR 160.  
Arcane: The character senses disorders and perceived fears of the people, seeing visual representations of those fears walking beside them / MR or PsR 180.  
Maintenance: 5 / 5 / 5 / 10

Shadow of Fear  
Level: 14 Action: Active  
Spell Type: Effect  
Effect: This spell affects an area of land, making it seem gloomy and dark to others. It is important to note that different people can perceive the same area differently, depending on what they consider a gloomy place.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 40 70 100 130  
Req. Intelligence 6 9 12 15  
Base: 50m/54yd radius  
Intermediate: 250m/273yd radius  
Advanced: 500m/564yd radius  
Arcane: 1km/1093yd radius  
Maintenance: No

Whispers from the Other Side  
Level: 24 Action: Active  
Spell Type: Automatic  
Effect: Causes whispering of voices in a given area, sounds that fill the hearts of victims with a primal fear. Anyone within range of the spell hearing more than five rounds of the voices must pass a MR or PsR test or suffer the fear state.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 60 100 160 200  
Req. Intelligence 6 9 12 15  
Base: MR or PsR 80 / 10 m radius  
Intermediate: MR or PsR 100 / 25m/27yd radius  
Advanced: MR or PsR 120 / 50m/54yd radius  
Arcane: MR or PsR 140 / 100m/109yd radius  
Maintenance: 5 / 5 / 10 / 10

Path of Madness  
Level: 34 Action: Active  
Spell Type: Spiritual  
Effect: The magician changes the mind of a person filling it with ideas and concepts demented, and disturbing plunging them into temporarily insanity. The target of this spell must overcome MR or PsR test determined by the level of the spell or will be subject to temporary insanity, psychosis, schizophrenia or paranoia, losing the ability to take their own actions. The affected person may only attempt the MR or PsR test once a day.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 100 120 140  
Req. Intelligence 7 10 13 15  
Base: MR or PsR 120  
Intermediate: MR or PsR 140  
Advanced: MR or PsR 160  
Arcane: MR or PsR 180  
Maintenance: 5 / 10 / 15 / 20

Stalking in Dreams  
Level: 44 Action: Active  
Spell Type: Spiritual  
Effect: This curse allows the wizard to convert the dreams of his victim into a prison where his soul trapped in a nightmare without end. The target is immersed in an eternal sleep in which they are constantly haunted by monsters and other unspeakable creatures who want to hunt and kill him. This spell must be cast on an individual who is dreaming and, if this fails MR or PsR test they cannot wake up again until the spell is completed. The target is entitled to repeat the MR or PsR after winning against one of the things haunting him in the nightmare.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 140 180 240  
Req. Intelligence 7 10 13 15  
Base: MR or PsR 120  
Intermediate: MR or PsR 160  
Advanced: MR or PsR 200  
Arcane: MR or PsR 240  
Maintenance: 10 / 15 / 20 / 25 Daily

Sharpen  
Level: 54 Action: Active  
Spell Type: Spiritual  
Effect: The character heightens fears and follies of those individuals within the area of the spell. Any person failing this test will suffer terror state from those things that frighten him, creating a form of dementia. You can only repeat the test once a day or when increasing the resistance of the character.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 300  
Req. Intelligence 6 9 12 15  
Base: 50m/54yd / MR or PsR 120  
Intermediate: 100m/109yd / MR or PsR 140  
Advanced: 250m/273yd / MR or PsR 160  
Arcane: 500m/546yd / MR or PsR 180  
Maintenance: 15 / 20 / 25 / 30 Daily

Terror  
Level: 64 Action: Active  
Spell Type: Spiritual  
Effect: Temporarily causes Terror status to all subjects around the caster. The sorcerer is the one who decides what is the source of terror and who is affected.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 140 200 240  
Req. Intelligence 8 10 12 15  
Base: MR or PsR 120 / 10m/10yd radius  
Intermediate: MR or PsR 140 / 50m/54yd radius  
Advanced: MR or PsR 180 / 100m/109yd radius  
Arcane: MR or PsR 200 / 250m/273yd radius  
Maintenance: 10 / 15 / 20 / 25

Lord of the Mad  
Level: 74 Action: Active  
Spell Type: Automatic  
Effect: The witch gains the ability to control any insane person altering their dementia, will, and perception of reality. The condition to be affected by this spell is to be in area of influence of the spell and be plunged into a severe dementia, those who only have a temporary insanity can apply a +40 to their resistance test for the effects of this spell. The victims are only entitled to repeat the test once a day or when they increase their resistances.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 200 300 400 500  
Req. Intelligence 10 12 14 16  
Base: MR or PsR 140 / 100m/109yd radius  
Intermediate: MR or PsR 160 / 250m/273yd radius  
Advanced: MR or PsR 180 / 1km/1093yd radius  
Arcane: MR or PsR 200 / 5km/3mile radius  
Maintenance: No

