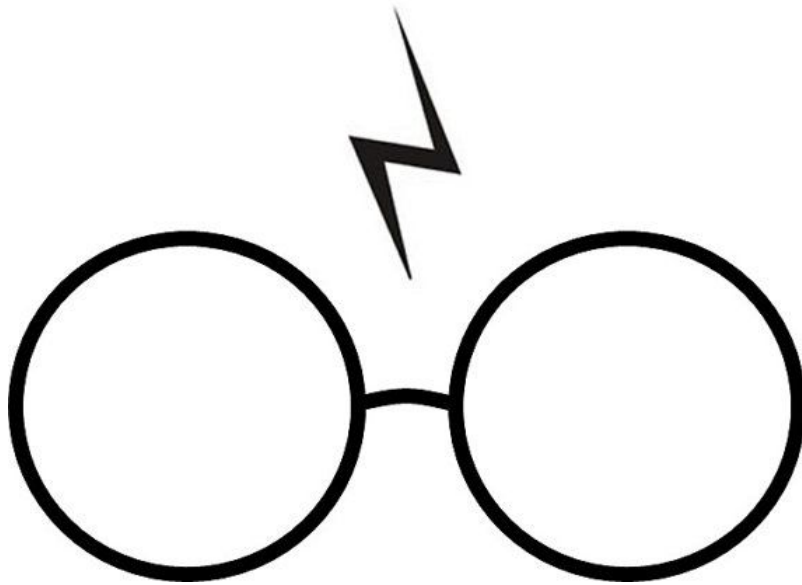


Player Handbook



Harry Potter & The Role Playing Game

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Introduction & Core Mechanic

Harry Potter & The Role Playing Game is a freeform role playing game, where you take control of a character living in the world of Harry Potter. All you need to play this game is a pen, some paper, and a set of dice – the rest is up to your imagination. If it is reasonable for your character to do something, then you may direct them to do that – to run towards evil head on and fight injustices, to run away and save yourself, or even to become the malevolent evil itself; the world really is your oyster.

Of course, in order to separate this from the games we all played as children, where actions were completed simply by claiming that it is so, this rulebook provides a framework for resolving the success and subsequent effects of the actions that you wish your character to undertake, as well as keeping track of the various abilities and attributes that your character possesses.

To this end, whenever the result of an action is uncertain, be it an attack, an attempt to persuade someone, or checking for clues, your character must rely on a 'check'. This 'check' takes into account the abilities, skills, afflictions and bonuses that your character has accumulated over their lifetime, and then adds in an element of randomness, through a dice roll, all of which are combined into a single 'check value' (or CV).

If this CV surpasses a certain minimum requirement (called the 'difficulty value' of the action, or DV) then the action is said to succeed. If you do not meet the minimum requirement, the action fails – and you may face repercussions!

But how is the DV of an action determined? This is where the Game Master (GM) comes into play. The GM is one of the players who has agreed to act as a referee for the story that the players wish to tell. The GM is the overseer of the narrative: they are responsible for describing the encounters, adventures and environments that the other players are taking part in. Though the GM controls the characters who oppose the players, the GM does not 'win' if these enemy characters prevail – the purpose of the GM is not to defeat the player characters (PCs), but to drive the story and present interesting and challenging scenarios for them to overcome.

As a corollary to this, the only completely unassailable rule in this book is that **the Game Master's judgments are always correct and final**. The GM has complete freedom to override the rules in this booklet, in the name of an interesting yet challenging story. Of course, if they have simply misread or misremembered a rule, they might self-correct when this is pointed out to them – however, in a true conflict between what the rules say and what the GM says, the GM wins every time.

Of course, this is not to say that the GM should always use this power in opposition to the players. These rules are only the basic framework upon which the GM and PCs weave their narrative – if a PC wishes to do something that is not covered in this manual, then the GM can use their power ('GM fiat') to work with the PCs to determine the outcome. Equally, if a player wants to create a PC with traits not covered in the character creation chapter, the GM may be willing to work with the PC to create the appropriate rules.

With this basic set of rules in mind, the flow of the game is rather simple:

1. **The GM describes the environment**, they may describe the sights, sounds and smells that your PCs would experience

in the situation that they find themselves in. The GM should give the basic lay of the land – the things that every person in that situation would be able to spot.

2. **The players decide what they would like to do**, they might decide that they'd like to investigate a certain aspect of the room more carefully, or they might decide to cast a spell, or hit somebody with a big stick. They then inform the GM of their final decisions
3. **The players and GM work together to resolve these actions**, some resolutions are simple ('you walk through the door', 'you drink the potion'), others may require checks and the GM thinking carefully about the success of such an action. In some 'modes of play' (i.e. combat), this resolution needs to be done in a structured fashion. Other times, it may be more fluid and conversational.
4. **The GM narrates the result of this action**, telling the players what happened and how the success (or failure) of their actions impacted the world around them.

This cycle then continues, as you build up your narrative.

Computing Checks

Computing the CV of a given check is perhaps the most important mechanic for playing this game (beyond raw imagination), so it is worthwhile to consider this in more detail.

There are three kinds of 'check' that you might be asked for over the course of playing the game:

- **Ability Check:** this is used whenever you attempt to use your internal skills and abilities to interact with the world. Leaping over chasms, interacting with a troublesome suspect or casting a spell would all fall under the umbrella of an ability check.
- **Resist Check:** this is used whenever an effect is imposed on you, and you wish to try and negate or otherwise mitigate it. Leaping out of the way of a falling boulder, gritting your teeth against a mind-control spell, or outwitting your opponent at the last second would all use a Resist check.
- **Outcome Check:** this is used to determine the effect of a given action, most commonly in the form of computing the damage caused by an attack, though you may also perform an Outcome check to determine how many people are affected by a given spell, or how much health is restored upon drinking a potion.

A check has two primary ingredients: the *roll*, and your *bonuses*.

Dice Rolls

The roll is, as you might expect, the outcome of a dice roll. A roll can occur on one of a number of different polyhedral dice: a d4, d6, d8, d10, d12 or d20, with the number simply

signifying the number of sides that the dice has (so a d6 is the usual cubic dice). You may also see the *d* preceded by another number, i.e. *nd6*. This tells you to roll the d6 *n* times. More unusual checks might call for a d100 to be rolled - this can be managed by rolling 2d10 and multiplying the result of one of the dice by 10.

Unless otherwise specified, you should generally assume that the check being asked for is using the d20 dice. This is true for all Ability Checks and Resist checks. The remaining dice are almost exclusively used during Outcome checks - weapons, spells, potions and all other effects tell you which dice to roll in their description.

Bonuses & Modifiers

Most of the time, you are not simply relying on dumb luck when taking an action, your character has some innate or learned abilities which makes them more or less likely to complete a given action. To model this, many checks use *bonuses* or *modifiers* which increase or decrease the result of the dice roll in accordance with your abilities.

For Ability and Resist checks, each character has a number of bonuses called 'Attribute Modifiers'. These numbers are derived from your character's *attributes*, the key defining traits of your character. There are 8 of these attributes: **Fitness, Precision, Spirit, Charisma, Intelligence, Perception, Power and Evil**. They typically take values between 5 and 18. A larger attribute score will give you a larger modifier in that attribute (and hence a bonus on these checks), and a smaller value can result in a *negative* modifier, making these checks harder. An Ability or a Resist check is (nearly) always specified to be a check related to one of these 8 attributes, which tells you which modifier to use.

For example, if you were attempting to escape from a ravenous Grindylow on foot, your GM would rule that this falls under the domain of your Fitness attribute. They would therefore ask for a *Fitness check*, you would then roll a d20 dice, and add on your Fitness modifier, plus any additional bonuses you might have from spells or items in your possession:

$$CV = 1d20 + \text{intelligence modifier} + \text{other bonuses}$$

The total value is called the 'Check Value' (CV). If this value meets or exceeds the limit set by the GM (the difficulty value, or DV), then you succeed on the action, and they will narrate the outcome. Conversely, if you fail the check, then the action will fail. If you fail by a significant margin, then the action will not only not happen, it might backfire on you spectacularly, and rather than blasting your opponent into oblivion, you might find yourself vomiting slugs over the school field...

For Outcome Checks, you should be informed of the additional bonuses to be added on in the description of the item or being which is leading to the check being performed. Sometimes these checks are simple numerical bonuses (a health potion might restore 2d4 + 4 health, for example), whilst other times the bonuses are also derived from your modifiers (a axe deals additional damage equal to your fitness modifier, for example.)

Using these Rules

For the most part, these rules sections provide nothing more than a list of when, how and under what circumstances you can acquire the various bonuses and penalties to plug into the above equation, although – of course – there's rather more to it than that!

Part I of this guide details with the important act of character creation: the various routes that one takes to build and then grow a character, including the playable races, character Archetypes key statistics such as Health. Part II focusses in more detail on Actions, and the outcomes of those actions, as well as a more in-depth look at the 8 character attributes. Part III focuses on Items - physical objects that you can acquire, create and use throughout your adventure. The final part, Part IV, deals with the mystical arts of magic, spellcasting and the arcane powers that reside in this world.

After the bulk of this rulebook, you will also find a large number of lists, tables and appendices. These contain a wide variety of important information that you may need along your journey, such as the exact details of the myriad spells and potions in this world, detailed descriptions of the professions and Archetypes that your character may fall into, and many other such important statistics. It is advised that you pick these parts up as you go along, rather than try and absorb all the knowledge at once.

The GM also has their own rulebook, the Game Master's Guide, which contains some rules, instructions and a compendium of information which might want to be kept secret from the players so that they can discover it along with their characters, and to prevent 'metagaming'. Players should only view this document with the GM's consent.

Part I

Characters

1: Creating A Character

The first step in playing the game is to create your own character. Your character can be whatever or whoever you want it to be – this is your story after all.

Your character is manifest in the game through your imagination, but in order to quantify the events occurring in the story, a character is formed from a mixture of several ingredients (of which imagination is a non-trivial part!), from which we can generate statistics and check values.

Before you begin, it is helpful if you have an idea of the kind of character you wish to create – your GM should tell you the rough outlines of the setting, which should help guide the type of character that will work well in the story. Do you want to play a powerfully destructive mage bent on crushing their enemies; or an investigator, pursuing the truth behind a mystery?

You should also think about the backstory of your character – what has led them to this point in their lives? Why are they going on this adventure?

Once you have a good idea of the kind of character you wish to create, follow these steps to generate you character, and record the results on the Character Sheet.

1) Choose a (sub)Species

Every character belongs to one of the Sapient races present in this world – be they a human, a goblin, or a centaur. Some of the species (notably the humans) have several "sub-species" which take into account variation within the species.

Belonging to a species confers your most basic characteristics: what do you look like? What magics – if any – do you have access to?

Some species will also find themselves having a natural aptitude for certain skills, so it can be useful to think about how best to pair up your species and archetypes. The species available, and the abilities that they possess are discussed in Chapter 2

2) Choose an Archetype

An archetype broadly defines what your character does for a living – but it is also much more than that. The archetype defines what role your character plays in the story, how they perceive and interact with others and (perhaps more importantly) what skills they can develop as they progress.

Your character receives new skills and abilities by virtue of their archetype, so look ahead and see which skills you think will be the most useful (or, the most fun!) to develop along with your character. Archetypes are discussed in detail in Chapter 4

3) Determine Attribute Scores

The 8 Attributes and 20 associated Proficiencies will be your main numerical way of interacting with the game world. These numbers encode your characters abilities. Your class and archetype will probably already have given your characters some abilities in this area, but all characters then get a choice of how to allocate some additional points.

A low score in a given attribute will have a long-term effects on your character's abilities (though they can develop with time), so think carefully about how your abilities mesh with your character's personality and archetype. A particularly shy character, you might decide, will not be very brave, and thus will have a low Willpower. Attributes are discussed in more detail in Chapter 3

4) Gather Your Equipment

Your character will probably gain some supplies by virtue of their archetype, but you will also acquire some cash, as well as perhaps the most important item in your inventory: your wand. The item system is presented in Part III.

5) Go adventuring!

At this point, you will hopefully have a fully formed character, possibly working within a party of other characters.

You will now be ready to set of on your adventure!

2: Playable Species

Different magical races have different characteristics, abilities, and affinities with different kinds of magic. Each choice of race/species modifies your attribute values by a set amount and provides a pool of extra points which you can allocate to attributes at will, and some race-specific Abilities and Skills.

It is generally impossible to switch species once a character has been created, except where it makes sense within the story (i.e. a human transitioning to a Vampire after being bitten).

Pure-Blood Human

Attribute Modifiers:

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
-1	-1	+2	+1	+0	-1	+2	+0

Base Speed: 2 metres per turn.

