

Overview

BUILDING YOUR WITCH

Every witch is defined by **THREE choices** that combine to create your unique character:

AXIS 1: COVEN ROLE - Who you are to your circle (your function in the group)

AXIS 2: PATH - How your magic manifests (your power source)

AXIS 3: TRADITION - The cultural/aesthetic lens through which you practice (your specific approach)

HOW IT WORKS

Think of it like building a sentence about your witch:

"I am a [ROLE] who practices [PATH] magic through [TRADITION]."

EXAMPLES:

"I am a Keeper who practices Warden magic through Sanctuary Making."

- Function: Protector of the coven
- Power: Building and breaking boundaries
- Style: Creating safe spaces and protective wards

"I am a Voice who practices Medium magic through Fae-Touched traditions."

- Function: Spokesperson and negotiator
- Power: Connecting with entities beyond the veil
- Style: Dealing with the fair folk (bound by their rules)

"I am a Hand who practices Channeler magic through Storm Witch traditions."

- Function: Warrior and enforcer
 - Power: Wielding raw elemental power
 - Style: Calling lightning and fury from the sky
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AXIS 1: COVEN ROLE (6 Options)

Your function within the coven structure

This determines:

- Your role in group dynamics
- Special abilities when working with your coven
- How you contribute to group magic
- Your responsibilities to the circle

The 6 Roles:

1. **High Priestess** - Leader, decision-maker, ritual authority
2. **Keeper** - Guardian, protector, ward-maker
3. **Seeker** - Researcher, lore-keeper, mystery-solver
4. **Hand** - Enforcer, warrior, problem-solver
5. **Voice** - Diplomat, negotiator, spokesperson
6. **Hearth** - Healer, emotional anchor, community builder

You gain 2 starting spells from your Role

AXIS 2: PATH (6 Options)

How your magic fundamentally works

This determines:

- Your magical approach and philosophy
- Your spell list and core abilities
- Your primary suit scores
- What kind of magic you can do

The 6 Paths:

1. **Crafter** - Makes magic tangible through physical creation
2. **Weaver** - Sees and manipulates fate, destiny, probability
3. **Medium** - Connects with spirits, entities, beings beyond the veil
4. **Channeler** - Wields raw power (elements, energy, forces)
5. **Shapechanger** - Transforms form (self, others, appearance, quantity)
6. **Warden** - Builds and breaks boundaries (spaces, protections, reality itself)

You gain 5 starting spells from your Path

AXIS 3: TRADITION (6 per Path = 36 Total)

Your specific approach within your Path

This determines:

- Your aesthetic and flavor
- Unique abilities and bonuses
- Specific drawbacks and limitations
- Cultural/personal style of magic

Each Path has **6 different Traditions** that represent different ways to practice that magic.

TOTAL COMBINATIONS

6 Roles × 6 Paths × 6 Traditions = 216 UNIQUE WITCHES

Every witch is distinct based on these three choices!

WHAT EACH AXIS GIVES YOU

FROM YOUR ROLE:

- **Core Ability** - Special power related to your coven function
- **Coven Benefit** - Bonus when working with your coven
- **Weakness** - Drawback or vulnerability tied to your role
- **2 Starting Spells** - Magic related to your function

FROM YOUR PATH:

- **Primary Suits** - Which ability scores matter most
- **Core Abilities** - 3-5 fundamental powers all witches of this Path share
- **Spell List** - Access to specific types of magic
- **5 Starting Spells** - Your main magical repertoire

FROM YOUR TRADITION:

- **Signature Ability** - Unique power only your Tradition has
 - **Bonus Ability** - Special advantage or feature
 - **Drawbacks** - 2-4 specific limitations or costs
 - **1 Starting Spell** - Themed to your specific approach
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STARTING PACKAGE

When you create a character, you get:

8 Total Starting Spells:

- 5 from your Path
- 2 from your Coven Role
- 1 from your Tradition

All the abilities from:

- Your Coven Role (core ability, coven benefit, weakness)
 - Your Path (core abilities, primary suits)
 - Your Tradition (signature, bonus ability, drawbacks)
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BUILDING YOUR WITCH - STEP BY STEP

STEP 1: Choose Your COVEN ROLE

Who are you to your circle?

Are you the leader? The protector? The researcher? The warrior? The diplomat? The healer?

STEP 2: Choose Your PATH

How does your magic work?

Do you make things? See fate? Talk to spirits? Channel power? Transform? Build and break?

STEP 3: Choose Your TRADITION

What's your specific style?

Within your Path, which approach speaks to you? How do you practice your magic?

STEP 4: Assign Suit Scores

What are you good at?

Use point-buy or standard array to assign scores to Chalices, Wands, Swords, and Coins. Your Path suggests which suits are most important.

STEP 5: Fill Out Your Sheet

- Write down your 8 starting spells
 - Note your abilities from Role, Path, and Tradition
 - Create your backstory and connections
 - Mark your Coven bonds
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EXAMPLES IN ACTION

Example 1: The Protective Grandmother

Role: Hearth (emotional anchor, healer) **Path:** Crafter (makes tangible magic) **Tradition:** Nourishers (food & consumption)

Result: A witch whose chicken soup literally cures curses, who heals the coven through comfort food that's magically enhanced, who nurtures through cooking.

Primary Suits: Coins (Crafter) + Chalices (Hearth) **Style:** "Eat, darling. You'll feel better. I promise."

Example 2: The Chaos Prophet

Role: Seeker (researcher, lore-keeper) **Path:** Weaver (fate manipulation) **Tradition:** Synchronist (coincidence & chaos)

Result: A researcher whose investigations are guided by impossible coincidences, who finds answers through "lucky accidents," who researches by letting the universe show them what they need to know.

Primary Suits: Swords (Weaver + Seeker) **Style:** "I just happened to be in the right library at the right time. Again."

Example 3: The Storm Warrior

Role: Hand (warrior, enforcer) **Path:** Channeler (raw power) **Tradition:** Force Witch (planetary forces)

Result: A combat witch who calls down lightning and manipulates gravity in battle, who protects through overwhelming elemental force, whose anger literally shakes the earth.

Primary Suits: Wands (Channeler) + Coins (Hand) **Style:** "You should run. The storm is here."

Example 4: The Infiltrator

Role: Voice (diplomat, negotiator) **Path:** Shapechanger (transformation) **Tradition:** Glamourist (illusion)

Result: A negotiator who looks like whatever will get them the best deal, who can appear as anyone, who uses appearance as a diplomatic tool.

Primary Suits: Chalices + Wands (Shapechanger) **Style:** "You see what I want you to see."

Example 5: The Ghost Librarian

Role: Seeker (researcher) **Path:** Medium (connecting with entities) **Tradition:** Death Keeper (the dead)

Result: A researcher who interviews dead scholars for information, who has access to knowledge from every era because they can talk to those who lived it, whose primary sources are VERY primary.

Primary Suits: Chalices (Medium) + Swords (Seeker) **Style:** "Let me ask someone who was there."

Example 6: The Sanctuary Builder

Role: Keeper (guardian, protector) **Path:** Warden (boundaries) **Tradition:** Sanctuary Maker (safe spaces)

Result: A protector who creates literal fortresses for the coven, who wards spaces against all threats, who makes "home" a place nothing evil can enter.

Primary Suits: Coins + Swords (Warden) **Style:** "Come in. You're safe here. I promise."

WHY THIS SYSTEM?

FLEXIBILITY: 216 combinations means every player gets something unique

CLARITY: Three clear choices that each do something different

MODULARITY: Mix and match any Role with any Path with any Tradition

FLAVOR: The combination creates instant character concept and aesthetic

MECHANICS: Each axis provides concrete abilities and spells

BALANCE: No combination is inherently stronger - just different

DESIGNING YOUR OWN WITCH

Ask yourself three questions:

1. **"What's my job in the coven?"** → ROLE
2. **"How does my magic work?"** → PATH
3. **"What's my personal style?"** → TRADITION

The answers give you your witch!

Coven Roles

Choose a role on the left to see details

The High Priestess

COVEN ROLE: HIGH PRIESTESS

"I LEAD THROUGH VISION AND AUTHORITY"

Function: Leader, Decision-Maker, Ritual Authority

Primary Suits: Chalices (connection) + Wands (will)

CORE ABILITY: FINAL WORD

Once per session, overrule a card draw for the coven. Describe how you reshape fate through force of will and spiritual authority.

COVEN BENEFIT: CROWN OF AUTHORITY

When you lead a ritual, the entire coven draws an extra card. Your authority amplifies collective power.

WEAKNESS: HEAVY RESPONSIBILITY

Responsibility is heavy. When the coven suffers, you feel it first. You carry the weight of every decision.

WHO YOU ARE

You are the spiritual center of the coven. You make the hard decisions. You lead rituals. You hold the group together through force of personality and vision. The coven looks to you for guidance, wisdom, and final authority.

You're good at:

- Leading rituals and ceremonies

- Making decisions under pressure
- Inspiring and guiding others
- Holding spiritual authority
- Seeing the bigger picture

You struggle with:

- Bearing the weight alone
 - When others question your authority
 - Letting go of control
 - Admitting uncertainty
 - Work-life balance
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SAMPLE HIGH PRIESTESSES

High Priestess / Weaver / Oracle - Leads through tarot readings that shape the coven's path

High Priestess / Medium / Vessel - Becomes mouthpiece for goddess during rituals

High Priestess / Channeler / Elementalist - Commands respect through elemental mastery

High Priestess / Warden / Sanctuary Maker - Creates sacred space where coven meets

STARTING SPELLS (Choose 2)

- **Consecrate Ground** - Make space sacred for ritual
- **Invoke Authority** - Your word carries magical weight
- **Lead Ritual** - Guide group magic with enhanced effect
- **Crown of Power** - Temporarily boost your presence and authority
- **Binding Oath** - Create magically enforced promises
- **Vision Quest** - Guide yourself or others to spiritual insights

The Keeper

COVEN ROLE: KEEPER

"I GUARD WHAT MATTERS"

Function: Guardian, Protector, Ward-Maker

Primary Suits: Coins (physical) + Swords (precision)

CORE ABILITY: GUARDIAN'S VIGILANCE

You instinctively know when danger approaches your coven or protected spaces. GM gives you warning before threats arrive.

COVEN BENEFIT: PROTECTIVE WARDS

Your wards protect the entire coven from scrying and tracking. As long as you maintain them, the coven is harder to find and spy on.

WEAKNESS: EXHAUSTING VIGILANCE

You feel every attack on your wards. Maintaining protection is exhausting. You can't truly rest while on watch.

WHO YOU ARE

You are the shield. You stand between your coven and danger. You create wards, sense threats, and respond to intrusion. You're the first line of defense and the last to retreat. Your coven sleeps safely because you don't.

You're good at:

- Sensing danger before it arrives
- Creating protective barriers
- Staying alert and vigilant
- Tactical assessment of threats
- Defensive magic

You struggle with:

- Paranoia (everything's a threat)
 - Trusting outsiders
 - Letting your guard down
 - Asking for help
 - Rest (someone has to watch)
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SAMPLE KEEPERs

Keeper / Warden / Sanctuary Maker - Creates impenetrable safe houses

Keeper / Channeler / Luminary - Guards through light and shadow surveillance

Keeper / Medium / Familiar Keeper - Network of animal sentries

Keeper / Shapechanger / Multiplier - Be everywhere, watch all approaches

STARTING SPELLS (Choose 2)

- **Ward of Protection** - Create magical barrier against threats
- **Danger Sense** - Feel when something threatens you/coven
- **Counter-Hex** - Interrupt enemy magic
- **Sanctuary** - Designate and protect a safe place
- **Alarm** - Know instantly when wards are breached
- **Shield Other** - Take harm meant for an ally

The Seeker

COVEN ROLE: SEEKER

"I FIND WHAT'S HIDDEN"

Function: Researcher, Lore-Keeper, Mystery-Solver

Primary Suits: Swords (knowledge) + Chalices (intuition)

CORE ABILITY: BIBLIOTECA ARCANA

You have access to forbidden knowledge. Once per session, ask the GM one question about magic, history, or lore - you get a true answer (you found it in your research).

COVEN BENEFIT: SHARED KNOWLEDGE

You can share discovered knowledge telepathically with your coven. What you learn, they all know instantly.

WEAKNESS: DANGEROUS CURIOSITY

Knowledge is dangerous. Sometimes you learn things you shouldn't. Your curiosity puts you (and the coven) in danger.

WHO YOU ARE

You are the researcher, the investigator, the one who digs for answers. You maintain the grimoire, research threats, uncover secrets, and connect dots others miss. Knowledge is power, and you're the coven's library.

You're good at:

- Research and investigation
- Connecting disparate information
- Understanding magical theory
- Finding hidden knowledge
- Pattern recognition

You struggle with:

- Knowing when to stop digging
 - Dangerous curiosity
 - Information overload
 - Obsession with mysteries
 - Applying knowledge practically
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SAMPLE SEEKERS

Seeker / Weaver / Pattern Seeker - Sees hidden connections in data

Seeker / Medium / Death Keeper - Interviews dead scholars

Seeker / Warden / Labyrinth Builder - Infinite library dimension

Seeker / Channeler / Psychic - Researches through telepathy

STARTING SPELLS (Choose 2)

- **Research** - Find information supernaturally quickly
- **Decipher** - Read any magical writing (eventually)
- **Detect Magic** - See magical auras and effects
- **Connect the Dots** - Spend time researching to gain advantage
- **Eureka Moment** - GM must give you one true answer
- **Identify** - Understand magical items/effects instantly

The Hand

COVEN ROLE: HAND

"I AM THE BLADE"

Function: Enforcer, Warrior, Problem-Solver

Primary Suits: Wands (power) + Coins (physicality)

CORE ABILITY: BATTLE TRANCE

Enter heightened combat state - draw an extra card when in physical conflict. Your instincts sharpen, your power flows.

COVEN BENEFIT: TAKE THE HIT

You can intercept and take harm meant for another coven member. You protect through your body.

WEAKNESS: VIOLENCE MARKS THE SOUL

Every act of violence leaves marks on your soul (cumulative). The more you fight, the harder it is to return to peace.

WHO YOU ARE

You are the muscle, the warrior, the one who handles physical threats. When talking fails, you act. You protect through force, solve problems through power, and aren't afraid to get your hands dirty. You do what needs doing.

You're good at:

- Combat (magical and physical)
- Intimidation and force
- Decisive action
- Protecting others physically
- Handling dangerous situations

You struggle with:

- Solving problems without violence
 - Collateral damage
 - The weight of what you've done
 - Being gentle
 - When force isn't the answer
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SAMPLE HANDS

Hand / Channeler / Storm Witch - Calls lightning in combat

Hand / Shapechanger / Piecemeal - Arsenal of body weapons

Hand / Warden / Liberator - Breaks enemy magic and frees prisoners

Hand / Medium / Demon Broker - Summons demons for battle

STARTING SPELLS (Choose 2)

- **Hex Bolt** - Reliable combat magic attack
- **Witch's Curse** - Mark enemy for persistent bad luck
- **Iron Will** - Resist mental manipulation
- **Battle Ward** - Quick protective shield
- **Empower Strike** - Enhance physical or magical attack
- **Intimidating Presence** - Force of will as weapon

The Voice

COVEN ROLE: VOICE

"I SPEAK FOR US"

Function: Diplomat, Negotiator, Spokesperson

Primary Suits: Chalices (connection) + Swords (precision)

CORE ABILITY: SILVER TONGUE

You are supernaturally persuasive. When negotiating, draw an extra card and choose which to use. Your words carry weight.

COVEN BENEFIT: SPEAK AS ONE

You can speak for the coven with literally combined voice. Channel all members - your words carry their authority and power.

WEAKNESS: DEBTS AND DEALS

Making deals has costs - always. You accumulate debts, favors owed, and obligations. Someone will collect.

WHO YOU ARE

You are the diplomat, the negotiator, the face of the coven. You handle outsiders, broker deals, manage relationships, and speak with authority. Your words are the coven's words. You build bridges or burn them.

You're good at:

- Negotiation and diplomacy
- Reading people and situations
- Speaking persuasively
- Building alliances
- De-escalating conflicts

You struggle with:

- When words aren't enough
 - Managing all the deals you've made
 - Keeping track of favors and debts
 - Being genuine (always performing)
 - When you can't talk your way out
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SAMPLE VOICES

Voice / Medium / Fae-Touched - Bound by fae rules (can't lie)

Voice / Shapechanger / Glamourist - Appears as whatever works

Voice / Weaver / Synchronist - Makes coincidences during negotiations

Voice / Channeler / Soul Shaper - Reads souls to know true intentions

STARTING SPELLS (Choose 2)

- **Compelling Words** - Make your argument magically persuasive
- **Read Intentions** - Know what someone truly wants
- **Binding Agreement** - Make deals magically enforceable
- **Charm Person** - Make someone favorably disposed to you
- **Diplomatic Immunity** - Guarantee safe negotiation
- **Voice of Authority** - Your words carry commanding weight

The Hearth

COVEN ROLE: HEARTH

"I KEEP US WHOLE"

Function: Healer, Emotional Anchor, Community Builder

Primary Suits: Chalices (emotion) + Coins (nurturing)

CORE ABILITY: MENDING TOUCH

You can heal physical and emotional harm. Touch someone to begin mending their wounds (body or heart).

COVEN BENEFIT: WARMTH OF HOME

Your presence makes the coven bond stronger. When you're part of group magic, the coven draws an extra card. You make everyone better together.

WEAKNESS: ABSORBING PAIN

You absorb others' pain when you heal. It accumulates in you. You carry what you take from others.

WHO YOU ARE

You are the heart, the healer, the one who holds everyone together emotionally. You create comfort, heal wounds, maintain morale, and remind everyone why they're fighting. The coven is family because you make it feel like home.

You're good at:

- Healing (physical and emotional)
- Creating comfort and safety
- Emotional support
- Building community
- Knowing what people need

You struggle with:

- Carrying everyone's pain
 - Setting boundaries
 - Asking for help for yourself
 - When you can't fix someone
 - Your own needs vs. others'
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SAMPLE HEARTHS

Hearth / Crafter / Nourishers - Soup that cures curses

Hearth / Medium / Spirit Guide - Guided by protective ancestor

Hearth / Warden / Veil Breaker - Reveals truth compassionately

Hearth / Channeler / Soul Shaper - Heals spiritual wounds

STARTING SPELLS (Choose 2)

- **Healing Touch** - Mend physical wounds
 - **Comfort** - Ease emotional pain and fear
 - **Warm Welcome** - Create safety and comfort in any space
 - **Empathic Link** - Feel what your coven feels
 - **Shoulder to Cry On** - Absorb negative condition into yourself
 - **Restore** - Remove exhaustion, fear, or despair
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Paths

Choose a path on the left to see details

Crafters

CRAFTERS

PATH OVERVIEW

"Magic must be made"

You create physical objects imbued with power. Your spells are items. Your power is in your hands. You need materials, time, and skill - but what you make LASTS.

Primary Suit: Coins (material, physical, tangible)

Who This Path Is For:

- Players who like preparing in advance
- Those who enjoy crafting/creating
- Witches who want tangible, lasting magic
- Characters who are practical and hands-on

Core Mechanic: Create 3 enchanted items per rest. These can be saved, traded, or given to allies. Your magic persists even when you're not there.

UNIVERSAL CRAFTER ABILITIES

All Crafters have access to these, regardless of Tradition:

Craft Magic Item

- *Suits:* Coins (primary)
- *Casting Time:* 10 minutes to several hours (depending on complexity)
- *Effect:* Create an enchanted object that holds a spell or effect. Can be activated later.

Identify Enchantment

- *Suits:* Coins + Swords
- *Casting Time:* 1 minute of examination
- *Effect:* Touch a magical item to understand its properties, how it was made, and what it does.

Repair Magic

- *Suits:* Coins
- *Casting Time:* 10 minutes
- *Effect:* Fix a broken magical item or restore a weakened enchantment.

Improvise Tool

- *Suits:* Coins + Wands
- *Casting Time:* Instant
- *Effect:* Create a temporary magical tool from available materials. Lasts for one task.

Enhance Object

- *Suits:* Coins
 - *Casting Time:* 5 minutes
 - *Effect:* Temporarily improve a mundane object (sharper knife, stronger rope, etc.). Lasts until used.
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UNIVERSAL CRAFTER SPELLS

These 10 spells are available to ALL Crafters. Choose 5 at character creation.

1. PROTECTIVE CHARM

- *Suits Required:* Coins + Chalices
- *Casting Time:* 30 minutes
- *Components:* Personal item, protective symbol
- *Effect:* Create a charm that absorbs one instance of harm (physical, emotional, or magical). Crumbles after use.
- *Duration:* Until triggered
- *Risk:* If broken accidentally, backlash of stored harm hits you

2. TEMPORARY ENCHANTMENT

- *Suits Required:* Coins + Wands
- *Casting Time:* 5 minutes
- *Components:* Any object
- *Effect:* Give an object a magical property for one scene (glowing sword, compass that points to truth, etc.)
- *Duration:* One scene
- *Risk:* Enchantment might linger unpredictably

3. DISGUISE OBJECT

- *Suits Required:* Coins + Chalices
- *Casting Time:* 10 minutes
- *Components:* The object to disguise
- *Effect:* Make an object appear to be something else (weapon looks like cane, grimoire looks like cookbook)
- *Duration:* Until dispelled or you choose to end it
- *Risk:* Illusion breaks if examined too closely

4. CURSE OBJECT

- *Suits Required:* Coins + Swords
- *Casting Time:* 1 hour
- *Components:* Object, symbol of curse
- *Effect:* Imbue an object with a minor curse (bad luck, discomfort, compulsion). Activates when someone uses it.
- *Duration:* Permanent until cleansed
- *Risk:* Curse might affect you if you handle it carelessly

5. CRAFT FAMILIAR VESSEL

- *Suits Required:* Coins + Chalices
- *Casting Time:* 8 hours
- *Components:* Appropriate crafting materials, blood
- *Effect:* Create an object that can house a familiar spirit (doll, carved animal, woven charm)
- *Duration:* Permanent
- *Risk:* Wrong spirit might inhabit it

6. EMERGENCY KIT

- *Suits Required:* Coins
- *Casting Time:* 30 minutes
- *Components:* Small container, various supplies
- *Effect:* Create a compact kit with exactly what you'll need for one specific situation (lockpicks, first aid, ritual components)
- *Duration:* Until used
- *Risk:* Might not have EXACTLY what you need

7. GIFT ITEM

- *Suits Required:* Coins + Chalices
- *Casting Time:* Varies (1 hour minimum)
- *Components:* Crafting materials meaningful to recipient
- *Effect:* Create a gift imbued with intention (luck, love, protection). More powerful if recipient truly appreciates it.

- *Duration:* As long as recipient keeps it
- *Risk:* If gift is rejected or discarded, hurts you emotionally

8. REPAIR/DESTROY

- *Suits Required:* Coins
- *Casting Time:* Varies
- *Components:* The broken (or whole) object
- *Effect:* Perfectly repair a broken object OR break an intact one in a specific way
- *Duration:* Permanent
- *Risk:* Can't always undo what you destroy

9. TRANSMUTE MATERIAL

- *Suits Required:* Coins + Wands
- *Casting Time:* 1 hour
- *Components:* Original material
- *Effect:* Change one material into another of equal value (wood to stone, glass to metal)
- *Duration:* Permanent
- *Risk:* Transmutation might be imperfect

10. CRAFT SHELTER

- *Suits Required:* Coins
- *Casting Time:* 30 minutes
- *Components:* Available materials
- *Effect:* Create a temporary structure (tent, lean-to, small hut) from whatever's around
- *Duration:* 24 hours or until dismantled
- *Risk:* Shelter might collapse if materials were poor

Songbirds

TRADITION: SONGBIRD

TRADITION OVERVIEW

"Sound is creation. Vibration shapes reality. Music is the oldest spell."

You make magic through SOUND and RESONANCE. Your instruments are your wands. Every performance is a spell. You don't need materials - just your voice or any sound-making tool.

Suits: Coins (for creation) + Chalices (for emotional impact)

Signature Ability: Create 3 magical effects per rest through performance. Effects last while performing + a few minutes after. Can affect everyone who hears you.

Bonus Ability: *Sonic Crafting* - Use sound to physically manipulate objects through resonance (like telekinesis but through vibration)

Key Mechanic: The Song Remembers - places where you've performed retain your melody. Hum it anywhere to trigger the effect remotely.

Drawbacks:

- Silenced = powerless
 - Emotional state affects output (grief makes sad songs POWERFUL but uncontrollable)
 - Your signature melodies can be recognized
 - Magical earworms - people can't get your songs out of their heads
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SONGBIRD-SPECIFIC SPELLS

These 10 spells are unique to Songbirds. Choose 1-2 at character creation in addition to your Universal Crafter spells.

1. LULLABY OF DEEP SLEEP

- *Suits Required:* Chalices + Coins
- *Casting Time:* 1 minute of singing/playing
- *Performance:* Soft, soothing melody
- *Effect:* Put targets within hearing range to sleep. Resisted by those actively fighting.

- *Duration:* Until they're woken or song ends + 5 minutes
- *Risk:* Might put allies to sleep too

2. WAR CHANT

- *Suits Required:* Wands + Coins
- *Casting Time:* Instant (continuous performance)
- *Performance:* Rhythmic, driving beat
- *Effect:* Boost allies' combat ability (extra card draw), inspire courage, enhance strength
- *Duration:* While performing
- *Risk:* Can't do anything else while maintaining chant

3. SHATTER SONG

- *Suits Required:* Wands + Swords
- *Casting Time:* Instant
- *Performance:* High piercing note or discordant crash
- *Effect:* Break glass, crack stone, shatter objects through resonance. Can target specific items.
- *Duration:* Instant
- *Risk:* Might break things you didn't intend

4. GLAMOUR MELODY

- *Suits Required:* Chalices + Coins
- *Casting Time:* 1 minute
- *Performance:* Enchanting, beautiful song
- *Effect:* Change your appearance while singing. Illusion persists for a few minutes after.
- *Duration:* While singing + 5 minutes
- *Risk:* Voice cracks = glamour fails

5. DIRGE OF DREAD

- *Suits Required:* Swords + Chalices
- *Casting Time:* 1 minute
- *Performance:* Mournful, ominous melody
- *Effect:* Instill fear and dread in listeners. Weakens enemies' resolve.
- *Duration:* While performing + lingering unease
- *Risk:* Can frighten allies if not careful

6. MENDING HYMN

- *Suits Required:* Chalices + Coins
- *Casting Time:* 5 minutes of singing
- *Performance:* Gentle, hopeful melody

- *Effect:* Heal wounds and mend injuries through song. More effective with sustained performance.
- *Duration:* Healing is permanent
- *Risk:* Can't heal yourself while singing

7. MEMORY MUSIC

- *Suits Required:* Swords + Chalices
- *Casting Time:* Varies
- *Performance:* Specific melody tied to a memory
- *Effect:* Implant, enhance, or erase memories through a song. Target must hear entire performance.
- *Duration:* Permanent (until countered)
- *Risk:* Can accidentally affect your own memories

8. SUMMONING HYMN

- *Suits Required:* Chalices + Wands
- *Casting Time:* 5 minutes
- *Performance:* Calling, resonant song
- *Effect:* Summon specific person, animal, or spirit through song (if they choose to come)
- *Duration:* They stay as long as willing
- *Risk:* Might summon wrong entity

9. BREAKING BALLAD

- *Suits Required:* Wands + Swords
- *Casting Time:* Varies (minutes to hours)
- *Performance:* Sustained, powerful performance
- *Effect:* Break curses, wards, or enchantments through sustained counter-harmony
- *Duration:* Permanent once broken
- *Risk:* Backlash if you fail

10. SILENCE CHORUS

- *Suits Required:* Swords + Coins
- *Casting Time:* 1 minute
- *Performance:* Paradoxical silent "sound"
- *Effect:* Create area of absolute silence - no sound can be made or heard
- *Duration:* While concentrating + 1 minute
- *Risk:* You can't cast other sound-based spells in the silence

Nourishers

TRADITION: NOURISHERS

TRADITION OVERVIEW

"The body is a cauldron. What you take in transforms you. You are what you eat, literally."

