

THE
TRANSMUTIVE
SPELL SOURCE

SPELL LIST

Rank 1

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Greater Mage's Form
Morph Reality
Time Phase

SPELL PROFILE

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Change Script	1	2 SpP	2	2M	6 yards	1 Item	Permanent	N/A
Disguise	1	1 SpP	2	1 Round	Touch	1 Target	1 hour +1 hour per 3 RO	+10
Hawk Eyes	1	1 SpP	2	1 Round	0	Caster	1d6 minutes +1 minute per 3 RO	N/A
Heat to Cold	1	2 SpP	2	1 Round	10 yards	Special	1 hour +1 hour per 3 RO	+0
Gold to Iron	2	3 SpP	3	1 Minute	Touch	1 Item	Permanent	N/A
Hide Skin	2	4 SpP	4	1 Round	6 yards	1 Target	10 minutes +2 minutes per RO	+5
Lighten Leather	2	5 SpP	3	1 Minute	6 yards	1 Target	Permanent	N/A
Transmute Animals	2	4 SpP	3	1 Round	10 yards	1 Target	Permanent	+0
Minor Animate	3	5 SpP	5	1 Round	10 yards	4 yard Radius	1 hour +1 hour per RO	N/A
Mithrel to Iron	3	5 SpP	5	1 Minute	Touch	1 Item	Permanent	N/A
Mud to Stone	3	6 SpP	5	1 Round	Touch	1 Object or Continuous Area no larger than 64 square yards	Permanent	N/A
Transmute Potion	3	6 SpP	5	1 Minute	Touch	1 Item	Permanent	N/A
Lighten Load	4	7 SpP	7	1 Minute	Touch	1 Object or Continuous Area no larger than 4 square yards	1 Passing +1 Passing per 4 RO	N/A
Meld	4	8 SpP	7	15M	10 yards	Special	Permanent	N/A
The Brittle Sword	4	10 SpP	7	3M	10 yards	4 yard Radius	Permanent	N/A
Thicken Armor	4	7 SpP	8	6M	6 yards	1 Item	5 minutes +1 minute per 2 RO	N/A
Adament to Iron	5	9 SpP	8	1 Round	Touch	Special	Permanent	N/A
Flesh to Wind	5	9 SpP	8	22M	0	Caster	1 hour +1 hour per 2 RO	N/A
Iron to Gold	5	9 SpP	8	1 hour	Touch	Special	Special	N/A
Weather Beacon of Mortul	5	9 SpP	8	2 hours	Touch	1 Item	10 Passings	N/A

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Fuse	6	11 SpP	9	20M	Touch	1 Item	1d20 Passings	N/A
Lesser Animate	6	11 SpP	9	1 Round	20 yards	20 yard Radius	1 hour +1 hour per RO	N/A
Lesser Changing	6	12 SpP	9	13M	20 yards	1 Target	1d3 Passings	+3
The Common Solider	6	11 SpP	9	1 Round	20 yards	20 yard Radius	1 hour +1 minute per RO	+6
Bones of Adament	7	13 SpP	10	0	0	0	0	0
Elemental Manipulation	7	13 SpP	10	0	0	0	0	0
Iron to Mithrel	7	13 SpP	10	0	0	0	0	0
Lesser Mage's Form	7	13 SpP	10	0	0	0	0	0
Change Nature	8	15 SpP	11	0	0	0	0	0
Greater Changing	8	15 SpP	11	0	0	0	0	0
Morph Creature	8	15 SpP	11	0	0	0	0	0
The Slow Path to Dust	8	15 SpP	11	0	0	0	0	0
Illrathic Gambit	9	17 SpP	12	0	0	0	0	0
Iron to Adament	9	17 SpP	12	0	0	0	0	0
Stonecast	9	17 SpP	12	0	0	0	0	0
Transmute Enchantment	9	17 SpP	12	0	0	0	0	0
Greater Animate	10	21 SpP	15	0	0	0	0	0
Greater Mage's Form	10	21 SpP	15	0	0	0	0	0
Morph Reality	10	21 SpP	15	0	0	0	0	0
Time Phase	10	21 SpP	15	0	0	0	0	0