Attribute points: 2 extra points

Skills: 2 free skills

Typically the strongest magic users, pure-bloods find it easiest to interact with other members of the magical community, whilst struggling to stay hidden amongst the muggles. Because of their lifelong reliance on magic, most pure-bloods are not very athletic or good with their hands.

Half-Blood Human

Attribute Modifiers:

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
+0	+1	+2	+0	+1	+0	0	0

Base Speed: 2.5 metres per turn.

Attribute points: 3 extra points

Skills: 1 free skill

Not as in-tune with magic as purebloods, nor as adept at blending in as the muggle-borns, half-bloods strike a balance between the two, matching their empathy with magical power. Being a half-blood does not inherently mean only one magical parent: it is a catchall term for those with a non-trivial amount of muggle relatives in the recent past. As a result, the vast majority of magical folk are Half-bloods.

Muggle-Born Human

Attribute Modifiers:

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
+1	+0	-1	+1	+0	+1	-1	+0

Base Speed: 3 metres per turn.

Attribute points: 3 extra points

Skills: 1 free skill

Coming from a non-magical background, muggle-borns often lack in raw magical power. However, being brought up in a muggle household means that they are often adept at blending in. They are also used to getting by without magic, and will often find themselves more handy and athletic than those born into their magic.

Metamorphmagus

Attribute Modifiers:

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
+0	-2	+1	+3	-1	+0	-1	+0

Base Speed: 2 metres per turn.

Attribute points: 2 extra points

Skills: 1 free skill & *Morph*

Metamorphmagi are a rare subspecies of wizard, capable of changing their shape at will. They are differentiated from animagi in that they can only mimic humanoid forms.

Half Giant

Attribute Modifiers:

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
+2	-3	+2	+0	-2	+0	-3	0

Base Speed: 5 metres per turn.

Attribute points: 2 extra points

Skills: 1

Though rather a rare sight, the offspring of a giant and a human are not unheard of. Their magic is rather weak, but their giant blood gives them extreme strength, physical stamina and a large resistance to magical attacks. Half-giants often find it very hard to disguise themselves – both from the muggles, and from their wizarding compatriots, who regard them with suspicion.

House-Elf

Attribute Modifiers:

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
-3	+1	-2	+3	+0	+2	-3	+0

Base Speed: 1 metres per turn.

Attribute points: 2 extra points

Skills: Behind the Scenes, Wandless Magic & Apparate (Novice)

Usually overlooked by all other sentient beings, house elves are in fact mischievous and quick-witted beings, with a natural propensity for illusion magic. All house-elves are born with the innate ability to apparate, and to move unseen and unheard through large crowds. Though many house elves submit themselves to a life of subservience, those who break free – the Free Elves – often find themselves employed in professions where stealth is a requirement.

Goblin

Attribute Modifiers:

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
-2	+4	+0	-2	+5	+0	-1	0

Base Speed: 1.5 metres per turn.

Attribute points: 3 extra points

Skills: Wandless Magic, Golden Touch & Spellbinder (Novice)

Goblins are highly intelligent non-humans, living alongside the magical world. Though viewed by many as inferior to their wizard brethren, Goblins are often far more powerful than humans expect, able to perform feats of magic without the use of a wand. They are expert artificers, able to create artefacts and imbue them with immense powers. Goblins are also adept at the use of warding magic, with their most powerful work being displayed in the security systems at Gringott's Bank. Goblins find it difficult (though not entirely impossible) to interact with the non-wizarding world.

Half-Veela

Attribute Modifiers:

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
+0	+1	+1	+3	-1	-4	-2	+2

Base Speed: 2 metres per turn.

Attribute points: 2 extra points

Skills: Fury's Visage and 1 free skill

Inheriting the enchanting beauty of the Veela, and the magical ability of humans, the half-Veela are often able to charm their way through most interactions, having a natural affinity for magic which persuades and influences others. When this does not work in their favour, however, they can call upon the Fury, transforming into a demonic form and possessing the ability to throw fireballs at their foes.

Werewolf

Attribute Modifiers:

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
+2	+0	+4	-2	-1	-1	-1	+5

Base Speed: 3 metres per turn.

Attribute points: 2 extra points

Skills: Wolfblood, Wolfmoon & Corrupted Blood

A werewolf is a human who has been afflicted by lycanthropy. At the full moon, a werewolf forgoes their human form, and takes the form of a monstrous wolf. They become a mindless killing machine, immeasurably strong and almost immune to magic, the beast within is a terrifying monster. The wolfblood dampens the magical abilities of the wizard, but gives them an increased resistance to magic in return.

Vampire

Attribute Modifiers:

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
+0	+0	+5	+3	-2	-4	+3	+7

Base Speed: 2.5 metres per turn.

Attribute points: 2 extra points

Skills: Vampiric Drain, Night's Child & Corrupted Blood

The corpse of an infected human, inhabited by an ancient, malevolent spirit, a vampire is a creature of the night. Vampires possess a great affinity for the dark arts, but are mortally afraid of the sun. Subsisting only on the blood of humanoids, vampires are feared and hated by all. Vampires often possess astonishingly powerful magic, but popular legends often educate mortals on their weaknesses.

3: Main Attributes

Attributes are the defining characteristics of your character. They enumerate how strong willed, how athletic and how popular your character is. These characteristics in turn define how good your character is at certain skills – a character with a large willpower, for instance, will be good at combat magic, whilst a character with a low Fitness would find themselves unable to run away from threats!

Fitness (FIT):	The measure of the physical capabilities of a character, as well as their general health.
Precision (PRS):	A being's ability to execute actions with delicacy and precision. Picking pockets, hiding and ranged attacks require finesse to execute properly.
Spirit (SPR):	The internal strength, bravery and conviction of a being. Typically considered the defining characteristic of Gryffindor House.
Charisma (CHR):	The ability of a leader, and those who influence others. A trait typically associated with Slytherin House.
Intelligence (INT):	A measure of analytical ability, memory and ability to assimilate new information. Typically considered the defining trait of Ravenclaw House.
Perception (PCP):	Awareness of the world outside a being's own head – spotting a hidden tripwire, or the detection of other's emotions. Often going hand in hand with a kind and compassionate soul, perception is considered the defining trait of Hufflepuff House.
Power (POW):	The amount of raw magical power a being can wield. Not always a substitute for slyness and inventiveness, however.
Evil (EVL):	A measure of a being's depravity, its lack of care for human life. A being with a high Evil stat is one to be feared.

In addition to these 8 high-level attributes, there exist a number of specialised domains within most of them. These are known as *Proficiencies*. These, along with a more in-depth discussion of the actions associated with each of the attributes, are discussed in more detail on page 17.

Determining Abilities

Perhaps the most important part of Character Creation is determining the attributes of your character. This is done by rolling a 2d6+2 ten times. This gives you 10 numbers between 4 and 14. You may then allocate 7 of these numbers to your non-EVL attributes at will. EVL defaults to zero at character creation.

Generally speaking, you will want to allocate the largest of

these values to the attributes which your character will rely on the most – so a powerful magical warrior will get the largest values allotted to SPR and POW, whilst a seer would get larger values dedicated to PER.

Health & Fortitude

Having determined your character's baseline attributes, we may now begin to see how this affects values relevant to gameplay – namely, the Health and Fortitude of your character.

Health

Health is the physical status of your character: attacking a character lowers their health, and when the health points (HP) of a character reach zero, that character acquires the *Critical Condition* status. If this is not rectified quickly, the character will quickly perish.

There are three statistics associated with your Health: your *Current Health*, your *Maximum Health* and *Temporary Health*.

The current health is enumerated through your Health Points (also known as Hit Points), this is a number between 0 and (usually) your Maximum Health statistic, which is the maximum amount of health and vitality that a being intrinsically possesses. You lose HP when you take damage, and regain it when you heal, either naturally or through magical or mundane medicine.

You may also occasionally encounter effects which give temporary boosts to your maximum health, which is sorted into *Temporary Health*. Your HP may only ever exceed your Maximum Health when you are under the effect of such an effect. Your HP is therefore always limited to be between 0 and the sum of your maximum health and your temporary health.

If an effect which provides you with temporary health wears off whilst your HP exceeds your maximum health, you must reduce your HP to satisfy the current HP ceiling. However, with most effects, if your HP is below the ceiling, then you do not alter your HP when your ceiling falls.

Your maximum health points are determined by your character archetype - each archetype gives a starting max HP, and then an amount by which to increase it each level. In addition, if you possess the *Vitality* proficiency, your health increases more rapidly by giving you check-advantage on HP-increasing rolls.

Fortitude

Fortitude is a character's ability to concentrate, which is necessary to cast spells and other feats or great mental prowess. Such actions take effort, and a character's fortitude points (FP) will be slowly eroded by engaging in such mental effort.

When your FP reaches zero, your mind is exhausted, and so you will no longer be able to engage in such complex actions. Some effects which previously effected only your Fortitude will begin to effect your health

As with health, you have three statistics associated with for-

itude: *Current Fortitude*, *Maximum Fortitude*, *Temporary Fortitude*. These follow the same rules as their Health counterparts.

The Maximum Fortitude is, as with HP, grown in conjunction with your Archetype. If you possess the *Logic* proficiency, your mind can be trained more easily, giving you check-advantage on FP-increasing rolls.

Other Statistics

In addition to your HP and FP, there are a number of other statistics that impact your character and control how they interact with the world.

These statistics include:

- **Base Speed**

This is determined by your choice of species and the *Mobile* skill. Determines how fast you move in combat

- **Proficiencies**

In addition to the proficiencies mentioned above, you also may want to keep track of the weapons and tools you are considered proficient in.

- **Block**

One of two *Instincts* used to set the DV of accuracy checks. Value set to 10 + Fitness modifier.

- **Dodge**

The other *Instinct*. Value is 10 + Precision modifier.

- **Spellcasting Bonuses**

Wizards have different abilities in each of the schools of magic, and their associated Disciplines. You need to keep track of your abilities in this field.

- **Spell Power**

Determines the DV of resist checks for spells that you cast. Value is 8 + Expertise bonus + POW modifier.

The usage of these statistics, and the role they play in the game, is discussed in more detail in the relevant sections below.

4: Character Archetype

Whilst your character is a unique individual, an adventuring soul destined for greatness, most questers find themselves falling into one of many *archetypes* – are they the headstrong hero who needs to learn humility? The academic who's quest for knowledge has led to unforeseen consequences, or the plucky underdog trying to quit their life of crime?

The archetype (also known as the *class*) of your character is a way of formalising these character types. The role of your character is more than simply the job they perform, it is the prism through which they see the world – it guides their very essence, how they perceive themselves and others. The Archetype of a character therefore has a drastic impact on the roleplaying aspect of the game.

As well as informing what kind of person your character is, the Archetype serves to provide them with some unique skills (*Features*) that they acquire as they progress through the archetype. Each time they level up, their archetype abilities increase in power. Your choice of path also provides you with information about the character's starting equipment and any proficiencies they may already have.

Most (though not all) Archetypes have multiple paths that can be followed, to further differentiate between characters, these are known as 'subtypes', or 'subclasses'. The Archetype descriptions provide you with instructions on the available choices and when you must make such a choice.

The commonly used Archetypes are as follows:

Archetype	Subtypes	Description
Acolyte	-	A follower of a higher power, gaining additional powers through their service.
Artificer	Potioneer Enchanter Mechanist	A person trained in the delicate arts of creating and producing new items.
Auror	-	A dedicated warrior-investigator, who seeks out evil and brings it to justice.
Berserker	Noble Savage Primal Warrior Mystic Champion	A warrior who relies on a burning rage to negate harm and bolster their physical or magical power.
Druid	Asteria Dryad Nymph Satyr	A person dedicated to some primal aspect of nature, earning nature-related powers and gifts.
Outlaw	Thief Assassin	Someone who works outside the law, a trickster, not bound by conventional ideas of how to behave.
Scholar	-	Someone dedicated to knowledge, delving deep into the inner mysteries of the universe.
Warrior	Way of the Blade Way of the Shield Way of the Wand	A powerful fighter, trained in all forms of combat. They excel in kicking ass, and taking names.
Zealot	-	Someone who has dedicated themselves to some personal quest. Their single-minded devotion gives them unprecedented control over their own bodies.

Students

Characters who are students, however, are much less likely to know what their roll in life is yet. They are much more likely to be defined and shaped by their school environment, so there are four special Archetypes, dedicated to the 4 Houses at Hogwarts. Note that these 4 Archetypes only have 3 levels of features, so these classes are intended only to be used as introductory Archetypes, until the students are able to decide for themselves what they wish to dedicate their lives to.

Only human wizards (muggleborns, halfbloods and purebloods) may take these Archetypes, as Hogwarts does not (yet) accept non-human students.

Archetype	Description
Gryffindor	The house of the noble and the brave. Prize a high Spirit score.
Hufflepuff	The house of the kind and the dedicated. Prize a high Perception score.
Ravenclaw	The house of the smart and the wise. Prize a high Intelligence score.
Slytherin	The house of the charming and ambitious. Prize a high Charisma score.