You make magic through CONSUMPTION. Your spells are meals, potions, brews, and grown things meant to be eaten or drunk. Food is power. The garden is your grimoire.

Suits: Coins (for material creation) + Chalices (for internal transformation)

Signature Ability: Brew/cook 3 consumables per rest. Effects activate upon ingestion. Can be saved, stored, and shared.

Bonus Ability: *Double Dose* - Make 2 servings from one set of ingredients. *Internal Alchemy* - Things you consume affect you twice as strongly (both good AND bad).

Key Mechanic: Quality of ingredients matters. Better materials = stronger effects. Can use magical plants, rare components, or even mundane ingredients with intent.

Drawbacks:

- Target must willingly consume (tricky for enemies)
 - Takes time to prepare
 - Ingredients can be rare/expensive
 - Effects are delayed (not instant)
 - You taste EVERYTHING (bitter curses, sweet blessings)
-

NOURISHER-SPECIFIC SPELLS

These 10 spells are unique to Nourishers. Choose 1-2 at character creation in addition to your Universal Crafter spells.

1. HEALING STEW

- *Suits Required:* Coins + Chalices
- *Casting Time:* 1 hour to prepare
- *Components:* Healing herbs, broth, vegetables, intent

- *Effect:* Restore health, cure disease, mend wounds. One serving heals one Harm level.
- *Duration:* Healing is permanent; stew stays fresh for 24 hours
- *Risk:* Tastes terrible if you rush it

2. COURAGE CORDIAL

- *Suits Required:* Wands + Chalices
- *Casting Time:* 30 minutes
- *Components:* Alcohol base, stimulating herbs, fire (literal or metaphorical)
- *Effect:* Remove fear, boost confidence, enhance bravery for several hours
- *Duration:* 3-4 hours
- *Risk:* Can become recklessness if overdosed

3. DREAM TEA

- *Suits Required:* Swords + Chalices
- *Casting Time:* 20 minutes
- *Components:* Tea leaves, dream-inducing herbs, moon water
- *Effect:* Induce prophetic visions or lucid dreams. Drinker may receive important information.
- *Duration:* During next sleep
- *Risk:* Might trap drinker in nightmare

4. LOVER'S CAKE

- *Suits Required:* Chalices + Coins
- *Casting Time:* 2 hours
- *Components:* Sweet ingredients, rose, honey, intention
- *Effect:* Charm person who eats it (they must eat it willingly). Increases affection/attraction.
- *Duration:* Varies (hours to days depending on dose)
- *Risk:* Unethical and obvious magical manipulation

5. POISON DRAUGHT

- *Suits Required:* Coins + Swords
- *Casting Time:* 1 hour
- *Components:* Toxic plants, bitter base, intent to harm
- *Effect:* Harm or kill target who drinks it. Severity depends on dose.
- *Duration:* Effects begin within minutes
- *Risk:* Very dangerous to brew (might poison yourself)

6. STRENGTH BREW

- *Suits Required:* Coins + Wands
- *Casting Time:* 45 minutes

- *Components*: Protein-rich base, fortifying herbs, iron
- *Effect*: Temporarily boost physical abilities (strength, endurance, speed)
- *Duration*: 1-2 hours
- *Risk*: Crash afterward (exhaustion)

7. MEMORY WINE

- *Suits Required*: Swords + Chalices
- *Casting Time*: 1 hour (plus aging time for best results)
- *Components*: Wine or alcohol, memory-affecting herbs
- *Effect*: Make someone forget OR remember with perfect clarity. Choose when brewing.
- *Duration*: Permanent (unless countered)
- *Risk*: Can't control exactly what they forget/remember

8. TRUTH TONIC

- *Suits Required*: Swords + Chalices
- *Casting Time*: 30 minutes
- *Components*: Clear liquid base, bitter truth herbs
- *Effect*: Drinker cannot lie for several hours. Compelled to answer questions truthfully.
- *Duration*: 2-4 hours
- *Risk*: They'll resent you afterward

9. GROWTH FERTILIZER

- *Suits Required*: Coins + Wands
- *Casting Time*: 1 hour
- *Components*: Compost, accelerating agents, intent
- *Effect*: Make plants grow at impossible speeds. Can grow full garden overnight.
- *Duration*: Growth is permanent
- *Risk*: Plants might grow too much (overgrowth)

10. ANTIDOTE UNIVERSAL

- *Suits Required*: Coins + Chalices
- *Casting Time*: 20 minutes (if you have ingredients ready)
- *Components*: Cleansing herbs, binding agent, pure water
- *Effect*: Neutralize any poison, toxin, or harmful consumed substance
- *Duration*: Works within minutes
- *Risk*: Must know what you're countering for best results

Ritualists

TRADITION: RITUALISTS

TRADITION OVERVIEW

"Proper preparation prevents poor performance. Magic made in advance is magic you control."

You make magic through PREPARATION. Your spells are objects you enchant during downtime, ready to activate when needed. You're the witch who always has the right tool.

Suits: Coins (for physical objects) + Swords (for precise enchantment)

Signature Ability: Spend downtime creating charged items. Can stockpile magical effects. Items work even when you're not present. Can maintain 6 prepared items at once.

Bonus Ability: *Quick Prep* - Once per session, improvise a ritual item in 10 minutes that would normally take hours. *Arsenal* - Maintain up to 6 prepared items simultaneously (more than that, old ones lose power).

Key Mechanic: Your magic is PROACTIVE. You prepare for situations before they happen. Batman approach to witchcraft.

Drawbacks:

- Requires downtime and resources
 - Limited "slots" for active items (6 maximum)
 - If caught without prep, much weaker
 - Items can be stolen or destroyed
 - Prep for the wrong situation = useless
-

RITUALIST-SPECIFIC SPELLS

These 10 spells are unique to Ritualists. Choose 1-2 at character creation in addition to your Universal Crafter spells.

1. SIGIL OF WARDING

- *Suits Required:* Coins + Swords

- *Casting Time:* 30 minutes
- *Components:* Writing surface, ink/paint, protective symbols
- *Effect:* Create written symbol that protects a space from specific threat (intruders, fire, magic, etc.)
- *Duration:* Until triggered or dispelled
- *Activation:* Automatic when threat approaches
- *Risk:* Might not trigger correctly

2. ENCHANTED BLADE

- *Suits Required:* Coins + Wands
- *Casting Time:* 2 hours
- *Components:* Weapon, enchanting materials, ritual space
- *Effect:* Make weapon that never dulls, strikes true, or deals extra damage to specific enemies
- *Duration:* Permanent (counts as 1 of your 6 active items)
- *Activation:* Always active when wielded
- *Risk:* If weapon breaks, backlash

3. TRAP GLYPH

- *Suits Required:* Coins + Wands
- *Casting Time:* 20 minutes
- *Components:* Drawing surface, explosive intent
- *Effect:* Create symbol that explodes/triggers effect when enemy crosses it
- *Duration:* Until triggered
- *Activation:* When specific condition met
- *Risk:* Allies might trigger it

4. PHYLACTERY

- *Suits Required:* Coins + Swords
- *Casting Time:* 1 hour
- *Components:* Small container, spell components
- *Effect:* Store a spell to cast later. Activate by breaking the phylactery.
- *Duration:* Until used
- *Activation:* Break/open container
- *Risk:* Spell might degrade over time

5. WITCH BOTTLE

- *Suits Required:* Coins + Chalices
- *Casting Time:* 1 hour
- *Components:* Bottle, pins/nails, liquid, personal items
- *Effect:* Absorb curses and harmful magic meant for you. Traps it in the bottle.

- *Duration:* Until bottle breaks (counts as 1 active item)
- *Activation:* Automatic when cursed
- *Risk:* If bottle breaks, all trapped curses release

6. ALARM CHARM

- *Suits Required:* Coins + Swords
- *Casting Time:* 15 minutes
- *Components:* Bell, thread, or anything that makes noise
- *Effect:* Alerts you when specific trigger occurs (someone enters room, item moved, etc.)
- *Duration:* 24 hours or until triggered
- *Activation:* Automatic
- *Risk:* False alarms

7. EMERGENCY ESCAPE COIN

- *Suits Required:* Coins + Wands
- *Casting Time:* 1 hour
- *Components:* Coin or token, emergency exit location
- *Effect:* Teleport to designated safe location when activated. Single use.
- *Duration:* Until used (counts as 1 active item)
- *Activation:* Squeeze/break the coin
- *Risk:* Might teleport to wrong location if rushed

8. BINDING CIRCLE

- *Suits Required:* Coins + Swords
- *Casting Time:* 30 minutes
- *Components:* Salt, chalk, or other circle materials
- *Effect:* Pre-drawn circle that can trap summoned entities or bind enemies when activated
- *Duration:* Until activated, then until broken
- *Activation:* Speak command word
- *Risk:* Circle must be perfect or it fails

9. SPELL SCROLL

- *Suits Required:* Coins + Swords
- *Casting Time:* Varies (1-4 hours)
- *Components:* Paper/parchment, special ink, the spell you're inscribing
- *Effect:* Write a spell down so anyone can cast it once. One-use magical instruction.
- *Duration:* Until used
- *Activation:* Read aloud
- *Risk:* Reader might mispronounce and get wild magic

10. RUNIC ARMOR

- *Suits Required:* Coins + Wands
- *Casting Time:* 3 hours
- *Components:* Armor or clothing, engraving tools, protective runes
- *Effect:* Enchant armor to provide magical protection (blocks spells, absorbs harm, etc.)
- *Duration:* Permanent (counts as 1 active item)
- *Activation:* Always active when worn
- *Risk:* Heavy (literal or metaphorical weight)

Binders

TRADITION: BINDERS

TRADITION OVERVIEW

"Things bound together share power. Knots hold magic. What you tie cannot be easily broken."

You make magic through CONNECTION and ASSEMBLY. Your spells are ties, stitches, knots, and weavings. Every binding is a spell. Sympathetic magic through physical connection.

Suits: Coins (for physical materials) + Chalices (for emotional/spiritual connections)

Signature Ability: Each binding is a connection with magical weight. Can tie spells into objects to trigger later. Can maintain 10 active bindings at once.

Bonus Ability: *Sympathetic Link* - Items you bind to people affect them at distance. *Unraveling* - You can sense and untie magical bindings others have made (dispel through literal untying).

Key Mechanic: Physical connection = magical connection. The tighter the bind, the stronger the magic. Can sever bindings to release stored energy (weaponized).

Drawbacks:

- What you bind, you're responsible for
 - Breaking your own bindings hurts YOU
 - Can become obsessed with making connections
 - Limited number of active bindings (10 max)
 - Physical items can be destroyed (breaking the magic)
-

BINDER-SPECIFIC SPELLS

These 10 spells are unique to Binders. Choose 1-2 at character creation in addition to your Universal Crafter spells.

1. BINDING POPPET

- *Suits Required:* Coins + Chalices
- *Casting Time:* 1 hour
- *Components:* Doll/figure, personal item from target, binding materials

- *Effect:* Create doll linked to target. What happens to doll affects target (classic voodoo doll)
- *Duration:* Until binding severed (counts as 1 active binding)
- *Activation:* Manipulate the doll
- *Risk:* Extremely unethical. Target feels everything. Can backfire.

2. RED STRING OF FATE

- *Suits Required:* Chalices + Coins
- *Casting Time:* 30 minutes
- *Components:* Red thread/string, personal items from both people
- *Effect:* Bind two people's fates together emotionally. They'll feel drawn to each other.
- *Duration:* Until string breaks (counts as 1 active binding)
- *Activation:* Automatic once created
- *Risk:* Can create unhealthy attachment

3. WITCH'S LADDER

- *Suits Required:* Coins + Wands
- *Casting Time:* 20 minutes per knot
- *Components:* Cord/rope, feathers or other materials
- *Effect:* Tie spells into knots. Each knot holds one spell. Untie to release.
- *Duration:* Until knots untied (each knot counts as 1 binding)
- *Activation:* Untie specific knot
- *Risk:* If someone else unties them, they get the spells

4. PROTECTIVE CLOAK

- *Suits Required:* Coins + Chalices
- *Casting Time:* 8 hours minimum
- *Components:* Cloth, thread, protective intent
- *Effect:* Sew/weave garment with defensive magic stitched in. Protects wearer.
- *Duration:* Permanent (counts as 1 active binding while worn)
- *Activation:* Always active when worn
- *Risk:* Takes forever to make. If damaged, protection fails.

5. CORD CUTTING

- *Suits Required:* Swords + Coins
- *Casting Time:* 10 minutes
- *Components:* Scissors or blade, representation of connection
- *Effect:* Sever magical connections between people, places, or things. Break bonds.
- *Duration:* Permanent severance
- *Activation:* Cut the physical representation
- *Risk:* Cutting wrong connection. Hurts both parties.

6. NET OF CAPTURE

- *Suits Required:* Coins + Wands
- *Casting Time:* 2 hours
- *Components:* Rope/string, knotting, binding intent
- *Effect:* Create net that can trap incorporeal beings (spirits, ghosts, etc.)
- *Duration:* Until net destroyed (counts as 1 active binding)
- *Activation:* Throw/place net
- *Risk:* Spirit might escape if net has flaw

7. BRAIDED WARD

- *Suits Required:* Coins + Chalices
- *Casting Time:* 1 hour
- *Components:* Hair or thread, protective materials
- *Effect:* Braid protection into hair/cord. Ward against specific harm while worn.
- *Duration:* Until braid undone (counts as 1 active binding)
- *Activation:* Always active when worn
- *Risk:* If someone unbraids it, ward fails

8. FRIENDSHIP BRACELET BOND

- *Suits Required:* Chalices + Coins
- *Casting Time:* 30 minutes
- *Components:* Thread, personal significance
- *Effect:* Create matching bracelets that let wearers sense each other's emotions/location
- *Duration:* While both wear them (counts as 1 active binding)
- *Activation:* Automatic
- *Risk:* No privacy from bonded person

9. BINDING OATH ROPE

- *Suits Required:* Coins + Swords
- *Casting Time:* 20 minutes
- *Components:* Rope, contract, oath spoken aloud
- *Effect:* Bind someone to keep their promise. Rope tightens (painfully) if they break oath.
- *Duration:* Until oath fulfilled (counts as 1 active binding)
- *Activation:* Automatic if oath broken
- *Risk:* Cruel. Can cause real harm.

10. SUTURE SOUL

- *Suits Required:* Chalices + Coins
- *Casting Time:* 1 hour

- *Components*: Thread, needle, deep connection to target
- *Effect*: Literally stitch someone's wounded soul/spirit back together. Heals spiritual trauma.
- *Duration*: Healing is permanent
- *Activation*: Through the stitching process
- *Risk*: Intimate and invasive. Can stitch wrong things together.

Shapers

TRADITION: SHAPERS

TRADITION OVERVIEW

"Form follows function. Take formless material and give it purpose. Creation from potential."

You make magic through TRANSFORMATION of raw materials. Your spells are sculptures, molded objects, and shaped creations. Clay, wax, glass, wood, metal - you give them life and purpose.

Suits: Coins (for material) + Wands (for transformation energy)

Signature Ability: Transform raw materials into magical constructs. Creations can be animated or autonomous. Can reshape existing objects (not just create new ones).

Bonus Ability: *Living Craft* - Your creations can act independently with simple commands. *Reshape* - Once per day, completely transform one object into another of similar mass.

Key Mechanic: Size matters - bigger = more power, more time. What you shape retains its original nature somewhat (wood burns, glass breaks, metal conducts).

Drawbacks:

- Needs raw materials (can't work with nothing)
 - Time-intensive (bigger projects take longer)
 - Creations can be fragile
 - Animated constructs are only as smart as you make them
 - What you shape retains original nature
-

SHAPER-SPECIFIC SPELLS

These 10 spells are unique to Shapers. Choose 1-2 at character creation in addition to your Universal Crafter spells.

1. CLAY SERVANT

- *Suits Required:* Coins + Wands
- *Casting Time:* 2 hours
- *Components:* Clay, animating intent

- *Effect:* Create clay golem that follows simple commands. Human-sized, strong but slow.
- *Duration:* Until destroyed or you end it
- *Activation:* Voice commands
- *Risk:* Not very smart. Might misinterpret orders.

2. WAX POPPET

- *Suits Required:* Coins + Chalices
- *Casting Time:* 30 minutes
- *Components:* Wax, personal connection to target
- *Effect:* Shape wax figure of someone. Melt it to harm them, reshape to heal them.
- *Duration:* While poppet exists
- *Activation:* Manipulate the wax
- *Risk:* Very dark magic. Harming the poppet harms the person.

3. TRUTH MIRROR

- *Suits Required:* Coins + Swords
- *Casting Time:* 3 hours
- *Components:* Glass, silver, truth-revealing intent
- *Effect:* Create mirror that shows truth - pierces illusions, reveals hidden things, shows true forms
- *Duration:* Permanent
- *Activation:* Look into the mirror
- *Risk:* Might show truths you don't want to see

4. MASK OF ANOTHER

- *Suits Required:* Coins + Chalices
- *Casting Time:* 2 hours
- *Components:* Mask-making materials, image of target
- *Effect:* Carve/shape mask that makes wearer appear to be someone else (physical transformation, not glamour)
- *Duration:* While worn
- *Activation:* Put on mask
- *Risk:* Can't remove mask easily. Might forget your real face.

5. ENDLESS VESSEL

- *Suits Required:* Coins + Wands
- *Casting Time:* 4 hours
- *Components:* Clay or pottery materials, expansion magic
- *Effect:* Create pot/vessel that holds impossible amounts. Bigger inside than outside.
- *Duration:* Permanent
- *Activation:* Always active

- *Risk:* If broken, everything spills out at once

6. ICE SCULPTURE

- *Suits Required:* Coins + Wands
- *Casting Time:* 30 minutes
- *Components:* Ice or very cold water, shaping tools
- *Effect:* Sculpt ice that doesn't melt (or melts on command). Can create functional ice objects.
- *Duration:* Until melted or you end it
- *Activation:* Immediate
- *Risk:* Still cold. Can cause frostbite.

7. WOODEN FAMILIAR

- *Suits Required:* Coins + Chalices
- *Casting Time:* 8 hours
- *Components:* Wood, carving tools, animal spirit
- *Effect:* Carve wooden animal that houses familiar spirit. Can move and act.
- *Duration:* Permanent (until destroyed)
- *Activation:* Spirit animates it
- *Risk:* If destroyed, spirit needs new vessel

8. GLASS CAGE

- *Suits Required:* Coins + Swords
- *Casting Time:* 1 hour
- *Components:* Glass or sand, trapping intent
- *Effect:* Shape glass prison that can hold physical or spiritual beings
- *Duration:* Until broken
- *Activation:* Trap target inside
- *Risk:* Glass is fragile. Prisoners escape if it breaks.

9. METAL WEAPON

- *Suits Required:* Coins + Wands
- *Casting Time:* 4 hours (forging)
- *Components:* Metal, forge, shaping tools
- *Effect:* Shape weapon that's perfectly balanced, incredibly sharp, or magically enhanced
- *Duration:* Permanent
- *Activation:* Always active when wielded
- *Risk:* Takes expertise to forge properly

10. SAND CONSTRUCT

- *Suits Required:* Coins + Wands
- *Casting Time:* 20 minutes
- *Components:* Sand, temporary animation
- *Effect:* Shape sand into temporary constructs (walls, bridges, creatures). Unstable but quick.
- *Duration:* 1 hour or until dispersed
- *Activation:* Immediate
- *Risk:* Very fragile. Water destroys them instantly.

Inscribers

TRADITION: INSCRIBERS

TRADITION OVERVIEW

"Symbols have power. Names have weight. To mark something is to claim it, change it, or curse it."

You make magic through MARKING and SYMBOLISM. Your spells are tattoos, carved runes, painted sigils, and written contracts. Every mark you make carries intent and power.

Suits: Coins (for physical marks) + Swords (for symbolic precision)

Signature Ability: Marks are permanent (or semi-permanent). Power depends on visibility and placement. Can "read" existing magical marks. True Name magic.

Bonus Ability: *Read the Writing* - You can see invisible magical marks and understand any magical writing. *True Name Power* - If you know someone's true name, you can write power over them.

Key Mechanic: Marks on living beings are more powerful but more dangerous. Visibility matters - public marks vs. hidden marks have different effects.

Drawbacks:

- Marks are hard to remove (even when you want to)
 - Marking living beings without consent is DANGEROUS ethically and magically
 - Your marks can be recognized (signature style)
 - Limited space on a body/object
 - Mistakes are permanent
-

INSCRIBER-SPECIFIC SPELLS

These 10 spells are unique to Inscribers. Choose 1-2 at character creation in addition to your Universal Crafter spells.

1. RUNE OF PROTECTION

- *Suits Required:* Coins + Swords
- *Casting Time:* 20 minutes

- *Components*: Carving/writing tool, surface, protective symbol
- *Effect*: Carve rune that wards against specific threat. Must be visible to work.
- *Duration*: Permanent (until rune destroyed)
- *Activation*: Automatic when threat approaches
- *Risk*: If rune damaged, protection fails

2. BINDING TATTOO

- *Suits Required*: Coins + Wands
- *Casting Time*: 2-8 hours (depending on size)
- *Components*: Tattooing tools, magical ink, consent (ideally)
- *Effect*: Ink that grants powers, restricts abilities, or binds to conditions. Permanent.
- *Duration*: Permanent (can only be removed with powerful magic)
- *Activation*: Always active or triggered by condition
- *Risk*: VERY permanent. Painful to apply. Can go wrong.

3. NAME CURSE

- *Suits Required*: Swords + Coins
- *Casting Time*: 30 minutes
- *Components*: Writing surface, target's true name
- *Effect*: Write their name to affect them. Burn it = harm. Cross it out = silence. Etc.
- *Duration*: Until writing destroyed
- *Activation*: What you do to the name happens to the person
- *Risk*: They might discover what you've done

4. TERRITORY MARK

- *Suits Required*: Coins + Wands
- *Casting Time*: 1 hour
- *Components*: Paint, spray, carving tool
- *Effect*: Mark territory as YOURS. You know when someone enters. Can be graffiti, sigils, carved symbols.
- *Duration*: Until mark removed
- *Activation*: Automatic awareness
- *Risk*: Others can see your claim. Invites challenge.

5. CONTRACT IN BLOOD

- *Suits Required*: Swords + Chalices
- *Casting Time*: Varies (writing the contract)
- *Components*: Paper, blood (both parties), written terms
- *Effect*: Write magically binding contract. Breaking it causes severe consequences.
- *Duration*: Until terms fulfilled

- *Activation:* Automatic if contract broken
- *Risk:* Loopholes can be exploited. Be VERY specific.

6. BODY SIGIL

- *Suits Required:* Coins + Chalices
- *Casting Time:* 10 minutes
- *Components:* Body paint, henna, or temporary ink
- *Effect:* Paint temporary transformative sigil. Grants powers, changes appearance, etc.
- *Duration:* Until washed off (hours to days)
- *Activation:* When paint dries
- *Risk:* Can't remove easily. Might spread/smudge.

7. CARVED COMMAND

- *Suits Required:* Coins + Swords
- *Casting Time:* 30 minutes
- *Components:* Object to carve, carving tools, command
- *Effect:* Carve instruction into object. Object follows that command (door opens for friends, weapon strikes true, etc.)
- *Duration:* Permanent (until carving destroyed)
- *Activation:* Automatic
- *Risk:* Command must be simple. Complicated orders fail.

8. GLYPH TRAP

- *Suits Required:* Coins + Wands
- *Casting Time:* 20 minutes
- *Components:* Surface to write on, explosive/harmful intent
- *Effect:* Draw symbol that triggers effect when read or crossed. Explosive, curse, alarm, etc.
- *Duration:* Until triggered
- *Activation:* When someone interacts with it
- *Risk:* Might trigger accidentally (on you or allies)

9. SEAL OF BINDING

- *Suits Required:* Coins + Swords
- *Casting Time:* 15 minutes
- *Components:* Wax, seal stamp, binding intent
- *Effect:* Seal documents, containers, or doors with magical lock. Only you (or designated person) can open.
- *Duration:* Until seal broken
- *Activation:* Automatic security
- *Risk:* Seal can be broken by force (but you'll know)

10. LIVING GRAFFITI

- *Suits Required:* Coins + Wands
- *Casting Time:* 30 minutes
- *Components:* Paint (spray or brush), animating intent
- *Effect:* Paint graffiti that moves, changes, or acts. Can deliver messages, watch areas, etc.
- *Duration:* Until painted over
- *Activation:* Animate after completion
- *Risk:* Draws attention. Can be vandalized.

Weavers

WEAVER

PATH OVERVIEW

"Fate is a tapestry, and I hold the threads"

You see patterns, probabilities, and destinies - and you can pull threads to change them. Not just prophecy, but ALTERATION of fate itself. You read what will be, what could be, and what should never be. Then you decide.

Primary Suit: Swords (perception, intellect, cutting through)

Who This Path Is For:

- Players who like information gathering and prediction
- Those who enjoy strategic planning
- Witches who want to manipulate probability and outcomes
- Characters who are clever and perceptive

Core Mechanic: When checking outcomes, draw multiple cards and choose which future happens. You don't just see fate - you CHANGE it. Reroll once per scene by "pulling threads."

UNIVERSAL WEAVER ABILITIES

All Weavers have access to these, regardless of Tradition:

See Probability Branches

- **Suits:** Swords
- **Casting Time:** Instant (when making important decision)
- **Effect:** Draw 3 cards instead of 1. Choose which outcome becomes real.

Pull Fate's Thread

- **Suits:** Swords + Wands
- **Casting Time:** Instant (reaction)
- **Effect:** Reroll any single card draw once per scene. Literally "undo" an outcome.

Read Patterns

- **Suits:** Swords + Chalices

- **Casting Time:** 10 minutes of observation
- **Effect:** Detect hidden connections between people, events, or objects. See the invisible web.

Knot Destiny

- **Suits:** Swords + Coins
- **Casting Time:** 1 hour
- **Effect:** Lock an outcome so it MUST happen (or prevent it from happening). Very difficult, high risk.

Cut Thread

- **Suits:** Swords
 - **Casting Time:** Instant
 - **Effect:** Sever a destiny, break a prophecy, or end a fate-thread. Consequences unpredictable.
-

UNIVERSAL WEAVER SPELLS

These 10 spells are available to ALL Weavers. Choose 5 at character creation.

1. GLIMPSE FUTURES

- **Suits Required:** Swords
- **Casting Time:** 1 minute of concentration
- **Components:** Quiet space, focus
- **Effect:** See 3 possible outcomes of a decision. Like watching three different movies. Choose which path to encourage.
- **Duration:** Vision lasts a few minutes
- **Risk:** All three might be terrible. Knowledge of futures can paralyze you.

2. LUCKY GUESS

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant
- **Components:** None
- **Effect:** "Guess" something correctly that you couldn't possibly know. The universe tells you the answer.
- **Duration:** One answer
- **Risk:** Wrong sometimes (fate is fickle). Can't use for trivial things.

3. SYNCHRONICITY

- **Suits Required:** Swords + Chalices

- **Casting Time:** None (passive)
- **Components:** Intent
- **Effect:** Make a "meaningful coincidence" happen. Person you need to see walks by. Phone rings at right moment. Keys appear where you need them.
- **Duration:** Single event
- **Risk:** Can backfire. Wrong person might show up.

4. FATE BINDING

- **Suits Required:** Swords + Coins
- **Casting Time:** 1 hour
- **Components:** Thread, representation of outcome
- **Effect:** Tie a specific outcome to a person/place/thing. Make it inevitable (or impossible).
- **Duration:** Until binding broken
- **Risk:** Fighting fate has consequences. Reality pushes back hard.

5. TEMPORAL ECHO

- **Suits Required:** Swords
- **Casting Time:** 10 minutes
- **Components:** Object from past or future
- **Effect:** Experience "echo" of what happened here before or what will happen. Ghostly replay of events.
- **Duration:** Vision lasts a few minutes
- **Risk:** Can be traumatic. Might see things you don't want to.