FAMILY OF SPELLS

Gold to Iron

Minor Animate



Mithrel to Iron

Lesser Animate

Lesser Changing

Iron to Gold



Adament to Iron

Greater Animate

Greater Changing

Iron to Mithrel



Iron to Adament

Change Script

Rank 1 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 2 SpP

Range: 6 yards

Duration: Permanent

CsD: 2

CsT: 2M

AoE: 1 Item

Resistance: N/A

Changes the written words of any text, written on a none permanent medium (such as paper or leather) into another text of the caster's choosing. Only 10% of the entire text can be changed, **+10% per 3 RO**. The caster must be familiar with what is written, as they need to know what is to change, and then into what. The caster's changes can be in any language they know, and to that proficiency.

This does not affect magical texts, Ancient Runes or the like.

Disguise

Rank 1 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 1 SpP

Range: Touch

Duration: 1 hour, +1 hour per 3 RO

CsD: 2

CsT: 1 Round

AoE: 1 Target

Resistance: +10

Magically changes the form of the target into that of another. The new form must be of relative size and mass (within 50%) and the caster must know the new form, if specific, well. The caster can also choose a "general" form of a non-descript person, i.e. "any old Wood Elf". The change is magical, and Arcane Knowledge may pick it up. Furthermore, the affected target has changed voice and tone as well, but language or mannerisms are not carried over.

This can be used to increase the size of a person by 50%. If so, their Strength and Longevity both also increase by 2, although, their armor may not fit anymore. If the changed person would fill a space that they can't in their original form (as in growing when their armor is too small), the spell fizzles.

Hawk Eyes

Rank 1 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 1 SpP

Range: 0

Duration: 1d6 minutes, +1 minute per 3 RO

CsD: 2

CsT: 1 Round

AoE: Caster

Resistance: N/A

Essentially, the caster gains 20/200 vision, able to see text on a page at 20 yards. They also gain night vision, and see in it as if it were day. Lastly, they observe any movement, *Hidden* or not within their view. They gain the Observation Skill with a flat Skill Check equal to the RO times 3.

Heat to Cold

Rank 1 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 2 SpP Range: 10 yards
CsD: 2
CsT: 1 Round AoE: Special

Duration: 1 hour, +1 hour per 3 RO

Resistance: +0

Changes the source of any heat, or cold, into the opposite of the same intensity. Normally, this affects only natural sources. But, with an RO of 6, it affects magical sources and with an RO of 11+, mystical.

Gold to Iron

Rank 2 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 3 SpP Range: Touch
CsD: 3
CsT: 1 Minute AoE: 1 Item

Duration: Permanent

Resistance: N/A

ENCHANTMENT

The target is one continuous item made of solid/alloyed gold or whatever the caster's hands can contact at one time, not to exceed 1 Encumbrance, +.25 per RO. Turns gold or silver into plain iron. The caster does not know how much they can transmute when casting. If their RO is insufficient to affect the mass, the spell fizzles. Only the caster of this spell can revert the change, with another successful cast of the spell.

Hide Skin

Rank 2 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 4 SpP Range: 6 yards
CsD: 4
CsT: 1 Round AoE: 1 Target

Duration: 10 minutes, +2 minutes per RO

Resistance: +5

The target's skin instantly thickens to that of an elephant or other large animal. The new covering slows the target for -3 Land Speed and Initiative. While disconcerting, it also grants +3 to all physical Absorbs and +2 Critical Resistance, which stacks with worn armor. Moreover, they're now resistant to effects that would normally be painful or uncomfortable, able to endure heat, rough surfaces, thorns and the like without hesitation.

Lighten Leather

Rank 2 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 5 SpP Range: 6 yards
CsD: 3
CsT: 1 Minute AoE: 1 Target

Duration: Permanent

Resistance: N/A

ENCHANTMENT

Makes a single construct/object of leather (or made primarily of leather) as light as cloth. The limit of transmutation is limited to 4 Encumbrance, +1 per 5 RO. In the case of Armor (Hide, Leather and Studded Leather), it removes any Evade Modifier.