Detailed Information

Each Archetype has a detailed entry in the Archetype List, found in the appendices, starting on page 87. When playing a character, you should have the Archetype Entry close to hand so that you may refer to it. You don't want to forget about the abilities that it provides!

Initial Archetype

When starting the game, you should choose your initial Archetype. For games that start out with the PCs as students at Hogwarts, this will probably involve picking a house. You may choose a house by determining which of your SPR, PCP, INT or CHR scores are highest and allowing this to 'sort' you, or you may simply ask the Sorting Hat to place you in a given house.

Your initial class will give you your 'starting statistics', such as your Initial HP and FP. This is detailed in each archetype entry. In addition, your initial Archetype determines what items and spells you start the game knowing.

Starting Equipment

Each archetype details a basic set of equipment that you can assume your character has in their possession at the start of the game.

For Hogwarts students, this is typically standard student garb, a wand and a handful of basic supplies. For 'professional' Archetypes, it represents the standard tools of the trade. Your GM might also allow you to pick up an extra item, or swap out one of the prescribed ones for one which better fits into your character's backstory.

The most important item is your magical wand (if you are a species that can use one!). To determine the composition of your wand, roll on the Wand Table, as shown on page 37.

Starting Spells

At the start of the game, all characters are given a number of spells that they have 'memorised', and can begin to use immediately. This is typically determined by choosing a number of spells from the 'Starting Spells' table, presented below:

School	Discipline	Available Spells
Charms	Elemental	Create Fire, Create Water, Gust, Contact Shock
	Kinesis	Levitation, Mage Hands, Mark Surface
Divination	Telepathy	Assist Ally, Induce Anxiety
	Temporal	Identify Object, Receive Omen
Illusion	Bewitcher	Glamour, Aura of Kindness, Throw Voice
	Psionics	Piercing Wail, False Friendship
Malediction	Hexes	Knockback Jinx, Rainbow Sparks, Sting
	Curses	Confound, Curse of the Bogies
Recuperation	Healing	Minor Healing, Boost Health
	Warding	Force Shield, Silent Step
Transfiguration	Alteration	Change Colour, Transmutation
	Conjuration	Prank, Conjure Flowers, Silver Shield
Dark Arts	Necromancy	-
	Occultism	Blood Pacts

that archetype, not your total character level. Our 6/5 Warrior/Acolyte is a level 11 character, but only has access to Level 6 Fighter features, and so on. Abilities such as your available spells and your Expertise bonus are determined by your total character level.

If you are playing a student character, you may not multiclass into a different House. Equally, a non-student may not multiclass into a House.

You may multiclass as many times as you like – though you will find yourself with considerably fewer abilities than a character who has stuck with a single archetype.

Multiclass Equipment

Note that the equipment detailed in each archetype is the *starting* equipment. If you multiclass, however, you do not automatically acquire these items, except where it makes narrative sense.

Multiclass Proficiencies

Each Archetype provides an initial set of proficiencies that you gain when you start down that path, both attribute proficiencies (i.e. Persuasion), and weapon proficiencies.

When you multiclass, however, you do not gain all of these abilities. You take all proficiencies which you are directly told to take, however when a choice is presented, you must take fewer than directed. For every subsequent multiclass, you take 2-fewer proficiencies from the pool than directed (min 0).

Multiclassing

Although it is perfectly possible to progress with only one archetype, sometimes you might want to dip your toes into another set of abilities. This is called *multiclassing*. Whenever you next level up, you may decide to take a new Archetype. Rather than increasing your level in your current Archetype, you may instead choose to become a Level 1 in a new class. In an ideal world, this should only be done because of a profound change in either the character, or their circumstances.

For example, a Level 6 Warrior might decide, after their ordeal at the hands of an evil cult, to dedicate their life to eradicating all cults everywhere. This all consuming quest means that they decide to swear fealty to a powerful being and become an Acolyte. Next time the character progresses, she becomes a Level 6 Warrior/Level 1 Acolyte. They may decide to focus on their Acolyte abilities until they are a level 6/5 Warrior/Acolyte – at which point they may take another level in Warrior. You do not necessarily abandon your original archetype.

The sum of your archetypes should simply be the total character level (and it is this character level that determines when you next level up).

Your abilities in a given archetype are based on your level in

5: Character Progression

Each character has a 'level' associated with them, which denotes how far your character has progressed, and how powerful they are. Levelling your character is key to progressing: it unlocks new skills, boosts your attributes, and gives access to new spells. A higher-level magic user is a stronger magic user. A stronger magic user is less likely to get eaten by a passing beast, which is generally considered a good thing.

Experience

Increasing the level of your character ('levelling up') is achieved by accumulating experience. To progress from level 1 to level 2, you must accumulate 100 experience points (EP). When your character reaches 100EP, they ascend to level 2, and the counter is reset. To go from level 2 to level 3 you need to acquire another 200 EP, and so on and so forth. The EP needed to go from level x to $x + 1$ is calculated from:

$$EP_{x \rightarrow x+1} = 100x$$

Experience is gained by completing actions and defeating enemies. Experience is awarded for completing difficult actions such as casting a spell, mixing a potion, defeating an enemy in combat, or convincing someone to give you something. The GM will instruct you to roll a dice, and you will gain that much experience from completing the action.

The dice you roll (and hence the amount of experience you gain) from such an action depends on your proficiency in that skill. For instance, a first year student gains far more knowledge and experience from casting wingardium leviosa than a seasoned auror does. Hence, as you progress, you will learn less experience from trivial actions.

As a rough guide, performing an action (such as casting a spell) which is of the same proficiency level as you are will get a 2d20 roll, using one level below your proficiency is a 2d12, and so on:

Relative Proficiency	Experience Roll
Same level	2d20
1 level below	2d12
2 levels below	2d8
3 levels below	2d6
4 levels below	2d4

For example, a character with the Adept Battlemage (combat magic) skill would roll a 2d20 for successfully casting the Impediment Jinx (an adept level combat spell), whilst if they were an Master Thaumaturge (transfiguration), they would only get to roll a 2d8 for casting an Adept transfiguration spell, as this is 2 levels below Master.

Experience is only awarded when an action is truly successful (i.e. a spell has to hit its target, as well as be successfully cast).

Levelling Up

When your experience reaches the requisite amount, you may choose to rest and muse on what you have learned from your experiences, triggering the level-up process. You may only do this if not facing life-threatening injury -- levelling up cannot heal a broken leg!

When you level up, you make the following changes to your character:

- Increase character level by 1, and reset EXP counter to zero (you may carry any excess EXP over)
- Increase Archetype level by one **OR** choose a new archetype (see multiclassing rules on page 12). Add any new Features you gain at this point.
- You may choose one of the following:
 - Increase an attribute by 2, or two attributes by 1
 - Choose a new Skill, if you meet the minimum prerequisites
- Calculate new HP and FP ceilings
- Reset HP and FP to maximum
- Reset spell-learned counter

Other Changes

The GM may also decide that, during the normal course of play, you have done something that warrants a permanent bonus or penalty -- be it something you have learned from extensive practice, or a gift from some higher being -- the GM will grant you a bonus to your Attributes or Proficiencies. This will probably most commonly be used to penalise players for immoral actions -- by increasing their EVL level.

Skills

Skills are learned abilities that your character picks up along the way. They range from the mechanical (i.e. *Ambidextrous*, which allows your character to use both hands without penalty, and to dual-wield weapons with ease), to the magical (i.e. *Animagus*, which allows you to take on the form of an animal).

They can be learned either by levelling up or given as gifts by external devices. Some skills may be taken multiple times, which increases the bonus provided by the skills.

The full list of skills is found on page 118.

Prerequisites

Some skills list a minimum ability score, or other threshold that your character must possess before they take that skill. If you do not meet the threshold, you cannot take the skill, unless you are provided it by external means.

Part II

Actions and their Consequences

6: Performing Checks

In general, when you want to perform an action, simply tell the GM what you wish to do.

If it is a simple action – for example, “I walk to the shop”, then the action is completed with no further involvement. More complex actions may require a ‘check’ to be performed, to determine their success: inform the GM of what you want to do, and the GM will tell you what check to perform.

Usually, every action you wish to perform falls into the domain of one of your 8 character attributes (where there is ambiguity, the GM’s word is final). The a check to jump over a ravine, for example, would be an Fitness check, whilst a check to remember the ingredients of a potion would be an Intelligence check. Having a higher attribute score in the relevant field will make your check more likely to succeed, via the *Modifier* associated with that attribute.

As always, the GM has the authority to override these general guidelines, if it is suitable to do so. For more detail on how to calculate a check, see page 3.

Dice

For almost every action, you will use the 20 sided dice (d20) as the basis of the check. You roll this dice once, and use the first value.

The most notable exception to this general rule is: **damage checks**, which are used to determine how much damage a given attack or event inflicted.

If the value of a dice is roll indeterminate, or the dice falls off the table, it is usually best to perform the check again: though you may form your own conventions as to the etiquette in such situations.

Modifiers

If the GM has assigned the check to one of the Attributes, you then modify the dice roll value by the various bonuses that your character has.

The primary way to do this is through using the *attribute modifiers*. These are 8 values associated with each of your 8 attribute scores. When asked to perform a check associated with, for example, the Precision attribute, you add your Precision modifier on to the d20 check.

The modifier is calculated using the following formula:

$$\text{attribute modifier} = \frac{\text{attribute value} - 10}{2} \text{ (rounded down)}$$

Given that an attribute value of 10 is considered ‘average’, the attribute modifier is a way of quantifying “how much better than average are you at this specific skill?”

For example, a Level 5 Auror wants to try and convince a ne’er-do-well to reveal the location of their boss. The GM directs her to perform a Charisma check to convince the target. The auror has a Charisma value of 15, which corresponds to a +2 bonus. After rolling a 12, the total value for the check is 14, which the GM reveals was insufficient to persuade the target.

Value	Modifier	Value	Modifier
0-1	-5	10-11	+ 0
2-3	-4	12-13	+ 1
4-5	-3	14-15	+ 2
6-7	-2	16-17	+ 3
8-9	-1	18-19	+4

Expertise & Proficiencies

Expertise Bonus

As a character grows and learns, they find certain skills that they excel in. The base level of expertise possessed by the Chief Warlock of the Wizengamot is significantly larger than that of a first year Hogwarts student, even on tasks they have never faced before. When faced with a check in a field in which you are an expert, you are significantly more likely to succeed.

This is quantified through your *Expertise Bonus*. This is a single number that you may add to checks in areas which you are considered *proficient* in. For most characters, the proficiency is calculated from your total character level in the following fashion:

$$\text{Expertise bonus} = \frac{\text{Character Level}}{4} + 2 \text{ (rounded down)}$$

Some Archetypes, however, grant extra expertise bonus, and as such, deviate from this formula. The table representing each class-overview gives the Expertise bonus that class has at a given level.

Proficiencies

There are many areas in which one can be considered *proficient* - including the use of wands, weapons, tools and armour. In addition to this, seven of the eight Character Attributes can be broken down into several specialised subdomains: **proficiencies**. Being proficient in a domain means that, when a requested action falls into that field, you may add your proficiency bonus to the resulting check.

The proficiencies are:

- Fitness:** Speed, Strength, Vitality
- Precision:** Acrobatics, Chicanery, Stealth
- Spirit:** Conviction, WillPower
- Charisma:** Deception, Performance, Persuasion
- Intelligence:** Arcane, History, Logic, Nature, Research, Un-nature
- Perception:** Empathy, Investigation, Observation
- Power:** Intimidation

Your GM may therefore ask for a *Stealth* check, which is to be interpreted as a Precision check with the Expertise bonus added if you posses the Stealth proficiency. If you are not proficient in Stealth, you simply perform a base Precision check.

The character sheet provides slots to record your total modifier for each of the listed proficiencies, for ease of use.

Unusual Uses

Generally speaking, the proficiencies are associated with their parent attribute - so Speed will usually be added on to a Fitness check. If you are not told otherwise, you should always assume this is the case.

However, in certain circumstances it makes sense to cross the borders. For example, if you are attempting to intimidate someone, this is usually associated with the *Power* attribute, but if you are threatening them with physical violence, you might be asked for a “Fitness (Intimidation)” check. You might also be asked for a “Charisma (Intimidation)” check if you are bluffing and pretending to be more powerful than you are.

In this case, you use the modifier of the new parent, and add the proficiency bonus if applicable.

You are always allowed to ask the GM if a proficiency applies to a specific check, even if the proficiency was not explicitly asked for – but they are always within their rights to refuse!

Other Proficiencies

In addition to the proficiencies associated with attributes, you may also be considered proficient in the use of various classes of weapons, and special tools. There are also some proficiencies with unusual or more nebulous domains– for example the *Muggle-Lover* skill grants you proficiency in muggle-related checks, and archetypes often grant proficiency in certain spell disciplines.