6. REDIRECT FATE

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant (reaction)
- **Components:** None
- **Effect:** Take harm/outcome meant for someone else and redirect it elsewhere. Deflect destiny.
- **Duration:** One outcome
- **Risk:** Karma. What you redirect might come back to you.

7. PATTERN BREAK

- **Suits Required:** Swords
- **Casting Time:** Instant
- **Components:** Recognition of the pattern
- **Effect:** Interrupt a repeating cycle or pattern. Break someone's habit loop, stop a recurring event.
- **Duration:** Pattern stays broken unless reformed
- **Risk:** Breaking patterns can have cascade effects. Unintended consequences.

8. PROPHETIC DREAM

- **Suits Required:** Swords + Chalices
- **Casting Time:** During sleep
- **Components:** Intent before sleeping
- **Effect:** Receive prophetic dream answering a specific question or warning of danger. May be symbolic.
- **Duration:** One dream
- **Risk:** Can't control dream content. Might be nightmare. Interpretation difficult.

9. DESTINY SENSE

- **Suits Required:** Swords
- **Casting Time:** Instant (always active with practice)
- **Components:** None
- **Effect:** Feel when something "important" is about to happen. Tingle, pressure, knowing. GM warns you.
- **Duration:** Passive awareness
- **Risk:** False positives. Anxiety about constant significance.

10. ODDS CALCULATION

- **Suits Required:** Swords
- **Casting Time:** 1 minute of analysis
- **Components:** Understanding of situation
- **Effect:** Know the exact probability of success for any action. "37% chance this works."
- **Duration:** One calculation
- **Risk:** Knowing the odds might discourage you. Probability isn't certainty.

Oracle

TRADITION: ORACLE

TRADITION OVERVIEW

"The cards never lie, but you might not like what they say."

You use DIVINATION TOOLS to see and shape fate. Tarot, bones, runes, mirrors - these aren't just symbols, they're keys to destiny. Your tools are extensions of you, sacred and powerful.

Suits: Swords (perception) + Chalices (intuition)

Signature Ability: When checking an outcome, draw 3 cards and choose which future happens. Your tool bond strengthens with use.

Bonus Ability: Tool Bond - Your primary divination tool is magically linked to you. If lost, you can always find it. It returns to you. It grows more accurate over time.

Key Mechanic: Prophetic Bind - Declare a prophecy. If you're right, you gain power. If wrong, you're weakened. High risk, high reward.

Drawbacks:

- Dependent on your tools (lose your deck = lose power temporarily)
- Can't refuse to read when asked (compulsion)
- See too much - constant visions can be overwhelming
- Your prophecies can be self-fulfilling (dangerous)
- The more you read for someone, the more entangled in their fate you become

ORACLE-SPECIFIC SPELLS

These 10 spells are unique to Oracles. Choose 1-2 at character creation in addition to your Universal Weaver spells.

1. THREE PATHS SPREAD

- **Suits Required:** Swords + Chalices
- **Casting Time:** 15 minutes
- **Components:** Divination tool (tarot, bones, etc.)
- **Effect:** Lay out reading showing three distinct possible futures. Can actively encourage one path over others.
- **Duration:** Influences events for days to weeks
- **Risk:** All three paths might converge to same destination

2. FATE LOCK

- **Suits Required:** Swords + Wands
- **Casting Time:** 30 minutes
- **Components:** Divination tool, representation of outcome
- **Effect:** Bind a card to an outcome to make it certain. Lock destiny in place.
- **Duration:** Until outcome occurs or binding broken
- **Risk:** Reality resists. Backlash if you try to lock impossible outcomes.

3. PROPHET'S VISION

- **Suits Required:** Swords
- **Casting Time:** 10 minutes of divination
- **Components:** Divination tool
- **Effect:** See one major event in the near future (hours to days). Clear, specific vision.
- **Duration:** Vision is instantaneous
- **Risk:** Can't unsee it. Might be traumatic. Could be misleading (visions are symbolic).

4. OMEN READING

- **Suits Required:** Swords + Chalices
- **Casting Time:** 5 minutes
- **Components:** Divination tool
- **Effect:** Ask a yes/no question or seek guidance. Receive clear answer through your tool.
- **Duration:** One answer
- **Risk:** Tools can be cryptic. Misinterpretation possible.

5. DESTINY REVERSAL

- **Suits Required:** Swords + Wands
- **Casting Time:** 20 minutes
- **Components:** Divination tool, dramatic gesture
- **Effect:** Flip an inverted card (figuratively or literally) to change trajectory of fate. Reverse bad fortune.
- **Duration:** Changes course of events
- **Risk:** Reversing fate has consequences. Something else must balance out.

6. ORACLE'S CURSE

- **Suits Required:** Swords + Wands
- **Casting Time:** 30 minutes
- **Components:** Divination tool, target's name/representation
- **Effect:** Prophesy doom for someone - and it happens. Speak their fate into being.
- **Duration:** Until prophecy fulfilled
- **Risk:** Extremely dark. Karma will come for you. Your word has weight.

7. COLLECTIVE READING

- **Suits Required:** Swords + Chalices
- **Casting Time:** 30 minutes
- **Components:** Divination tool, all participants present
- **Effect:** Read for entire group at once. See how their fates intertwine. Guide them as one.
- **Duration:** Reading applies to near future
- **Risk:** Everyone's fate becomes connected through your reading

8. SCRYING

- **Suits Required:** Swords + Chalices
- **Casting Time:** 20 minutes
- **Components:** Scrying surface (mirror, water, crystal)
- **Effect:** See distant places, people, or events happening now. Remote viewing.
- **Duration:** While concentrating
- **Risk:** Can be detected. Target might sense they're being watched.

9. PROPHECY CASCADE

- **Suits Required:** Swords + Wands
- **Casting Time:** 1 hour
- **Components:** Full divination setup
- **Effect:** Perform massive reading that reveals multiple branching futures. Information overload.
- **Duration:** Visions last for hours, linger for days
- **Risk:** Too much information. Might go mad from all the possibilities. Nosebleeds, headaches.

10. TOOL AWAKENING

- **Suits Required:** Swords + Chalices
- **Casting Time:** 8 hours (ritual)
- **Components:** Your divination tool, blood, intent
- **Effect:** Fully awaken your tool. It becomes semi-sentient, guides you, speaks to you.
- **Duration:** Permanent
- **Risk:** Tool has opinions now. Might refuse to work. Can be judgmental.

Augur

TRADITION: AUGUR

TRADITION OVERVIEW

"The universe is always speaking. Birds, weather, dreams - they're all messages if you know how to listen."

You read fate through NATURAL SIGNS and omens. The world itself is your divination tool. Every bird's flight, every cloud formation, every "coincidence" is a message. You're constantly receiving signals.

Suits: Swords (perception) + Chalices (intuition)

Signature Ability: Always aware when something important is coming (GM tells you "you feel it"). Animals and weather respond to you slightly. Can spend time observing to gain information.

Bonus Ability: Always Listening - You're constantly receiving low-level information from the universe. Can't be truly surprised (unless by magic that blocks divination). Natural Prophet - Animals warn you, storms delay for you.

Key Mechanic: Omen Sense - The world tells you things. You notice patterns others miss. "Meaningless" coincidences are actually significant.

Drawbacks:

- Information overload - EVERYTHING is a sign
- Can become paranoid (seeing patterns that aren't there)
- Compulsive behavior (must follow omens, even bad ones)
- Animals sometimes tell you things you don't want to know
- Can't "turn off" the constant input
- Others think you're superstitious or crazy

AUGUR-SPECIFIC SPELLS

These 10 spells are unique to Augurs. Choose 1-2 at character creation in addition to your Universal Weaver spells.

1. BIRD AUGURY

- **Suits Required:** Swords + Chalices
- **Casting Time:** 10 minutes of watching birds
- **Components:** Birds in the area (or call them)
- **Effect:** Birds tell you if an action will succeed or fail. Their flight patterns reveal the answer.
- **Duration:** One answer
- **Risk:** Need birds present. Might misinterpret their message.

2. STORM SENSE

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant (always active)
- **Components:** None
- **Effect:** Know exactly what weather is coming and when. Feel atmospheric pressure, humidity, temperature shifts.
- **Duration:** Constant awareness
- **Risk:** Can be overwhelming. Weather patterns affect your mood.

3. DREAM MESSAGE

- **Suits Required:** Swords + Chalices
- **Casting Time:** During sleep
- **Components:** Intent, connection to recipient
- **Effect:** Send or receive prophetic dreams. Communicate across distances through shared dreamspace.
- **Duration:** One dream
- **Risk:** Can't control dream imagery. Recipient might not understand symbolism.

4. PATH OF LEAST RESISTANCE

- **Suits Required:** Swords
- **Casting Time:** Instant (when traveling)
- **Components:** None
- **Effect:** Always know the "luckiest" route. Avoid traffic, find shortcuts, arrive at perfect timing.
- **Duration:** While traveling
- **Risk:** Luckiest doesn't always mean safest or fastest. Might lead somewhere unexpected.

5. ANIMAL MESSENGER

- **Suits Required:** Chalices + Swords
- **Casting Time:** 5 minutes
- **Components:** An animal, your message
- **Effect:** Any animal carries your message to intended recipient. They'll understand it.
- **Duration:** Until message delivered
- **Risk:** Animal might get distracted. Message could be intercepted.

6. OMEN INTERPRETATION

- **Suits Required:** Swords + Chalices
- **Casting Time:** 1 minute of observation
- **Components:** The omen itself
- **Effect:** Read any sign for guidance. Spilled salt, broken mirror, black cat - they all mean something. You know what.
- **Duration:** Immediate insight

- **Risk:** Over-interpretation. Sometimes accidents are just accidents.

7. CALL THE FLOCK

- **Suits Required:** Chalices + Wands
- **Casting Time:** 10 minutes
- **Components:** None (but must be outdoors)
- **Effect:** Summon large group of birds to you. They'll watch, warn, or attack as you direct.
- **Duration:** Birds stay for one scene
- **Risk:** Attracts attention. Birds are unpredictable.

8. WEATHER OMEN

- **Suits Required:** Swords + Wands
- **Casting Time:** 5 minutes of observation
- **Components:** Current weather
- **Effect:** Read the weather like tea leaves. Storm approaching = danger. Clear skies = safe path. Fog = confusion ahead.
- **Duration:** One reading
- **Risk:** Weather changes quickly. Reading might be outdated by time you act.

9. NATURE'S WARNING

- **Suits Required:** Swords + Chalices
- **Casting Time:** Instant
- **Components:** Natural world around you
- **Effect:** Plants and animals warn you of immediate danger. Birds go silent. Dogs bark. Plants wilt. You KNOW something's wrong.
- **Duration:** Warning lasts until danger passes
- **Risk:** Can't always determine exact nature of threat.

10. SACRED SITE READING

- **Suits Required:** Swords + Coins
- **Casting Time:** 1 hour at location
- **Components:** A significant place (crossroads, graveyard, old tree, etc.)
- **Effect:** Location reveals its secrets. History, future events tied to place, spirits present, etc.
- **Duration:** Knowledge is permanent
- **Risk:** Some places have terrible secrets. Can't unlearn what you discover.

Chronologist

TRADITION: CHRONOLOGIST

TRADITION OVERVIEW

"Time is not a river, it's a web. Past, present, future all exist simultaneously. You can pull on any strand."

You manipulate TIME and TEMPORAL THREADS directly. You don't just see the future - you exist slightly outside normal time. You can rewind moments, see timelines, sense temporal anomalies.

Suits: Swords (perception) + Wands (manipulation)

Signature Ability: See 5 seconds into the future constantly (advantage in combat and social situations). Can rewind the last 30 seconds once per session (only you remember what happened).

Bonus Ability: Temporal Anchor - You exist slightly outside time. Age slower, resist time magic, always know what time it is. Can't be surprised by temporal effects.

Key Mechanic: Temporal Sight - Constant low-level precognition. See multiple timelines overlapping. Experience "echoes" of past/future.

Drawbacks:

- Constant temporal bleeding (past/present/future blur)
- Deja vu constantly (have you done this before? Will you do it again?)
- Difficult to stay "present" - mind wanders through time
- Changing time creates paradoxes (painful)
- Other Chronologists sense you messing with their timeline
- Can become unstuck (serious risk)

CHRONOLOGIST-SPECIFIC SPELLS

These 10 spells are unique to Chronologists. Choose 1-2 at character creation in addition to your Universal Weaver spells.

1. FUTURE GLIMPSE

- **Suits Required:** Swords
- **Casting Time:** Instant (concentration)
- **Components:** None
- **Effect:** See exactly 5 minutes ahead. Perfect clarity of what will happen if current course continues.
- **Duration:** Brief vision
- **Risk:** Future can change based on your reaction to seeing it (paradox)

2. PAST READING

- **Suits Required:** Swords + Chalices
- **Casting Time:** 10 minutes
- **Components:** Touch object or location
- **Effect:** Experience what happened here in the past. See and feel events as if you were there.
- **Duration:** Vision lasts several minutes
- **Risk:** Can be traumatic. Violent pasts hurt to witness.

3. SLOW MOMENT

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant (reaction)
- **Components:** None
- **Effect:** Slow time in small area for a few seconds. Bullet time. You move normally, everyone else in slow-motion.
- **Duration:** 3-5 seconds subjective time
- **Risk:** Exhausting. Can only use a few times per day.

4. TEMPORAL FREEZE

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Stop one object in time briefly. Freeze bullet mid-air, stop door from closing, pause falling object.
- **Duration:** A few seconds
- **Risk:** Object snaps back to motion violently when time resumes.

5. UNDO

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant (immediately after event)
- **Components:** None (but costs heavily)
- **Effect:** Reverse the last 30 seconds. Rewind time for everyone (but only you remember what happened before).
- **Duration:** Rewinds 30 seconds
- **Risk:** EXTREMELY COSTLY. Can only use once per session. Causes temporal instability. Reality "fights back."

6. INEVITABLE OUTCOME

- **Suits Required:** Swords + Wands + Coins
- **Casting Time:** 1 hour
- **Components:** Understanding of all timelines

- **Effect:** Lock a specific timeline so it MUST happen. Make one outcome inevitable across all possibilities.
- **Duration:** Until outcome occurs
- **Risk:** Fighting fate. Reality pushes back HARD. Paradox backlash.

7. TEMPORAL LOOP

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Trap someone in repeating moment (Groundhog Day style). They live same 5 minutes over and over.
- **Duration:** Until you release them or they break free
- **Risk:** Cruel. Can drive someone mad. They might figure out what you did.

8. ECHO SENSE

- **Suits Required:** Swords
- **Casting Time:** Instant (always active)
- **Components:** None
- **Effect:** Feel "echoes" of what happened here before or will happen. Ghostly overlays of past/future.
- **Duration:** Constant passive awareness
- **Risk:** Overwhelming. Can't distinguish echo from reality sometimes.

9. AGED/YOUTHEN

- **Suits Required:** Wands + Coins
- **Casting Time:** 10 minutes
- **Components:** Touch target
- **Effect:** Age or de-age object or person. Make fresh food rot, restore withered plant, age enemy rapidly.
- **Duration:** Aging is real and permanent
- **Risk:** Can't reverse aging easily. Accelerating decay affects you too (exhaustion).

10. PERFECT TIMING

- **Suits Required:** Swords + Wands
- **Casting Time:** None (when needed)
- **Components:** None
- **Effect:** Arrive at exactly the right moment, every time. "You're just in time!" Even if it should be impossible.
- **Duration:** One perfect arrival
- **Risk:** You might not want to be there right then. Perfect timing isn't always good timing.

Pattern Seeker

TRADITION: PATTERN SEEKER

TRADITION OVERVIEW

"The universe runs on code. Fate is probability. If you understand the math, you can calculate outcomes - and change the equation."

You see fate through MATHEMATICS and LOGIC. Everything is data, patterns, probability. You analyze situations like a computer, finding hidden connections through cold calculation.

Suits: Swords (intellect) + Wands (manipulation)

Signature Ability: Analyze a situation to know exact % chance of success. Can "recalculate" to reroll once. See mathematical patterns others miss.

Bonus Ability: Analytical Mind - Hold multiple probability trees in your head simultaneously. Immune to confusion effects. Pattern Recognition - Always notice connections, sequences, hidden math.

Key Mechanic: Everything is calculable. You don't guess - you KNOW the odds. Can optimize outcomes through mathematical precision.

Drawbacks:

- See everything as numbers (dehumanizing)
- Analysis paralysis (too many options)
- Lose touch with intuition/emotion
- Others find you cold or robotic
- Can calculate things you wish you couldn't
- The math is beautiful but terrible

PATTERN SEEKER-SPECIFIC SPELLS

These 10 spells are unique to Pattern Seekers. Choose 1-2 at character creation in addition to your Universal Weaver spells.

1. CALCULATE OUTCOME

- **Suits Required:** Swords
- **Casting Time:** 1 minute of analysis
- **Components:** Understanding of situation
- **Effect:** Know exact probability of success. "47.3% chance this works." Precise calculation.
- **Duration:** One calculation
- **Risk:** Knowing the odds might discourage you. Numbers don't account for luck/fate.

2. PATTERN INTERRUPT

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant
- **Components:** Recognition of pattern
- **Effect:** Break someone's behavioral loop or repeating sequence. Disrupt their routine, habit, or pattern.
- **Duration:** Pattern stays broken unless they rebuild it
- **Risk:** Breaking patterns creates chaos. Unpredictable consequences.

3. OPTIMIZE PATH

- **Suits Required:** Swords + Wands
- **Casting Time:** 5 minutes of calculation
- **Components:** Knowledge of starting point and goal
- **Effect:** Calculate the statistically best route, approach, or strategy. Perfect optimization.
- **Duration:** One optimal solution
- **Risk:** Optimal doesn't mean easy. Best path might be hardest.

4. FRACTAL SIGHT

- **Suits Required:** Swords
- **Casting Time:** 10 minutes of observation
- **Components:** Small detail to extrapolate from
- **Effect:** See how small actions ripple outward. Butterfly effect visualization. Predict cascade of consequences.
- **Duration:** Vision of branching consequences
- **Risk:** Too much information. Can't account for every variable.

5. DECODE MAGIC

- **Suits Required:** Swords + Coins
- **Casting Time:** 10 minutes of analysis
- **Components:** The magic to decode
- **Effect:** Understand any spell's structure by seeing its pattern. How it works, how to counter it, how to replicate it.
- **Duration:** Knowledge is permanent
- **Risk:** Some magic is dangerous to understand. Might corrupt your thinking.

6. PROBABILITY SHIFT

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant
- **Components:** Understanding of odds
- **Effect:** Change the odds literally. Make 10% chance become 60%. Shift probability in your favor.

- **Duration:** One outcome affected
- **Risk:** Reality balances out. Improving odds here worsens them elsewhere.

7. STATISTICAL ANALYSIS

- **Suits Required:** Swords
- **Casting Time:** 1 minute per person
- **Components:** Observation of targets
- **Effect:** Analyze people like data. Know their patterns, predict their behavior, see their "code."
- **Duration:** Analysis stays valid until they change significantly
- **Risk:** Dehumanizing. Start seeing people as predictable machines.

8. CHAOS THEORY

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant
- **Components:** Tiny action
- **Effect:** Make tiny change that cascades into massive outcome. Butterfly flaps wings, hurricane happens.
- **Duration:** Effects ripple outward
- **Risk:** CAN'T fully control cascade. Unintended consequences.

9. PERFECT CALCULATION

- **Suits Required:** Swords + Wands
- **Casting Time:** 10 minutes
- **Components:** All available data
- **Effect:** Perform impossibly complex calculation instantly. Solve unsolvable problems through pure math.
- **Duration:** One solution
- **Risk:** Brain overload. Nosebleeds, headaches, temporary math obsession.

10. SEE THE CODE

- **Suits Required:** Swords
- **Casting Time:** Varies (concentration)
- **Components:** None
- **Effect:** See reality as code/mathematics. Everything is equations and patterns. Matrix-vision.
- **Duration:** While concentrating
- **Risk:** Can't unsee it. Reality becomes numbers. Existentially disturbing.

Invoker

TRADITION: INVOKER

TRADITION OVERVIEW

"You don't change fate yourself - you're not arrogant enough to. But you know WHO to ask. Gods, spirits, ancestors, cosmic forces - they listen to you."

You manipulate fate through PETITIONING HIGHER POWERS. You don't have inherent power to see/change destiny - you have RELATIONSHIPS with things that do. You're a priest, petitioner, devotee.

Suits: Chalices (connection) + Swords (precision in asking)

Signature Ability: Petition your patron to intervene (costs an offering). Draw a card - your patron interprets it. The more you serve, the more they help.

Bonus Ability: Never Alone - Your patron is always watching. Can call for help even when powerless (but they might not answer, or might demand payment later). Patron Bond strengthens over time.

Key Mechanic: Relationship maintenance. Regular offerings, service, worship keep your patron engaged. Neglect them = they ignore you.

Drawbacks:

- Dependent on your patron's goodwill (they can say no)
- Must maintain relationship (regular offerings, service, worship)
- Patron has their own agenda (might help in ways you don't like)
- Other witches may distrust you ("You're just someone's puppet")
- Patron can WITHDRAW favor if displeased
- When you channel them, you lose yourself temporarily
- Debts accumulate (they always collect eventually)

INVOKER-SPECIFIC SPELLS

These 10 spells are unique to Invokers. Choose 1-2 at character creation in addition to your Universal Weaver spells.

1. INVOKE INTERVENTION

- **Suits Required:** Chalices + Swords
- **Casting Time:** 10 minutes of prayer/petition
- **Components:** Appropriate offering to patron

- **Effect:** Ask patron to change an outcome. "Please make this work." They decide if you deserve it.
- **Duration:** Single intervention
- **Risk:** Patron might say no. Might help but demand price. Debt accumulates.

2. DIVINE GUIDANCE

- **Suits Required:** Chalices
- **Casting Time:** 5 minutes of prayer
- **Components:** Quiet space, reverence
- **Effect:** Ask patron what you should do. They give advice (through feelings, visions, signs).
- **Duration:** One answer
- **Risk:** Patron's advice might not align with your desires. They see bigger picture.

3. BLESSED LUCK

- **Suits Required:** Chalices + Wands
- **Casting Time:** 1 minute of invocation
- **Components:** Small offering
- **Effect:** Your patron tips the scales in your favor. Gain extra card draw or reroll.
- **Duration:** One action
- **Risk:** Using patron's power frivolously annoys them.

4. PROPHETIC CHANNEL

- **Suits Required:** Chalices + Swords
- **Casting Time:** 10 minutes of opening yourself
- **Components:** Trance state
- **Effect:** Let patron speak through you. They give prophecy using your voice. You don't control what's said.
- **Duration:** A few minutes
- **Risk:** Possession-adjacent. You're not fully in control. Patron might say uncomfortable truths.

5. ANSWERED PRAYER

- **Suits Required:** Chalices + any other suit
- **Casting Time:** Varies (minutes to hours of prayer)
- **Components:** Significant offering
- **Effect:** Request something specific from patron. Healing, protection, knowledge, etc. They decide if you've earned it.
- **Duration:** Depends on request
- **Risk:** Big requests = big prices. Debt grows heavy.

6. SACRED VOW

- **Suits Required:** Chalices + Wands

- **Casting Time:** 30 minutes (ritual)
- **Components:** Your oath, witness (patron)
- **Effect:** Bind yourself to service in exchange for greater power. Make permanent commitment to patron.
- **Duration:** Until vow fulfilled (or broken)
- **Risk:** Breaking sacred vows has SEVERE consequences. Patron's wrath.

7. DIVINE WRATH

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant (calling on patron)
- **Components:** Righteous anger, patron's favor
- **Effect:** Call down patron's punishment on someone. Divine smiting. They decide if target deserves it.
- **Duration:** Instant divine intervention
- **Risk:** Patron might refuse. Might punish you instead if you're wrong. This is serious.

8. SANCTUARY BLESSING

- **Suits Required:** Chalices + Coins
- **Casting Time:** 1 hour (consecration ritual)
- **Components:** Offerings, sacred symbols
- **Effect:** Consecrate space to your patron. They watch over it, protect it, bless those within.
- **Duration:** Until deconsecrated
- **Risk:** Patron expects maintenance. Desecration offends them greatly.

9. SIGN FROM ABOVE

- **Suits Required:** Chalices + Swords
- **Casting Time:** Varies (waiting for sign)
- **Components:** Question asked in prayer
- **Effect:** Ask patron for a clear sign. They send unmistakable message (burning bush, vision, impossible event).
- **Duration:** Sign appears when patron chooses
- **Risk:** Patron might not answer. Or answer in ways you don't expect.

10. AVATAR STATE

- **Suits Required:** Chalices + Wands + Swords
- **Casting Time:** 10 minutes (full invocation)
- **Components:** Deep trance, complete surrender
- **Effect:** Become temporary avatar of your patron. They fully possess you. IMMENSE power but you're not in control.
- **Duration:** Until patron withdraws (minutes usually)
- **Risk:** Full possession. You remember little. Body takes damage. Patron might not want to leave.

Synchronist

TRADITION: SYNCHRONIST

TRADITION OVERVIEW

"There are no accidents. Every 'coincidence' is fate speaking. You make unlikely things happen by believing they will."

You manipulate fate through MEANINGFUL COINCIDENCE and chaos magic. You make "accidents" happen, create synchronicities, bend probability through sheer belief. Reality conspires to help you.

Suits: Wands (will/belief) + Chalices (openness to possibilities)

Signature Ability: Helpful coincidences happen around you constantly. Small intentional actions create huge "coincidental" results. You're a probability anomaly.

Bonus Ability: Chaos Blessed - You can't truly fail. Even your failures lead to success eventually. (Mechanically: failed card draws still give you SOMETHING useful). Right Place, Right Time - Always encounter what you need.

Key Mechanic: Synchronicity Magnet - The universe provides. What you need shows up "by chance." People you need to meet appear. Doors you need open.

Drawbacks:

- Addicted to synchronicity (seek meaning in everything)
- Can't tell what's magic and what's actually random
- Others think you're either incredibly lucky or insane
- Coincidences spiral out of control
- Can't NOT affect probability (always changing things)
- Chaos loves you, which isn't always good

SYNCHRONIST-SPECIFIC SPELLS

These 10 spells are unique to Synchronists. Choose 1-2 at character creation in addition to your Universal Weaver spells.

1. PERFECT TIMING

- **Suits Required:** Wands + Chalices
- **Casting Time:** None (happens naturally)
- **Components:** Intent/need
- **Effect:** Arrive exactly when needed (even if shouldn't be possible). "You're just in time!" Everything aligns.
- **Duration:** One perfect moment

- **Risk:** Might arrive at wrong perfect moment. Universe has sense of humor.

2. COSMIC NUDGE

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** Small action, belief
- **Effect:** Make someone "randomly" do what you need. They think it's their idea. Pure coincidence (totally not).
- **Duration:** One action
- **Risk:** Can't control exactly how they do it. Free will makes it unpredictable.

3. CHAIN REACTION

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant (setup)
- **Components:** Initial action (push domino)
- **Effect:** Set up dominoes of fate. Small action cascades into huge result through "coincidences."
- **Duration:** Cascade continues until complete
- **Risk:** Can't control every step. Butterfly effect. Might cascade in unexpected direction.

4. LUCKY BREAK

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant (when needed)
- **Components:** Belief in your luck
- **Effect:** Generate a fortunate "accident." Find money. Enemy trips. Phone rings with good news. Something lucky happens.
- **Duration:** One stroke of luck
- **Risk:** Overuse makes people suspicious. Eventually luck runs out (or does it?).

5. MEANINGFUL COINCIDENCE

- **Suits Required:** Chalices + Swords
- **Casting Time:** Varies (set intention)
- **Components:** Clear need/desire
- **Effect:** Make two unrelated things connect perfectly. Person you need calls. Door unlocks as you arrive. Book falls open to exact page.
- **Duration:** One connection
- **Risk:** Sometimes universe gives you what you need, not what you want.

6. PROBABILITY STORM

- **Suits Required:** Wands + Chalices + Swords
- **Casting Time:** Instant (unleash chaos)
- **Components:** Embrace of chaos

- **Effect:** Everything unlikely happens at once. Chaos erupts. Impossible coincidences pile up. Reality goes wild.
- **Duration:** One scene of pure chaos
- **Risk:** COMPLETE chaos. Can't control ANY of it. Affects everyone including you.