Incarnation of Fear  
Level: 84 Action: Active  
Spell Type: Automatic  
Effect: This spell creates a pure incarnation of the fear of a person, it is a being between worlds born from the deepest terrors of the subconscious. The creature is real in every respect, but only individual or individuals who fear it can see or interact with (just as the creature feel or touch only those who fear it). By launching this spell, the caster must choose a person in his presence as a target, which is affected automatically. If this individual fails the MR or PsR test, the spell shapes instantly the image of the character's fears. The creature can have any level or power, provided they have no more than one Gnosis 30 ability.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 250 500 700  
Req. Intelligence 10 12 15 18  
Base: Level 4 / MR 140  
Intermediate: Level 8 / MR 160  
Advanced: Level 12 / MR 180  
Arcane: Level 15 / MR 200  
Maintenance: 15 / 25 / 50 / 70

Fear Made Flesh  
Level: 94 Action: Active  
Spell Type: Automatic  
Effect: The character becomes a source of fear, causing fear of all sorts to creatures, even those that are immune to such a state. Anyone who is in his presence is automatically subject to fear automatically, and must pass a MR or PsR test to avoid also being subjected to Terror.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 350 450 600  
Req. Intelligence 11 13 15 17  
Base: MR or PsR 120  
Intermediate: MR or PsR 140  
Advanced: MR or PsR 200  
Arcane: MR or PsR 240  
Maintenance: No

## The Sub-Path of Void

Void is the sub-pathway that controls the complete absence of all physical and spiritual matters.  
Closed Paths: Light, Creation, Earth, Fire, Illusion, and Essence.

Shadow of the Void  
Level: 4 Action: Active  
Spell Type: Spiritual  
Effect: Brings forth a fragment of an empty existence, a mere shadow, of the Void. Light, air, and energy are partially absorbed by the void fragment. Anyone exposed must pass a MR test or lose a fatigue point, or in the case of elementals two levels of intensity.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 90 120  
Req. Intelligence 5 8 11 14  
Base: MR 80 / 5m/5yd radius  
Intermediate: MR 100 / 10m/10yd radius  
Advanced: RM 120 / 15m/16yd radius  
Arcane: RM 150 / 30m/32yd radius  
Maintenance: No

Void Wave  
Level: 14 Action: Active  
Spell Type: Attack  
Effect: This spell sends a slight void wave that can deconstruct the fibers of any supernatural protection. This spell itself does not damage their opponents, but is directed against a supernatural shield causing devastating effects. Void wave is invisible to the naked eye, except for those able to see magic.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 30 60 90 120  
Req. Intelligence 6 9 12 15  
Base: 120 damage against shields.  
Intermediate: 250 damage against shields.  
Advanced: 400 damage against shields.  
Arcane: 600 damage against shields.  
Maintenance: No

Void Shield  
Level: 24 Action: Passive  
Spell Type: Shield  
Effect: Creates a barrier that absorbs and converts to nothingness. In addition to a conventional shield, any supernatural power will stop automatically, canceled if the attacker fails to overcome a WP or POW control test against the difficulty determined by the level of the spell(1d10 + WP or POW). That is, if an opponent launches an offensive power against a magician who is protected behind a Void Shield at intermediate grade, and the caster obtains a successful defense, the attacker must overcome a WP or POW control check of 16 or the attack will be canceled without even damaging the shield. Similarly, any physical object stopped by the shield must pass a PhR test or be destroyed immediately.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 50 90 120 150  
Req. Intelligence 6 9 12 15  
Base: 200 Points of Resistance / Hard 14 / PhR 100  
Intermediate: 300 Points of Resistance / Hard 16 / PhR 120  
Advanced: 400 Points of Resistance / Hard 18 / PhR 140  
Arcane: 500 Points of Resistance / Hard 20 / PhR 160  
Maintenance: 5 / 20 / 25 / 30

The Vortex of Reality  
Level: 34 Action: Active  
Spell Type: Automatic  
Effect: Creates an area filled with millions of microscopic void particles. Everyone in the radius of the spell (including the caster) must pass a MR test each turn or suffer damage and loss Ki points equivalent to half the level of failure and Zeon lost points equal to the level of failure.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 80 120 180 240  
Req. Intelligence 7 10 13 15  
Base: MR 100 / 5 m radius  
Intermediate: MR 120 / 10m/10yd radius  
Advanced: MR 140 / 20m/21yd radius  
Arcane: MR 160 / 40m/43yd radius  
Maintenance: 5 / 10 / 15 / 20