As with the attribute-proficiencies, being proficient in an area means that you may add your Expertise bonus to the associated checks.

Weapon-proficiencies explicitly allow you to add the bonus to the *accuracy* check, not to the damage check. Some tools also give additional abilities with proficiency in them, as stated in the item description.

Multiple Proficiencies

Occasionally, you may encounter scenarios where you may apply your Expertise bonus multiple times. For example, a character with both the *Muggle-Lover* skill and the *persuasion* proficiency attempts to persuade a muggle of something. However, you may only add your Expertise bonus once per check, unless a mechanic explicitly mentions that the bonus is doubled, or halved.

Success & Failure

After the GM has decided which ability is relevant to the task a character is trying to perform, an ability check is made. The result a single number – the result of a dice roll and your modifiers and bonuses. This value is the *Check Value* (CV). It is now time to ‘resolve’ the check, and decide if the action was successful or not.

The GM assigns the activity a *Difficulty Value* (DV). The more difficult a task is, the higher the associated DV.

Task Difficulty	Description	DV
Very Easy	An everyday task that anyone could be expected to carry out first time.	5
Easy	A simple task that has only a small chance of failure.	10
Moderate	A task that a normal person might require a few tries to get right	15
Hard	A task that a normal person could not carry out without specialist training	20
Very Hard	A task that even a trained expert might struggle to complete.	25
Legendary	A task that perhaps one person alive could actually complete.	30

If the CV meets, or exceeds, the assigned DV then the action is successful and the GM will describe the effects of the action. If the CV is less than the DV, the action fails.

Many GM's accept that a check which rolls a 20 on the d20 ('nat 20'), if the action succeeds, is said to be a 'critical success', and may have positive effects beyond the intended, regardless of the associated modifiers. If the check was an attack, for instance, it is considered a critical strike (page 30).

Contests

A subset of actions are those in which the difficulty is not assigned by the GM, but by a check performed by another being. Such an action is termed a *Contest*. For instance, when trying to detect a being trying to stay hidden one character performs a Stealth check, whilst the other performs an Observation check. These two values are then compared directly - if the Sneak exceeds the observation, the being is hidden and vice versa.

When the GM assigns a DV, a check which meets the DV results in a success. However, in a contest, usually only one can 'win'. Therefore, **the status quo is maintained on a draw**. If the stealth check equals the observation check, and the being is already hidden, then it remains unspotted. If, however, it was trying to become hidden from a being which could perceive it, then the status quo is preserved and it is not hidden.

Check Advantage

If you have the status effect *Check Advantage*, or are otherwise granted this ability on certain checks, then you may perform checks twice – and take the largest value. This decreases the likelihood of a negative outcome, and increases the likelihood of a positive one.

Conversely, a *Check Disadvantage* requires you to perform a check twice and take the lower of the two values.

Check-Advantage and Check-Disadvantage compound each other, to a limited extent. If a character already possesses check-advantage, and gets a second separate effect which also gives them check-advantage, then they are in a state of 'super-advantage', in which case you roll three dice, and take the highest. Equally, two disadvantages compound into super-disadvantage.

A disadvantage layered on an advantage cancel each other out, and a disadvantage on a super-disadvantage reduces it to normal.

However, more than two buffs in either direction have no additional effect. 10 disadvantages and 11 advantages are treated as 2-against-2 (i.e. a normal roll), as are 3 advantages against 10 disadvantages.

Use the following table for reference:

# Disadvantages	# Advantages		
	0	1	2+
0	Normal	Advantage	Super Advantage
1	Disadvantage	Normal	Advantage
2+	Super Disadvantage	Disadvantage	Normal

For (dis)advantages to compound, they must arise from totally different sources - drinking two potions which both provide Advantage will not give super advantage, but being invisible *and* drinking a potion would.

Working Together

Occasionally two or more characters might decide that, together, they have a better chance of succeeding in a given task, and can work together. A character may only help if they could perform the action themselves (so you could only help pick a lock if you also had proficiency in lockpicking tools), or if you can provide a reasonable justification for how you are helping the action succeed (an untrained individual could help an engineer fix an engine by passing them tools, and holding a flashlight, for example).

When working together like this, the character with the highest relevant modifier performs the check with check-advantage.

Sometimes, you might need to complete a task where the entire group needs to succeed, but the group may help each other – for example, if the entire group needs to jump across a ravine, or if the entire group is searching for a single hidden item. The GM may decide on the most appropriate course of action, but a general first-start is to ask all members of the group to perform the check – if at least half of the group succeed, the entire group succeeds.

Multiple Attempts

Sometimes, after an action fails, a character may want to try again immediately. This is generally to be discouraged - it makes the game less fun if everyone is just waiting for Mike to (finally) roll a 20.

A general rule is that you can't repeat an action until there is a material change in circumstance that might alter the outcome. This doesn't usually apply in combat as you are sacrificing your other combat actions each turn cycle to try anew.

Outside of combat, however, the GM may make allowances for multiple attempts. This will most commonly occur if you have some finite resource that you are burning through. If you only have 3 fragile lockpicks, there's no particular harm in giving you 3 attempts at opening the door.

If, however, a character is attempting to 'spam' a check – i.e. just keep rolling the dice until they succeed, and it makes enough narrative sense that the GM doesn't overrule it, then they instead ask you to roll a d100 on the table found on page 122, which will determine the number of failed attempts.

Using Each Attribute

Almost every task a character attempts falls into one of the 8 abilities. In this section, the kinds of actions associated with each Attribute, and the encapsulated proficiencies is elaborated on in more detail.

Fitness

Fitness measures your ability to exert yourself physically.

A Fitness check will be required almost every time a being attempts to do something more strenuous than break into a light jog, or lift a heavy backpack. It is used to run, jump, swim and climb, as well as wielding heavy weapons and beating down doors.

Speed, *Strength* and *Vitality* checks generally fall under the Fitness umbrella:

Speed: A Fitness (Speed) check is used in situations where you need to act and move quickly, or to exert an explosive burst of speed, such as fleeing from a ravenous beast or running down an escaping prisoner.

Strength: A Fitness (Strength) check is needed whenever you utilise the raw power of your muscles. For example:

- Attempting to break down a locked or jammed door
- Wrestling a beast's jaws shut to prevent it from biting others
- Move an extremely heavy object
- Break free of restraints

Vitality: Your Fitness (Vitality) check measures the physical well-being and fortitude of a character. A higher value means you can stave off the effects of starvation, exhaustion and resist the effects of diseases and poisons. Vitality is mostly a passive ability, and hence will most commonly be used in the form of Resist checks to evade the harmful effects of the environment of malicious acts.

Melee Weapons

In addition, Fitness is used as the primary attribute for most melee weapons and hand-to-hand combat. The Fitness modifier is therefore added to the Accuracy and Damage rolls for weapons such as clubs, swords and battleaxes.

Precision

Precision is the measure of a being's ability to perform acts with precision and care, and to maintain balance and poise. It also measures your ability to work with your hands - to craft intricate items, tie secure knots or steer an out of control vehicle.

The *Acrobatics*, *Chicanery* and *Stealth* proficiencies measure a being's aptitude in certain types of Precision checks.

Acrobatics: A Precision (Acrobatics) check is used whenever a being's balance is called into question, such as maintaining

balance on a rocking boat or slipping on an icy floor, as well as for more extravagant feats such as rolling, flipping, diving and somersaulting.

Chicanery: Chicanery is the trickster's and the thief's domain: a Precision (Chicanery) check will be called for whenever you try to use duplicity, trickery, distraction or slight of hand to achieve your goal.

Stealth: A stealth check is used whenever you wish to remain hidden, and is the primary check used for the Stealth mechanic discussed on page 30. In addition, you may be asked for a Precision (Stealth) check to hide an object away from prying eyes.

Ranged Weapons

Most ranged weapons use the Precision modifier to reflect the accuracy of the wielder. Some melee weapons which are classed as 'elegant', such as rapiers, also use Precision for their accuracy check. In both cases, the Precision modifier is added to the associated accuracy and damage checks.

Spells

Some spells rely on careful manipulation and high levels of precision and control: these spells belong to the *Kinesis* and *Alteration* disciplines. Spells belonging to this school use the Precision modifier to perform Casting and Accuracy checks.

Spirit

The Spirit of a character is a measure of their internal strength. Spirit checks are used to maintain order in your own mind, or to project that inner strength outward to dominate others.

The *Conviction* and *Willpower* proficiencies measure your ability at certain types of Spirit checks.

Conviction: A Spirit (Conviction) check is used whenever something attempts to sway a tenet of your character - whether someone is trying to tell you that a deeply held belief is false, to persuade you that your idea is bad, or to magically influence your thoughts. Conviction measures how strongly you hold to your fundamental principles.

Willpower: A Spirit (Willpower) check is used whenever a being needs to have control over their own mind:

- Enforce defences around their mind to repel intruders
- Withstand the effects of mind-altering spell
- Use magic which dominates the minds of others
- Withstand terror and stand brave in the face of danger

Spells

Spells which rely on projecting your force of will, and an iron control of your mind use the Spirit modifier for their casting and accuracy checks. Such spells include those in the *Psionics*, *Conjuration* and the *Hexes* discipline.

Passive Endurance

Your *Passive Endurance* is a base level of endurance that every being has when they are not even aware they are actively resisting anything.

If an effect is inflicted on you when you are not specifically expecting it, or searching for it, then the *passive* score is used. This can also be used by the GM to keep the fact that an enemy is influencing your mind, for example. The passive Endurance score is calculated from the 'average' dice roll, plus the usual bonuses for a Spirit (Willpower) check.

Therefore it is calculated from a score of 10, plus the usual bonuses. If a being has advantage or disadvantage, you add or subtract 4 from the score. If you have super-advantage or disadvantage, you add or subtract a further 2.

Charisma

Charisma is the social attribute - it measures a being's ability to interact with others with confidence, eloquence and panache. A high-Charisma being is perceived by others as charming and friendly.

A Charisma check will be called for on almost all social interactions beyond basic introductions, services and general 'how-do-you-do's. For a forthcoming individual, you may only have to ask the right questions to get the information or services you desire with no check needed, but for the more recalcitrant, you must succeed on a Charisma check to get what you want.

The Charisma domain is divided into three proficiencies: *Deception*, *Performance*, and *Persuasion*.

Deception: A Charisma (Deception) check will, as the name suggests, be called for whenever you attempt to tell a convincing lie, or otherwise mislead an individual. Manipulate both your voice and your body language to give a false sense of honesty and truth to waylay the authorities, cheat an opponent out of some money, or bluff your way past a guard.

Performance: A Charisma (Performance) check is used whenever a being puts on an act to delight and impress an audience with their skills or stage presence. Performance is a form of *Deception*, with the difference usually being that the purpose is to inspire, delight or entertain, rather than mislead.

Persuasion: A Charisma (Persuasion) check measures the ability of a being to sway others with convincing arguments, charm, and social know-how. Generally used in good faith to convince a neutral party to take a side, to persuade a guard to let you past, or to negotiate a better price for an item.

Spells

Spells which belong to the *Bewitchment* discipline rely heavily on subtly altering and influencing a being's Perception of reality. These spells use the Charisma modifier for their casting and accuracy checks. In addition, the *Occultism* discipline relies on persuading extradimensional powers to listen to you, and so also use the Charisma modifier.

Intelligence

Intelligence is a being's innate mental capacity, their memory, their ability to reason and logically deduct as well as encompassing their prior education and learning.

An Intelligence check will be called for whenever a character attempts to assimilate new information, or recall information they have previously used. It may also be used to solve riddles, use logic to deduce where an item might be hidden, and so on.

As Intelligence is a wide and somewhat nebulous field, there

are a number of proficiencies under this umbrella, particularly: *Arcane Knowledge*, *History*, *Logic*, *Nature*, *Research*, *Un-nature*

Arcane Knowledge: An Intelligence (Arcane Knowledge) check - often shortened to simply 'Arcane' - is a measure of a being's understanding of the nature and use of magic. Used to recall or infer knowledge about spells, magical items, mystic runes and other intrinsically magical objects.

History: An Intelligence (History) check measures your ability to recall information about historical events, places and people

Logic: An Intelligence (Logic) check is used to connect the dots between disparate and incomplete information, to gain an understanding of the larger picture. When faced with riddles, mysteries and utterly unknowable forces, a high logic can be used to discern the fundamentals of the problem at hand.

Nature: Intelligence (Nature) checks are used to remember information about naturally occurring plants and beasts (both magical and mundane), the terrain or the weather.

Research: Attempting to learn new information about a known target subject falls under the domain of an Intelligence (Research) check. When faced with a library full of books and information to assimilate, Research is your friend. *Research* differs from *Investigation* in that whilst *Investigation* helps you find a book, only *Research* can help you glean knowledge from it.