7. SERENDIPITY

- **Suits Required:** Chalices + Wands
- **Casting Time:** Passive (always active with practice)
- **Components:** Openness to possibilities
- **Effect:** You "happen" to find/meet/discover exactly what you need. Shop has the item. Stranger knows the answer. World provides.
- **Duration:** Constant low-level effect
- **Risk:** Become dependent. Forget how to plan. "Universe will provide" (but will it?).

8. REDIRECT FATE

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant (reaction)
- **Components:** Quick thinking
- **Effect:** Turn bad luck into good luck through "coincidence." Bullet hits enemy instead. Slip becomes dodge. Failure becomes success.
- **Duration:** One redirection
- **Risk:** What you redirect has to go somewhere. Someone else gets the bad luck.

9. CHAOS ALIGNMENT

- **Suits Required:** Wands + Chalices
- **Casting Time:** 10 minutes of meditation
- **Components:** Acceptance of chaos
- **Effect:** Align yourself with pure chaos. For one scene, EVERYTHING random favors you. Coin flips, dice, card draws - all in your favor.
- **Duration:** One scene
- **Risk:** Chaos takes back later. Karmic balance. What goes up must come down.

10. MANIFEST DESTINY

- **Suits Required:** Wands + Chalices + Swords
- **Casting Time:** Varies (ongoing belief)
- **Components:** Absolute faith/belief
- **Effect:** Make something happen through pure belief and synchronicity. If you believe hard enough, universe conspires to make it real.
- **Duration:** Until manifested (or you stop believing)
- **Risk:** Requires unwavering faith. Doubt kills it. Can take long time. Might manifest in unexpected way.

Mediums

MEDIUMS

PATH OVERVIEW

"I am the bridge between worlds"

You connect with spirits, entities, the dead, demons, fae, and other beings. You're the translator, the host, the negotiator with things beyond the veil. Where others see empty air, you see a crowded room.

Primary Suit: Chalices (connection, emotion, receptivity, openness)

Who This Path Is For:

- Players who like roleplay and character interaction
- Those who enjoy negotiation and diplomacy
- Witches who want relationships with supernatural entities
- Characters who are empathetic and open

Core Mechanic: Your power comes from RELATIONSHIPS with beings outside normal reality. You don't work alone - you CAN'T work alone. Every spell involves another entity.

UNIVERSAL MEDIUM ABILITIES

All Mediums have access to these, regardless of Tradition:

See Spirits

- **Suits:** Chalices
- **Casting Time:** Instant (always active)
- **Effect:** See and perceive spirits, ghosts, entities that are invisible to others. They're always visible to you.

Channel Entity

- **Suits:** Chalices + Wands
- **Casting Time:** 1 minute of invitation
- **Effect:** Let a spirit/entity speak through you temporarily. You share your body as a communication channel.

Create Pact

- **Suits:** Chalices + Swords
- **Casting Time:** Varies (negotiation)
- **Effect:** Form magical agreement with entity. Define terms, establish bond, create contract.

Summon

- **Suits:** Chalices + Wands
- **Casting Time:** 10 minutes of calling
- **Effect:** Call a specific spirit/entity to you. They choose whether to come.

Banish

- **Suits:** Chalices + Swords
 - **Casting Time:** Instant to 10 minutes
 - **Effect:** Force an entity to leave. Send them back to where they came from.
-

UNIVERSAL MEDIUM SPELLS

These 10 spells are available to ALL Mediums. Choose 5 at character creation.

1. SPEAK WITH SPIRITS

- **Suits Required:** Chalices
- **Casting Time:** Instant
- **Components:** Openness, receptivity
- **Effect:** Communicate with any spirit/entity you can perceive. Two-way conversation.
- **Duration:** As long as conversation continues
- **Risk:** They might lie. Not all spirits are friendly.

2. SENSE PRESENCE

- **Suits Required:** Chalices
- **Casting Time:** Instant (passive awareness)
- **Components:** None
- **Effect:** Feel when spirits/entities are nearby even if you can't see them. Know general direction and nature.
- **Duration:** Constant awareness
- **Risk:** Overwhelming in crowded spiritual spaces. Can't turn off.

3. PROTECTION CIRCLE

- **Suits Required:** Chalices + Coins
- **Casting Time:** 10 minutes
- **Components:** Salt, chalk, or other barrier materials
- **Effect:** Create circle that spirits/entities cannot cross without permission. Classic protective boundary.
- **Duration:** Until circle broken
- **Risk:** Also keeps helpful entities out. You're trapped inside too.

4. OFFERING

- **Suits Required:** Chalices + Coins
- **Casting Time:** 5 minutes
- **Components:** Appropriate gift (food, drink, objects meaningful to entity)
- **Effect:** Make offering to gain favor with spirit/entity. They appreciate the gesture, might help you.
- **Duration:** Goodwill lasts until you ask for something big
- **Risk:** Some entities are never satisfied. Offerings can become expected/demanded.

5. BIND SPIRIT

- **Suits Required:** Chalices + Swords + Wands
- **Casting Time:** 30 minutes (ritual)
- **Components:** Container or binding focus
- **Effect:** Trap entity in object, circle, or bond. They can't leave without permission.
- **Duration:** Until binding broken
- **Risk:** Very aggressive act. Entity will resent you. If binding breaks, they're ANGRY.

6. MEDIUM'S TRANCE

- **Suits Required:** Chalices
- **Casting Time:** 10 minutes
- **Components:** Quiet space, meditation
- **Effect:** Enter trance state where you're more receptive to spirits. They find you more easily, communication clearer.
- **Duration:** While in trance
- **Risk:** Vulnerable while tranced. Malicious entities might take advantage.

7. SPIRIT WARD

- **Suits Required:** Chalices + Swords
- **Casting Time:** 1 minute
- **Components:** Protective gesture or symbol
- **Effect:** Ward yourself or another against unwanted spiritual contact. Entities can't possess, influence, or harm warded person.

- **Duration:** Several hours
- **Risk:** Also blocks helpful spirits. Can't communicate while warded.

8. TRANSLATE

- **Suits Required:** Chalices + Swords
- **Casting Time:** Instant
- **Components:** Entity attempting to communicate
- **Effect:** Understand and translate any spirit's communication, even if they speak unknown languages or communicate non-verbally.
- **Duration:** As long as conversation continues
- **Risk:** Some messages aren't meant for mortal comprehension. Can be disturbing.

9. ANCHOR SPIRIT

- **Suits Required:** Chalices + Coins
- **Casting Time:** 20 minutes
- **Components:** Physical anchor object
- **Effect:** Bind spirit to location or object so they can't leave. Create ghost tied to specific place/thing.
- **Duration:** Until anchor destroyed
- **Risk:** Cruel to the spirit. Creates haunting. They might resent being trapped.

10. PEACEFUL PASSING

- **Suits Required:** Chalices
- **Casting Time:** 10 minutes
- **Components:** Compassion, understanding of spirit's needs
- **Effect:** Help ghost/spirit move on to whatever comes next. Resolve unfinished business, provide closure.
- **Duration:** Spirit passes on (permanent)
- **Risk:** Some spirits don't want to move on. Forcing them causes trauma.

Death Keeper

TRADITION: DEATH KEEPER

TRADITION OVERVIEW

"Death is not the end. The dead have wisdom, warnings, and unfinished business. You help them - and they help you."

You specialize in connecting with THE DEAD - ghosts, ancestors, spirits of the deceased. You're constantly surrounded by them. You can see every ghost, speak with any corpse, and negotiate between the living and dead.

Suits: Chalices (connection) + Swords (understanding death)

Signature Ability: See all ghosts within 100 feet automatically (can't turn off). The dead are drawn to you. Can touch and be touched by ghosts. Stronger connection with YOUR ancestors.

Bonus Ability: Death Touched - Immune to fear from undead. Death magic doesn't work well on you. The Sight - Always see the dead (blessing and curse).

Key Mechanic: Constant companionship with the dead. They talk to you, ask favors, provide information. You're never truly alone.

Drawbacks:

- Constantly surrounded by ghosts (no privacy EVER)
- The dead won't shut up (constant whispers)
- Living people unnerve you more than corpses
- Funerals are OVERWHELMING (so many new ghosts)
- The dead ask you for favors constantly
- You smell like grave dirt (metaphorically, sometimes literally)
- Starting to forget what being alive feels like

DEATH KEEPER-SPECIFIC SPELLS

These 10 spells are unique to Death Keepers. Choose 1-2 at character creation in addition to your Universal Medium spells.

1. SPEAK WITH DEAD

- **Suits Required:** Chalices + Swords
- **Casting Time:** 5 minutes
- **Components:** Corpse (or remains)
- **Effect:** Have conversation with deceased person. They answer questions based on what they knew in life.

- **Duration:** Up to 10 minutes of conversation
- **Risk:** Dead might lie. Memory fades with time. Recently dead are confused/angry.

2. SPECTRAL SERVANT

- **Suits Required:** Chalices + Wands
- **Casting Time:** 10 minutes
- **Components:** Willing ghost
- **Effect:** Ghost performs tasks for you. Spy, deliver messages, move small objects (if powerful enough).
- **Duration:** Until task complete or ghost refuses
- **Risk:** Ghosts have their own agendas. Might interpret orders creatively.

3. DEATH'S DOOR

- **Suits Required:** Swords + Chalices
- **Casting Time:** 1 minute of observation
- **Components:** Proximity to dying/sick person
- **Effect:** See who's about to die. Know if death is imminent (hours to days). See death approaching.
- **Duration:** One reading
- **Risk:** Terrible knowledge. Can't always prevent it. Seeing death constantly is traumatic.

4. REVENANT

- **Suits Required:** Chalices + Wands + Coins
- **Casting Time:** 30 minutes (ritual)
- **Components:** Corpse, ghost willing to inhabit it
- **Effect:** Temporarily animate corpse with ghost driving it. Zombie with intelligence/personality.
- **Duration:** Hours (very taxing for ghost)
- **Risk:** Disturbing. Ghost experiences decay. Corpse deteriorates faster.

5. ANCESTRAL PROTECTION

- **Suits Required:** Chalices
- **Casting Time:** 1 minute (calling ancestors)
- **Components:** Your bloodline
- **Effect:** Call on your ancestors to shield you. They manifest to block harm, deflect attacks, provide warnings.
- **Duration:** One scene
- **Risk:** Ancestors are judgmental. Might refuse if they disapprove of your actions.

6. LAY TO REST

- **Suits Required:** Chalices + Swords
- **Casting Time:** 10 minutes (ritual)

- **Components:** Understanding of why ghost lingers
- **Effect:** Force ghost to move on even if they resist. Break their connection to world.
- **Duration:** Permanent (ghost passes on)
- **Risk:** Ghost might fight it. Forcing spirits causes backlash. What if they weren't ready?

7. DEATH WHISPER

- **Suits Required:** Chalices + Swords
- **Casting Time:** Instant
- **Components:** Proximity to dying/dead
- **Effect:** Hear the last thoughts/words of dead person. What they were thinking when they died.
- **Duration:** Brief moment of connection
- **Risk:** Often traumatic. Violent deaths are terrible to experience.

8. GHOST ARMY

- **Suits Required:** Chalices + Wands
- **Casting Time:** 20 minutes (summoning)
- **Components:** Graveyard or place with many dead
- **Effect:** Call forth multiple ghosts at once. Small army of spectral helpers/fighters.
- **Duration:** One scene
- **Risk:** Ghosts are unpredictable in groups. Might turn on you. Exhausting to maintain.

9. CORPSE READING

- **Suits Required:** Swords + Chalices
- **Casting Time:** 10 minutes of examination
- **Components:** Dead body
- **Effect:** Corpse reveals how they died, who killed them (if murdered), their last hours.
- **Duration:** Full knowledge transfer
- **Risk:** Experience their death. Can be traumatic.

10. ETERNAL COMPANION

- **Suits Required:** Chalices + Coins
- **Casting Time:** 1 hour (bonding ritual)
- **Components:** Willing ghost, personal connection
- **Effect:** Permanently bind specific ghost as your constant companion. They're always with you, help you, protect you.
- **Duration:** Permanent (until you or they end it)
- **Risk:** They're ALWAYS there. No privacy. They judge your choices. Relationship can sour.

Demon Broker

TRADITION: DEMON BROKER

TRADITION OVERVIEW

"Demons get a bad rap. They're just... goal-oriented. Everything's negotiable. You know how to make deals that don't cost your soul (usually)."

You specialize in connecting with INFERNAL ENTITIES - demons, devils, dark powers from below. You know their true names, understand their hierarchies, and negotiate contracts with them.

Suits: Chalices (connection) + Swords (contract precision)

Signature Ability: Know 3 demon names at start (learn more through play). Can bind demons to tasks through negotiated contracts. Blood is your contract ink.

Bonus Ability: Contract Eye - See the terms of any magical bargain, pact, or deal. Spot loopholes instantly. Demon Sense - Smell brimstone when demons are near, see demonic influence/possession.

Key Mechanic: Everything is a transaction. Every spell involves a deal. The better your negotiation, the better the terms.

Drawbacks:

- Demons remember everything (hold grudges)
- Every deal costs something (even small ones)
- Other witches distrust you (demonic taint)
- Smell of sulfur follows you
- Demons keep trying to make NEW deals with you
- Your soul has... depreciated in value
- Churches are VERY uncomfortable for you
- Eventually something will come to collect

DEMON BROKER-SPECIFIC SPELLS

These 10 spells are unique to Demon Brokers. Choose 1-2 at character creation in addition to your Universal Medium spells.

1. SUMMON IMP

- **Suits Required:** Chalices + Wands
- **Casting Time:** 10 minutes
- **Components:** Summoning circle, offering (usually food/shiny things)
- **Effect:** Call a lesser demon (imp) for information, spying, or minor tasks. They're gossipy and know things.

- **Duration:** Until they get bored or you dismiss them
- **Risk:** Imps are tricksters. They lie for fun. Might cause mischief.

2. BIND DEMON

- **Suits Required:** Chalices + Swords + Coins
- **Casting Time:** 30 minutes (ritual)
- **Components:** Binding circle, true name, contract terms
- **Effect:** Trap demon in circle/object/contract. They must serve according to terms or stay trapped.
- **Duration:** Until contract fulfilled or binding broken
- **Risk:** Demons are lawyers. They exploit loopholes. Be VERY specific in terms.

3. INFERNAL BARGAIN

- **Suits Required:** Chalices + Swords
- **Casting Time:** Varies (negotiation)
- **Components:** Something to offer, demon's attention
- **Effect:** Make deal with demon. Define terms carefully. Get what you want in exchange for price.
- **Duration:** Until terms fulfilled
- **Risk:** Devils and details. Always a catch. Read the fine print.

4. HELLFIRE

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** Connection to infernal realm
- **Effect:** Conjure demonic flames. Burns hot, hard to extinguish, leaves sulfur smell.
- **Duration:** Until fire goes out
- **Risk:** Hellfire is unpredictable. Might burn things you didn't intend. Attracts demonic attention.

5. POSSESSION

- **Suits Required:** Chalices + Wands
- **Casting Time:** 10 minutes (invitation ritual)
- **Components:** Willing demon, your body
- **Effect:** Allow demon to ride along in you (or possess you fully). Gain their abilities temporarily.
- **Duration:** Varies (agreed upon in advance)
- **Risk:** Demon might not want to leave. Could damage your body/soul. Very dangerous.

6. DEVIL'S DUE

- **Suits Required:** Swords + Chalices
- **Casting Time:** Instant
- **Components:** Existing debt
- **Effect:** Call in a debt a demon owes you. Force them to fulfill their end of bargain NOW.

- **Duration:** Debt resolved
- **Risk:** Demons hate being rushed. They'll fulfill letter of agreement, not spirit.

7. INFERNAL KNOWLEDGE

- **Suits Required:** Swords + Chalices
- **Casting Time:** 20 minutes (consultation)
- **Components:** Demon with relevant knowledge
- **Effect:** Ask demon for information. They know many secrets (gossip network spans Hell).
- **Duration:** One consultation
- **Risk:** Information costs. Demon might lie or mislead. Knowledge from Hell is dangerous.

8. MARK OF THE DAMNED

- **Suits Required:** Swords + Wands
- **Casting Time:** 1 minute
- **Components:** Target, demonic connection
- **Effect:** Mark someone with demonic sigil. Demons can track them, they're more vulnerable to infernal magic.
- **Duration:** Until mark removed (difficult)
- **Risk:** VERY dark magic. Marks attract demons to target. Essentially painting target on them.

9. HELLGATE

- **Suits Required:** Wands + Chalices + Coins
- **Casting Time:** 30 minutes (dangerous ritual)
- **Components:** Significant sacrifice, protective circle
- **Effect:** Open temporary portal to infernal realm. Demons can pass through (both directions).
- **Duration:** Minutes (hopefully)
- **Risk:** EXTREMELY DANGEROUS. What comes through might not go back. Reality tears. Don't do this lightly.

10. DEMON'S BARGAIN

- **Suits Required:** Chalices + Swords
- **Casting Time:** Varies (major negotiation)
- **Components:** Your soul (as collateral), demon lord's attention
- **Effect:** Make BIG deal with powerful demon. Get significant power/favor in exchange for major price.
- **Duration:** Until contract terms met
- **Risk:** You're dealing with your soul here. This is endgame stuff. Price is always higher than expected.

Fae-Touched

TRADITION: FAE-TOUCHED

TRADITION OVERVIEW

"The fair folk are beautiful, terrible, and bound by rules you barely understand. But you DO understand. And they've... noticed you."

You specialize in connecting with THE FAIR FOLK - fae, sidhe, the good neighbors, the gentry. You can see through their glamours, enter their realms, and navigate their complex rules. You're marked by them.

Suits: Chalices (connection) + Swords (understanding their rules)

Signature Ability: See through ALL glamours and illusions automatically. Can make deals with fair folk (binding on both sides). Understand fae rules instinctively (never lie, always keep promises, etc.).

Bonus Ability: True Sight - Glamours are transparent to you. See fae as they truly are. Fae Courtesy - Instinctively know how to address any fae without giving offense. Can't be tricked into giving your true name.

Key Mechanic: Fae deals are BINDING. Both parties must fulfill terms exactly. Creative interpretation encouraged. You're bound by fae rules too (can't lie in deals).

Drawbacks:

- MUST keep your word (magically bound to honesty in deals)
- Fae expect reciprocity (favors are never free)
- Time in Faerie is weird (lose days, age weirdly)
- Iron hurts you now (weapons, cars, buildings uncomfortable)
- Fae think you're entertaining (they test you constantly)
- Can't eat normal food anymore (tastes like ash)
- Starting to forget what's real and what's glamour
- The fae might claim you someday

FAE-TOUCHED-SPECIFIC SPELLS

These 10 spells are unique to Fae-Touched. Choose 1-2 at character creation in addition to your Universal Medium spells.

1. GLAMOUR

- **Suits Required:** Chalices + Wands
- **Casting Time:** 10 minutes

- **Components:** Fae magic, illusion
- **Effect:** Cast fae-style illusion. Beautiful and terrible. Makes something appear as something else.
- **Duration:** Until you end it or someone breaks it (iron, true sight)
- **Risk:** Fae glamours attract fae attention. They might be offended (or impressed).

2. FAIRY RING

- **Suits Required:** Chalices + Coins
- **Casting Time:** 30 minutes (ritual)
- **Components:** Circle of mushrooms, flowers, or stones
- **Effect:** Create portal to Faerie. Door opens both ways. Dangerous passage.
- **Duration:** Portal stays open for minutes
- **Risk:** Time flows differently in Faerie. What goes in might not come out. Or comes out changed.

3. GEAS

- **Suits Required:** Swords + Chalices
- **Casting Time:** 20 minutes (binding ritual)
- **Components:** Spoken command, fae authority
- **Effect:** Bind someone to fae-style quest or prohibition. They must fulfill it or suffer consequences.
- **Duration:** Until geas fulfilled (or death)
- **Risk:** Cruel magic. Breaking geas causes suffering. You're responsible for their fate.

4. WILD HUNT

- **Suits Required:** Wands + Chalices
- **Casting Time:** 10 minutes (summoning)
- **Components:** Horn call, fae favor, quarry
- **Effect:** Call upon the Wild Hunt to pursue someone. They're hunted by fae riders until caught.
- **Duration:** Until quarry caught or dawn
- **Risk:** EXTREMELY DANGEROUS. Hunt doesn't discriminate. Might turn on you. Never call Hunt lightly.

5. TITHING

- **Suits Required:** Chalices + Coins
- **Casting Time:** Ritual (varies)
- **Components:** Offering appropriate to fae
- **Effect:** Make offering to fae for favor. They appreciate proper respect and gifts.
- **Duration:** Favor granted
- **Risk:** Fae have exacting standards. Wrong offering offends. Favor comes with strings.

6. CHANGELINGS

- **Suits Required:** Chalices + Wands + Swords
- **Casting Time:** Hours to days
- **Components:** Willing fae, target to replace
- **Effect:** Create fae replacement for someone. Glamoured substitute lives their life while real person taken to Faerie.
- **Duration:** Until discovered or fae tires of game
- **Risk:** INCREDIBLY dark. Kidnapping essentially. Changeling eventually discovered. Families destroyed.

7. FAE BARGAIN

- **Suits Required:** Chalices + Swords
- **Casting Time:** Varies (negotiation)
- **Components:** Terms clearly stated, fae as witness
- **Effect:** Make binding deal with fae. Both parties magically compelled to fulfill exact terms.
- **Duration:** Until contract fulfilled
- **Risk:** Fae are tricky. They fulfill letter of agreement, not spirit. Be VERY specific.

8. TRUE SIGHT

- **Suits Required:** Swords + Chalices
- **Casting Time:** Instant
- **Components:** None (innate ability for Fae-Touched)
- **Effect:** See through all illusions, glamours, and false appearances. See truth of things.
- **Duration:** Constant (can't turn off)
- **Risk:** Some truths are horrifying. Can't unsee reality. Makes social situations difficult.

9. IRON BANE

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** Iron object
- **Effect:** Use iron to break fae magic, ward off fae, or harm fae creatures. Iron is anathema to them.
- **Duration:** Iron's power is constant
- **Risk:** Hurts YOU too (you're fae-touched). Iron burns, weakens you.

10. CROSS THE THRESHOLD

- **Suits Required:** Chalices + Wands
- **Casting Time:** 1 minute
- **Components:** Doorway, threshold, border
- **Effect:** Step between mortal world and Faerie without full portal. Slip sideways into their realm.
- **Duration:** You can stay in Faerie until you return (if you can find the way)
- **Risk:** Easy to get lost. Time passes differently. Might not be able to return. Fae might not let you leave.

Spirit Guide

TRADITION: SPIRIT GUIDE

TRADITION OVERVIEW

"You're not alone. You've never been alone. Something watches over you - angel, ancestor, helpful spirit. They guide you."

You have a dedicated SPIRIT GUIDE (or guides) who actively helps you. They're protective, wise, supportive - almost parental. Unlike other Mediums who contact many entities, you have ONE deep relationship.

Suits: Chalices (connection) + Swords (understanding their guidance)

Signature Ability: Your guide warns you of danger (GM drops hints as "you feel it"). Can ask your guide questions directly (GM answers as guide). Protected by supernatural guardian.

Bonus Ability: Never Lost - Your guide always knows where you are and where you should be. Can't be magically lost or trapped. Guardian Intervention - Once per session, guide manifests to save you.

Key Mechanic: Constant Companion. Your guide is ALWAYS with you (you feel their presence). They communicate through feelings, words, visions, intuition.

Drawbacks:

- Your guide has opinions (strong ones) about your choices
- Sometimes they're WRONG (nobody's perfect)
- Others can't see/hear them (look crazy talking to air)
- Guide might be overprotective (parent-child dynamic)
- What if guide has ulterior motives?
- Dependence (hard to make decisions without consulting them)
- Guide's nature affects you (angelic guide = you become more "good")

SPIRIT GUIDE-SPECIFIC SPELLS

These 10 spells are unique to Spirit Guides. Choose 1-2 at character creation in addition to your Universal Medium spells.

1. ASK THE GUIDE

- **Suits Required:** Chalices + Swords
- **Casting Time:** 1 minute of quiet communication
- **Components:** Openness to guidance
- **Effect:** Ask your guide a direct question. They answer truthfully (as they understand truth).
- **Duration:** One answer

- **Risk:** Guide's perspective might be limited. They don't know everything. Answer might not be what you want.

2. GUARDIAN SHIELD

- **Suits Required:** Chalices + Wands
- **Casting Time:** Instant (reaction)
- **Components:** Guide's protection
- **Effect:** Your guide manifests to block attack, deflect harm, or create barrier. Shields you from danger.
- **Duration:** One instance of protection
- **Risk:** Guide can't protect you constantly. Limited interventions. Overuse exhausts them.

3. WISE WORDS

- **Suits Required:** Chalices + Swords
- **Casting Time:** 1 minute
- **Components:** Channel guide's wisdom
- **Effect:** Let guide speak through you to give advice to others. Their wisdom/authority in your voice.
- **Duration:** Brief message
- **Risk:** You're channeling. Not fully in control. Guide might say uncomfortable truths.

4. PATHFINDING

- **Suits Required:** Chalices + Swords
- **Casting Time:** Instant (when lost)
- **Components:** Trust in guide
- **Effect:** Guide shows you the way. Know which direction to go, which path to take.
- **Duration:** Until you reach destination
- **Risk:** Guide might lead you where you NEED to go, not where you WANT to go.

5. WARNING SENSE

- **Suits Required:** Chalices
- **Casting Time:** Instant (always active)
- **Components:** None
- **Effect:** Guide alerts you to danger before it happens. Feeling of wrongness, urgency, "don't go there."
- **Duration:** Constant passive awareness
- **Risk:** False alarms sometimes. Anxiety from constant warnings.

6. MANIFESTATION

- **Suits Required:** Chalices + Wands + Coins
- **Casting Time:** Instant (emergency)

- **Components:** Desperate need
- **Effect:** Guide fully manifests physically (briefly). Visible to everyone. Can interact with physical world.
- **Duration:** A few seconds to a minute
- **Risk:** Extremely taxing for guide. Can only do rarely. Attracts attention.

7. SHARED VISION

- **Suits Required:** Chalices + Swords
- **Casting Time:** 10 minutes of meditation
- **Components:** Deep trance
- **Effect:** See through guide's eyes/perspective. They show you something important from their vantage.
- **Duration:** Vision lasts several minutes
- **Risk:** Guide's perspective is alien. Overwhelming. Hard to interpret.

8. GUARDIAN'S EMBRACE

- **Suits Required:** Chalices
- **Casting Time:** 1 minute
- **Components:** Need for comfort
- **Effect:** Feel guide's presence tangibly. Warmth, comfort, safety. Reduces fear, grants courage.
- **Duration:** Several minutes of calm
- **Risk:** Becoming dependent on guide for emotional regulation.

9. GUIDE'S KNOWLEDGE

- **Suits Required:** Swords + Chalices
- **Casting Time:** 10 minutes (consultation)
- **Components:** Specific question
- **Effect:** Access guide's accumulated knowledge. They've existed longer, seen more. They might know the answer.
- **Duration:** One piece of knowledge
- **Risk:** Guide's knowledge has limits. Ancient guides might have outdated information.

10. WALK TOGETHER

- **Suits Required:** Chalices + Wands
- **Casting Time:** 10 minutes (bonding ritual)
- **Components:** Deep trust, openness
- **Effect:** Temporarily merge with guide. Share consciousness. Access their full power and awareness.
- **Duration:** One scene
- **Risk:** Identity confusion. Hard to separate after. Guide experiences your mortal limitations (painful for them).

Vessel

TRADITION: VESSEL

TRADITION OVERVIEW

"Your body is a temple. Sometimes, you open the doors and let gods walk through. You are ridden, mounted, possessed - and it's POWERFUL."

You allow entities to fully POSSESS you. You surrender control voluntarily. You become the mask they wear. While possessed, you gain immense power - but you're not driving.