Blade of Black Doom   
Level: 44 Action: Active  
Spell Type: Attack  
Effect: Summons the void in its purest form, shaping a crackling blade manifested in the hands of a sorcerer. The weapon can be used to attack with the attack ability or magic projection of the mage, the attacks ignores AT. The sorcerer can keep the blade active for multiple turns, but each turn must make a WP control check (1d10 + WP) difficulty 12 or losing control and suffer and “attack” from the weapon using his attack/magic projection +50. After passing the WP control check increase the difficulty by +1, so on turn two it is a WP check diff 12, diff 13 for turn 3, diff 14 for turn 4, etc.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 100 150 200 250  
Req. Intelligence 6 9 12 15  
Base: 80 Damage  
Intermediate: Damage 120  
Advanced: Damage 160  
Arcane: Damage 200  
Maintenance: 5 / 10 / 10 / 15

Aura of Emptiness  
Level: 54 Action: Active  
Spell Type: Effect  
Effect: Covers the caster with an aura of emptiness that protects you from supernatural effects or attacks, providing energy AT while devouring any spell or psychic power of indicated value or lower. Unfortunately, this spell does not discriminate between the powers of friends or enemies, and devours them all without distinction. The aura is invisible, but everything that surrounds the wizard seems to be more tenuous and off.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 120 180 240 350  
Req. Intelligence 6 9 12 15  
Base: AT 4 / 60 Zeonic Value / Psychic Potential 80  
Intermediate: AT 6 / 90 Zeonic Value / Psychic Potential 120  
Advanced: AT 8 / 120 Zeonic Value / Psychic Potential 140  
Arcane: AT 10 / 160 Zeonic Value / Psychic Potential 180  
Maintenance: 15 / 20 / 25 / 35 Daily

Black Holes  
Level: 64 Action: Active  
Spell Type: Automatic  
Effect: Creates a filled area around the sorcerer with a vortex of existential black holes that move chaotically from one side to another. Anyone who falls within that area must overcome an Athletics, or Acrobatics test difficulty determined by the level of the spell, otherwise collide with a black hole. If colliding with such a point, a MR or PhR test must be passed you or suffer damage and Ki loss equivalent to half the level of failure, and Zeon loss equivalent to the level of the failure. The mage cannot designate targets within the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 150 250 350 500  
Req. Intelligence 8 10 12 15  
Base: Difficulty 120 / 10m/10yd radius / PhR or MR 120  
Intermediate: Difficulty 140 / 20m/21yd radius/ PhR or MR 140  
Advanced: Difficulty 180 / 50m/54yd radius / PhR or MR 160  
Arcane: Difficulty 240 / 100m/109yd radius / PhR or MR 180  
Maintenance: 15 / 25 / 35 / 50

Void Protection  
Level: 74 Action: Active  
Spell Type: Attack  
Effect: Covers the caster in a supernatural energy that repels effects of the void.   
Casting Level Base Intermediate Advanced Arcane  
Zeon 140 200 280 400  
Req. Intelligence 10 12 14 16  
Base: Protects against spells of this sub-path.  
Intermediate: As base level, but the character is also immune to effects and attacks from Void beings.  
Advanced: The character is immune to any effects related to the void except primordial nothingness.  
Arcane: As advanced degree, but the character is capable of surviving even in the primordial nothingness.  
Maintenance: 15 / 20 / 30 / 40

Implosion  
Level: 84 Action: Active  
Spell Type: Attack  
Effect: This spell creates a void point on the inside of something that attracts all the mass of its interior, causing the structure implode and disappear completely. By absorbing the flesh, bones and organs, granting an automatic critical with a bonus when ever damage is done.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 250 500 750 1000  
Req. Intelligence 14 16 18 20  
Base: 200 Damage / Critical +20  
Intermediate: 400 Damage / Critical +40  
Advanced: 500 Damage / Critical +60  
Arcane: 800 Damage / Critical +100  
Maintenance: No

Gate to Nowhere  
Level: 94 Action: Passive  
Spell Type: Effect  
Effect: Opens a one way portal to the primordial nothingness, a force that will one day devour the universe. Anyone who passes through the door automatically ceases to exist; only beings with 35+ Gnosis or more objects of equal presence or individuals protected somehow against the Void can survive there, but slowly lose their attribute points for POW, which recovers at a rate of one a day. Naturally, something that remains in the interior is virtually immune to any kind of attack, since these cannot reach you. The dimensions of the site are determined by the level of the spell.  
Casting Level Base Intermediate Advanced Arcane  
Zeon 300 500 800 1200  
Req. Intelligence 11 13 15 18  
Base: 2m/2yd in diameter  
Intermediate: 5m/5yd in diameter  
Advanced: 15m/16yd in diameter  
Arcane: 50m/54yd in diameter  
Maintenance: 30 / 50 / 80 / 120