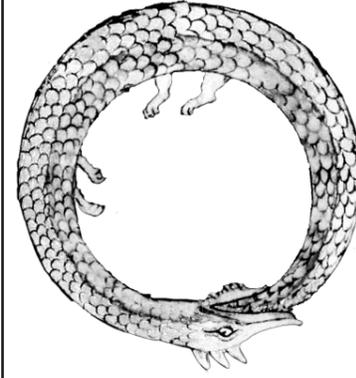


RPg supplements about spells and magic are usually awfully plain lists of descriptions of spells, all crammed up in as few pages as possible and seemingly written in the driest way possible. You always wanted your spells to be in a book that looks like a spellbook, feels like a spellbook and illustrated with arcane imagery. Ten spells, plus an extra Qliphotic Colophon containing the Grimorio Minuscolo and its pernicious evil secret spells! Unleash this in your campaign and shenanigans are pretty much guaranteed!

Pergamino Barocco

As paperback, 28 pages.



Spell of Subterranean Gullets

All tunnels, pits, and lacunae are the mouths, and throats, and visceral spaces of the greater earth god Maxilor.

The sorcerer may command the instantaneous opening of such a void in stone or rock, either horizontally (as a tunnel) or vertically (as a pit) to a depth of 10 feet per sorcerer level. The stone slowly returns to its former configuration, and will have completely closed (crushing any within) by the end of the spell.

A new system for magic in your Old School Game, with Seven Sorcery Schools teaching level-less spells. Magic shields and Maleficence change the way sorcerers fight and blast rivals. Catastrophes detailed to find out what happens when sorcery goes out of control. Fifty new magic items, from the Armour of Crogaxus to the Zephyrian Sphere, including of course the always Fascinating Cat. As paperback, 84 pages, interior illustrations by Russ Nicholson.

Wonder & Wickedness

Kefitzah Haderach

Incunabulum of the Uncanny Gates and Portals

Do you like Portals? Magic Gates?

Kefitzah Haderach is a supplement devoted to portals and magic gates. Explanations on how to use them in your campaign, interesting thing to do with space-bending networks, portal creation rules, activation, side effects and other shenanigans.

And the Infamous d666 Quick Portal Destination Table!

As paperback, 32 pages.

Into the Odd

Postindustrial Hazards and Arcane Threats

Create an adventurer and explore an industrial world of cosmic meddlers and horrific hazards. This is a fast, simple game, to challenge your wits rather than your understanding of complex rules.

You seek Arcana, strange devices hosting unnatural powers beyond technology. They range from the smallest ring to vast machines, with powers from petty to godlike. Beside these unnatural items that they may acquire, your characters stay grounded as mortals in constant danger.

As paperback, 48 pages, art by Jeremy Duncan, Levi Kornelsen et al.

Magia Nova - Preview!

New rules for Magic and Wizards

First, look at the centerfold. Then, the when you generate a wizard, don't choose spells. Instead choose an Art between: Creo, Disfo, Sento, Cambio. Then choose an Element: Foco for Fire/Magic, Aria for Air/Spirit, Aqua for Water/Life, Terra for Earth/Matter.

The wizard can memorize and cast all level 1 spells of the chosen Art and Element (a full row and a full column). Spells of both the chosen Element and Art can be cast converting on the fly any non-cast spell slot of the same level.

The wizard can learn spells outwith the chosen Element and Art but they are memorized as if they were 1 level higher, a save vs Spells is required to cast them successfully. If failed nothing happens, and the wizard can retry next round.

Grimorio da Tasca



Lost Pages Catalogue

lostpages.co.uk

Special UK Games Expo 2016

Creo

Flame
 Range: 120'. Duration: 1 h. + 10 min./lvl
 The caster creates a flame as big as a fist, as bright as a torch. The fire comes off an object and it does not require fuel, but can propagte like a normal fire. The burning object used as weapon deals 1d6

Fog
 Range: touch. Duration: 10 min./lvl
 The touched creature, location or object gets shrouded by fog, soon engulfing everything within 20' and reducing line of sight to 5'. The fog can be blown away by any wind stronger than light breeze.

Disfo

Darkness
 Range: 120'. Duration: 1 h. + 10 min./lvl
 The caster causes night-time darkness to fall upon the area with a radius of 20 feet.

Still Air
 Range: 120'. Duration: 10 min./lvl
 The caster creates a zone of still air with a radius of 20'. Anybody in the area can;t breathe much, so their HP are temporally reduced by 1d6, potentially collapsing. Fires are also weakened. Leaving the area or the spell end allows HP recovery.

Sento

Detect Magic
 Range: 60'. Duration: 20 min.
 The caster can perceive in places, people, or things the presence of a magical spell, curse or enchantment. Magical items, hidden or secretly placed charms may be discovered with this spell.

Long Read
 Range: self. Duration: instant.
 This spell allows the caster to read directions, instructions, and similar notations written in unfamiliar or even unknown languages. The spell is especially useful for treasure maps.

Cambio

Protection
 Range: 120'. Duration: 1 h.
 The caster creates a magical field of protection around himself to block out all offenses, who suffer a -1 penalty "to-hit" against the caster, and the caster gains +1 on all saving throws.

Visage
 Range: self. Duration: 1 h.
 The caster changes their aspect so they look like a different person. It's possible to imitate the features and aspect of a specific person, but from a short distance it will be clear that the caster is not the imitated person.

Foco

Foco

Aria

Aria

Creo

Milk, Honey & Wine
 Range: touch. Duration: instant.
 The caster creates a pint per level of milk, honey or wine. The caster can split the amount however they choose.

Make Whole
 Range: touch. Duration: instant.
 The caster repairs the touched object. The damage healed is 1d6 at level 1, +1d6 per 2 caster levels above 1.

Disfo

Sleep
 Range: 240'. Duration: until dawn
 This spell puts enemies into a magic sleep (no saving throw is permitted). It can affect 2d8 HD of creatures of up to 4+1 HD. The subjects can be awakened normally.

Crack
 Range: touch. Duration: instant.
 The caster breaks touched object. The damage dealt is 1d6 at level 1, +1d6 per 2 caster levels above 1.

Sento

Absolute Taste
 Range: touch. Duration: 1 h.
 The subject can identify all flavours and ingredients of anything tasted, including guessing ingredients for potions (but not the exact recipe) and detect poisons (if done carefully this will not be lethal).

Evaluate
 Range: touch. Duration: instant.
 The caster understands the value of an object. The value is the market price of the item in its current conditions if it was for sale in the are where the caster is, or at the nearest city or village.

Cambio

Charm
 Range: 120'. Duration: until dispelled
 This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Hold Portal
 Range: touch. Duration: 2d6 x 10 min.
 This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

Acqua

Acqua

Terra

Terra