Suits: Chalices (openness) + Wands (channeling power)

Signature Ability: Invite entity to possess you (willing only). While possessed, gain entity's knowledge/power. Can host multiple spirits (RISKY).

Bonus Ability: Perfect Vessel - Entities WANT to possess you (you're comfortable). Can host more powerful beings than normal mediums. Clean Vessel - Trained to surrender control smoothly.

Key Mechanic: Negotiated Possession. Before letting entity in, you set terms. Duration, behavior limits, payment. They (usually) respect boundaries.

Drawbacks:

- Lose time (blackouts during possession)
- Identity confusion (who am I vs. who was I?)
- Body takes damage (possession is HARD on flesh)
- Entities might not want to leave
- Addictive (being powerful, being someone else)
- Your own personality erodes over time
- Might say yes to the wrong entity
- Sometimes they take over WITHOUT permission

VESSEL-SPECIFIC SPELLS

These 10 spells are unique to Vessels. Choose 1-2 at character creation in addition to your Universal Medium spells.

1. INVOKE POSSESSION

- **Suits Required:** Chalices + Wands
- **Casting Time:** 5 minutes (invitation ritual)
- **Components:** Openness, entity's willingness
- **Effect:** Invite specific entity to possess you. Negotiate terms beforehand. Let them in.
- **Duration:** Agreed upon (minutes to hours)

- **Risk:** Entity might interpret terms creatively. Might not leave on time. Exhausting.

2. GOD FORM

- **Suits Required:** Chalices + Wands + Swords
- **Casting Time:** 10 minutes (full invocation)
- **Components:** Deep trance, divine connection
- **Effect:** Become temporary avatar of deity. Full divine possession. IMMENSE power.
- **Duration:** Minutes (gods are overwhelming)
- **Risk:** Might not survive it. Body not meant for divine power. Memory loss. Changed permanently.

3. SPIRIT WALK

- **Suits Required:** Chalices + Swords
- **Casting Time:** 30 minutes (setup)
- **Components:** Willing spirit, your body as vessel
- **Effect:** Let friendly spirit use your body while you astral project. They get physical form, you're free to explore.
- **Duration:** Hours
- **Risk:** What if you can't get back in? What if spirit doesn't leave? Body is vulnerable.

4. EXPULSION

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant to several minutes
- **Components:** Willpower
- **Effect:** Force unwanted entity out of yourself (or another vessel). Exorcism from inside.
- **Duration:** Permanent expulsion
- **Risk:** Entity fights back. Painful for both. Might damage host body in struggle.

5. DIVINE CHANNEL

- **Suits Required:** Chalices + Wands
- **Casting Time:** 1 minute
- **Components:** Entity's willingness
- **Effect:** Entity speaks/acts through you without full possession. Partial channeling. You're still aware.
- **Duration:** Brief (minutes)
- **Risk:** Partial possession is uncomfortable. Like having two minds in one head.

6. BORROWED STRENGTH

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** Entity riding along

- **Effect:** While possessed, access entity's abilities. Their knowledge, strength, magic becomes yours temporarily.
- **Duration:** While possessed
- **Risk:** Addictive. Your own abilities feel weak in comparison.

7. MULTIPLE RIDERS

- **Suits Required:** Chalices + Wands + Swords
- **Casting Time:** 10 minutes (complex ritual)
- **Components:** Multiple willing entities, insane courage
- **Effect:** Host multiple spirits simultaneously. Chorus of voices, multiple powers.
- **Duration:** Minutes (overwhelming)
- **Risk:** EXTREMELY DANGEROUS. Identity shreds. Might go mad. Bodies aren't meant for multiple occupants.

8. DIVINE PROPHECY

- **Suits Required:** Chalices + Swords
- **Casting Time:** 20 minutes (trance)
- **Components:** Powerful entity, receptivity
- **Effect:** Let entity use you to deliver prophecy. They speak through you. Important messages from beyond.
- **Duration:** Until prophecy complete
- **Risk:** Prophecies are often cryptic or disturbing. You might not remember what you said.

9. SACRED OFFERING

- **Suits Required:** Chalices + Coins
- **Casting Time:** Varies
- **Components:** Your body as gift
- **Effect:** Offer your body as vessel to entity in exchange for favor. Payment through possession.
- **Duration:** Negotiated
- **Risk:** You're the payment. They might keep you longer than agreed. Transactional possession.

10. AVATAR STATE

- **Suits Required:** Chalices + Wands + Swords + Coins
- **Casting Time:** 30 minutes (full ritual)
- **Components:** Completely surrender, powerful entity
- **Effect:** Become full avatar of entity. They wear you completely. Maximum power, zero control.
- **Duration:** Until entity chooses to leave (hopefully minutes)
- **Risk:** Might not survive. Identity might not recover. Entity might not want to leave. This is the nuclear option.

Familiar Keeper

TRADITION: FAMILIAR KEEPER

TRADITION OVERVIEW

"Animals understand magic better than humans. Your familiar isn't a pet - they're a partner, friend, sometimes teacher. The bond is soul-deep."

You have a deep magical bond with an ANIMAL COMPANION. You share senses, emotions, sometimes thoughts. Your familiar is magically enhanced - smarter, longer-lived, sometimes able to speak. You're pack/pride/flock.

Suits: Chalices (emotional bond) + Coins (physical/animal nature)

Signature Ability: Permanent psychic link with one animal. Can speak with any animal. See through familiar's senses. Share emotions.

Bonus Ability: Animal Sanctuary - Animals trust you instinctively. Can calm aggressive beasts. Your familiar can never be permanently killed (reforms after time, or you can bond with new one).

Key Mechanic: Familiar Bond. Deep psychic/emotional/magical connection. You always know where they are, how they feel. If they die, you're devastated (soul-wound).

Drawbacks:

- Losing familiar is traumatic (can't bond again for months/years)
- Feel familiar's pain
- Animals' needs are your responsibility
- Sometimes prefer animals to people
- Animal instincts bleed into you (territorial, predatory, etc.)
- Familiar has opinions (and can be stubborn)
- People think you're weird (the crazy cat person stereotype)

FAMILIAR-KEEPER-SPECIFIC SPELLS

These 10 spells are unique to Familiar Keepers. Choose 1-2 at character creation in addition to your Universal Medium spells.

1. CALL FAMILIAR

- **Suits Required:** Chalices + Coins
- **Casting Time:** Instant to 10 minutes
- **Components:** Bond with familiar
- **Effect:** Summon bonded familiar to your location from anywhere. They come as fast as they can.

- **Duration:** They stay until dismissed or choose to leave
- **Risk:** If familiar is trapped, injured, or very far away, might take time or fail.

2. ANIMAL MESSENGER

- **Suits Required:** Chalices + Coins
- **Casting Time:** 5 minutes
- **Components:** Any animal, your message
- **Effect:** Any animal (not just familiar) carries message to recipient. They understand and deliver it.
- **Duration:** Until message delivered
- **Risk:** Animal might get distracted. Message could be garbled. Predators might eat messenger.

3. BEAST FORM

- **Suits Required:** Wands + Chalices + Coins
- **Casting Time:** 10 minutes
- **Components:** Deep connection to familiar
- **Effect:** Temporarily transform into your familiar's species. Become cat, crow, rat, etc.
- **Duration:** Hours
- **Risk:** Might get stuck. Animal instincts overwhelm you. Forget you're human.

4. HIVE MIND

- **Suits Required:** Chalices + Swords
- **Casting Time:** 10 minutes (setup)
- **Components:** Multiple animals
- **Effect:** Network with multiple animals simultaneously. Share their senses, direct them as group.
- **Duration:** While concentrating
- **Risk:** Sensory overload. Too many perspectives. Headache, confusion.

5. PRIMAL SPEECH

- **Suits Required:** Chalices + Coins
- **Casting Time:** Instant (always active)
- **Components:** None
- **Effect:** Understand and be understood by all animals. Two-way communication. They comprehend complex ideas.
- **Duration:** Constant ability
- **Risk:** Animals tell you things you don't want to know. Can't ignore their requests.

6. FAMILIAR'S GIFT

- **Suits Required:** Chalices + Coins
- **Casting Time:** 1 hour (ritual)
- **Components:** Deep bond with familiar

- **Effect:** Gain one trait from your familiar. Cat's night vision, bird's flight (if you grow wings), dog's scent tracking.
- **Duration:** Permanent (one trait at a time)
- **Risk:** Becoming more animal, less human. Physical changes are permanent.

7. PACK BOND

- **Suits Required:** Chalices + Coins
- **Casting Time:** 30 minutes per animal
- **Components:** Multiple animals, bonding ritual
- **Effect:** Extend familiar bond to multiple animals (weaker than primary bond). Small pack/flock that's connected to you.
- **Duration:** Permanent bonds
- **Risk:** More bonds = more vulnerability. Feel all their pain. Responsibility multiplies.

8. BEAST SENSE

- **Suits Required:** Chalices + Coins
- **Casting Time:** Instant
- **Components:** Connection to familiar
- **Effect:** See through familiar's eyes, hear through their ears. Share their senses remotely.
- **Duration:** While concentrating
- **Risk:** Disorienting. Your body is vulnerable while senses elsewhere.

9. WILD EMPATHY

- **Suits Required:** Chalices + Coins
- **Casting Time:** 1 minute
- **Components:** Proximity to animal
- **Effect:** Feel animal's emotions, understand their needs, communicate intent. Calm or excite them.
- **Duration:** As long as you focus
- **Risk:** Animal emotions can be overwhelming. Predator's hunger, prey's fear.

10. SOUL BOND

- **Suits Required:** Chalices + Wands + Coins
- **Casting Time:** 8 hours (deep ritual)
- **Components:** Familiar, your blood, complete trust
- **Effect:** Deepen familiar bond to soul level. Share life force, thoughts, even magic. Become one being in two bodies.
- **Duration:** Permanent (until one of you dies)
- **Risk:** If familiar dies, part of your soul dies too. If you die, they die. Identity bleeds together. This is forever.

Channelers

CHANNELER SPELL LIST

PATH OVERVIEW

"I am the storm"

Raw magical power flows through you. Elements, energy, transformation. You don't negotiate, petition, or craft - you UNLEASH. You're the magical equivalent of a cannon. Pure destructive and creative force made flesh.

Primary Suit: Wands (power, will, passion, raw energy)

Who This Path Is For:

- Players who like direct, immediate action
- Those who enjoy combat and dramatic effects
- Witches who want BIG, obvious magic
- Characters who are passionate and intense

Core Mechanic: You ARE the magic. It flows through you like electricity through a wire. No tools, materials, spirits, or preparation needed. You just WILL it, and reality bends.

Warning: Power without control destroys. The more you channel, the more it changes you. Burns you. Marks you. Are you using the magic, or is it using you?

UNIVERSAL CHANNELER ABILITIES

All Channelers have access to these, regardless of Tradition:

Raw Power

- **Suits:** Wands
- **Casting Time:** Instant
- **Effect:** Channel pure magical energy. Doesn't do anything specific - just raw force.

Energy Blast

- **Suits:** Wands
- **Casting Time:** Instant
- **Effect:** Fire bolt of pure energy at target. Magical attack that doesn't care about element or type.

Power Surge

- **Suits:** Wands + any other
- **Casting Time:** Instant (but costs heavily)
- **Effect:** Temporarily boost power massively. Draw extra cards, supercharge spells, overwhelming force. Exhausting.

Magical Shield

- **Suits:** Wands + Coins
- **Casting Time:** Instant (reaction)
- **Effect:** Create barrier of pure magical force. Blocks physical and magical attacks.

Environmental Control

- **Suits:** Wands + Swords
 - **Casting Time:** Varies
 - **Effect:** Manipulate your environment through channeled power. Temperature, pressure, ambient energy.
-

UNIVERSAL CHANNELER SPELLS

These 10 spells are available to ALL Channelers. Choose 5 at character creation.

1. MAGIC MISSILE

- **Suits Required:** Wands
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Fire multiple bolts of pure magical energy that never miss. Classic reliable attack.
- **Duration:** Instant
- **Risk:** Draining if used repeatedly. Each bolt takes energy.

2. SHIELD

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant (reaction)
- **Components:** None
- **Effect:** Create dome or wall of magical force. Blocks attacks, provides cover.
- **Duration:** While concentrating or until broken
- **Risk:** Strong attacks can shatter shield. Backlash hurts.

3. DETECT MAGIC

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Sense magical energy nearby. See spells, enchantments, other channelers.
- **Duration:** While concentrating
- **Risk:** Overwhelming in magically saturated areas. Sensory overload.

4. DISPEL

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant to 1 minute
- **Components:** None
- **Effect:** End ongoing magical effect. Cancel spell, break enchantment, disrupt magic.
- **Duration:** Permanent dispelling
- **Risk:** Backlash if target magic is much stronger than you.

5. LEVITATE

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Make yourself or object float/fly. Telekinesis through raw power.
- **Duration:** While concentrating
- **Risk:** Drop if concentration breaks. Fall damage.

6. ENHANCE ABILITY

- **Suits Required:** Wands + any other suit
- **Casting Time:** 1 minute
- **Components:** None
- **Effect:** Temporarily boost physical or mental abilities. Channeled power enhances body/mind.
- **Duration:** Several hours
- **Risk:** Crash afterward. Exhaustion when it wears off.

7. SCRYING BARRIER

- **Suits Required:** Wands + Swords
- **Casting Time:** 10 minutes
- **Components:** None
- **Effect:** Create field that blocks divination, scrying, remote viewing. Anti-surveillance.
- **Duration:** Hours to days
- **Risk:** Very strong scryers might break through. Alerts them someone's hiding.

8. MAGICAL WEAPON

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant
- **Components:** Any object or your body
- **Effect:** Imbue weapon (or fists) with magical energy. Strikes harder, cuts through magic.
- **Duration:** One scene
- **Risk:** Weapon might break from channeled power.

9. COUNTERSPELL

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant (reaction)
- **Components:** None
- **Effect:** Interrupt enemy spell as it's being cast. Direct magical contest.
- **Duration:** Instant
- **Risk:** If they're stronger, backlash. Magic collides violently.

10. POWER DRAIN

- **Suits Required:** Wands + Chalices
- **Casting Time:** 1 minute of contact
- **Components:** Touch target
- **Effect:** Drain magical energy from another witch, object, or place. Absorb their power temporarily.
- **Duration:** Drained power lasts hours
- **Risk:** Draining living beings hurts them. They'll resent you. Drained power might be incompatible.

Elementalist

TRADITION: ELEMENTALIST

TRADITION OVERVIEW

"Everything is made of four elements. Master them, and you master reality. Fire, Water, Air, Earth - the oldest magic, the purest power."

You channel CLASSICAL ELEMENTS. You summon fire from nothing, freeze water in midair, command wind, shape stone. Your element becomes part of you.

Suits: Wands (power) + your primary element's suit

Signature Ability: Choose one primary element (mastery level). Can use others but weaker. Minor conjuration of any element. Can temporarily become your element.

Bonus Ability: Elemental Apotheosis - Once per session, become PURE element for one minute. Incredibly powerful, incredibly dangerous. Elemental Immunity - Your primary element can't harm you.

Key Mechanic: Choose primary element at character creation. It shapes your personality, physical appearance, and magic style.

The Four Elements:

- **Fire:** Destruction, passion, transformation (Wands) - Quick-tempered, always warm, eyes glow
- **Water:** Adaptation, emotion, healing (Chalices) - Emotional, changeable, skin dewy
- **Air:** Freedom, intellect, speed (Swords) - Flighty, detached, weightless movement
- **Earth:** Stability, strength, endurance (Coins) - Stubborn, patient, heavy presence

Drawbacks:

- Element shapes your personality (fire-touched are aggressive)
- Opposite element hurts you MORE (fire vs water = bad)
- Environmental dependence (harder in "wrong" places)
- Physical changes permanent (eventually look elemental)
- Can lose control (rage = everything burns)
- Elemental beings resent you (using "their" power)

ELEMENTALIST-SPECIFIC SPELLS

These 10 spells are unique to Elementalists. Choose 1-2 at character creation in addition to your Universal Channeler spells.

1. FIREBALL

- **Suits Required:** Wands (+ Coins for impact)
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Classic. Throw explosive ball of fire. Burns everything in blast radius.
- **Duration:** Instant explosion
- **Risk:** Sets things on fire (including things you didn't want burning). Collateral damage.

2. ICE WALL

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** Moisture in air
- **Effect:** Freeze water vapor into solid ice wall. Blocks passage, provides cover.
- **Duration:** Minutes to hours (depends on temperature)
- **Risk:** Melts. Slippery. Can trap allies on wrong side.

3. GUST OF WIND

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Blast of powerful wind. Knock people over, deflect projectiles, clear gas/smoke.
- **Duration:** Instant gust or sustained wind
- **Risk:** Knocks over everything. Friend and foe. Uncontrolled in storms.

4. STONE SKIN

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Transform your skin to stone. Incredible durability, resistance to harm.
- **Duration:** One scene
- **Risk:** Heavy. Slow. If dispelled suddenly, might crack like stone.

5. ELEMENTAL WEAPON

- **Suits Required:** Wands + element's suit
- **Casting Time:** Instant
- **Components:** Weapon or your body
- **Effect:** Imbue weapon with elemental power. Flaming sword, frost dagger, lightning fists, stone hammer.
- **Duration:** One scene
- **Risk:** Weapon might not survive elemental power. Burns your hands.

6. CONJURE ELEMENTAL

- **Suits Required:** Wands + element's suit + Chalices
- **Casting Time:** 10 minutes (summoning)
- **Components:** Large amount of your element present
- **Effect:** Summon elemental being (fire elemental, water weird, air spirit, earth golem). They serve briefly.
- **Duration:** Until dismissed, destroyed, or they get bored
- **Risk:** Elementals are capricious. Might turn on you. Difficult to control.

7. STEAM BLAST

- **Suits Required:** Wands + Chalices (water + fire)
- **Casting Time:** Instant
- **Components:** Water and heat
- **Effect:** Combine fire and water into scalding steam. Blinds, burns, obscures.
- **Duration:** Steam lingers for minutes
- **Risk:** Obscures your vision too. Steam is unpredictable.

8. MUDSLIDE

- **Suits Required:** Wands + Coins + Chalices (earth + water)
- **Casting Time:** Instant to 1 minute
- **Components:** Dirt and water
- **Effect:** Create flowing mud that traps enemies, buries objects, reshapes terrain.
- **Duration:** Mud solidifies after minutes
- **Risk:** Can trap allies. Mud is hard to control once flowing.

9. ELEMENTAL FORM

- **Suits Required:** Wands + element's suit
- **Casting Time:** 1 minute (transformation)
- **Components:** None
- **Effect:** Temporarily become your element. Fire body, water form, living air, stone golem.
- **Duration:** One scene
- **Risk:** Lose physical form. Vulnerable to opposite element. Hard to change back.

10. ELEMENTAL STORM

- **Suits Required:** Wands + all suits
- **Casting Time:** 10 minutes (building power)
- **Components:** None (pure channeling)
- **Effect:** Unleash devastating storm of all elements. Fire, ice, lightning, stone - total chaos.
- **Duration:** Minutes of apocalyptic destruction
- **Risk:** Can't control it. Destroys everything. Exhausts you completely. Might kill you.

Force Witch

TRADITION: FORCE WITCH

TRADITION OVERVIEW

"Gravity, momentum, friction, thermodynamics - these aren't just physics, they're POWER. You channel the fundamental forces that govern reality itself."

You manipulate NATURAL LAWS and PLANETARY FORCES. Not elements, but the rules underneath them. Gravity, kinetic energy, pressure, tectonic power.

Suits: Wands (power) + Swords (understanding laws) + Coins (physical forces)

Signature Ability: Manipulate gravity in area. Catch and redirect incoming force (kinetic absorption). Sense geological activity coming.

Bonus Ability: Planetary Attunement - Always know which direction is down, where you are on planet, what time it is. Can sense major geological events globally. Instinctive Physics - Understand forces intuitively.

Key Mechanic: You don't break laws of physics - you ENFORCE different ones. Make gravity work sideways. Make friction disappear. Accelerate entropy locally.

Drawbacks:

- Constant awareness of forces is overwhelming
- Can accidentally affect gravity around you when emotional
- Earthquakes happen near you more often (you're a stress point)
- Other Force Witches feel like competition (territorial)
- Start thinking in physics equations (alienating)
- Can become "heavy" (metaphysically)
- Might trigger natural disasters by accident

FORCE WITCH-SPECIFIC SPELLS

These 10 spells are unique to Force Witches. Choose 1-2 at character creation in addition to your Universal Channeler spells.

1. GRAVITY WELL

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Create point of intense gravity. Everything nearby pulled toward it. Crushing force.

- **Duration:** While concentrating
- **Risk:** Affects everything including you. Can't turn off easily. Structural damage.

2. ZERO-G FIELD

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Create area of weightlessness. Everything floats. No up or down.
- **Duration:** While concentrating
- **Risk:** Disorienting. Hard to move intentionally. Everything drifts including air.

3. EARTHQUAKE

- **Suits Required:** Wands + Coins
- **Casting Time:** 10 seconds (building)
- **Components:** Connection to ground
- **Effect:** Channel tectonic force. Ground shakes violently. Buildings collapse.
- **Duration:** Seconds to minutes
- **Risk:** Can't control damage. Aftershocks. Might trigger real earthquake.

4. MOMENTUM THEFT

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant (reaction)
- **Components:** None
- **Effect:** Stop moving object dead. Bullet freezes, car stops, person halts mid-run. Steal their kinetic energy.
- **Duration:** Instant
- **Risk:** Energy has to go somewhere. Usually into you (painful).

5. PRESSURE CRUSH

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant to 1 minute
- **Components:** None
- **Effect:** Increase atmospheric pressure to crushing levels. Like being deep underwater.
- **Duration:** While concentrating
- **Risk:** Affects everything in area. Might rupture eardrums, burst blood vessels.

6. TIDAL PULL

- **Suits Required:** Wands + Chalices
- **Casting Time:** 10 minutes (invoking moon)
- **Components:** Body of water, lunar connection
- **Effect:** Command water through moon's influence. Create tides, waves, currents.

- **Duration:** One tidal event
- **Risk:** Moon doesn't always listen. Tides are powerful and dangerous.

7. FRICTION VOID

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Remove friction from surface or object. Perfectly slippery. Can't grip, stand, or stop.
- **Duration:** Minutes
- **Risk:** You can't stop either. Everything slides including you.

8. KINETIC LANCE

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Fire pure kinetic energy. Invisible force that punches like freight train.
- **Duration:** Instant impact
- **Risk:** Recoil. Force pushes back on you too (Newton's third law).

9. TERMINAL VELOCITY

- **Suits Required:** Wands + Swords + Coins
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Control your fall. Fall from any height safely. Or make someone else fall HARD.
- **Duration:** One fall
- **Risk:** Mistiming means splat. Can't save others easily.

10. NUCLEAR OPTION

- **Suits Required:** Wands + Coins + Swords + Chalices
- **Casting Time:** 1 minute (charging)
- **Components:** Absolute desperation
- **Effect:** Release massive kinetic explosion. Channel tectonic-level force. Destroy city block.
- **Duration:** Instant devastation
- **Risk:** Might kill you. WILL kill everything nearby. Forbidden for good reason.

Psychic

TRADITION: PSYCHIC

TRADITION OVERVIEW

"The mind is the most powerful force. Thought is energy. You channel pure consciousness - yours, others', the collective unconscious itself."

You channel MENTAL ENERGY. Telepathy, telekinesis, psychic attacks. You read minds, move objects with thought, create mental constructs.

Suits: Wands (power) + Swords (mental precision) + Chalices (emotional connection)

Signature Ability: Read surface thoughts, send mental messages. Move objects with mind (weight limit based on focus). Psychic attacks cause pain/unconsciousness.

Bonus Ability: Mental Sanctuary - Constructed "mind palace" where you can retreat, store information, be completely safe. Others can't access unless you allow. Thought Shield - Natural defense against mental intrusion.

Key Mechanic: Mental discipline is everything. Your mind is weapon, shield, and tool. Emotions affect power (anger = stronger but uncontrolled).

Drawbacks:

- Can't turn off telepathy (constant mental noise)
- Others' emotions bleed into yours
- Headaches from mental strain (constant)
- Invasion of privacy (yours and others')
- Temptation to manipulate is constant
- Mental attacks hurt YOU too (feedback)
- Can get lost in others' minds
- Identity confusion (whose thoughts are these?)

PSYCHIC-SPECIFIC SPELLS

These 10 spells are unique to Psychics. Choose 1-2 at character creation in addition to your Universal Channeler spells.

1. READ MIND

- **Suits Required:** Swords + Chalices
- **Casting Time:** Instant (concentration)
- **Components:** Eye contact or proximity

- **Effect:** Hear target's surface thoughts. What they're thinking right now.
- **Duration:** While concentrating
- **Risk:** Can't control what you hear. Might learn things you don't want to know.

2. PSYCHIC CRUSH

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Mental attack that feels like brain squeeze. Intense pain, possible unconsciousness.
- **Duration:** Instant
- **Risk:** Target might have mental defenses. Backlash hurts you.

3. TELEKINESIS

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant to continuous
- **Components:** Line of sight to object
- **Effect:** Move objects with mind. Lift, throw, manipulate. Weight limit based on your power.
- **Duration:** While concentrating
- **Risk:** Heavy objects strain you. Drop things if concentration breaks.

4. IMPLANT SUGGESTION

- **Suits Required:** Chalices + Swords
- **Casting Time:** 1 minute of contact
- **Components:** Subtle approach
- **Effect:** Plant idea in target's mind. They think it's their own thought.
- **Duration:** Until they act on it or question it
- **Risk:** Strong-willed targets resist. If discovered, trust broken forever.

5. MENTAL FORTRESS

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant
- **Components:** Trained discipline
- **Effect:** Create impenetrable psychic defense. Block telepathy, mental attacks, possession.
- **Duration:** While maintained
- **Risk:** Isolating. Can't receive mental communication either.

6. ASTRAL PROJECT

- **Suits Required:** Swords + Chalices
- **Casting Time:** 10 minutes (meditation)
- **Components:** Safe body location

- **Effect:** Leave body, explore as pure consciousness. Invisible, intangible, can pass through walls.
- **Duration:** Hours
- **Risk:** Body is vulnerable. Silver cord can be cut. Getting lost. Might not return.

7. MIND MELD

- **Suits Required:** Chalices + Swords + Wands
- **Casting Time:** 10 minutes (intimate ritual)
- **Components:** Willing participant, deep trust
- **Effect:** Merge consciousnesses temporarily. Share all thoughts, memories, feelings.
- **Duration:** Minutes to hours
- **Risk:** Identity confusion. Learn ALL their secrets (they learn yours). Hard to separate after.

8. MEMORY WALK

- **Suits Required:** Swords + Chalices
- **Casting Time:** 20 minutes
- **Components:** Access to target's mind
- **Effect:** Enter someone's memories. Experience their past as if you lived it.
- **Duration:** Time in memory feels real
- **Risk:** Can get lost in memory. Target's trauma becomes yours. Might not want to leave.

9. PSYCHIC SCREAM

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** Intense emotion
- **Effect:** Broadcast overwhelming emotion/pain to everyone nearby. Mental area attack.
- **Duration:** Instant wave
- **Risk:** Affects allies too. Hurts you to broadcast that much pain. Exhausting.

10. COLLECTIVE UNCONSCIOUS

- **Suits Required:** Swords + Chalices + Wands
- **Casting Time:** 1 hour (deep meditation)
- **Components:** Absolute mental openness
- **Effect:** Tap into shared human consciousness. Access collective knowledge, archetypes, universal truths.
- **Duration:** Brief connection
- **Risk:** Overwhelming. Too much information. Might go mad. Lose yourself in humanity's thoughts.

Luminary

TRADITION: LUMINARY

TRADITION OVERVIEW

"Light and shadow are two sides of the same coin. You channel the visible spectrum - and beyond. Illumination and obscuration. Revelation and concealment."

You channel LIGHT and DARKNESS. Not fire (heat), but photons themselves. Pure radiance, absolute shadow, everything in between. You bend light around you, create blinding flashes, travel through shadows.