Un-nature: The partner to the *Nature* proficiency, an Intelligence (Unnature) check is used to recall information and lore about unnatural, otherworldly, un-living or otherwise artificial items, creatures and constructs.

Spells

Some spells rely on nothing more than a razor sharp mind and a deep understanding of the task at hand, and hence use the Intelligence modifier for their casting and accuracy checks. Such spells include those from the *Temporal* and *Warding* disciplines.

Perception

The Perception attribute is your awareness and openness to the world around you - both in a material sense, and on an emotional level.

A Perception check will be used any time you wish to take in information around you, be it to spot hidden enemies, traps or paths, search through a vault of treasures, or discern the true intentions of a being.

To that end, the Perception attribute is split into three proficiencies: *Empathy*, *Investigation*, and *Observation*.

Empathy: A Perception (Empathy) check is used whenever a being needs to put themselves in another's shoes - to understand their current state of mind, understand motive and intent, and possibly glean any hint that they are lying or omitting the truth. A high Empathy check might mean that you understand an individual better than they understand themselves.

Investigation: A Perception (Investigation) check is used for in-depth scrutiny of an object, container or region. Unlike an *Observation* check, an Investigation is always used consciously. A high Investigation check would allow you to:

- Spot a tiny inscription on the inside of a ring
- Rifle through a chest full of nicknacks, to find a priceless object

- Find a given book in a packed and disorganised library
- Notice a hidden chamber hidden inside a wall, or spot the secret mechanism to trigger the door
- Search the body of a slain enemy (or hapless victim) for useful items or clues

Observation: A Perception (Observation) check will be called for whenever you survey your surroundings, either with sight, sound or smell - to spot an ambush waiting for you to pass, or to notice a whispered conversation. Your Observation skill denotes both your spatial awareness, and your awareness of actions occurring within that space.

Passive Perception

As with the Spirit attribute, Perception checks will often occur without conscious effort from the part of the individual - sneaking past bored guards is different from sneaking past guards who are actively searching from you! Your own passive Perception may be used by the GM to decide whether to alert you or not to a hidden creature stalking you. In such cases you use the *Passive Perception* score, which is calculated from the average dice roll the being would be expected to make.

Therefore it is calculated from a score of 10, plus the usual Perception (Observation) bonuses. If a being has advantage or disadvantage, you add or subtract 4 from the score. If you have super-advantage or disadvantage, you add or subtract a further 2.

Spells

Some spells require a deep attunement to the world around you, and the ability to notice and react to very fine details. Such spells use the Perception modifier in for both the Spellcasting and Accuracy check. This spells generally fall into the *Telepathy* and *Healing* disciplines.

Power

The Power attribute is a measure of the Power that a being has at their disposal - usually in the form of magical Power, though it may also be used as a proxy for political Power, or the simply the aura of Power that one projects.

A Power check will rarely be called for outside of the context of a spellcasting context, or when resisting the effects of a spell, however you may be called on to perform a Power check when performing an extraordinary feat of magic that goes beyond the normal remit of a spell's abilities.

A Powerful being may be able to use their formidable aura through the *Intimidation* proficiency.

Intimidation: A Power (Intimidation) check will be called for whenever you attempt to leverage your superior abilities to threaten an individual into doing what you wish.

Spells

Spells which simply require raw magical Power use the Power attribute in both spellcasting and Accuracy checks. Spells which fall into this category belong to the *Curses* and *Elemental* disciplines.

In addition, raw magical Power may be leveraged into making spells more potent. Spells which require a Resist check to be

performed (both damage causing and otherwise), the DV of the Resist is set by your *Subjugate* value, which is calculated from:

$$\text{Subjugate} = 8 + \text{Expertise bonus} + \text{Power modifier}$$

Evil

The Evil attribute is a measure of the darkness and corruption which lies in the heart of an individual.

In a perhaps naïve view of the world, this game system presumes people are, by default, inherently good. Committing Evil acts therefore requires conquering your inner, better nature. Slitting the throat of a incapacitated prisoner might be physically easy to do, but to actually go through with such a foul deed you must overcome this inner good - which requires passing an Evil check.

Each time you commit such a deed, you will likely find your Evil rising in tandem with the blackening of your soul.

Evil has no proficiencies associated with it.

Spells

The most evil spells in existence can only be cast by those with a corrupted and wicked soul - the unforgivable curses, the animation of the dead as gruesome puppets and so on - and hence use the Evil attribute for casting and accuracy checks. This spells form the discipline known as *Necromancy*.

7: Everyday Actions

Within the framework of the game, there are broadly two classes of actions: *everyday* and *combat*. Everyday actions are things such as traveling between two cities, getting some sleep, talking to a friend, sitting in the library and so on. Combat, however, involves things trying to hurt you, and you trying to hurt them back.

This section is concerned with the everyday, and is by no means meant to be an exhaustive list of things you may do. Instead, it merely provides some guidelines as to how to perform some common actions, and the effects that they can have.

Movement

Out of combat, wandering around the environment is very natural – you simply tell the GM that you want to go over there, and you do - barring unforeseen circumstances such as traps. You needn't calculate the exact time taken for each individual movement (that would get dull), but it is generally presumed to occur on the scale of seconds to a few minutes.

However, sometimes you might wish to travel over distances which will take more than a handful of minutes. If you are travelling by foot more than 10 minutes, then you need to decide how rapidly and carefully you are moving.

Pace	Speed	Duration	Effect
Slow	2km/h	8 hours	Can remain hidden, or draw a map
Normal	4 km/h	7 hours	Can draw a map
Rapid	6 km/h	5 hours	-5 penalty to all checks made whilst moving. Costs 5 FP per hour.
Breakneck	10km/h	1 hour	-10 penalty to all checks made whilst moving. Costs 2 FP per minute and 5 HP per hour.

If you attempt to travel for longer than the 'duration' of the selected pace, you risk exhausting yourself. After the first additional kilometre travelled, all members of the party must succeed a DV 10 Vitality check. This check must be repeated after every subsequent kilometre travelled, with the DV increasing by 1 each time. After failing this check, you must halt, and take an additional level of exhaustion.

This timer resets after a rest of more than 8 hours, after which time you can take up your pace again.

Vehicles & Mounts

Of course, the discerning wizard rarely travels too far on foot - they may prefer to use a broomstick, tame and ride a griffin or simply apparate or portkey around.

Each of these modes of transport has their own limitations, specified by the relevant item, beast or spell effects.

Actions while moving

It is possible to perform other actions whilst on the move, though unless you are travelling in a luxury carriage, you may be somewhat restricted in what exactly you can achieve.

You may make checks to navigate, to track a foe keep or to keep an eye out for enemies (these all use variations on the Perception attribute), or you may leverage your knowledge of Flora & Fauna to forage for food and water. The faster you travel, the heavier a penalty you suffer for these checks.

Whilst travelling at a slow pace, you may make an effort to remain hidden, the rules for which are elaborated on more on page 30.

If the Slow or Normal pace is used, a member of your part may elect themselves as a map-maker, if they have the *Observation* proficiency. Having a map makes it impossible to get lost (unless the scenery is magically altered, of course), and you can always retrace your steps.

Special Movement

Walking and running are not the only kinds of movement out there: navigating a dangerous environment often requires other ways of exploring the space.

Climbing

Slopes between 0 and 30 degrees are considered 'gentle', and you suffer no penalty for traversing them. Between 30 degrees and 50 degrees a slope is considered 'steep', and you must move at half speed, but can walk without aid.

Slopes above 50 degrees are considered 'sheer', and must use an explicit climbing action to navigate. Climbing requires use of both hands and feet, as well as the existence of solid hand/foot holds, and you move at one quarter your usual speed. If you wish to use an item, or perform an action whilst climbing, you must halt, perform a DV 10 Strength check to stabilise yourself, and then use one free hand.

Trying to navigate a sheer slope without the existence of material to hold on to requires the use of specialised tools or magic, or else you will surely fall and perish.

Swimming

When standing in water that is up to waist deep, your movement speed is reduced to one-half of its usual value, although the presence of strong currents may increase or decrease this.

If the water is deeper than this, you must start to swim. Swimming moves at one-quarter your usual speed and costs 1FP for every 30m travelled. If you stop moving whilst in water that is deeper than your height, you must tread water to keep your head above water. This costs 1FP per minute to maintain. If you reach 0FP, your head will fall below water, and you will drown.

If you wish to swim under water, you may do so, referring to the rules about air found on page 33.

Jumping

To leap over a chasm, you need to ensure that both the height and length of your jump is sufficient to clear the obstacle. Every character has a number of 'jump points' equal to $1 + \text{Fitness modifier}$. You may spend these points to achieve either vertical or horizontal distance. You gain 2 additional points by taking a run up of at least 3 metres.

Each horizontal metre costs 1 point, whilst each vertical metre costs 3. It is possible to do a 'pure' long jump or high jump, but note that a long jump with zero height added to it will typically leave you gripping the edge of a chasm by your fingertips, so it is important not to neglect the height of your jumps.

The above describes a 'basic' jump (DV 5 FIT check). You may choose to make the jump more difficult, by adding 1 additional point, at the expense of increasing the DV of the jump by 5.

A level 6 thief has an Fitness score of 15, and wishes to leap across a chasm that is 6m wide. By taking a runup they have 5 jump points available to them. One of these is dedicated to height so that they land on their feet, leaving only 4m of horizontal distance left. A DV 5 jump will therefore be insufficient, but a DV 15 jump, if it succeeds, clear the gap. The thief therefore decides to risk everything, and go for the more difficult jump.

Resting

You can't spend all day, everyday doing heroic deeds, lurking in the library, or performing mighty magic: sometimes, you need to get some rest.

Resting is an important action that can only occur when not in combat. Attempts to rest during combat are highly likely to get you killed on the spot.

When in safe territory, you may set up camp, and get a few hours shut-eye to recover from your ordeals (see the Asleep status effect for details). But be warned, the night is dark and full of terrors, and who knows what might sneak up on you whilst you are resting...

You may take rests whilst delving deep into unfriendly territory, but note that resting after every single encounter is generally frowned upon, and the GM might start throwing more and more unpleasant random encounters at you if you begin to take things to the extremes.

You should only rest in a place where it makes sense to rest – it does not make sense, for example, to take a quick nap in whilst delving through the dungeons of an evil warlord, even if you have cleared the immediate area of enemies. Of course, if you kill the Warlord and claim his castle as your own, then it is a different matter...

Short Rest

A short rest is a period of around one hour, which allows your character to steady their mind, grab a bite to eat, read a book, and perhaps tend to some minor wounds.

During a short rest, gain a number of recovery dice, equal to your character level. Each recovery die is a d4. Roll your recovery die, and add that amount to either your HP **or** to your FP. Each recovery die may be allocated individually, but you cannot split the result of an individual die across both reservoirs.

However, note that no amount of rest or sleep can heal broken bones, or cure a concussion: these severe status effects limit the amount of HP that can be restored, usually limiting regeneration to 50% of max health.

For every additional hour spent resting per day (consecutively or not), you get one fewer recovery die. This resets on a long rest.

Long Rest

A long rest is an extended period of respite – upwards of 8 hours. This allows your character to sleep and recover from more serious wounds. Upon a long rest, you restore both HP and FP to their maximum values, unless a status effect prevents this.

A long rest also allows you to recover from exhaustion: 8 hours sleep allows you to remove 1 level of exhaustion.

Social Actions

An adventure rarely happens in isolation, and there will be many times that your group will have to interact with other people. Characters that are part of the larger world are known as Non-Player Characters (NPCs), and interacting with them will often be key.

Active vs. Descriptive Roleplaying

There are two key philosophies to RPGs, especially when it comes to social interactions. In the Dungeons and Dragons parlance, they are 'active' and 'descriptive'.

Descriptive roleplaying is when a player describes what their character does – "Gunter goes and talks to the man at the bar, and tries to convince him to help us".

In contrast, an active roleplayer would act out the conversation – they may put on a voice, or echo the body language of the character, so an active roleplayer might decide that Gunter has a deep voice and an Irish accent, and would say "hey, barkeep – have you heard any news about the griffin attacks recently?".

Neither approach is right or wrong, or better or worse – the aim is for you to have as much fun as possible.

Of course, sometimes you may have to rely on descriptive roleplaying when your character is doing something that you cannot do. Your character might be thousands of times clever than you, or charismatic beyond all human reckoning. Your character doesn't have to be limited by your own experiences – if a shy player is unsure of what an extroverted, flamboyant character would do in this scenario, you may fall back on descriptive work, though your GM will should try to help you embellish.