Transmute Animals

Rank 2 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 4 SpP Range: 10 yards
CsD: 3
CsT: 1 Round AoE: 1 Target

Duration: Permanent

Resistance: +0

For the next 3 Rounds after casting, an Animal is rendered effectively unconscious and cannot perform any action. To the caster's choice, it is transformed into another animal, of most any size. The Monster Rank of the Animal is allowed to change 1 Monster Rank, +1 per 4 RO to a maximum of ± 4 Monster Ranks at RO 12.

Minor Animate

Rank 3 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 5 SpP Range: 10 yards

Duration: 1 hour, +1 hour per RO

CsD: 5

CsT: 1 Round AoE: 4 yard Radius

Resistance: N/A

ENCHANTMENT

The caster animates inanimate objects within the target area. These animated items meld and form together into makeshift constructs, at the caster's call. Like a puppeteer, the caster can spend a Full Action to command and guide these constructs to perform simple physical actions. Such actions are carrying things, or lifting things, or pushing. They can even be mundane like sloppily washing dishes, or painting. It is as if the caster is a puppeteer and the limit of action is similar.

No matter how much is animated within the area, it all acts as one construct or several performing one action at a time, morphing between shapes to accomplish the task. The constructs are bound to within 10 yards per RO of the initial AoE.

Mithrel to Iron

Rank 3 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 5 SpP Range: Touch

Duration: Permanent

CsD: 5

CsT: 1 Minute AoE: 1 Item

Resistance: N/A

ENCHANTMENT

The target is one continuous item made of solid/alloyed mithril or whatever the caster's hands can contact at one time, not to exceed 2 Encumbrance, +5 per RO. Turns any precious metal (short of Adamant) into plain iron. The caster does not know how much they can transmute when casting. If their RO is insufficient to affect the mass, the spell fizzles. Only the caster of this spell can revert the change, with another successful cast of the spell.

Mud to Stone

Rank 3 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 6 SpP Range: Touch

Duration: Permanent

CsD: 5

CsT: 1 Round AoE: 1 Object or Continuous Area
no larger than 64 square yards

Resistance: N/A

ENCHANTMENT

Turns mud within the AoE instantly to hard stone. Only the caster of this spell can revert the change, with another successful cast of the spell.

Transmute Potion

Rank 3 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 6 SpP

Range: Touch

Duration: Permanent

CsD: 5

CsT: 1 Minute

AoE: 1 Item

Resistance: N/A

Turns one potion into another that is within 3 rarity on the equipment chart, **+3 rarity per 2 RO**. The change is instant and the caster knows what the new potion is, the potency and effect. The new potion can't be affected again.

Lighten Load

Rank 4 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 7 SpP

Range: Touch

Duration: 1 Passing, +1 Passing per 4 RO

CsD: 7

CsT: 1 Minute

AoE: 1 Object or Continuous Area
no larger than 4 square yards

Resistance: N/A

ENCHANTMENT

Reduces the Encumbrance of everything within the AoE by $\pm 10\%$, **$\pm 10\%$ per 2 RO**, to a maximum of 0%/100% at **RO 18**. The items lose to intrinsic characteristic, other than weight. This has not affected on Evade Modifiers for armor, or directly affects weapons. However, projectiles affected are essentially useless, as they don't now have the weight needed to fly as intended. If the load is increased, Encumbrance modifiers have the normal mechanical effect, as per the rules.

Meld

Rank 4 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 8 SpP Range: 10 yards

Duration: Permanent

CsD: 7

CsT: 15M AoE: Special

Resistance: N/A

Causes two areas or items within the range to meld together. There are variety of ways this can be used, far too many to list. Only inorganic materials can be melded, and living things cannot be punctured or directly attacked through the melding. Areas are limited to the size of a room, no greater than 6 square yards.

The resulting new formation can be almost anything of the caster's imagination, but forms into an area, or new item, no greater in space or mass than the original two components. Anything enchant or magical in nature is immune to the effects.