Suits: Wands (power) + Swords (precision) + Chalices (understanding duality)

Signature Ability: Create light from nothing. Create areas of absolute darkness. Become invisible in shadows. Light/shadow constructs (solid light weapons/shields).

Bonus Ability: Dual Nature - Switch between "light mode" (glow and radiate) and "shadow mode" (barely visible and silent). True Sight - See through illusions (you know light-tricks). Can see in perfect darkness.

Key Mechanic: Light and shadow are the same thing - just different amounts. You control the spectrum. Can make yourself more/less visible at will.

Drawbacks:

- Literal shadow has mind of its own sometimes
- Can't exist in grey areas (philosophically and literally)
- Become see-through in bright light OR solid darkness
- Obsessed with visibility/invisibility
- Colors fade from your vision over time
- Either too bright or too dark for normal people
- Identity instability (which you is real?)

LUMINARY-SPECIFIC SPELLS

These 10 spells are unique to Luminaries. Choose 1-2 at character creation in addition to your Universal Channeler spells.

1. SUNBEAM

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Focused beam of intense light. Burns like concentrated sunlight. Blinds temporarily.

- **Duration:** Instant or sustained beam
- **Risk:** Bright. Everyone sees it. Might cause fires. Draining to maintain.

2. CLOAK OF SHADOWS

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** Existing shadows
- **Effect:** Become invisible by bending light around you. Perfect invisibility in darkness, partial in light.
- **Duration:** While concentrating
- **Risk:** Bright light breaks it. Casting spells reveals you. Can't see well yourself.

3. DANCING LIGHTS

- **Suits Required:** Wands
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Create multiple floating light sources. Move them at will. Illuminate, distract, signal.
- **Duration:** While concentrating or set to persist
- **Risk:** Obvious. Gives away your position. Limited control over many lights.

4. SPHERE OF DARKNESS

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Create area of absolute darkness. Even darkvision can't penetrate. Total blackness.
- **Duration:** While concentrating
- **Risk:** You can't see in it either (unless you have special sight). Disorients everyone.

5. MIRROR IMAGE

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Create illusory duplicates of yourself using light. Multiple yous confuse enemies.
- **Duration:** Until hit or you stop concentrating
- **Risk:** Images disappear when struck. Obvious which is real if someone's perceptive.

6. SPOTLIGHT

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None

- **Effect:** Illuminate target with intense light. Reveals hidden things, makes invisible visible, exposes truth.
- **Duration:** While concentrating
- **Risk:** Target knows they're spotlit. Might anger those who want to hide.

7. UMBRAL BINDING

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant
- **Components:** Target's shadow
- **Effect:** Animate target's shadow to grab/hold them. Pin them in place using their own darkness.
- **Duration:** While concentrating
- **Risk:** Only works if target has shadow. Bright light frees them.

8. PRISMATIC SPRAY

- **Suits Required:** Wands + all suits
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Blast of rainbow light. Each color has different effect (burn, freeze, blind, etc.). Chaotic.
- **Duration:** Instant
- **Risk:** Random effects. Can't control which color hits what. Might affect allies.

9. SHADOW STEP

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** Two shadows
- **Effect:** Teleport between shadows. Enter one shadow, exit from another you can see.
- **Duration:** Instant transportation
- **Risk:** Need shadows at both ends. Bright light prevents it. Can get stuck between.

10. TWILIGHT FORM

- **Suits Required:** Wands + Chalices + Swords
- **Casting Time:** 1 minute (transformation)
- **Components:** Balance between light and dark
- **Effect:** Become being of pure light and shadow. Intangible, can pass through walls, immune to physical harm.
- **Duration:** One scene
- **Risk:** Hard to interact with physical world. Vulnerable to dispelling. Might not reform correctly.

Soul Shaper

TRADITION: SOUL SHAPER

TRADITION OVERVIEW

"Every living thing has a soul, a spiritual essence, an internal fire. You channel that - not flesh, not mind, but SPIRIT. The animating force itself."

You channel SPIRITUAL ENERGY and LIFE FORCE. Chi, ki, prana, soul energy. The spark that makes something alive rather than just meat. You see auras, manipulate spiritual essence, heal soul-wounds.

Suits: Wands (power) + Chalices (spiritual connection) + Swords (perception)

Signature Ability: See spiritual energy around all living things (auras - color = emotional/spiritual state). Touch to strengthen or weaken someone's essence. Share life force between living things.

Bonus Ability: Soul Resilience - Your soul is incredibly strong from channeling. Resistant to possession, charm, fear. When "killed," can linger as ghost briefly before passing. Soul Sense - Know if something has a soul, how strong it is.

Key Mechanic: You work with the ineffable - that which makes you YOU. Not body, not mind, but spirit. Can heal at deepest level or drain someone to a hollow shell.

Drawbacks:

- See everyone's spiritual pain constantly (exhausting, empathy overload)
- Your own soul burns too bright (noticed by spirits, demons, predators)
- Touching souls is INTIMATE (closer than physical touch)
- Soul damage to others haunts you (guilt)
- Starting to view bodies as just "containers"
- Can become addicted to strong souls (vampiric tendency)
- Past life memories bleed through (whose life is this?)
- Risk of ego death (lose yourself in universal soul)

SOUL SHAPER-SPECIFIC SPELLS

These 10 spells are unique to Soul Shapers. Choose 1-2 at character creation in addition to your Universal Channeler spells.

1. AURA READING

- **Suits Required:** Swords + Chalices
- **Casting Time:** 1 minute of observation
- **Components:** See target's aura

- **Effect:** Read someone's spiritual state, emotions, health, intentions. Colors reveal truth.
- **Duration:** One reading
- **Risk:** They might sense you reading them. Some auras are disturbing to see.

2. SPIRIT BOOST

- **Suits Required:** Wands + Chalices
- **Casting Time:** 1 minute
- **Components:** Touch target
- **Effect:** Enhance ally's spiritual strength. Boost courage, willpower, vitality temporarily. They feel invincible.
- **Duration:** One scene
- **Risk:** Crash afterward. Borrowed strength feels hollow once it fades.

3. SOUL DRAIN

- **Suits Required:** Wands + Swords
- **Casting Time:** 1 minute of contact
- **Components:** Touch target
- **Effect:** Weaken enemy's spiritual essence. They feel hollowed out, exhausted, diminished.
- **Duration:** Hours (weakness lingers)
- **Risk:** Very dark. Absorbing their weakness taints you. Vampiric.

4. ESSENCE SHARE

- **Suits Required:** Chalices + Wands
- **Casting Time:** 1 minute
- **Components:** Touch both participants
- **Effect:** Transfer life force between people. Heal one by taking from another (or yourself).
- **Duration:** Transfer is immediate
- **Risk:** Draining yourself is dangerous. Forced transfer is violation.

5. SPIRITUAL SHIELD

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Protect soul from attack, possession, or manipulation. Spiritual armor.
- **Duration:** One scene
- **Risk:** Isolates you spiritually. Can't receive healing or helpful magic either.

6. REINCARNATION MEMORY

- **Suits Required:** Swords + Chalices
- **Casting Time:** 1 hour (meditation)
- **Components:** Deep trance

- **Effect:** Access past life memories and knowledge. Remember skills, languages, events from previous lives.
- **Duration:** Knowledge persists
- **Risk:** Identity confusion. Whose memories are these? Past trauma resurfaces.

7. SOUL ANCHOR

- **Suits Required:** Chalices + Coins
- **Casting Time:** 10 minutes (ritual)
- **Components:** Touch dying person
- **Effect:** Keep someone's soul in their body. Prevent death temporarily. Anchor them to life.
- **Duration:** Hours (buys time)
- **Risk:** Prolonging suffering. They might resent you. Can't hold forever.

8. TRANSCENDENCE

- **Suits Required:** Wands + Chalices + Swords
- **Casting Time:** 10 minutes (meditation)
- **Components:** Absolute spiritual focus
- **Effect:** Temporarily ascend, become pure spirit. Experience universal consciousness. Float above body.
- **Duration:** Minutes (feels longer)
- **Risk:** Might not want to return. Addictive. Body vulnerable. Could transcend permanently (death).

9. SOUL SIGHT

- **Suits Required:** Swords + Chalices
- **Casting Time:** Instant
- **Components:** None
- **Effect:** See souls directly. Pierce bodies to see the spirit within. Know their true nature.
- **Duration:** While concentrating
- **Risk:** Some souls are ugly. Can't unsee true nature. Disturbing revelations.

10. SOUL SURGERY

- **Suits Required:** Chalices + Wands + Swords
- **Casting Time:** 1 hour (delicate work)
- **Components:** Deep spiritual connection to patient
- **Effect:** Repair damaged soul. Heal trauma, remove corruption, mend spiritual wounds. True healing.
- **Duration:** Healing is permanent
- **Risk:** Intimate and invasive. Can damage soul worse if you fail. Exhausting. Their pain becomes yours.

Void Caller

TRADITION: VOID CALLER

TRADITION OVERVIEW

"Everything ends. Entropy is the final law. You channel the absence, the void, the heat death of the universe. Not darkness (that's something) but TRUE nothing."

You channel ENTROPY and NOTHINGNESS. The void between stars, the silence at the end of all things, the absence where something used to be. You erase, decay, end.

Suits: Wands (power) + Swords (precision in ending) - notably LACKS Chalices and Coins (you unmake connection and material)

Signature Ability: Touch to erase matter/energy/magic. Create areas where magic doesn't work (null zones). Age things rapidly (accelerate entropy).

Bonus Ability: Entropic Aura - Magic is less effective near you (including your allies'). Enchantments fail, spells fizz. Walking anti-magic field (can suppress with effort). Void Touch - Can unmake things with a touch.

Key Mechanic: You can't CREATE, only DESTROY. But you destroy EVERYTHING. Matter, energy, magic, even concepts. The ultimate ending.

Drawbacks:

- Everything around you decays faster (food, clothes, relationships)
- Magic users avoid you (you make them uncomfortable)
- Depressing aura (people feel hopeless near you)
- Can't CREATE, only DESTROY
- Risk erasing yourself if you channel too much
- Existential dread constant companion
- Cold (metaphorically and literally)
- Might actually end the world by accident

VOID CALLER-SPECIFIC SPELLS

These 10 spells are unique to Void Callers. Choose 1-2 at character creation in addition to your Universal Channeler spells.

1. DISINTEGRATE

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None

- **Effect:** Touch to erase. Matter crumbles to dust. Energy dissipates. Magic fades. Gone.
- **Duration:** Permanent erasure
- **Risk:** Can't undo it. Touching living beings is murder. Terrifying power.

2. DISPEL MAGIC

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** End any ongoing magical effect. Cancel spells, break enchantments, shut down magic.
- **Duration:** Permanent dispelling
- **Risk:** Can't distinguish helpful from harmful. Might dispel ally's magic accidentally.

3. ZONE OF SILENCE

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Create area of absolute silence. No sound can be made or heard. Complete quiet.
- **Duration:** While concentrating
- **Risk:** You can't hear either. Can't cast verbal spells. Communication impossible.

4. DECAY

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant to minutes
- **Components:** Touch
- **Effect:** Age/rot objects or living things rapidly. Fresh becomes old, living becomes dead, new becomes ancient.
- **Duration:** Aging is real and permanent
- **Risk:** Can't reverse it. Touching living things kills them slowly. Horrifying to watch.

5. VOID SPHERE

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Create sphere of pure nothing. Not darkness - VOID. Everything that enters ceases to exist.
- **Duration:** Seconds (unstable)
- **Risk:** Can't control what it erases. Might erase you. Reality abhors vacuum - violent collapse.

6. ENERGY DRAIN

- **Suits Required:** Wands + Swords
- **Casting Time:** 1 minute

- **Components:** Touch or proximity
- **Effect:** Remove heat, light, magic from area. Everything becomes cold, dark, empty. Entropy accelerates.
- **Duration:** Permanent removal
- **Risk:** Can't restore it. Area becomes dead zone. Life can't survive without energy.

7. UNMAKE

- **Suits Required:** Wands + Swords + (all other suits inverted)
- **Casting Time:** 10 minutes (ritual)
- **Components:** Understanding of what you're unmaking
- **Effect:** Undo creation itself. Return something to nothing. Reverse existence.
- **Duration:** Permanent un-creation
- **Risk:** Might undo too much. Can't control cascade. Could erase yourself. Forbidden knowledge.

8. NULL FIELD

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Create area where NO magic works. Absolute anti-magic zone. Everything supernatural fails.
- **Duration:** While concentrating
- **Risk:** Your magic doesn't work either. Allies lose powers. Feels like suffocation to magic users.

9. ENTROPY WAVE

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Send out wave of accelerated entropy. Everything in path ages, decays, falls apart.
- **Duration:** Instant wave
- **Risk:** Destroys everything. Friend and foe. Structure and person. Can't be stopped once released.

10. HEAT DEATH

- **Suits Required:** Wands + Swords + (absolute void)
- **Casting Time:** 1 minute (building to finale)
- **Components:** Acceptance of ending
- **Effect:** Channel the end of universe. All energy ceases. All motion stops. Temperature reaches absolute zero. Everything ends.
- **Duration:** Until you stop (if you can)
- **Risk:** APOCALYPTIC. Might not stop. Could end everything. Including you. Most forbidden spell. Nuclear option.

Shapechangers

SHAPECHANGER

PATH OVERVIEW

"I am whatever I need to be"

Transformation is your art. Identity is fluid. Form is temporary. You change yourself, others, the very nature of what "shape" means. You are the ultimate answer to "what are you?" - "Whatever I want."

Primary Suits: Wands (transformation energy) + Chalices (empathy to understand other forms)

Who This Path Is For:

- Players who like versatility and adaptation
- Those who enjoy creative problem-solving
- Witches who want to be unpredictable
- Characters who are fluid and exploratory

Core Mechanic: Your body is negotiable. Form follows function. You reshape yourself (and sometimes others) to meet the situation. Identity is performance.

Warning: If you can be anything, are you anything? Every transformation risks losing yourself. The more you change, the less you remember who you were. What's the "real" you?

UNIVERSAL SHAPECHANGER ABILITIES

All Shapechangers have access to these, regardless of Tradition:

Transform Self

- **Suits:** Wands + Chalices
- **Casting Time:** Varies (instant to minutes)
- **Effect:** Change your physical form. Scope depends on tradition.

Alter Appearance

- **Suits:** Chalices + Wands
- **Casting Time:** 1 minute
- **Effect:** Change how you look. Minor alterations (hair, face, build).

Sense Form

- **Suits:** Chalices
- **Casting Time:** Instant
- **Effect:** Understand the nature of a form. How it moves, feels, functions. Empathy for bodies.

Revert

- **Suits:** Wands
- **Casting Time:** Varies
- **Effect:** Return to your original form. Sometimes harder than it should be.

Stabilize Form

- **Suits:** Wands + Coins
 - **Casting Time:** 10 minutes
 - **Effect:** Lock a transformation so it doesn't slip. Maintain unfamiliar forms.
-

UNIVERSAL SHAPECHANGER SPELLS

These 10 spells are available to ALL Shapechangers. Choose 5 at character creation.

1. MINOR SHAPESHIFTING

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Small changes to your body. Grow/shrink a few inches, change hair color, alter facial features slightly.
- **Duration:** Hours
- **Risk:** Changes might not revert perfectly. Slight differences accumulate.

2. ALTER SELF

- **Suits Required:** Wands + Chalices
- **Casting Time:** 1 minute
- **Components:** None
- **Effect:** Significantly change your appearance. Different face, body type, height, voice. Still recognizably humanoid.
- **Duration:** Several hours
- **Risk:** Mannerisms give you away. You look different but act the same.

3. DISGUISE OTHER

- **Suits Required:** Wands + Chalices
- **Casting Time:** 5 minutes
- **Components:** Touch willing target
- **Effect:** Change someone else's appearance. They look like someone/something else.
- **Duration:** Hours
- **Risk:** They control the form, not you. Might shift unexpectedly.

4. BEAST SPEECH

- **Suits Required:** Chalices + Coins
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Speak with animals. Understand their language and be understood.
- **Duration:** One conversation
- **Risk:** Animal logic is alien. Miscommunication common.

5. ADAPTIVE FORM

- **Suits Required:** Wands + Chalices + Coins
- **Casting Time:** Instant (reaction)
- **Components:** None
- **Effect:** Body automatically adapts to immediate threat. Grow gills in water, thick skin vs fire, etc.
- **Duration:** While threat persists
- **Risk:** Adaptation might be wrong. Body makes best guess.

6. MIMICRY

- **Suits Required:** Chalices + Swords
- **Casting Time:** 1 minute of observation
- **Components:** Study target
- **Effect:** Copy someone's voice, mannerisms, body language perfectly. Not appearance, just behavior.
- **Duration:** While you concentrate
- **Risk:** Might adopt their personality too deeply. Hard to stop mimicking.

7. TRANSFORMATION SICKNESS

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant (curse)
- **Components:** Touch enemy
- **Effect:** Force involuntary transformation on someone. Random, painful, disorienting.
- **Duration:** Hours
- **Risk:** Can't control what they become. Might make them more dangerous.

8. SHED SKIN

- **Suits Required:** Wands + Coins
- **Casting Time:** 10 minutes
- **Components:** None
- **Effect:** Literally shed your skin like snake. Leave behind old form, emerge renewed. Heals wounds.
- **Duration:** Instant renewal
- **Risk:** Vulnerable during shedding. Painful. Old skin can be used against you (sympathetic magic).

9. SHAPE MEMORY

- **Suits Required:** Swords + Chalices
- **Casting Time:** 1 minute
- **Components:** Touch object or person
- **Effect:** Learn the "shape" of something. Store the form in your memory for later transformation.
- **Duration:** Memory is permanent
- **Risk:** Can only remember so many forms. Old memories fade.

10. RETURN TO FLESH

- **Suits Required:** Wands + Coins + Chalices
- **Casting Time:** 10 minutes (meditation)
- **Components:** Willpower
- **Effect:** Force yourself back to original form. Break stuck transformations, end curses, restore identity.
- **Duration:** Permanent reversion
- **Risk:** Might not remember original form correctly. Return to "wrong" you.

Glamourist

TRADITION: GLAMOURIST

TRADITION OVERVIEW

"Reality is perception. You don't need to actually change if everyone BELIEVES you changed. Illusion is cheaper, safer, and just as effective."

You change APPEARANCES through ILLUSION. You don't physically transform - you project an image over reality. Mental/magical glamour that makes people see what you want them to see.

Suits: Chalices (illusion/perception) + Wands (projection)

Signature Ability: Project illusory appearance over yourself or others. Can affect photos/cameras (or can't, depending on power). Layered illusions (different people see different things).

Bonus Ability: Permanent Glamour - Set one glamour on yourself that lasts indefinitely without concentration. This is your "default face" (might not be your real one). See Through - Always detect other glamours/illusions.

Key Mechanic: Nothing actually changes - just perception. Touch can break illusion (sometimes). Requires concentration for complex glamours.

Drawbacks:

- Physical touch breaks illusion (sometimes reveals true form)
- Cameras/mirrors might show truth (depends on power level)
- Other Glamourists see through you
- Constant lying through appearance (identity erosion)
- What's your REAL face? (genuinely might forget)
- Vain (obsessed with appearance)
- People feel "uncanny valley" around you (something's off)
- Iron disrupts glamours (fae weakness)

GLAMOURIST-SPECIFIC SPELLS

These 10 spells are unique to Glamourists. Choose 1-2 at character creation in addition to your Universal Shapechanger spells.

1. PERFECT FACE

- **Suits Required:** Chalices + Wands
- **Casting Time:** 5 minutes
- **Components:** Image of target (if copying someone)

- **Effect:** Look like anyone specific. Perfect copy of their appearance. Face, body, voice.
- **Duration:** Hours
- **Risk:** Target might notice their doppelganger. Touch reveals you're not real.

2. MONSTER VISAGE

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Appear terrifying. Monstrous face, glowing eyes, teeth, whatever scares target most.
- **Duration:** While maintained
- **Risk:** Can't turn it off easily if you scare yourself. Might attract actual monsters.

3. INVISIBLE

- **Suits Required:** Chalices + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Glamour of "nothing there." Perfect invisibility. People's eyes slide past you.
- **Duration:** While concentrating
- **Risk:** Sound still works. Touch reveals you. Bright light makes it harder.

4. CROWD FACE

- **Suits Required:** Chalices
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Appear perfectly average and forgettable. Generic, blend into crowd, unmemorable.
- **Duration:** Hours
- **Risk:** SO forgettable even allies might not recognize you.

5. FAE BEAUTY

- **Suits Required:** Chalices + Wands
- **Casting Time:** 10 minutes
- **Components:** None
- **Effect:** Supernaturally attractive. Beautiful/handsome to almost painful degree. Everyone notices.
- **Duration:** Hours
- **Risk:** TOO attractive. Unwanted attention. People obsessed. Can't turn it off.

6. ENVIRONMENT BLEND

- **Suits Required:** Chalices + Coins
- **Casting Time:** Instant
- **Components:** Background to blend with

- **Effect:** Chameleon effect. Appear to be part of environment. Wall, furniture, ground.
- **Duration:** While still
- **Risk:** Movement breaks it. Only works with stationary backgrounds.

7. MASS DISGUISE

- **Suits Required:** Chalices + Wands
- **Casting Time:** 10 minutes
- **Components:** Multiple targets
- **Effect:** Make entire group look different. Change whole coven's appearance at once.
- **Duration:** Hours
- **Risk:** Hard to maintain on moving group. One person's glamour failing reveals all.

8. ILLUSORY FEATURES

- **Suits Required:** Chalices + Wands
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Add features that aren't real. Wings, horns, tail, extra arms. Look like you have them.
- **Duration:** While concentrating
- **Risk:** Can't use fake features. They're not real, just look real.

9. MIRROR OF LIES

- **Suits Required:** Chalices + Swords
- **Casting Time:** 5 minutes
- **Components:** Mirror or reflective surface
- **Effect:** Make mirrors show whatever you want. Your reflection can be different from reality.
- **Duration:** Hours
- **Risk:** Confusing. You see false reflection. Might believe your own lies.

10. PERMANENT GLAMOUR

- **Suits Required:** Chalices + Wands + Coins
- **Casting Time:** 8 hours (ritual)
- **Components:** Personal sacrifice, expensive materials
- **Effect:** Set one glamour permanently. It doesn't drop, doesn't require concentration. Your new "real" appearance.
- **Duration:** Permanent (until dispelled)
- **Risk:** Very hard to remove. You ARE this face now. Might forget original.

Wild Magic

TRADITION: WILD MAGIC

TRADITION OVERVIEW

"Transformation is powerful but unpredictable. You surrender control to chaos/fate and become whatever is NEEDED - even if you don't know what that is yet."

You change by CHANCE. Your transformations are random, fate-driven, chaotic. You never know what you'll become - but it's always interesting.

Suits: Wands (transformation) + Chalices (chaos/fate)

Signature Ability: When you transform, draw TWO cards - first determines WHAT you become, second determines HOW WELL you control it. Never the same transformation twice.

Bonus Ability: Chaos Blessed - Even "bad" transformations help somehow. The universe makes it work. Your failures become advantages retroactively. Stress Response - Automatic transformation when threatened (draw 1 card).

Key Mechanic: Draw cards to determine form. Suit + meaning = creative interpretation. Major Arcana = become concepts, not just creatures.

Drawbacks:

- NO CONTROL over what you become
- Might transform at bad times (stress triggers)
- Can get "stuck" in a form (takes time to shift back)
- Addiction to transformation (the chaos feels GOOD)
- Identity crisis (who am I if I'm everything?)
- Physical instability (body doesn't "remember" original form well)
- Scars from transformations (each change leaves marks)
- Eventually might not be able to transform back

WILD MAGIC-SPECIFIC SPELLS

These 10 spells are unique to Wild Magic Shapechangers. Choose 1-2 at character creation in addition to your Universal Shapechanger spells.

1. WILD TRANSFORMATION

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** Embrace of chaos

- **Effect:** Transform into... something. Draw 2 cards to find out what. First card = what, second = control.
- **Duration:** Until you change back (might be stuck for hours)
- **Risk:** Literally no idea what you'll become. Could be anything.

2. REACTIVE SHIFT

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant (automatic when hit)
- **Components:** None (stress-triggered)
- **Effect:** When attacked, automatically transform defensively. Draw 1 card to determine form.
- **Duration:** Until threat passes
- **Risk:** Involuntary. Can't control it. Might transform into something useless.

3. CHAOS FORM

- **Suits Required:** Wands + Chalices + all suits
- **Casting Time:** Instant
- **Components:** Total surrender to chaos
- **Effect:** Multiple rapid transformations in sequence. Draw 5 cards, become all of them briefly.
- **Duration:** One scene of rapid shifting
- **Risk:** Exhausting. Disorienting. Identity shreds. Might not stop.

4. BECOME CONCEPT

- **Suits Required:** Wands + Chalices + Swords
- **Casting Time:** 1 minute
- **Components:** Understanding of concept
- **Effect:** Transform into abstract idea made flesh. Become Fear, Joy, Hunger, Rage, etc.
- **Duration:** Minutes (overwhelming)
- **Risk:** Lose humanity. Concept overwhelms identity. Hard to return.

5. WILDCARD

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** Desperate need
- **Effect:** Transform into whatever would be most useful RIGHT NOW. Fate decides what that is.
- **Duration:** Until situation resolved
- **Risk:** Fate's idea of "useful" might not match yours.

6. FERAL

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant
- **Components:** None

- **Effect:** Lose control completely, become pure instinct in animal form. Draw to determine animal.
- **Duration:** Until exhausted or someone snaps you out
- **Risk:** Can't control yourself. Might hurt allies. Animal mind takes over.

7. MUTATION

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant (stress reaction)
- **Components:** Exposure to something (radiation, magic, toxin)
- **Effect:** Body mutates in response to exposure. Draw card to determine mutation.
- **Duration:** Permanent (or semi-permanent)
- **Risk:** Mutations don't reverse easily. Accumulate over time. Body becomes strange.

8. ELEMENTAL CHAOS

- **Suits Required:** Wands + all element suits
- **Casting Time:** Instant
- **Components:** Elemental energy nearby
- **Effect:** Transform into random elemental form. Fire, water, air, earth, lightning - draw to determine.
- **Duration:** One scene
- **Risk:** Elemental instincts overwhelm. Fire wants to burn, water wants to flow.

9. SHAPE STORM

- **Suits Required:** Wands + Chalices + all suits
- **Casting Time:** Instant
- **Components:** Complete chaos acceptance
- **Effect:** Area effect - everyone nearby transforms randomly. Mass chaos transformation.
- **Duration:** Hours
- **Risk:** Affects allies too. Total chaos. Can't control any of it.

10. CHAOS EVOLUTION

- **Suits Required:** Wands + Chalices + Coins
- **Casting Time:** Varies (ongoing)
- **Components:** Repeated transformations
- **Effect:** Each transformation permanently changes you slightly. Evolve through chaos. Collect traits.
- **Duration:** Permanent changes accumulate
- **Risk:** Eventually unrecognizable. Not human anymore. Can't go back.

Piecemeal

PIECEMEAL-SPECIFIC SPELLS

These 10 spells are unique to Piecemeal Shapechangers. Choose 1-2 at character creation in addition to your Universal Shapechanger spells.

1. MANIFEST CLAWS

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Fingers become razor-sharp claws. Natural weapons. Retractable.
- **Duration:** While maintained or permanent modification
- **Risk:** Hard to manipulate delicate objects. Might scratch yourself.

2. GROW WINGS

- **Suits Required:** Wands + Coins + Chalices
- **Casting Time:** 1 minute (growing)
- **Components:** None
- **Effect:** Sprout functional wings. Various types (bird, bat, dragon, insect). Can fly.
- **Duration:** Hours or permanent
- **Risk:** Heavy. Off-balance. Destroy shirts. Need space to use. Awkward on ground.

3. AQUATIC ADAPTATION

- **Suits Required:** Wands + Coins + Chalices
- **Casting Time:** 1 minute
- **Components:** None
- **Effect:** Grow gills, webbed hands/feet, sealed nose. Breathe underwater, swim perfectly.
- **Duration:** Hours or permanent
- **Risk:** Gills dry out on land (painful). Look very non-human.