Of course, the converse is also true, though somewhat harder: there are many things that the players know, but the characters don't – if a merchant tries to sell you a new item for twice the price its listed in this handbook, do your characters know they're being overcharged? You might immediately recognise the inscription as being in Ancient Greek, but does your INT 7 character recognise the symbols? Try not to let such metagaming influence your character's actions.

Finding a healthy balance between these two playstyles is key to having fun in this game, and exploring your character – feel free to experiment!

Checks

Of course, roleplaying is not the only factor to take into account in social interactions: you will also need to use ability checks – after Gunter tries to convince the barkeep, the GM may ask for a Persuasion check to see how well you made your case to the him.

Keep an eye on your skill proficiencies, and let these guide your choices when interacting with an NPC, if you are especially good at lying, or particularly intimidating, you may elect to use those skills instead of a more honest approach. Of course, you must also consider that, like in real life, social interactions can often have consequences later on.

Attitudes

NPCs are generally split into 5 categories, based on their attitude towards you and your group. This helps provide a first-guess of how to approach a scenario.

A character's attitude towards you make social interaction with them much easier, in addition to the roleplaying benefits of this, you gain a numerical bonus to charisma checks towards these characters, representing their likelihood to believe and follow you.

Attitude	Description	CHR bonus
Ally	A very close friend, whose interests align with yours almost all the time.	+5
Friendly	Someone who likes you, and is inclined to agree with you	+2
Indifferent	Someone who has no feelings for you either way. A total stranger.	+0
Unfriendly	A character who dislikes you, and doesn't want you around.	-2
Enemy	A character that truly hates you. They would disagree with you purely out of spite.	-5

Downtime

In addition to performing non-combat actions in between individual conflicts, you may occasionally find yourself with a considerable amount of time to spare – in which you can devote entire days to activities that further your character, heal them from egregious injuries, or earn some spare cash.

Given that extended downtime will probably be taking place in population centres, you will need to find enough resources to live a normal life – particularly food and shelter. See page ?? for more details.

Working

Perhaps one of the most useful things you can do is try to bolster your finances with some hard work. You may find the kind of

jobs available limited by the area you are in – a tiny village isn't going to have much call for a librarian, and a bustling city won't have much need for a thatcher. You will need to search out clients or an employer to practice your skills.

In general, the payment one can expect to receive varies depending on how skilled the job is you perform, though again, the region you are in might have an economic boom in one area, or a financial collapse, which alters these wages:

Skill	Examples	Wage (per hour)
Unskilled	Manual labour, farmwork	£1
Moderate	Shopwork, guard	£3
Skilled	Teacher, performer, nurse	£10
Highly skilled	Artificier, surgeon	£1

Crafting

Witches, wizards and many other sentient species in the world rely on the production of magic potions and enchanted items for their day-to-day life. Downtime is a perfect time to attempt to get in on this.

Enchanting an item usually takes around 24 hours to complete, and a potion around one hour to brew. See the rules for artificing on page 46 for more details.

In addition, you may also manufacture or assemble non-magical items during your downtime, if you have access to the necessary raw material, tools and machinery required. A general rule is that you can only manufacture goods up to a value of £1 per day. If you wish to exceed this value, you need to spend multiple days performing the task.

Recuperating

Although not a substitute for seeking genuine medical attention, a long period of rest may allow you to recover from even the most serious of injuries.

After at least 3 days of rest, you may perform a DV 15 Vitality check to end one major injury which prevents you from regaining HP.

Researching

Downtime is also the perfect time to go searching for new knowledge, whether it is to find new information about mysteries that have been partially revealed to you, to find new and interesting types of magic, or to learn about weaknesses and habits of the magical and dangerous beasts that roam nearby. You may find libraries to comb through for fusty old tomes, or go out and speak to people and try to extract local knowledge from them.

Tell the GM what information you are looking for, and the route you will take to finding it. They will determine if the information is available, and then how long you have to spend before you hit the jackpot.

This might also include Persuasion checks, or Research checks, to determine how well your character performs their research.

Training

You might also dedicate your time to training in a new skill: learning to use new weapons, new languages, new magic, or new tools.

Though not nearly as useful an experience as real-life experience, this can be an important aspect of preparing yourself for the trials and tribulations you will face.

In order to train, you will need to find an experienced person, willing to teach you. The classes cost around  3 per day, though if the skill you are attempting to learn is particularly rare, or the teacher particularly noteworthy, the classes may cost more.

5 weeks worth of dedicated practice ( 75) is enough to call yourself proficient in the field, and you may take up a proficiency in a tool, weapon, or language of your choice. Note that training with a weapon gives you proficiency *only* in that weapon, not in the entire class of weapons associated with that weapon, to learn an entire class of weapons would take 10 weeks worth of dedicated practice.

If you find a magic teacher, they may help you memorise new spells without risking yourself. Spending two days is enough to memorise a new spell, though a teacher can only help you with spells they themselves have memorised.

8: Combat

The Combat Cycle

Unlike most RPGs, which tend to use a turn-based system for combat, this game uses a simultaneous combat system. The reason for this is that whilst the turn-based combat fits in with how we play games (I have my turn, you have yours, etc.), it is not entirely realistic: in a fight, you don't wait patiently for everyone else to complete attacking you before finally returning fire: everybody is completing actions at once.

After combat is initiated, a series of turn cycles occur. Each turn cycle allows every character in combat one major action, such as: a movement, casting a spell, or using an item.

At the start of each turn cycle there is a period of time (to be decided by your GM), during which you must decide on what you will do. Players may talk to each other during this time, but do be aware that discussing your tactics in front of the GM may give the game away, you wouldn't start shouting your plan out whilst fighting the enemy now, would you?

After this time is up, each player writes down their action on a scrap of paper (to prevent last minute changes of heart), and then all players (including the GM) reveal their action simultaneously.

The GM then resolves the effects of all these actions - directing characters to perform accuracy and damage checks where appropriate - and then narrating the outcome, and the response (if any) of the remaining aggressors.

The combat cycle then begins anew until the conflict is resolved.

Time

Each combat cycle is assumed to have a duration of around 3 seconds.

Attempting to perform actions that last significantly longer than this requires spreading the action across multiple turns - though may choose to abort such an action if you feel your talents are better placed elsewhere.

Resolving Conflicts

Since all actions are considered to be simultaneous, the order in which the actions are resolved does not usually matter. Recall that spells, arrows, and sword swings have a finite travel time, so it is entirely feasible for two players to attack each other simultaneously and it does not matter who initiated first.

It might, of course, still be possible for actions to come into conflict with each other: if two characters attempt to occupy the same space, for example. It is up to the GM's discretion how to deal with edge cases like this - for the example given, it is recommended that this be treated as a 'body slam', and both characters should recoil and take some damage.

There might also be cases where two spells are cast simultaneously where the ordering does actually matter: for example, if you heal someone at the same time that someone casts a damaging spell that would take them below 50% health, incurring the "major injury" status. If the healing action occurs first,

then they are not taken below 50% health, but if the damage action occurs first, then they do fall below 50%, even if they are then brought back up over that threshold. The final health that the character ends up on might be the same, but the ordering of actions effects whether they have the *major injury* status at the end of the turn.

In cases such as this it is useful to remember that it is the *casting* of the spell that is simultaneous: so the ordering in which the spell effects should take place can be inferred from the distance between the caster and the target. The issue above is resolved simply by looking at whoever is closest to the target.

Taking Actions

During each combat cycle, each character may take **one** major action, or **two** minor actions. In addition, your character has a number of *instincts* which they execute to avoid damage and brace against incoming attacks.

The list below gives some common mechanics for both major and minor actions. As usual, however, characters are free to be as inventive as they like. It is up to the GM to determine if an action is major or minor in nature, and how to resolve it.

Major Actions

Major actions take an entire turn to complete, and as such are considered the main way to engage in combat. Some skills and archetype abilities allow you to perform multiple iterations of a single major action per turn, or may grant you multiple major actions to take.

Attacking

Casting a spell, swinging a sword, or loosing an arrow takes (usually) a full turn to complete, and so you may decide to use your entire turn to make an attack.

The rules for performing attacks are elaborated on page 27

Movement

When used as a major action, movement allows you to move on foot up to a distance given by your *running speed* statistic, which is calculated from your base speed (derived from your race) and your fitness attribute:

$$\text{running speed} = (\text{Base Speed} + \text{Fitness modifier}) \text{ per round}$$

The rules discussed on page 21 concerning special movement, such as climbing, swimming or crawling, also apply in combat.

Sprinting: If you possess the *Speed* proficiency and you made a full-turn movement last cycle, you may convert your movement into a *sprint*, and add your expertise bonus to your speed. You may then maintain this until you need to stop or change direction.

Whilst moving, you need to be careful that you do not collide with other beings - either your allies or your enemies. You

cannot enter space that is currently being occupied by another solid being (ghosts, however, are fair game).

Using Items (sometimes)

Some 'uses' of items include using swords, wands and ranged weapons, which have already been covered by 'attacking'.

However, sometimes you might want to use an action to get something big done, outside of hitting somebody. Using a crowbar to pry open a door, changing your weapon, finding the right page of a book – all of these take enough time to be considered major actions.

Some uses might take multiple turns – for instance, climbing into a full suit of armour takes more than 3 seconds to complete, and will therefore require multiple, consecutive major actions.

In contrast, some actions (see below) are small enough to be considered minor actions. The GM has veto on which actions are major or minor.

Trading Items

If two characters are standing within touching distance, they may trade items between them.

Alternatively, you may attempt to throw an item to your ally, treating the item as an 'improvised weapon'. If the throwing check is successful, the catcher adds the item to their inventory.

Whichever method is chosen, giving items to other people takes the major actions of both the giver and the receiver.

Minor Actions

You may perform two minor actions in place of a single major action. Generally, these two actions happen simultaneously: if you drink a potion and make a minor movement, then you are drinking the potion whilst moving. This places a good guide on what can be considered a minor action: is it possible to do this at the same time as I'm walking/talking/dodging?

Minor Movements

Actions such as taking a single step, or peeking out from behind cover, do not take any time, and can be performed in the same turn as a major action.

However, there is a middle ground between the sprint of a full-turn movement, and the zero-time of a single step. This is called a *minor movement*.

During a minor movement, one moves only **half as far** as during a full-turn movement, but since you are not focussed solely on moving as far as possible, you can perform other minor actions.

Quick Attack

Just as there is a difference between a full-on sprint (a major action) and a quick jog (a minor action), so too is there a difference between a zeroed in shot on your enemy (a major action), and releasing a spray of covering fire to keep your enemies on their toes (a minor action).

A quick attack takes only a minor action to complete. The penalty for this, however, is that you must take check-disadvantage on the associated accuracy checks (or for spells which only require a Resist check, they get advantage on the Resist check).

Communication

Communicating vital information - such as the location of a hidden enemy or trap - to your comrades takes a minor action. Note that it is assumed that the enemy can hear you, unless you make an effort to not be understood.

Using Items (sometimes)

Item use has already been discussed as a major action, but there are conceivably such actions that would fall into the minor action category. Consuming a potion, checking a rememberall, removing an item from your bag and so on would be considered 'minor actions'.

Any item use that can be completed in around 1 second, or which can be easily 'multitasked', is considered a minor action.

Bolstering Defenses

You may also choose to ready yourself against incoming attacks, by bolstering your ability to either *Dodge* or *Block*. This gives you a better chance of negating incoming effects.

See page 28 for more details on this mechanic.

Conditional Actions

The use of the simultaneous combat system raises some interesting opportunities with conditional actions, which are actions that depend on the actions that another character takes.

The actual action, as well as the trigger condition, needs to be declared during the normal turn cycle – but the action itself is not triggered until all other actions had been triggered.

For example, it could be that you declare as your action *if the troll attacks player A, then I cast a healing spell on player A*. You could also attempt to prevent the damage from being taken in the first place, by declaring *if the troll attacks player A, then I cast the knockback charm on the troll*. The GM may ask for a check to determine if you are close enough and have fast enough reactions for your spell to interrupt the action, but if you pass this, then you may be able to save your friend.

You are only allowed a single conditional clause in your declaration, and if that conditional does not come to pass, then your character does not do anything: there is no if-then-else in this game!

If a seemingly unbreakable condition-chain arises (i.e. player A says he will perform X if player B does Y, but player B says he will only perform Y if player A does X), it is up to the GM to resolve the conditionals – in such cases the answer is usually *nothing happens*, but there may be examples where the GM feels it is more appropriate that the action-chain is triggered.

Making Attacks

When making an attack, either with spells, arrows, or with a blade, there are 4 key steps:

- Select a target
- Perform an accuracy check
- See if the target defends themselves
- Calculate the damage inflicted

There are also some special rules regarding melee and ranged attacks.

Target Acquisition

You may only attack targets that are within the range of the attack you are making. For melee weapons, this is usually 1 metre, though some long weapons such as lances have additional reach. For ranged weapons, the maximum range is specified in the weapon description. Spells also have ranges associated with them, which is discussed more on page 56.