The Brittle Sword

Rank 4 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 10 SpP Range: 10 yards

Duration: Permanent

CsD: 7

CsT: 3M AoE: 4 yard Radius

Resistance: N/A

ENCHANTMENT

Turns all non-magical metal (excluding Mithrel and Adament) or non-enchanted metal objects into a new substance, while looking like metal, is as brittle as uncooked pasta. If broken, the metal regains its original properties.

Thicken Armor

Rank 4 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 7 SpP Range: 6 yards

Duration: 5 minutes, +1 minute per 2 RO

CsD: 8

CsT: 6M AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Magically melds the target's armor into their person, and increases its effectiveness. Any Evade Modifier is nullified and all physical absorbs are increased by 2, and their Critical Threshold is also raised by 2. Furthermore, they gain the *Natural Armor* Effect. Natural Armor means the user does not wear armor, but their hides, scales or flesh provides natural protection. Armor Bypass does not work.

Adament to Iron

Rank 5 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 9 SpP Range: Touch
CsD: 8
CsT: 1 Round AoE: Special

Duration: Permanent

Resistance: N/A

Changes one continuous piece of Adament into common soft iron. The Adament must be non-enchanted or magical, and can weight no more than 2 Enc.

Flesh to Wind

Rank 5 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 9 SpP Range: 0
CsD: 8
CsT: 22M AoE: Caster

Duration: 1 hour, +1 hour per 2 RO

Resistance: N/A

Transmutes the caster into a gust of wind. While in this form, the caster is immune to all but the most specific spells that would be able to target incorporeal and immaterial targets. The caster is fully aware of their surroundings, but not in control. They are carried away however the winds might blow. In general, they remain at about tree-top height, getting to that height shortly after the winds blows. Of course, they will rise and fall due to topography, and perhaps even manmade structures.

The caster must remain in this form for at least 10 minutes. After which, they can end the spell early, or stay in that form through the whole Duration. When ending the spell, over the course of a minute, the caster slowly descends in wind to a normal height, where the breeze swirls, reforming the caster over 3 Rounds. In this last state, they have no Evade and cannot make a ResCheck. Any hits are always a Critical (reroll until one is achieved).

Iron to Gold

Rank 5 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 9 SpP Range: Touch
CsD: 8
CsT: 1 hour AoE: Special

Duration: Special

Resistance: N/A

Almost the most important spell ever. Turns iron into pure gold. However, the Duration of the change is based on the amount changed. The item changed must be of one continuous piece, even if that piece is a component of a larger device (like a cog in a watch). This can affect up to 3 Enc. of iron. For Enc. 1 to 3, the change lasts 1d20 minutes. For .5 to .9, the change lasts 1d20 hours; .1 to .4 is 1d20 Passings, .025 to .09 is 1d20 Shifts and less than .025 is permanent.

Weather Beacon of Mortul

Rank 5 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 9 SpP

Range: Touch

Duration: 10 Passings

CsD: 8

CsT: 2 hours

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

The caster enchants a staff or long rod, which is attached to the caster for the Duration of the spell and may only be used by the caster. When the staff is driven into the ground, the caster chooses a weather pattern. This can be anything natural, but never to the extremes. High winds in a desolate place, but not a tornado; heavy storms in a desert, but not a torrential downpour; an atypically warm front in the frozen north, but not blazing temperatures.

The change takes place over the course of about 5 minutes, as the new weather seems to form around the periphery of about 5 leagues in all directions, swirling into the center where the staff is located. The change is a single use, and the staff is disenchanting after it happens, but the staff does not need to have the weather pre-chosen – the caster may choose when they place it into the ground.

The change in weather needs to be available specially (no wind underwater or rain in a cave). While the weather is changing, the caster is considered Channeling. As soon as the caster removes the staff, the weather will evaporate/dissipate within seconds. The duration of the changed weather is as long as the staff is in the ground. The size of the changed weather is about 5 leagues in radius, **+1 more league per 3 RO**, but may be slightly smaller or larger depending on type of weather. The weather changes gradually, becoming fully realized in about 2 leagues from the edge.