4. PREDATOR'S ARSENAL

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Full combat suite - claws, fangs, enhanced reflexes, predator eyes.
- **Duration:** One scene
- **Risk:** Predator instincts surge. Hard to not attack. Bloodlust.

5. CHIMERIC FORM

- **Suits Required:** Wands + Coins + Chalices
- **Casting Time:** 5 minutes

- **Components:** None
- **Effect:** Multiple animal traits at once. Lion mane + eagle wings + snake fangs + scorpion tail.
- **Duration:** Hours
- **Risk:** Too many changes = body stressed. Weird appearance. Identity confusion.

6. GRANT FLIGHT

- **Suits Required:** Wands + Coins + Chalices
- **Casting Time:** 5 minutes
- **Components:** Touch willing ally
- **Effect:** Give someone else temporary wings. They can fly.
- **Duration:** Hours
- **Risk:** They don't know how to use them. Might crash. Wings fade suddenly.

7. CRIPPLE

- **Suits Required:** Wands + Coins + Swords
- **Casting Time:** Instant
- **Components:** Touch enemy
- **Effect:** Remove enemy's legs/arms temporarily. Force involuntary de-transformation.
- **Duration:** Hours
- **Risk:** Cruel. They remember. Removing wrong limb. Might make them dangerous (cornered).

8. ENHANCED SENSES

- **Suits Required:** Wands + Coins + Swords
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Boost specific senses to animal levels. Eagle eyes, wolf nose, bat ears, cat night vision.
- **Duration:** Hours or permanent
- **Risk:** Sensory overload. Overwhelming input. Can't filter it out.

9. INTERNAL CHANGES

- **Suits Required:** Wands + Coins
- **Casting Time:** 10 minutes (delicate)
- **Components:** None
- **Effect:** Modify internal organs. Second heart, redundant lungs, iron stomach, poison immunity.
- **Duration:** Permanent usually
- **Risk:** DANGEROUS. Messing with organs. Could kill yourself. Takes time to adapt.

10. UNIVERSAL ADAPTER

- **Suits Required:** Wands + Coins + Chalices
- **Casting Time:** Instant (automatic)
- **Components:** None

- **Effect:** Body automatically grows whatever part needed. Need gills? Grow them. Need claws? Manifest them.
- **Duration:** Parts last until no longer needed
- **Risk:** Body makes decisions for you. Might grow wrong thing. Exhausting.

Multiplier

TRADITION: MULTIPLIER

TRADITION OVERVIEW

"One is the loneliest number. Good thing I'm never just one anymore."

You create COPIES of yourself. Not illusions - real, physical duplicates. Each one is you, with your memories, personality, and abilities. You can be in multiple places, have multiple conversations, multitask to an absurd degree.

Suits: Wands (creation/energy) + Swords (divided focus) + Coins (physical substance)

Signature Ability: Split into 2-5 copies at will. All share awareness. When you recombine, all memories merge. Each duplicate is fully real while active.

Bonus Ability: Hive Mind - All copies share thoughts and senses in real-time. Perfect coordination. Parallel Processing - Each copy can learn/work separately; knowledge merges when you recombine.

Key Mechanic: You're all "prime" - no original/copy distinction. Lose nothing when splitting. But you divide your power among copies (weaker individually, stronger as group).

Drawbacks:

- Merging memories is overwhelming (lived multiple timelines at once)
- Identity confusion (which "me" am I?)
- Friends never know which copy they're talking to
- Can't all be in sight of each other (universe glitches)
- Existential crisis about self/individuality
- Physical toll of splitting/merging
- Fear one copy won't want to recombine

MULTIPLIER-SPECIFIC SPELLS

These 10 spells are unique to Multipliers. Choose 1-2 at character creation in addition to your Universal Shapechanger spells.

1. BASIC SPLIT

- **Suits Required:** Wands + Coins
- **Casting Time:** 10 seconds
- **Components:** Focus, sufficient space
- **Effect:** Split into 2 complete copies of yourself. Both real, both you. Divide power 50/50.
- **Duration:** Until you touch to recombine
- **Risk:** Disorienting. Both copies have full agency. Might disagree with yourself.

2. MASS DUPLICATE

- **Suits Required:** Wands + Coins + Swords
- **Casting Time:** 30 seconds
- **Components:** Concentration, energy reserves
- **Effect:** Split into 3-5 copies. Each gets fraction of power. Coordinated action.
- **Duration:** Minutes to hours (exhausting)
- **Risk:** More copies = weaker individual copies. Hard to maintain. Merge headache is brutal.

3. SPECIALIZED COPIES

- **Suits Required:** Wands + Swords
- **Casting Time:** 1 minute
- **Components:** Clear intent
- **Effect:** Create copies optimized for specific tasks. One copy better at magic, one at fighting, one at talking.
- **Duration:** Until recombine
- **Risk:** Specialization weakens other abilities. Copies might resent limitations.

4. REMOTE SENSING

- **Suits Required:** Swords + Chalices
- **Casting Time:** Instant (while split)
- **Components:** Active copies
- **Effect:** Switch perspective between all copies freely. See/hear through any of them.
- **Duration:** While split
- **Risk:** Disorienting. Can lose track of which body you're "in."

5. STAGGERED SPLIT

- **Suits Required:** Wands + Swords + Coins
- **Casting Time:** Varies
- **Components:** Planning
- **Effect:** Split at intervals. Create copy now, another in 5 minutes, etc. Backup selves.
- **Duration:** Each copy lasts until recombine
- **Risk:** Later copies have different memories/experiences. Merge conflict.

6. PHANTOM DUPLICATE

- **Suits Required:** Wands + Chalices
- **Casting Time:** Instant
- **Components:** None
- **Effect:** Create semi-real copy. Looks/sounds real but can't interact physically. Perfect decoy.
- **Duration:** Minutes
- **Risk:** Pop if touched. Obvious they're fake on close inspection.

7. MEMORY SHARING

- **Suits Required:** Swords + Chalices
- **Casting Time:** Instant (continuous)
- **Components:** Multiple active copies
- **Effect:** All copies access same memory pool in real-time. Perfect synchronization.
- **Duration:** While split
- **Risk:** Information overload. Can't separate individual copy experiences.

8. SACRIFICE COPY

- **Suits Required:** Wands + Chalices + (willingness to die)
- **Casting Time:** Instant (emergency)
- **Components:** Active copy in danger
- **Effect:** One copy dies to save others. Absorb their remaining energy. Tactical sacrifice.
- **Duration:** Permanent death of that copy
- **Risk:** Traumatic. You experience your own death. Memories of dying stay with you forever.

9. CLONE ARMY

- **Suits Required:** Wands + Coins + Swords + (massive energy)
- **Casting Time:** 1 minute
- **Components:** Desperate need, high stakes
- **Effect:** Create 10-20 temporary copies. Mostly autonomous. Follow general orders.
- **Duration:** Minutes (can't sustain long)
- **Risk:** EXHAUSTING. Barely sentient copies. Memory merge is nightmare fuel.

10. PERMANENT SPLIT

- **Suits Required:** All suits + soul splitting
- **Casting Time:** 8 hours (ritual)
- **Components:** Certainty, sacrifice
- **Effect:** Split permanently. Two separate people with shared history. Both "real" you.
- **Duration:** PERMANENT (no recombine possible)
- **Risk:** Soul damage. Both versions incomplete. Identity crisis. Can never be whole again. Forbidden for good reason.

Borrower

TRADITION: BORROWER

TRADITION OVERVIEW

"Why be yourself when you could be anyone? I collect faces like postcards. Each one tells a story."

You take OTHER PEOPLE'S SHAPES. Steal their appearance, voice, mannerisms, even memories if you're good. Perfect mimicry. You become them so completely even their friends can't tell.

Suits: Chalices (connection/empathy) + Swords (observation) + Coins (physical recreation)

Signature Ability: Touch someone (even briefly) to "copy" their form. Store multiple forms. Switch between them. Can mix and match features.

Bonus Ability: Method Acting - You automatically know how target moves/talks. Shallow Memory Access - Touch their possessions to get surface memories. Voice Modulation - Perfect vocal mimicry.

Key Mechanic: You need to touch/observe targets to copy them. Better observation = better copy. Can hold 3-7 forms "in storage" before needing to refresh.

Drawbacks:

- Forget your original face over time
- Copied people's habits bleed into your personality
- Identity crisis (who is the "real" you?)
- Targets sometimes "feel" you wearing them
- Lose yourself in role too deeply
- Friends never trust you completely
- Might prefer being other people

BORROWER-SPECIFIC SPELLS

These 10 spells are unique to Borrowers. Choose 1-2 at character creation in addition to your Universal Shapechanger spells.

1. QUICK COPY

- **Suits Required:** Chalices + Coins
- **Casting Time:** 10 seconds after touching target
- **Components:** Physical contact (brief)
- **Effect:** Copy person's appearance perfectly. Look, sound, and move like them.
- **Duration:** Hours

- **Risk:** Surface copy only. Can't access their knowledge/memories. Might miss details.

2. DEEP IMPRESSION

- **Suits Required:** Chalices + Swords
- **Casting Time:** 1 minute of observation
- **Components:** Uninterrupted study of target
- **Effect:** Copy not just appearance but mannerisms, speech patterns, body language. Become them.
- **Duration:** Days
- **Risk:** Their personality bleeds into yours. Hard to remember who you really are.

3. MEMORY THEFT

- **Suits Required:** Chalices + Swords + Wands
- **Casting Time:** 5 minutes (requires sustained contact)
- **Components:** Physical connection, target unaware or willing
- **Effect:** Steal surface memories while copying form. Know their recent history, relationships, routines.
- **Duration:** While in their form
- **Risk:** Ethical nightmare. Memories fade when you change back. Might see things you wish you hadn't.

4. WARDROBE

- **Suits Required:** Coins + Chalices
- **Casting Time:** Instant
- **Components:** Previous contact with targets
- **Effect:** Store up to 7 different forms. Switch between them instantly. Your "collection."
- **Duration:** Stored until refreshed
- **Risk:** Forms "expire" over time. Need to retouch targets to refresh. Juggling identities exhausting.

5. FEATURE MIXING

- **Suits Required:** Chalices + Swords + Coins
- **Casting Time:** 1 minute
- **Components:** Multiple stored forms
- **Effect:** Combine features from different people. Create composite face that's none of your targets.
- **Duration:** Hours
- **Risk:** Uncanny valley effect. People sense something wrong. Details might not match.

6. PERFECT STRANGER

- **Suits Required:** Chalices + Coins

- **Casting Time:** 5 minutes
- **Components:** General observation of crowds
- **Effect:** Create completely generic, forgettable appearance. Perfect for blending in.
- **Duration:** Hours to days
- **Risk:** So forgettable you forget yourself. Hard to return to original face.

7. SCENT MATCH

- **Suits Required:** Chalices + Coins
- **Casting Time:** Instant (while in form)
- **Components:** Knowledge of target
- **Effect:** Copy smell/pheroones too. Fool animals and those who know target intimately.
- **Duration:** While maintaining form
- **Risk:** Sensory overload. Everyone smells different. Can be overwhelming.

8. POSSESSION IMPRINT

- **Suits Required:** Chalices + Swords
- **Casting Time:** 10 minutes
- **Components:** Target's personal object (worn/used frequently)
- **Effect:** Copy target's form by touching their possessions. Don't need to meet them.
- **Duration:** Imperfect copy (hours)
- **Risk:** Inaccurate without direct observation. Might copy old version of them.

9. DUAL IDENTITY

- **Suits Required:** Chalices + Swords + Wands
- **Casting Time:** 1 week of practice
- **Components:** Sustained commitment
- **Effect:** Maintain two forms simultaneously (split consciousness). Be in two places as different people.
- **Duration:** Days (mentally exhausting)
- **Risk:** Split personality risk. Lose track of which "you" is where. Identity fragmentation.

10. LIFE THEFT

- **Suits Required:** All suits + target's essence
- **Casting Time:** 30 minutes (dark ritual)
- **Components:** Target subdued, their blood, your willingness to replace them
- **Effect:** Permanently become target. Gain ALL their memories, relationships, life. They forget who they were.
- **Duration:** PERMANENT replacement
- **Risk:** FORBIDDEN. Murder by identity. You erase someone from existence. They live on as you. Ethical/moral catastrophe. No going back.

Metamorph

TRADITION: METAMORPH

TRADITION OVERVIEW

"Flesh is clay. Bone is wet wood. The body is just a suggestion I choose not to follow."

You transform your body's actual structure. Not illusions or superficial changes - you rebuild yourself at cellular level. Grow wings, extra arms, gills, weapons from your bones. Body horror as empowerment.

Suits: Coins (physical form) + Wands (energy for transformation) + Swords (precision control)

Signature Ability: Reshape your body parts freely. Grow/shrink/modify limbs, organs, features. Limited only by mass and imagination.

Bonus Ability: Adaptive Biology - Automatically shift to survive (grow gills in water, resist toxins). Pain Tolerance - Transforming hurts but you're used to it. Biological Intuition - Understand anatomy instinctively.

Key Mechanic: Mass is conserved (can't create/destroy matter). Transformations require energy. More drastic changes require more time and energy. Can maintain transformed state indefinitely.

Drawbacks:

- Transformations are PAINFUL (breaking/regrowing bones, reshaping organs)
- Body dysmorphia (what shape is "you"?)
- Heals wrong sometimes (bones set crooked)
- Scars from transformations accumulate
- Human form feels like costume/prison
- Others see you as monster
- Risk of transforming uncontrollably during stress

METAMORPH-SPECIFIC SPELLS

These 10 spells are unique to Metamorphs. Choose 1-2 at character creation in addition to your Universal Shapechanger spells.

1. LIMB MODIFICATION

- **Suits Required:** Coins + Wands
- **Casting Time:** 30 seconds
- **Components:** Focus, pain tolerance
- **Effect:** Transform one limb. Arm to tentacle, hand to claw, leg to digitigrade. Functional change.
- **Duration:** Hours to days
- **Risk:** Painful transformation. Limb might not work perfectly. Hard to reverse if rushed.

2. WEAPONS GROWTH

- **Suits Required:** Coins + Wands + Swords
- **Casting Time:** 10 seconds (emergency response)
- **Components:** None
- **Effect:** Grow natural weapons from body. Bone claws, poisoned spines, razor teeth, horn.
- **Duration:** Combat (minutes)
- **Risk:** Grows through skin (bleeding). Can't hide it. Retracting hurts worse than growing.

3. SENSORY ENHANCEMENT

- **Suits Required:** Coins + Swords
- **Casting Time:** 1 minute
- **Components:** Concentration
- **Effect:** Modify sensory organs. Eagle eyes, wolf nose, bat ears, snake heat-pits. Superhuman perception.
- **Duration:** Hours
- **Risk:** Overwhelming input. Human brain not meant for this much data. Headaches.

4. INTERNAL RESTRUCTURING

- **Suits Required:** Coins + Wands + Chalices
- **Casting Time:** 5 minutes (risky)
- **Components:** Medical knowledge helpful
- **Effect:** Reorganize internal organs. Extra heart, redundant systems, move vitals to safer locations.
- **Duration:** Days to permanent
- **Risk:** DANGEROUS. Mess up and you die. No margin for error. Extremely painful.

5. ADAPTIVE SURVIVAL

- **Suits Required:** Coins + Wands
- **Casting Time:** Instant (automatic response)
- **Components:** Environmental trigger
- **Effect:** Body automatically adapts to threats. Gills for water, heat resistance for fire, wings for falling.
- **Duration:** While needed
- **Risk:** Reactive (no control). Body decides what you need. Sometimes wrong. Always hurts.

6. EXTRA LIMBS

- **Suits Required:** Coins + Wands + Swords
- **Casting Time:** 2 minutes
- **Components:** Mass to spare, lots of energy
- **Effect:** Grow additional arms, eyes, tentacles. True multitasking. Spider build.
- **Duration:** Hours (exhausting)

- **Risk:** Coordination nightmare. Brain not wired for extra limbs. Huge energy drain.

7. SIZE SHIFT

- **Suits Required:** Coins + Wands
- **Casting Time:** 1 minute
- **Components:** Mass exchange with environment
- **Effect:** Grow or shrink significantly. Twice as tall or half as small. Maintain proportions.
- **Duration:** Hours
- **Risk:** Square-cube law problems. Giant you has joint issues. Tiny you has surface tension problems.

8. REGENERATION OVERDRIVE

- **Suits Required:** Coins + Chalices + Wands
- **Casting Time:** Instant (continuous)
- **Components:** Body mass, lots of energy
- **Effect:** Heal rapidly by metamorphosing damaged tissue. Regrow limbs, heal wounds in seconds.
- **Duration:** While channeling
- **Risk:** Exhausting. Might heal wrong. Tumors/mutations from rapid cell growth. Hungry after.

9. CHIMERA FORM

- **Suits Required:** Coins + Wands + Chalices + Swords
- **Casting Time:** 5 minutes (complex transformation)
- **Components:** Knowledge of animals, commitment
- **Effect:** Combine multiple animal traits. Lion-eagle-snake hybrid. Custom monster form.
- **Duration:** Hours (unstable)
- **Risk:** Instincts conflict. Body wars with itself. Painful. Hard to maintain. Identity crisis.

10. COMPLETE RESTRUCTURE

- **Suits Required:** All suits + absolute certainty
- **Casting Time:** 30 minutes (excruciating)
- **Components:** Medical knowledge, isolation, safety measures
- **Effect:** Transform into completely different biological form. Octopus, insect, plant, microscopic. Total metamorphosis.
- **Duration:** Days to permanent
- **Risk:** EXTREMELY DANGEROUS. Might not survive. Can't speak/think clearly in alien form. Might forget humanity. Could get stuck. Risk of death during transformation.

Wardens

WARDEN SPELL LIST

PATH OVERVIEW

"I build. I break. I keep the boundaries."

You are the architect of magical infrastructure AND the destroyer of it. You BUILD wards, spaces, sanctuaries, pocket dimensions - and you BREAK enchantments, curses, magical structures. You're the mason and the wrecking ball. The gatekeeper and the burglar.

Primary Suits: Coins (physical spaces, material boundaries) + Swords (cutting through, destroying, precision)

Who This Path Is For:

- Players who like strategic spatial control
- Those who enjoy both creation and destruction
- Witches who want to control environments and access
- Characters who are methodical and territorial

Core Mechanic: You manipulate BOUNDARIES. Create them, destroy them, control what crosses them. Your magic is architectural - you build walls and tear them down. You make safe spaces and breach impossible defenses.

Warning: Boundaries define reality. Too much building and you trap yourself. Too much breaking and nothing stays protected. Balance is survival.

UNIVERSAL WARDEN ABILITIES

All Wardens have access to these, regardless of Tradition:

Boundary Sense

- **Suits:** Coins + Swords
- **Casting Time:** Passive (always active)
- **Effect:** Feel all magical boundaries, wards, protections in area. Know where they are, roughly how strong.

Quick Ward

- **Suits:** Coins
- **Casting Time:** 1 minute
- **Components:** Clear boundary line
- **Effect:** Create temporary protective ward around space. Blocks specific threat (choose one).

Breach

- **Suits:** Swords
- **Casting Time:** Varies (analysis required)
- **Effect:** Find weakness in magical protection and exploit it. Get through wards/barriers.

Consecrate/Desecrate

- **Suits:** Coins + Chalices or Coins + Wands
- **Casting Time:** 10 minutes (ritual)
- **Effect:** Make space sacred (blocks evil/harmful) OR profane (blocks holy/good). Choose alignment.

Structural Analysis

- **Suits:** Swords + Coins
 - **Casting Time:** 5 minutes of study
 - **Effect:** See weak points in physical structures, wards, protections. Know exactly where to strike.
-

UNIVERSAL WARDEN SPELLS

These 10 spells are available to ALL Wardens. Choose 5 at character creation.

1. PROTECTIVE CIRCLE

- **Suits Required:** Coins
- **Casting Time:** 5 minutes
- **Components:** Salt, chalk, or material to mark boundary
- **Effect:** Classic protection circle. Choose what it blocks (physical attacks, spirits, specific entity type, etc.). Nothing crosses without permission.
- **Duration:** Until circle broken
- **Risk:** Static defense. You're trapped inside too. Clever enemies find loopholes.

2. DISPEL MAGIC

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant
- **Components:** None

- **Effect:** End ongoing magical effect. Break enchantment, dismiss summoned creature, stop active spell.
- **Duration:** Instant dispelling
- **Risk:** Strong magic resists. Backlash possible. Might dispel wrong thing (allies' buffs).

3. LOCK/UNLOCK

- **Suits Required:** Coins + Swords
- **Casting Time:** Instant (touch)
- **Components:** Physical contact with lock/door
- **Effect:** Lock or unlock any physical lock. Works on mundane and magical locks.
- **Duration:** Permanent change
- **Risk:** Some locks have guardians. Magical locks might have alarms.

4. SANCTUARY WARD

- **Suits Required:** Coins + Chalices
- **Casting Time:** 30 minutes (ritual)
- **Components:** Boundary markers, clear intent
- **Effect:** Create area of safety. Violence is hard inside. Healing faster. Feels peaceful.
- **Duration:** Days (requires maintenance)
- **Risk:** Only works if you mean no harm. Violated sanctuary loses power permanently.

5. BREACH POINT

- **Suits Required:** Swords + Wands
- **Casting Time:** 1 minute of analysis
- **Components:** Study of target barrier
- **Effect:** Find exact weak point in any barrier (wall, ward, shield). One strike there breaks it.
- **Duration:** Weak point lasts until exploited
- **Risk:** Some barriers fight back when analyzed. Might only work once.

6. ALARM WARD

- **Suits Required:** Coins + Swords
- **Casting Time:** 5 minutes
- **Components:** Perimeter definition
- **Effect:** Create ward that alerts you when crossed. Know immediately when someone enters warded area.
- **Duration:** Days
- **Risk:** False alarms. Alert is telepathic (can wake you). Can be triggered repeatedly.

7. REINFORCEMENT

- **Suits Required:** Coins + Wands
- **Casting Time:** 10 minutes
- **Components:** Structure to reinforce
- **Effect:** Magically strengthen physical structure or magical ward. Harder to break, more durable.
- **Duration:** Days to weeks
- **Risk:** Can over-reinforce (brittle). Draining to maintain. Feels unnatural.

8. THRESHOLD SENSE

- **Suits Required:** Swords + Coins
- **Casting Time:** Passive (concentration)
- **Components:** Focus on doorways/boundaries
- **Effect:** Know all entrances/exits in area. Sense when someone crosses threshold. See paths through space.
- **Duration:** While concentrating
- **Risk:** Information overload in complex buildings. Can't filter it all.

9. SHATTER WARD

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant
- **Components:** Clear target ward
- **Effect:** Destroy magical protection violently. Ward explodes, barrier shatters, protection fails completely.
- **Duration:** Instant destruction
- **Risk:** Backlash from destroyed ward. Loud (everyone knows). Collateral damage.

10. DIMENSIONAL ANCHOR

- **Suits Required:** Coins + Swords + Wands
- **Casting Time:** 1 minute
- **Components:** Target creature/object
- **Effect:** Prevent teleportation, dimension travel, portal use in area. Lock things in current dimension.
- **Duration:** Hours
- **Risk:** Traps you too. Desperate people do desperate things. Emergency exits gone.

Sanctuary Maker

TRADITION: SANCTUARY MAKER

TRADITION OVERVIEW

"Home is where the heart is. Mine has fortress walls, layered wards, and magical artillery."

You BUILD SAFE SPACES. Protected areas where specific threats cannot enter. You're the magical equivalent of a castle architect. Your sanctuaries are havens from the chaos outside.

Suits: Coins (physical boundaries) + Chalices (making spaces feel safe)

Signature Ability: Ward a room/building/area against specific things (violence, spirits, specific person, etc.). Stack multiple wards. Know immediately when someone enters your warded spaces.

Bonus Ability: Sanctuary Sense - Your warded spaces are extensions of your awareness. Feel everything that happens in them. Can communicate across your sanctuaries. They're alive with your presence.

Key Mechanic: Must physically be present to establish wards. Wards require regular maintenance. Can key wards to specific people (they ignore protections). More protections = more energy drain.

Drawbacks:

- Wards require constant maintenance (time/energy)
- Can only maintain limited number (spread too thin = all fail)
- Agoraphobic tendencies (outside feels wrong)
- Sanctuaries can become prisons
- Obsessive about home security
- Hard to trust others in your space
- Wards fail if you die

SANCTUARY MAKER-SPECIFIC SPELLS

These 10 spells are unique to Sanctuary Makers. Choose 1-2 at character creation in addition to your Universal Warden spells.

1. SAFE HAVEN

- **Suits Required:** Coins + Chalices
- **Casting Time:** 1 hour (ritual)
- **Components:** Space you can claim, protective materials
- **Effect:** Establish room/building as sanctuary. Choose up to 3 threat types it blocks. Feels safe, restful, protected.
- **Duration:** Permanent (with weekly maintenance)

- **Risk:** Maintenance required or wards fade. Can't maintain too many. Establishing claim might anger previous owner.

2. LAYERED DEFENSE

- **Suits Required:** Coins + Swords + Wands
- **Casting Time:** 30 minutes per layer
- **Components:** Same space, different ward materials
- **Effect:** Stack multiple different protections in same space. Break first ward, hit second, then third. Redundancy.
- **Duration:** Each layer separate (maintain individually)
- **Risk:** EXHAUSTING to maintain. Each layer drains you. Too many layers make space feel suffocating.

3. PANIC ROOM

- **Suits Required:** Coins + Wands
- **Casting Time:** 10 seconds (emergency)
- **Components:** None (pre-established sanctuary)
- **Effect:** Instantly teleport to your nearest warded sanctuary. Emergency escape.
- **Duration:** Instant transport
- **Risk:** Only works if sanctuary still exists. Can't bring others. Enemies learn your bolt-holes.

4. TERRITORY MARK

- **Suits Required:** Coins + Chalices
- **Casting Time:** 1 hour (claiming ritual)
- **Components:** Your essence (blood/energy), boundary markers
- **Effect:** Claim large area as territory. Know when anyone enters. Harder for others to work hostile magic in your territory.
- **Duration:** Permanent (requires monthly renewal)
- **Risk:** Claiming territory = declaring ownership. Others might contest. Large territories drain you constantly.

5. WELCOME WARD

- **Suits Required:** Coins + Chalices
- **Casting Time:** 10 minutes
- **Components:** Names/descriptions of welcome guests
- **Effect:** Ward ignores specific people. They can cross freely while threats are blocked.
- **Duration:** Until you revoke permission
- **Risk:** Must trust them completely. If betrayed inside wards, you're vulnerable. Can't quickly revoke mid-crisis.

6. CONSECRATE GROUND

- **Suits Required:** Coins + Chalices + Wands
- **Casting Time:** 4 hours (major ritual)
- **Components:** Sacred materials, clear dedication
- **Effect:** Make space truly sacred. Evil cannot enter. Undead burn. Demons flee. Powerful permanent protection.
- **Duration:** Permanent (until desecrated)
- **Risk:** Desecration is catastrophic. Space becomes opposite (profane). You feel violation physically. Attracts attention of powers.

7. THRESHOLD GUARDIAN

- **Suits Required:** Coins + Wands
- **Casting Time:** 8 hours (binding ritual)
- **Components:** Willing spirit/construct, sanctuary entrance
- **Effect:** Bind guardian to entrance of sanctuary. They challenge all who enter, enforce ward rules, fight intruders.
- **Duration:** Permanent (until released/destroyed)
- **Risk:** Guardian has own personality. Might be too zealous. Can't distinguish between threat levels. You're responsible for their actions.

8. RAPID DEPLOYMENT

- **Suits Required:** Coins + Wands
- **Casting Time:** 1 minute
- **Components:** Portable ward materials
- **Effect:** Quickly establish temporary sanctuary anywhere. Not as strong as permanent, but fast.
- **Duration:** Hours
- **Risk:** Weak compared to permanent wards. Draining. Temporary wards are obvious to magical senses.

