

A sourcebook for



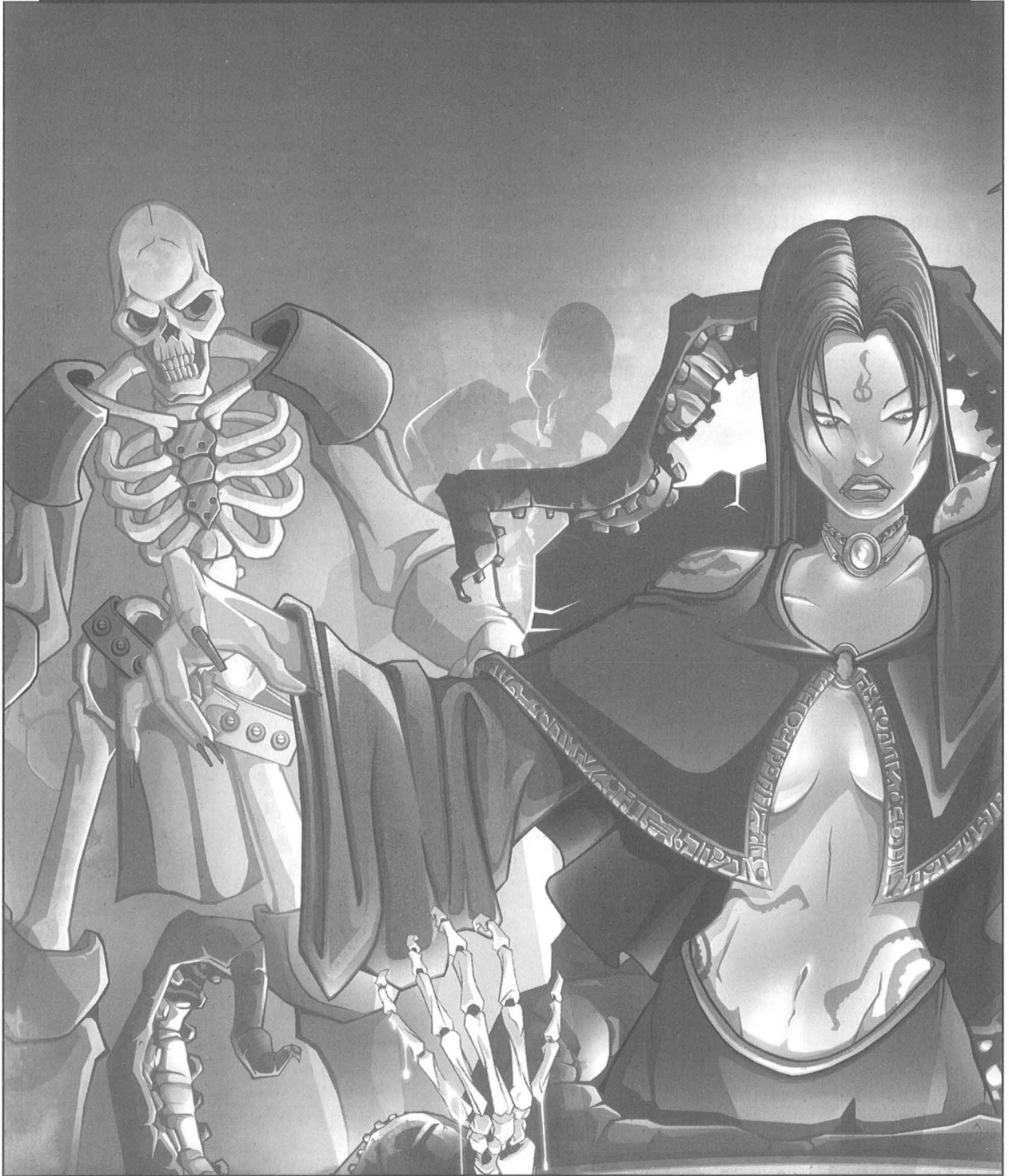
FANTASY HERO

# GRIMMOIRE II



STEVEN S. LONG

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## Fantasy Hero Grimoire II

*The Book Of Lost Magics*

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# INTRODUCTION



## OTHER RESOURCES

In addition to *Fantasy Hero* and *The Fantasy Hero Grimoire*, Hero Games publishes many other books Fantasy gamers may find useful when selecting or designing spells. These include:

*The HERO System Bestiary*, a collection of 180 monsters and animals that will provide any GM with plenty of adversaries for the PCs.

*Monsters, Minions, And Marauders*, a book of monsters specifically for *Fantasy Hero*.

*The Ultimate Martial Artist* and *Ninja Hero*, which contain dozens of martial arts abilities you could convert into spells.