In addition, to determining if the target is in range, you must determine if it is a valid target - you cannot shoot arrows around walls, after all. You must be able to see a target in order to attack it (see below for blindfighting rules), and you may need to consider the fact that a target has cover.

Melee Attacks

A melee attack encompasses all close-range fighting, including fist-fighting, sword-swinging and whip-wrangling.

Typically, a melee attack can only be made against a target if they are within 1 metre of the attacker, with a clear line-of-reach between the two. Some weapons, as well as larger creatures, are able to perform melee attacks at a larger range.

Grappling

If you wish to grab your opponent- either to immobilise them, or to pick them up and throw them off a cliff - you may attempt to initiate a grapple in place of a regular attack.

To perform a grapple you need two free hands and perform an Strength check, which is contested by the target performing either an Strength or an Acrobatics check. If the grappling succeeds, the target acquires the trapped status.

If the grappler is strong enough, then they move whilst carrying the target subject to the following constraint:

Weight	Speed
Lighter than Strength value	Unencumbered
Heavier than 2× Strength value	Speed halved
Heavier than 5× Strength value	Speed = 0

Here the 'strength value' is the raw Fitness value, plus the Expertise Bonus if the Strength proficiency is possessed.

A grappled target may attempt to use their action to escape. Repeat the contest.

Shoving

Shoving is considered a special form of grappling - rather than restraining the target, you may choose to push them to the ground (taking the *prone position* status), or push them back 1 metre.

Two-Weapon Fighting

It is possible to have multiple one-handed weapons equipped at once - for example, a dagger in each hand.

If you are proficient with at least one of these weapons, you may perform a double-strike when making an attack as part of a major action. Perform the damage check with both weapons and sum them together.

However, unless you are proficient with two-weapon fighting, you may not add your expertise bonus to either weapon check.

Ranged Attacks

A ranged attack occurs over a longer distance by firing a projectile or magical effect up to the scale of hundreds of metres in some cases.

Ranged Weapons

The description of every ranged weapon gives a maximum range at which the weapon may be fired. Some weapons have multiple ranges depending on the way in which they are used.

Slings, for example, have a much longer reach when using aerodynamic bullets, as compare to just using rocks. Equally, hip firing a rifle has a much less accurate range than when lying in a sniper nest.

Generally speaking, you cannot fire a projectile further than this range, as it represents the maximum distance that the projectile can reach. Some weapons (particularly the *firearms* class), however, the stated range is merely the range at which you can fire accurately. These weapons *can* be fired up to twice their stated range, but take check disadvantage on all accuracy checks beyond this point.

In addition, you will need to ensure that you have enough ammunition to properly use your ranged weapon.

Spells

Many spells state that they have an effective range, which is discussed more on page 56. You cannot exceed this range, without skills which explicitly extend your spellcasting range.

Close-Combat Firing

Ranged weapons and spells are significantly less effective when used on targets which are in close-quarters: aiming requires a clarity of thought that a monster trying to bite your face off denies.

When attempting to use a ranged attack on a non-incapacitated target within melee range, take check disadvantage on the accuracy check.

Accuracy

The attacker quantifies their ability to successfully hit their target through an *accuracy check*.

The Accuracy Check

An accuracy check is performed using the usual d20 die. However, the associated attribute depends on the type of attack being performed. Generally speaking the following prescription is used:

Attack Type	Accuracy Attribute
Spells	Discipline-Dependent
Melee Weapons	Fitness
Ranged Weapons	Finesse

Some weapons diverge from this prescription, for example, a rapier is a melee weapon, but it requires great finesse to use expertly. See the item descriptions on page 38 for the check for each individual weapon.

Proficiency

In addition, if you are considered proficient with the weapon (or wand) you are using to attack, you may add your proficiency bonus to the accuracy check.

Hitting the Target

When attacking a living being, the DV of the accuracy check is determined by the *instinct value* used by the target. If you meet this target, then the attack lands true. If the accuracy check fails, then the attack misses, or is successfully blocked by the target.

Additional Difficulty

Targeting objects which are particularly small, or (for ranged attacks) far away is more difficult. The additional penalty for hitting such away targets is, with everything measured in metres:

$$P = \frac{\text{distance}}{10 \times \text{size}} \quad (\text{rounded down})$$

Therefore, hitting a 1m target at a distance of up to 10m has a DV of 5, whilst the same target 30m away has a DV of 8, and hitting a 1cm target at a distance of 1m has a DV of 15.

Blindfight

If you cannot see your enemy, then you cannot select them as a target. You may, however, choose to simply start swinging your sword, or firing spells off in a random direction. You must tell the GM which direction you are attacking in, and then perform an accuracy check with check disadvantage.

If the target is not in the region you are attacking, you automatically miss (though the GM will still ask for the accuracy roll, to avoid guessing away where they actually are!).

After you successfully hit an unseen attacker, you avoid the disadvantage penalty until your next attack misses or the target moves. You must then retake the penalty until you next land a successful hit, or you detect them through other means.

Defence

A good fighter knows that all-out attack is rarely the path to victory: defending oneself against incoming attacks is just as important.

Instincts

Most beings either block or dodge, without having to devote conscious thought to their reaction. These two actions are therefore termed *instincts*. It is these reactions which set the difficulty of an attacker's accuracy check. A higher *dodge* or *block* statistic makes it harder for an attack to actually hit you.

The values associated with each statistic are:

$$\text{Block} = 10 + \text{Fitness modifier}$$

$$\text{Dodge} = 10 + \text{Precision modifier}$$

By default, characters instinctively use whichever of these values is the highest:

$$IV = \max(\text{Block}, \text{Dodge})$$

If a character successfully dodges, the attack whizzes by their ear and misses completely. If they successfully block the attack, then they catch the spell or weapon on a piece of armour (or, with the appropriate skill, they can *parry* the attack with a weapon).

Clothing & Armour

Various items may improve either of these statistics. A pair of running shoes, for example, makes it easier to dodge out of the way, whilst a heavy shield makes defending yourself easier.

Generally speaking, items will be a compromise: wearing heavy armour will bulk up your Block statistic, but will slow you down, reducing your Dodge value.

Armour is discussed more in the Items chapter, on page 39.

Bolstering Defences

Of course, not all defence happens instinctively – you may make a conscious decision to brace yourself against an incoming attack, or prepare to dive out of the way. Such a decision is classified as a minor action.

Though by default you automatically use whichever value is highest, when making a conscious decision, you may choose to bolster either statistic by *bracing* or *evading*.

Whichever action is chosen, enemies take check-disadvantage on accuracy rolls against you for this turn cycle. In addition,

you gain check-advantage on certain Resist checks this round, depending on which action you took.

	Brace	Evade
Resist:	Advantage on FIT, SPR & POW Resist checks.	Advantage on PRS, INT & PCP Resist checks
Accuracy:	Agressors take disadvantage on accuracy checks made against you this turn	

Cover

Standing out in the open is a sure-fire way to get hurt quickly. Hiding behind something, be it a tree, a low wall, or even just your ally will make you safer and harder to hit.

A target which is concealed in this fashion is said to be *under cover*. It is up to the GM to determine to what extent a target is hidden from view. This can usually be achieved through the 'additional difficulty' mechanics discussed in the *Accuracy* section above.

If a 2m tall target is 15m away, the penalty to hit is zero. However, if they were covered such that only their head (~ 30cm) could be seen, you can estimate that the penalty to hit them would be -5.

Alternatively, you may use the simpler rules that 'half cover' (i.e. half of the target is concealed) gives a -2 penalty to the accuracy check, and 'three-quarter cover' gives -5, in addition to any other distance penalties.

Undefendable Effects

Some effects cannot be avoided or blocked: holding up a shield against an incoming cannonball isn't going to prevent much, and trying to dodge out of the way of a tsunami is rarely effective.

Spells denote in their description if they can be blocked or dodged. For the (rarer) instances of non-spell effects which fall into one of these categories, the GM decides if it is reasonable to dodge or block the effect.

If the 'dominant' instinct (i.e. the one with the highest value) would be ineffective against a given effect, you may use the non-dominant one. However changing your active instinct negates the effect of both the *Evade* and *Brace* actions for this turn cycle. Therefore, if a being is attacked by multiple effects in one cycle, it may be beneficial to allow one effect to land home, to keep the bonuses against the remainder of the effects.

Note that even 'unblockable' effects are stopped by 'impenetrable' fields.

Doing Damage

If an attack lands home, and the target fails to defend themselves, then you must calculate how much damage is done.

Calculating Damage

Most attacks specify the amount of damage they do, either in the weapon description on page 38, or in the spell effect list found on page 59. This is usually in the form of a dice roll, i.e. 2d6.

However, in addition to the dice, you also add a modifier on to the damage check. **You never add your Expertise bonus in to a damage check**, however.

Spells

In most cases, a spell does more or less damage depending on the *power* of the caster, though there are exceptions. Unless otherwise specified, you add your Power modifier to the damage check when casting spells.

Weapons

When using a weapon, you add the same ability modifier (minus the Expertise bonus) you used in the accuracy check.

Group Attacks

If a spell or other effect affects multiple targets at the same time, perform the damage check once, and apply the damage to all targets that were hit.

This only applies to effects with a single instance which causes the damage, not those with multiple separate instances. For example, the *Cascading Missiles* may attack a number of individuals with magical darts, but as each dart is a different copy, the attack roll is unique. This contrasts with a *Fireball*, which is a single effect that effects a large area.

Damage Types

Many effects specify what kind of damage they do (for instance, a sword does 1d8 slashing damage). This helps the players and the GM work out how the damage is done, and also how it is affected by any weaknesses and resistances possessed by the target.

Some damage types do damage in unusual ways - draining Fortitude instead of Health, for example.

Acid: A corrosive spray of acid attacks the HP of a target, and weakens their armour.

Bludgeoning: The blunt-force of a hammer, or the force of falling on the ground deals bone-breaking bludgeoning HP damage.

Celestial: Celestial damage is dealt by pure-otherworldly energy, and damages the HP of Unliving and celestials, but does no harm to living beings.

Cold: Freezing temperatures seep at both your willpower and your health. Damages both the HP of a target, and half as much damage again to FP.

Concussive: A concussive blast from an explosion or a shock-wave causes deafening concussive HP damage.

Electric: Bolts of lightning, or simply touching a high-voltage wire, can lead to electrical HP damage. Electrical damage conducts through water and metal, harming all those in contact.

Fatigue: A magical will-sapping force damages only your FP.

Fire: Fire damage burns the flesh to reduce the HP of a target, and can often lead to long-lasting burns.

Force: A pure magical energy that directly damages HP.

Necrotic: The evil energies of the undead withers your soul as it damages your body - reducing HP and FP by equal amounts.

Piercing: Daggers, spears and teeth can puncture even the thickest armour to damage HP.

Poison: Venomous stings and poisoned weapons damage HP, and may lead to some other unpleasant side effects

Psychic: Damage that originates not from the body, but from the mind, to damage your HP. You often cannot block psychic damage, you must instead rely on Resisting it.

Slashing: Swinging blades and flashing claws damage the HP of unprotected targets.

Statues

In addition to dealing damage, you can also inflict negative statuses on your foes, or conversely you may gain a positive status from an item or spell. Statues are (often temporary) effects and conditions which alter a being's capability for the duration of their effect. Statues can arise as a result of an enemies attack, a magic spell, or from an interaction with the environment.

The majority of statues are negative - they impair the character. However, a few statues such as *Invisible* and *Calm Mind* are beneficial.

Most conditions are only temporary, and will wear off after a certain amount of time - or can be ended by a simple character action. Some Statues, however, are more serious and can only be removed by magical or medical intervention. The effect which causes a status should specify the termination condition, if any.

A being can be afflicted by multiple statues at once, and the effects do stack. However, if you have multiple effects which knock you 'unconscious', for example, you are not *more* unconscious than if you only had the one effect.

Some Statues, such as *Burned* and *Frostbite* have multiple levels of severity, which are listed as separate statues.

The full list of Statues, and the effects they have on a being can be found on page 120.

Critical Strikes

A *Critical Strike* is an attack which is especially devastating.

A critical strike can be triggered in a number of ways. Common triggers are: attacking a target you are Hidden from, rolling a 'natural 20' on an accuracy check, attacking an entity with the *Distracted* status effect.

When a critical strike happens, you double the number of dice used in the damage roll. For instance, a critical strike with a shortsword normally does 1d6 damage + modifiers. On a critical strike, however, you would do 2d6 + modifiers.

Alternatively, the attacker may choose to forgo doing damage to the target and damage their armour, using the rules discussed on page 40.

Immunities & Weaknesses

Some beings are more or less effected by certain damage types. This is quantified through one of three descriptors: *Immune*, *Resistant* and *Susceptible*.