9. LINKED SANCTUARIES

- **Suits Required:** Coins + Chalices + Swords
- **Casting Time:** 2 hours per link
- **Components:** Two or more established sanctuaries
- **Effect:** Connect multiple sanctuaries. You sense all of them. Can communicate across them. Step through one to reach others.
- **Duration:** Permanent link
- **Risk:** Breach one, might compromise others. Link transmits problems. Maintaining network EXHAUSTING.

10. ABSOLUTE SANCTUARY

- **Suits Required:** All suits + life force sacrifice
- **Casting Time:** 24 hours (major ritual)
- **Components:** Your blood, permanent energy dedication, sacred space

- **Effect:** Create sanctuary that blocks EVERYTHING hostile. Perfect protection. Unbreachable. War-proof. Reality's safe house.
- **Duration:** Permanent (as long as you live)
- **Risk:** Costs years of your life. Permanent drain on energy. You're tied to it forever. If destroyed, you might die. Can become prison (nothing out, nothing in).

Threshold Keeper

TRADITION: THRESHOLD KEEPER

TRADITION OVERVIEW

"Every door is a possibility. Every threshold is mine to open or close."

You BUILD and CONTROL DOORWAYS. Portals, passages, gates, thresholds. You make doors where there were none, and close doors that should never open.

Suits: Coins (physical structures) + Swords (cutting through space)

Signature Ability: Open doorway between two places you know. Feel all doorways nearby. Lock or unlock any door (magical or mundane). Step through and choose destination (once per day).

Bonus Ability: Threshold Walk - Once per day, step through ANY door and decide where it leads instead. Kitchen door becomes portal to Tokyo. True freedom of movement.

Key Mechanic: Thresholds are naturally magical (boundaries between spaces). You enhance and control this. Must know destination (been there or seen it). Portals require energy to maintain.

Drawbacks:

- Doorways call to you (compulsive opening/closing)
- Can't ignore unlocked doors (have to check/close them)
- Portals drain energy constantly
- Things that shouldn't cross might follow through
- Spatial disorientation (which side am I on?)
- Can't stay still (always moving through doorways)
- Fear of closed doors

THRESHOLD KEEPER-SPECIFIC SPELLS

These 10 spells are unique to Threshold Keepers. Choose 1-2 at character creation in addition to your Universal Warden spells.

1. OPEN WAY

- **Suits Required:** Coins + Swords
- **Casting Time:** 1 minute
- **Components:** Two locations (current + destination)
- **Effect:** Create temporary portal between two places you know. Walk through and arrive there.
- **Duration:** Minutes (one-way trip usually)
- **Risk:** Draining. Must know destination well. Portal visible to others. Might bring uninvited guests.

2. LOCK ALL DOORS

- **Suits Required:** Coins + Swords
- **Casting Time:** Instant
- **Components:** Building/area with doors
- **Effect:** Every door, window, portal in area locks simultaneously. Nothing opens.
- **Duration:** Until you unlock or someone breaks through
- **Risk:** Locks you in too. Fire hazard. Panic inducing. Some doors NEED to stay open.

3. THRESHOLD WARD

- **Suits Required:** Coins
- **Casting Time:** 10 minutes
- **Components:** Specific doorway
- **Effect:** Ward specific threshold. Choose what can't pass through (creature type, hostile intent, specific person).
- **Duration:** Days
- **Risk:** Only works on that specific door. Enemies use windows. Ward obvious to magical senses.

4. HIDDEN DOOR

- **Suits Required:** Coins + Swords + Chalices
- **Casting Time:** 30 minutes
- **Components:** Wall or surface
- **Effect:** Create concealed door only you (and chosen people) can find. Invisible, intangible to others.
- **Duration:** Permanent
- **Risk:** Forget where you put it. Others might stumble through if boundary weakens. Requires maintenance.

5. POCKET DIMENSION DOOR

- **Suits Required:** Coins + Swords + Wands
- **Casting Time:** 4 hours (creation ritual)
- **Components:** Doorframe, focus object
- **Effect:** Create door that leads to small personal pocket dimension. Hidden storage, bolt-hole, secret base.
- **Duration:** Permanent (until destroyed)
- **Risk:** Pocket dimension small (room-sized). Maintaining it draining. If door destroyed, contents lost. Can't breathe in there indefinitely.

6. PORTAL CLOSE

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant
- **Components:** Active portal/doorway

- **Effect:** Force any portal or magical doorway to close. End teleportation circles, seal rifts, shut gates.
- **Duration:** Permanent closure
- **Risk:** Whatever was mid-transit gets cut off (violent). Portal owner knows. Might not stay closed.

7. UNIVERSAL KEY

- **Suits Required:** Coins + Swords
- **Casting Time:** Instant (touch)
- **Components:** Any lock
- **Effect:** Open ANY lock. Mundane, magical, dimensional. Nothing stays locked to you.
- **Duration:** Lock opens
- **Risk:** Some locks have guardians or alarms. Opening wrong door = big problems. Locks exist for reasons.

8. STEP SIDEWAYS

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant
- **Components:** Nearby doorway or threshold
- **Effect:** Teleport to any threshold you can see. Doorway to doorway movement. Combat mobility.
- **Duration:** Instant teleport
- **Risk:** Disorienting. Can mis-step. Doors might not lead where you think.

9. DOORWAY SENSE

- **Suits Required:** Swords + Coins
- **Casting Time:** Passive (concentration)
- **Components:** None
- **Effect:** Feel every threshold, door, portal, gateway in large area. Know if they're open, locked, warded, or active.
- **Duration:** While concentrating
- **Risk:** Overwhelming in cities. Can't filter all the information. Includes every metaphorical threshold.

10. GRAND PORTAL

- **Suits Required:** All suits + massive energy
- **Casting Time:** 1 hour (major ritual)
- **Components:** Large doorway/archway, destination focus
- **Effect:** Create massive stable portal. Army-sized. Stays open permanently. True dimensional gate.
- **Duration:** Permanent portal
- **Risk:** EXHAUSTING to create/maintain. Beacon to everything. Two-way (they can come through). World-changing. Requires constant power source.

Labyrinth Builder

TRADITION: LABYRINTH BUILDER

TRADITION OVERVIEW

"Space is negotiable. My house is bigger on the inside, and the hallways go places that don't exist."

You BUILD IMPOSSIBLE SPACES. Pocket dimensions, non-Euclidean architecture, spaces bigger on inside than outside. You're an architect of reality-bending structures.

Suits: Coins (structures) + Wands (reality warping) + Swords (spatial manipulation)

Signature Ability: Create personal pocket dimension. Expand internal space beyond physical limits (room bigger than building). Build architecture that shouldn't exist (Escher staircases).

Bonus Ability: Spatial Sense - Instinctively understand all spatial relationships. Never get lost. Always know dimensions, distances, angles. Can "feel" space like others feel temperature.

Key Mechanic: Must understand spatial geometry. Bigger/more complex spaces require more power. All spaces need maintenance or they collapse. You can trap yourself inside.

Drawbacks:

- Maintaining dimensions EXHAUSTING (constant drain)
- Can trap yourself in own creations
- All dimensions collapse if you die (everyone inside lost)
- Normal reality feels "flat" and boring
- Spatial disorientation when not in your spaces
- Risk of permanent dimensional instability
- Can forget which dimension you're in

LABYRINTH BUILDER-SPECIFIC SPELLS

These 10 spells are unique to Labyrinth Builders. Choose 1-2 at character creation in addition to your Universal Warden spells.

1. CREATE POCKET REALM

- **Suits Required:** Coins + Wands + Swords
- **Casting Time:** 8 hours (creation ritual)
- **Components:** Doorway anchor, lots of energy
- **Effect:** Create small personal pocket dimension. Room-sized space that exists outside normal reality.

- **Duration:** Permanent (with maintenance)
- **Risk:** Requires weekly maintenance or collapses. Anything inside when it collapses is lost forever. Energy drain.

2. EXPAND ROOM

- **Suits Required:** Coins + Wands
- **Casting Time:** 1 hour
- **Components:** Existing room/space
- **Effect:** Make interior larger than exterior. Small shed becomes warehouse inside. Bigger inside than outside.
- **Duration:** Permanent (with maintenance)
- **Risk:** Obvious to magical senses. Unstable without maintenance. People get confused/nauseous. Might collapse.

3. ENDLESS HALLWAY

- **Suits Required:** Coins + Wands + Swords
- **Casting Time:** 30 minutes
- **Components:** Corridor or path
- **Effect:** Make hallway loop infinitely. People walk forever without reaching end (unless you allow it).
- **Duration:** Hours to days
- **Risk:** You can get caught in it too. Must remember exit. Trapped people panic. Disorienting.

4. FOLD PATH

- **Suits Required:** Swords + Wands
- **Casting Time:** 10 minutes
- **Components:** Path between two points
- **Effect:** Fold space so two distant points become adjacent. Miles crossed in single step.
- **Duration:** Minutes (one crossing)
- **Risk:** Fold is unstable. Others might follow. Space "snaps back" violently sometimes.

5. HIDE CHAMBER

- **Suits Required:** Coins + Swords + Chalices
- **Casting Time:** 4 hours
- **Components:** Room to hide
- **Effect:** Phase room slightly out of reality. Still exists but can't be found normally. Perfect hidden base.
- **Duration:** Permanent (with maintenance)
- **Risk:** Can phase out completely (lost). Maintaining phase draining. Reality might reject it. Hard to find again yourself.

6. IMPOSSIBLE DOOR

- **Suits Required:** Coins + Wands + Swords
- **Casting Time:** 2 hours
- **Components:** Doorway
- **Effect:** Door leads to multiple places depending on conditions (who opens it, time of day, knock pattern, etc.). One door, many destinations.
- **Duration:** Permanent
- **Risk:** Confusing. Might send wrong person to wrong place. Conditions can be exploited. Maintenance complex.

7. RECURSIVE SPACE

- **Suits Required:** Coins + Wands + Swords
- **Casting Time:** 3 hours (complex ritual)
- **Components:** Defined space
- **Effect:** Space contains smaller version of itself, which contains smaller version, infinitely. Fractal architecture.
- **Duration:** Days (unstable)
- **Risk:** DISORIENTING. People get lost in recursion. Sanity hazard. Dimension might eat itself. You can get trapped in infinite regression.

8. GRAVITY SHIFT

- **Suits Required:** Wands + Swords
- **Casting Time:** 10 minutes
- **Components:** Space you control
- **Effect:** Change gravity's direction in your space. Walk on walls/ceiling. Escher stairs. Fluid spatial orientation.
- **Duration:** Hours
- **Risk:** Nauseating. Everything falls in new direction. Furniture problem. Visitors very confused.

9. OVERLAPPING ROOMS

- **Suits Required:** Coins + Wands + Swords
- **Casting Time:** 6 hours (delicate work)
- **Components:** Two existing spaces
- **Effect:** Make two rooms occupy same physical space. Both exist, different groups in each, unaware of each other.
- **Duration:** Days
- **Risk:** Extremely unstable. Spaces might merge (catastrophic). High maintenance. Reality protests loudly.

10. DIMENSIONAL COLLAPSE

- **Suits Required:** Swords + Wands + (willingness to destroy)
- **Casting Time:** Instant
- **Components:** Pocket dimension or impossible space

- **Effect:** Collapse dimensional space violently. Everything inside crushed, destroyed, erased. Trap for enemies.
- **Duration:** Permanent destruction
- **Risk:** Anyone inside dies. No escape. Might collapse wrong dimension. Backlash hurts you. Permanent scar on reality.

Liberator

TRADITION: LIBERATOR

TRADITION OVERVIEW

"Every chain has a weak link. Every curse has a counter. Every binding can be broken. And I know how."

You BREAK BONDS. Curses, magical contracts, bindings, compulsions, mind control - you end them all. You're the key that opens every lock, the voice that says "you're free."

Suits: Swords (cutting through) + Chalices (understanding connections)

Signature Ability: See all curses, bonds, compulsions, magical contracts on person/place/object. Break harmful magic affecting someone. Sever magical connections.

Bonus Ability: Unbound - YOU cannot be cursed, bound, or magically restrained. Curses slip off you. Chains open spontaneously. Magical contracts can't hold you. You're unfettered.

Key Mechanic: Must perceive the binding first. Different types of constraints have different "keys." Stronger/older magic harder to break. Breaking bonds often hurts both parties temporarily.

Drawbacks:

- Constant exposure to harmful magic (takes toll)
- See bonds/curses everywhere (overwhelming)
- Breaking bonds hurts both constrained and constrainer
- Some bonds SHOULD stay (you might free dangerous things)
- Others' pain becomes yours temporarily
- Curseworkers hate/fear you
- Can become compulsive bond-breaker (destroy healthy relationships)

LIBERATOR-SPECIFIC SPELLS

These 10 spells are unique to Liberators. Choose 1-2 at character creation in addition to your Universal Warden spells.

1. CURSE BREAKING

- **Suits Required:** Swords + Chalices
- **Casting Time:** 10 minutes to 1 hour (depends on curse)
- **Components:** Understanding of curse, physical contact
- **Effect:** Remove curse from person or object. Break hex, undo magical affliction, lift magical punishment.
- **Duration:** Permanent removal

- **Risk:** Backlash. Curse might jump to you temporarily. Some curses fight back. Original caster knows.

2. SEVER SOUL BOND

- **Suits Required:** Swords + Chalices + Wands
- **Casting Time:** 30 minutes (delicate, dangerous)
- **Components:** Both bonded parties present (or strong connection)
- **Effect:** Cut magical soul bond between two beings. Break familiar bonds, sever magical marriages, end psychic links.
- **Duration:** Permanent severance
- **Risk:** PAINFUL for both parties. Might cause psychological damage. Soul bonds exist for reasons. Both feel loss forever.

3. CONTRACT NULLIFICATION

- **Suits Required:** Swords + Wands
- **Casting Time:** 1 hour (legal + magical)
- **Components:** Contract (or knowledge of terms)
- **Effect:** Void magical contract. Break pact with entity, nullify sworn oaths, end binding agreements.
- **Duration:** Permanent nullification
- **Risk:** Other party VERY angry. Consequences from broken oath. Might owe compensation. Breaking some contracts = war.

4. EXORCISM

- **Suits Required:** Swords + Chalices + Wands
- **Casting Time:** 10 minutes to hours (depends on possession)
- **Components:** Possessed person, banishing materials
- **Effect:** Force possessing entity out of host. Break possession, expel attached spirits, end unwanted inhabitation.
- **Duration:** Permanent expulsion
- **Risk:** Entity fights back. Damages host body in struggle. Exorcised entity is hostile. Host might want the entity (addiction).

5. BREAK COMPULSION

- **Suits Required:** Swords + Chalices
- **Casting Time:** 5 minutes
- **Components:** Target under compulsion
- **Effect:** End magical mind control, break geas, free from magically-imposed behavior. Restore free will.
- **Duration:** Permanent freedom
- **Risk:** Target might not want to be freed. Sudden freedom can cause shock. Whoever compelled them knows immediately.

6. FREE THE BOUND

- **Suits Required:** Swords
- **Casting Time:** Instant to 10 minutes
- **Components:** Bound entity (demon, spirit, elemental, etc.)
- **Effect:** Release magically bound entity from servitude. Break summoning circles, end enslavement, shatter binding.
- **Duration:** Permanent release
- **Risk:** Freed entity might attack you (or might be grateful). Original binder furious. Some things SHOULD stay bound.

7. CHAIN SHATTER

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant
- **Components:** Magical or physical restraints
- **Effect:** Break any bonds - chains, ropes, cuffs, cages, prison cells. Nothing can hold people when you're there.
- **Duration:** Instant breaking
- **Risk:** No discrimination (breaks restraints on dangerous prisoners too). Guards will retaliate. Broken chains everywhere.

8. GENERATIONAL CLEANSING

- **Suits Required:** Swords + Chalices + Wands + Coins
- **Casting Time:** 8 hours (major ritual)
- **Components:** Family lineage knowledge, representatives present
- **Effect:** Break curse that's passed down family lines. End generational magic affecting bloodline.
- **Duration:** Permanent (affects all descendants)
- **Risk:** Major working. Entire bloodline feels the break. Original curse-giver (if alive) VERY angry. Backlash affects multiple people.

9. DESTINY SHEAR

- **Suits Required:** Swords + (defiance of fate)
- **Casting Time:** 10 minutes
- **Components:** Target with unwanted destiny/prophecy
- **Effect:** Cut thread of destiny. Free someone from prophecy, break fate-binding, allow choice where fate said no choice.
- **Duration:** Permanent (fate redirects)
- **Risk:** DANGEROUS. Fate fights back. Creates temporal paradox. Other prophecies might compensate. Universe finds new victim. Weavers hate this.

10. ABSOLUTE FREEDOM

- **Suits Required:** All suits + complete understanding

- **Casting Time:** 1 hour (ultimate liberation)
- **Components:** Target with multiple bindings
- **Effect:** Break EVERY magical constraint on person simultaneously. All curses, bonds, compulsions, contracts, prophecies - gone.
- **Duration:** Permanent complete freedom
- **Risk:** OVERWHELMING. Sudden freedom can break mind. Every entity/caster that bound them knows and responds. Target might not survive the liberation. Cascading consequences.

Veil Breaker

TRADITION: VEIL BREAKER

TRADITION OVERVIEW

"The world is lying to itself. Reality wears a mask. I rip it off."

You BREAK REALITY'S BOUNDARIES. The Masquerade between magic and mundane. The Veil that hides supernatural from normal. You expose truth. You tear dimensional barriers. You make the invisible impossible to ignore.

Suits: Swords (cutting through illusions) + Wands (forcing manifestation) + (willingness to break everything)

Signature Ability: Make magic visible to mundanes in area. See through ALL illusions, glamours, veils. Force incorporeal things to manifest physically. Reveal hidden supernatural beings.

Bonus Ability: Veil-Blind - You CAN'T see through the Veil anymore. You see reality as it TRULY is, always. Every spirit, every magical effect, every hidden thing is visible to you permanently. Can't unsee it.

Key Mechanic: Punch holes in reality's fabric separating magical and mundane. Each tear weakens the barrier. Can affect areas or individuals. Effects range from subtle to catastrophic.

Drawbacks:

- DANGEROUS (witch hunters, government agencies, reality backlash)
- Can't control exactly what's revealed
- Reality "fights back" against tears
- Other witches HATE you (you endanger everyone)
- Mundanes who see magic often go mad
- Can't put the genie back in bottle
- Permanent changes to local reality
- You become target for supernatural enforcers

VEIL BREAKER-SPECIFIC SPELLS

These 10 spells are unique to Veil Breakers. Choose 1-2 at character creation in addition to your Universal Warden spells.

1. TEAR THE VEIL

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant

- **Components:** Area to affect
- **Effect:** Temporarily drop the Masquerade in area. Mundanes can see magic, spirits, supernatural beings. Everything revealed.
- **Duration:** Minutes to hours
- **Risk:** Panic. Madness. Witch hunters. Other witches will stop you (violently). Can't undo. Reality scarred.

2. TRUE SEEING

- **Suits Required:** Swords
- **Casting Time:** Instant (on self) or 1 minute (on others)
- **Components:** None
- **Effect:** See through ALL illusions, glamours, disguises. See spirits and invisible things. Perceive true forms.
- **Duration:** Hours
- **Risk:** Overwhelming. Some truths shouldn't be seen. Can't unsee horrifying reality. Beauty of illusions lost.

3. FORCE MANIFEST

- **Suits Required:** Wands + Swords
- **Casting Time:** Instant
- **Components:** Incorporeal target (spirit, ghost, etc.)
- **Effect:** Force non-physical entity to become temporarily physical. Ghost becomes solid. Spirit can be touched/hit.
- **Duration:** Minutes
- **Risk:** Entity can also touch/hit back. Furious at forced manifestation. Draining. Might manifest wrong way.

4. DIMENSIONAL RIP

- **Suits Required:** Swords + Wands + (recklessness)
- **Casting Time:** 1 minute
- **Components:** Dimensional barrier
- **Effect:** Tear hole between dimensions. Create portal to other plane/dimension. Breach reality's walls.
- **Duration:** Minutes (unstable)
- **Risk:** EXTREMELY DANGEROUS. Things come through both ways. Can't control what crosses. Rip might not close. Reality damage permanent.

5. EXPOSE TRUTH

- **Suits Required:** Swords + Chalices
- **Casting Time:** Instant
- **Components:** Target with secret/hidden nature

- **Effect:** Force truth to surface. Shapeshifters revert. Hidden vampires revealed. Secret identities exposed.
- **Duration:** Instant revelation
- **Risk:** Exposed beings are desperate. Might cause violence. Can't control who sees. Truth sometimes dangerous.

6. BREAK PHYSICS

- **Suits Required:** Swords + Wands + Coins
- **Casting Time:** 10 minutes
- **Components:** Area to affect
- **Effect:** Suspend natural laws in area. Gravity optional. Light bends wrong. Time stutters. Reality rules negotiable.
- **Duration:** Minutes (reality reasserts)
- **Risk:** DISORIENTING. Dangerous. Might not restore properly. People/objects damaged. Reality scars. Gets attention.

7. SHATTER ILLUSION

- **Suits Required:** Swords
- **Casting Time:** Instant
- **Components:** Illusion to destroy
- **Effect:** Destroy any illusion violently. Glamours explode. False appearances shatter. Everyone sees what's really there.
- **Duration:** Permanent destruction
- **Risk:** Whoever cast illusion knows and feels it. Might have been protecting something. Mass panic if public.

8. UNDENIABLE PROOF

- **Suits Required:** Swords + Wands + Coins
- **Casting Time:** 30 minutes (creating evidence)
- **Components:** Magic to document
- **Effect:** Create physical, undeniable proof magic is real. Videos that work, scientific readings, evidence mundane science accepts.
- **Duration:** Permanent evidence
- **Risk:** World-changing. Starts witch hunts. Government response. Other witches will find you. Can't undo.

9. REALITY STORM

- **Suits Required:** Wands + Swords + (chaos)
- **Casting Time:** 1 minute (building)
- **Components:** Area to affect
- **Effect:** Massive Veil breach. Reality and unreality blend. Magic everywhere. Mundanes see EVERYTHING. Chaos zone.

- **Duration:** Hours (then reality heals, scarred)
- **Risk:** CATASTROPHIC. Impossible to control. Permanent local effects. Mass panic. Supernatural community response. Might break reality permanently.

10. APOCALYPSE OPTION

- **Suits Required:** All suits + willingness to end everything
- **Casting Time:** 1 hour (ritual of revelation)
- **Components:** Broadcast method, absolute certainty
- **Effect:** Drop the Masquerade GLOBALLY. Prove magic to entire world simultaneously. Undeniable, complete revelation.
- **Duration:** PERMANENT world change
- **Risk:** YOU END THE WORLD AS IT WAS. Witch hunts globally. Wars. Civilization disruption. Every supernatural being hunts you. Reality permanently changed. No going back. FORBIDDEN by everyone. This ends the Masquerade forever.

Ward Breaker

TRADITION: WARD BREAKER

TRADITION OVERVIEW

"Every defense has a weakness. Every wall will fall. Nothing can keep me out."

You BREAK PROTECTIONS. Wards, shields, defenses, fortifications - you destroy them all. You're the ultimate siege weapon. No barrier stops you.

Suits: Swords (finding flaws) + Wands (breaking through) + Coins (understanding structures)

Signature Ability: See all protections, wards, defensive magic, structural weak points. Break through magical defenses. Destroy physical barriers. Find the flaw in any defense.

Bonus Ability: Unstoppable Entry - Once per day, you WILL get through something. Choose target (ward, wall, shield, door). You breach it. Nothing can completely stop you when you commit.

Key Mechanic: Must analyze defense first (find weakness). Can breach subtly (sneak through) or violently (smash through). Stronger defenses require more time/energy. Collateral damage common.

Drawbacks:

- Destructive impulse hard to control (want to break everything)
- Sanctuary Makers HATE you (natural enemies)
- Collateral damage constant (can't break cleanly)
- Can't build anything (only destroy)
- Become the threat others need protection from
- Addicted to breaking things
- Everything looks like a barrier to overcome
- Hard to respect boundaries

WARD BREAKER-SPECIFIC SPELLS

These 10 spells are unique to Ward Breakers. Choose 1-2 at character creation in addition to your Universal Warden spells.

1. WARD COLLAPSE

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant to 5 minutes (depends on ward)
- **Components:** Target ward
- **Effect:** Destroy magical ward/protection. Barrier fails, protection ends, ward collapses.
- **Duration:** Permanent destruction

- **Risk:** Backlash from collapsed ward. Ward maker knows. Loud (everyone senses it). Whatever ward was blocking can now enter.

2. EARTHQUAKE STRIKE

- **Suits Required:** Wands + Coins
- **Casting Time:** Instant
- **Components:** Physical structure to destroy
- **Effect:** Targeted seismic force. Shake building's foundation, crack walls, bring down structures.
- **Duration:** Instant destruction
- **Risk:** Indiscriminate destruction. Can't control exactly what breaks. Might collapse building on yourself. Collateral damage.

3. FIND THE FLAW

- **Suits Required:** Swords + Coins
- **Casting Time:** 5 minutes of analysis
- **Components:** Defense to analyze
- **Effect:** Identify exact weak point in any defense. See critical structural flaw, magical vulnerability, design weakness.
- **Duration:** Knowledge permanent
- **Risk:** Some defenses designed to punish analysis. Might be wrong. Obvious you're studying defenses.

4. BREACH POINT

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant (after analysis)
- **Components:** Known weak point
- **Effect:** Strike weak point perfectly. One hit collapses entire defense. Surgical breach.
- **Duration:** Instant breakthrough
- **Risk:** Only works once. Must be precisely right. Defenders learn weak point too. Might cause chain reaction.

5. DEMOLISH

- **Suits Required:** Wands + Coins
- **Casting Time:** 1 minute (channeling power)
- **Components:** Structure to destroy
- **Effect:** Pure demolition magic. Building collapses, wall shatters, fortification crumbles.
- **Duration:** Permanent destruction
- **Risk:** LOUD. Everyone knows. Rubble everywhere. People inside die. Can't be subtle. Exhausting.

6. SHIELD SHATTER

- **Suits Required:** Swords + Wands
- **Casting Time:** Instant (reactive)
- **Components:** Active shield/barrier
- **Effect:** Break personal defensive shields. Magical armor fails, force fields collapse, protective spells end.
- **Duration:** Instant shattering
- **Risk:** Shield might explode (damages nearby). Shield owner feels backlash. Can't distinguish friend/foe shields.

7. SIEGE HAMMER

- **Suits Required:** Wands + Coins
- **Casting Time:** 10 seconds (charging)
- **Components:** Fortification to breach
- **Effect:** Massive magical battering ram. Break down doors, walls, gates, barriers. Unstoppable force.
- **Duration:** One massive strike
- **Risk:** Obvious. Exhausting. Destroys indiscriminately. Can't be stealthy. Defenders prepare.

8. BYPASS

- **Suits Required:** Swords + Coins
- **Casting Time:** 10 minutes
- **Components:** Barrier to circumvent
- **Effect:** Find way around defense. Tunnel under wall, teleport past ward, avoid barrier entirely.
- **Duration:** One passage
- **Risk:** Subtle but slow. Might be detected. Others can follow your route. Bypass might not work for everyone.

9. CATASTROPHIC COLLAPSE

- **Suits Required:** Wands + Coins + Swords
- **Casting Time:** 1 minute
- **Components:** Major fortification
- **Effect:** Total structural failure. Entire building/castle/fortress collapses completely. Nothing left standing.
- **Duration:** Permanent destruction
- **Risk:** MASSIVE collateral damage. Everyone inside endangered. Can't control falling rubble. Creates ruins. Exhausting. Others will hunt you.

10. PERFECT BREACH

- **Suits Required:** All suits + absolute commitment
- **Casting Time:** 1 hour (ultimate analysis + execution)
- **Components:** Any defense (magical or physical)

- **Effect:** Break through ANYTHING. Any ward, any fortress, any protection. Find the way and execute perfectly. Nothing can stop you.
- **Duration:** Permanent breach
- **Risk:** Uses everything you have. Exhausting. One shot. If you fail, defense is now aware and stronger. Other defenses learn from it. Makes you legendary threat (hunted).