*The UNTIL Superpowers Database*, which lists thousands of superpowers you can easily convert into spells by applying appropriate Limitations (OAF, Gestures, Incantations, Requires A Skill Roll, and the like).

As every Fantasy gamer knows, magic is something not even the most powerful wizard can know everything about. Infinite in scope, it allows for unfettered creativity on the part of spellcasters — which means no one can learn *every* spell that exists, for there are always newly-created ones and long-forgotten ones hiding out there, waiting to be discovered.

And thus it is that no one book could contain all the spells ever created — not even a book as large as *The Fantasy Hero Grimoire*. Of necessity, the “FHG” wasn’t able to cover every magical subject in detail. *The Fantasy Hero Grimoire II* picks up where it left off, covering these “lost magics” for use in any *Fantasy Hero* campaign. If you can’t find the spell you want in this book or the FHG, you can easily use their contents as guidelines for designing your own spells.

Like the FHG, *The Fantasy Hero Grimoire II* is a game aid for both players and GMs. It allows GMs to start *Fantasy Hero* campaigns without having to create dozens or hundreds of spells, and it lets players select spells for their characters without having to spend time calculating costs. It’s particularly helpful for campaigns where spellcasters can buy spells in Multipowers or Variable Power Pools.

## Organization

As in *The Fantasy Hero Grimoire*, the contents of this book are organized into *arcana* — categories of spells related by some theme or concept. This book covers:

**Arcanomancy**, spells pertaining to magic, fundamental magical forces, and spellcasting.

**Areomancy**, also known as Battle Magic, spells for use in warfare.

**Black Magic**, spells that invoke evil energies or which spellcasters use for particularly evil ends.

**Chaos Magic**, the wizardry of the powerful but unpredictable force called Chaos.

**Monster Magic**, spells learned and cast by various types of monsters.

**Naming Magic**, spells that derive their power from the caster’s knowledge of the target’s True Name.

**Professional Magic**, spells that adventurers and everyday folk in High Fantasy campaigns use to make their jobs easier and safer.

**Rune Magic**, the magic of carved and painted runes of power.

**Shamanism**, magic involving spirits and the Spirit World.

**Song Magic**, spells cast by or involving singing, poetry, jests, and the like.

As written, these spells assume a spellcaster must have a *Power Skill* for each specific arcana. They’re not necessarily used in or tied to the Turakian Age setting whose magic system is described in the introduction to the FHG, but you can use its rules and guidelines if you like. Or you can adapt the spells to your own magic system; the many options presented for almost all of them make that an easy task.

## What This Book Is Not

Having noted what this book *is*, it’s also important to note what it *is not*.

First, it’s not a book of magical items. If that’s what you’re looking for, you can check the Alchemy and Enchantment sections of the FHG, the appropriate chapters of *The Turakian Age*, and other *Fantasy Hero* supplements. However, you can easily convert most of the spells in this book to enchanted items by applying the appropriate Power Modifiers, such as *Focus* and *Charges*.

Second, it’s not comprehensive. As noted above, no one book could describe every possible spell any one gamer — or even entire teams of gamers — could create using the *HERO System*.

Third, it’s not a blank permission slip to use any of these spells in your game. Some of these spells are powerful, with high Active Point costs, and may not be appropriate for every campaign. The GM should approve the use of any spells from the *Grimoire II*.

Fourth, and most importantly, this book is not a straitjacket. You can often build a particular spell two or more ways using the *HERO System* rules, so don’t let the fact that this book chooses a particular method deter you from doing something else if you prefer. Rarely, if ever, is there an “official” way to build any given spell using the *HERO System*. The options provided for each spell often describe alternate ways of creating it to help spur your imagination.

## The Spell Template

This book describes each spell with a standard template. The information provided applies only to the standard spell; the options may have different areas of effect, ranges, END costs, and so forth.

# LOST MAGICS AWAIT!

A **Fantasy Hero** game can always use more spells for wizards to cast, characters to find in long-lost libraries, and evil sorcerers to wield against heroes. **The Fantasy Hero Grimoire II** features hundreds of new spells for your campaign, in ten categories:

**Arcanomancy**, spells pertaining to fundamental magical forces

**Areomancy**, spells for use in warfare

**Black Magic**, spells used by the most evil wizards  
Chaos Magic, the wizardry of the force called Chaos

**Monster Magic**, spells cast by dragons and other monsters

**Naming Magic**, spells requiring knowledge of the target's True Name

**Professional Magic**, spells adventurers use to make their lives easier and safer

**Rune Magic**, the magic of carved and painted runes of power

**Shamanism**, spells involving spirits and the Spirit World

**Song Magic**, spells cast through singing, poetry, and jests

All spells are described using a common "spell template" for quick, easy reference, and include multiple options for easy customization. Every spellcaster can find some new magics for his spellbook in **The Fantasy Hero Grimoire II**.



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