Fuse

Rank 6 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 11 SpP

Range: Touch

Duration: 1d20 Passings

CsD: 9

CsT: 20M

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Fuse enchants a piece of cloth. Onto which, the caster writes a trigger as simple or complex as they wish. The cloth is draped over the target or placed within the target area. Then, up to 3 Ranks-worth spells, **+1 more Rank's-worth per 5 RO** to a maximum of 7 Rank's-worth at **RO 20**. At least 1 of these spells must be from the Transmutive Source. They are cast at the cloth; however, the cloth is not enchanted by these spells. Instead, the spells lightly swirl around in a dance of energy and form above the cloth, awaiting the fuse to trigger. The area of this dance depends on how the cloth is placed, but generally as wide as the largest AoE of spell cast into the area.

The AoE of spells cast remains unchanged but may affect anything up to the range of the largest AoE of a spell cast, e.g. a Touch range spell and a 20-yards radius spell cast. The Touch range spell can affect anything up to 20 yards away, but only one thing. What spell affects what is randomly chosen, but targets only what the spell could normally target. Any "Caster" AoE spells act as 1 Target spells.

Lesser Animate

Rank 6 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 11 SpP

Range: 20 yards

Duration: 1 hour, +1 hour per RO

CsD: 9

CsT: 1 Round

AoE: 20 yard Radius

Resistance: N/A

The caster animates inanimate objects within the target area. These animated items meld and form together into makeshift constructs, at the caster's call. Like a puppeteer, the caster can spend a Full Action to command and guide these constructs to perform simple physical actions. Such actions are carrying things, or lifting things, or pushing. They can even be mundane like sloppily washing dishes, or painting. It is as if the caster is a puppeteer and the limit of action is similar.

No matter how much is animated within the area, it all acts as one construct or several performing up to three action at a time, morphing between shapes to accomplish the task. The constructs are bound to within 20 yards per RO of the initial AoE.

Lesser Changing

Rank 6 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 12 SpP

Range: 20 yards

Duration: 1d3 Passings

CsD: 9

CsT: 13M

AoE: 1 Target

Resistance: +3

Transforms the target into something else of roughly the same mass, plus or minus 10%, $\pm 10\%$ per RO, to a max of 200% at RO 19 and a minimum of -50% at RO 4. The new form must be one that is natural and living (like an animal or person, but not a tree or grass).

"Natural" means it may come from the Animal or People Monster Type, be another Race. The target retains their consciousness and can act on this new body as if it was (and is) their own. They can do things this new form could naturally do, but do not gain innate powers and abilities that take practice to master.

Turning into a fish means the target could breathe water and swim, but not do water-acrobatics; a large bird could see better and basically fly, but not dive in on prey; a dog could smell and hear very well, but not track by scent; and a great cat could use claws, but not stalk prey.

The newly chosen form cannot be unnaturally large or smaller sizes of normal things (no 200-pound spiders, unless one if found within the mentioned Monster Types). However, if it is close and could be reasonable to find in nature, then it's allowed. The target will take on the Hit Points and other mechanical values as the Storyteller sees fit.

The Common Solider

Rank 6 Spell

Transmutive Source, The Magic Sphere of Light

Cost: 11 SpP

Range: 20 yards

Duration: 1 hour, +1 minute per RO

CsD: 9

CsT: 1 Round

AoE: 20 yard Radius

Resistance: +6

Changes a group of people into a band of combatants. Amongst them, winds laced with magical lights form and cover the group. That group must all fit in the AoE, but there is not limit of number of people.

When the lights settle over the course of 2 Rounds, they reappear as soldiers, complete with spears, swords and armor. They also gain martial proficiency. Each person takes on the capabilities of a "Veteran Guard" from the People Monster Type. While this change may be jarring for the recipients, they also gain a measure of courage (as a soldier would have) but are still free to act as they wish and have free will.

When the duration ends, all weapons and armor formed instantly turns to sand and falls to the ground. All items the targets had before the change are unaffected, and if they are wearing armor or wielding weapons, they gain none from the change.