A being which is *Immune* to a particular damage type takes no damage when it is inflicted upon them. Most dragons, for instance, are totally immune to Fire damage and the fearsome Basilisk is immune to all forms of Poison damage. Some beings may also be stated to be immune to given status effects (the Basilisk would be immune to the *Poisoned* status effect). This means that effect cannot be applied to them.

A being which is *Resistant* is not quite immune, but requires significantly more *oomph* to get the same effect. When taking damage of the specified type, the *damage check* is performed with disadvantage.

Susceptible is the inverse of *Resistant*: a being which is susceptible can easily be damaged by a certain damage type. The wood-based dugbog and bowtruckle would be particularly susceptible to taking fire damage, for instance. Damage checks associated with this type are performed with check-advantage.

Resisting

Not all effects of actions are cut and dried - some effects can be **Resisted**.

Many spells, for example, can be resisted by the target. This occurs if they have a strong enough willpower to overpower the caster; spells such as *confundus*, and *stupefy*, as well as most illusion spells. Alternatively, somebody might try to restrain you, and your character can perform a physical Resist to break free, if they are strong enough.

Resist actions, like normal checks, are assigned an attribute (and possibly Proficiencies) that may boost the Resist check. Unless otherwise specified, the Resist check is performed using the standard d20 dice.

This Resist check is then compared with the assigned or contested DV. If the Resist check is greater than the CV, then the action is either denied, or has a lesser effect.

Successfully Resisting costs 2 FP. If you have fewer than 2 FP, then you cannot Resist.

You can perform multiple Resists over the course of a Turn Cycle, if multiple combatants attack you with spells that require one, for example. The only limit is when your FP runs out. However, each subsequent resist gets harder and harder: you suffer a 1 point penalty to your check for each Resist you have already performed this cycle. This counter resets at the end of the cycle.

Stealth

Being noticed by the enemy is generally regarded as a bad thing. It therefore often pays to be sneaky, to stay hidden from the enemy. Stealth is governed by the FIN attribute, via the Stealth proficiency.

Hiding

If you are not currently being observed by a being, you may take a major action to *Hide*, by performing a d20 Finesse (Stealth) check. This stealth value will then be contested by any hostile beings around you.

Whilst you are hidden you are considered an 'unseen' foe, with the bonuses that come with that (see 28), and you are not a

valid target for an attack. However, you may still take damage from area of effects that include you in their area.

The GM may ask you to re-perform the sneak check if there is a material change in circumstance. For instance, if you performed the check in a dingy room, and suddenly the lights are turned up, then you may need to re-perform the check, in line with your character altering their strategy for the new environment. Equally, if you take damage whilst hidden, you must perform a DV 15 Spirit (Endurance) check to grit your teeth and avoid shouting out and revealing yourself.

You remain hidden until you do something to give away your position: shouting to your allies, or jumping from the shadows, sword in hand.

If an individual enemy does manage to spot you, but their allies fail to, they can use a *communication* action to alert everyone else to your presence.

Being Discovered

Every character and beast has a baseline level of awareness, even when not actively searching for hidden creatures or traps. This is your *passive perception*, discussed on page 19. Alternatively, the beings might decide to take a major action to survey their surroundings, in which case they may perform an active Perception check, which may increase their perception value for this turn.

If a being's perception value exceeds your sneak value (and it is reasonable for them to be able to perceive you), then they have spotted you, and you are no longer hidden from that creature.

9: Environment

It's not just enemies that you have to be aware of – sometimes the environment itself can hinder (or potentially help) your progress. From falling off tremendous cliffs, being locked in airtight containers, or getting stuck in a bog, adventuring is sure to bring you to new and interesting places, many of which are going to try to kill you in as many interesting ways as possible.

Terrain

Some terrain is simply much more difficult to traverse than you are usually used to, and this often incurs a penalty to the speed with which you can travel – along with possibly some other effects, such as movement on ice being unable to change direction rapidly.

The table below details some basic terrain details:

Terrain	Speed	Other Effects
Grass	100%	None
Indoors	120%	If dusty, leave visible footprints
Road/path	100%	None
Caltrops/spikes	80%	Does 1d6 piercing damage every 1m
Mud	80%	Always leave footprints. Last for 3 days.
Sand	80%	Footprints last 2 hours
Loose footing	75 %	10% chance per turn that the ground gives way
Shallow water	75%	Can be attacked by small aquatic beasts. Disguises scent
Ice	75%	Cannot change direction immediately. Must stop, pause, then start moving in a new direction
Snow	60%	Always leave footprints, last for 2 days (unless snowing). FP does not regenerate whilst moving. Applies frostbite if resting for more than 1 hour
Thick forest	50%	Fire attacks have a 50% chance of igniting the environment
Swamp	50%	Applies Poisoned status after 1 day
Deep Water	10%	Requires swimming. Drains 1FP per minute whilst moving. Disguises scent

As usual, your GM may modify or add to this list as they feel is appropriate – this is only a rough guide as to the effects of terrain.

Vision

Vision is one of the most important factors to consider – after all, you can't protect yourself very effectively if you can't see the monster hidden in the dark can you?

Often, simple common sense rules apply – you cannot see through walls (without an appropriate spell), for example. Thus, even if you can see, for example, the exact position of a miniature on the game map, you must consider that your character does not have this information available to them! Solid objects will often pose the most serious impediment to your vision, though thick foliage or mist might limit the extent of your vision, without totally blocking it.

Obscuration	Distance	Effects
None (Open field, bright light)	100%	None
Mild (Light mist, rain)	80%	Disadvantage on checks against non-sight based beings
Moderate (Fog, light foliage, dim light)	50%	Disadvantage on all sight based checks. Unimpeded beings get advantage over you.
Severe (Dense foliage, torrential rain, sand/snowstorm)	10%	All sight based checks are disadvantaged & take a 3 point penalty. Unimpeded beings get advantage & 1 point bonus against you.
Total (Solid objects, total darkness)	0%	All vision based checks with a line-of-sight passing through this region fail. Unimpeded beings get advantage & 2 point bonus over you.

The effects of these are compounding, for example if you are in a light mist in dim light, your total vision is $80\% \times 50\% = 40\%$ that of your usual seeing distance.

Various skills may mitigate the negative effects of this, by allowing you to perform perception checks to use your other senses, or to sharpen your eyes to make better use of the available light.

Falling

You are considered to be “falling” if you have dropped more than 2 metres, or have been propelled (by an explosion or a spell effect) over any distance.

For every metre that you fall, you take 1d4 bludgeoning damage, and upon landing you end up in the ‘prone’ position on

the ground.

If the surface upon which you fall has any additional hazards (i.e. spikes, caltrops, fire), the associated damage is applied in addition to the falling damage.

Survival

Food

Water

Air

All living beings require air to breathe. The average human being requires approximately 6 litres of air (at 1atm) per minute in order to stay conscious. This scales approximately as L^3 , so a house elf (at ~1m tall) needs only 1 litre per minute to survive, whilst a giant at 5m will require over 100 litres per minute.

The amount of time a being can go without oxygen is determined by 1 minute + 1 for every point of the Vitality modifier, with a minimum of 30 seconds. After this time limit is up, the being enters into the Hypoxia status, where their brain begins to shut down, and if it is not cured, then they die. Once in the hypoxia state, it is not sufficient simply to reintroduce the being to a normal environment, you must actively cure the hypoxia with a spell or potion.

Various beings are immune to these effects to a greater or lesser extent – the undead do not generally require oxygen to survive, and creatures such as merpeople possess the ability to breath underwater (though they may still suffocate in other ways).

Shelter & Temperature

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Part III

Items

10: Item Basics

Currency & the Economy

The wizarding currency is commonly broken up into 3 coins: the bronze **Knut**, the silver **Sickle** and the golden **Galleon**. Because the system was designed by goblins - who have a different intrinsic idea about mental arithmetic - the coinage has an unusual exchange rate.

Knut

The bronze knut, denoted by the symbol \times , is the lowest denomination coin in the wizarding world. Typically considered 'loose change', individual exchanges rarely occur with Knuts, though a veritable fortune in knuts is estimated to be found down the sides of sofas of the wizarding world.

Sickle

The silver sickle (ƒ) is the primary currency used by most wizards. Prices for everyday items are generally listed on the order of tens of sickles. An low-skilled worker could be expected to be earning around 10 sickles for a full days work.

There are 29 \times in one sickle.

Galleon

The galleon, \mathcal{G} , is the largest denomination of currency, consisting as it does of 17ƒ, or 493 \times .

Most wizards rarely handle or carry around actual galleons - purchases that occur on this scale are often directed through Gringotts - though it is not unheard of for rich wizards to flash their golden coins around town.

Muggle Exchange Rate

The exchange rate between muggle and wizarding currencies can be hard to pin down, as their respective economies bear very little resemblance to each other. What is scarce in one world is often common in the other.

However, since the economic crash in 1929, Gringotts has agreed to establish a fixed exchange rate. Under the current scheme, Gringotts will purchase £20 for 50 \mathcal{G} . This works out to give 1 GBP to be equal to 10 knuts, or just under £3 to a sickle.

Coin	Value			
	\times	ƒ	\mathcal{G}	£
\times	1	0.034	0.002	0.1
ƒ	29	1	0.059	2.94
\mathcal{G}	493	17	1	50
£	9.86	0.34	0.02	1

Prices & Availability

Many items in this guide are listed with an associated price. This is the 'standard purchase price' (SPP), and is the price one could expect to pay for the item in a large population centre, during normal economic times, without excessive bartering.

However, this price may increase or decrease for certain items, depending on the location and the adventure you are undergoing.

If, for example, you had *accidentally* triggered a worldwide famine, then food items could become exceptionally expensive and cost far more than the SPP. Conversely, if you manage to rid a local lake of the hippocampus that had been terrorising it, you may find the bountiful fishing harvest reduces the price of fish for a few days.

Some items may also simply be unavailable - either because you are speaking to the wrong person (don't go to a bookstore for potions!), because of outside influences, or simply because the item is so rare that none of the available merchants possess it to sell to you.

Selling & Bartering

You may also sell your own found or manufactured items to amenable vendors. Items generally sell for 50% of their SPP, and no amount of bartering will raise it to 100%, unless you can demonstrate your wares are of a significantly higher quality, and hence not subject to the 'standard' price.

As with purchasing your items, your ability to sell is dependent on you finding a willing (even enthusiastic) buyer, as well as the surrounding economic circumstances.

Note that since 1692 it has been a crime in the wizarding world to allow magical items to fall into the hands of muggles - a crime which, in the most egregious of circumstances, has a punishment of death.

Equipped Items

An item that is equipped can be used immediately. In combat, this would count as your major action. Simply tell your GM that you are using a certain item, and you may then carry out the effect that the item has.

Some items must be equipped before they can be used; you can't whack someone with your magical sword, if your magical sword is in your bag, after all. Generally speaking, getting items out of storage is not a major action; you may retrieve and then use a health potion in a single motion, for example. Some items, however, might take longer to equip: strapping on a suit of armour, for instance, clearly takes some time!

Storing Items

Items that are not currently equipped are stored in your backpack, which you should probably try to keep on you at all times. Losing it would be bad!

Items may be transferred between members of a party at any time, if they are within 1m (or you may use a spell such as *accio*). In combat, switching an item counts as a major action for both characters.

Item Weight

Rather than keeping track of the exact weight of each individual item in your backback, this game opts for a more free-form approach to tracking item weight. Each item is categorised as either 'Light', 'Medium', 'Heavy' or 'Very Heavy'.

A 'Light item' can be picked up without thinking. They can typically easily fit into your pocket; a sheaf of paper, some candles and a wizard's wand are all 'light'.

A 'medium' weight item has a reasonable amount of heft to it, but can be held comfortably without strain; most weapons are categorised as 'medium'.

A 'heavy' item requires two hands to carry without strain; medium and heavy armour, as well as cumbersome objects such as the bludger are classified as 'heavy'.

A 'very heavy' item cannot be carried by one person alone: multiple individuals are required. A chest full of gold and jewels would be 'very heavy'.

11: Weapons & Wands

Wands

The most important tool of any witch or wizard is their wand.

Unlike with other items, you don't get to choose your wand, since it is well known that the wand chooses the wizard, not the other way around. The process for selecting your wand is to roll two d6 successively. The first roll determines the wood your wand is made of, the second determines the core.

Different materials have an affinity with different kinds of magic, and make casting those spells easier. Wood makes the spell type easier to cast (+1 to checks), and the core reduces the mental strain of casting that class of spell (-1 FP cost).

Roll	Magic School	Wood	Core
1	Defensive	Apple	Pheonix feather
2	Hexes & Curses	Holly	Dragon heartstring
3	Divination	Beech	Unicorn Tail hair
4	Transfiguration	Oak	Thunderbird feather
5	Charms	Hawthorn	Kelpie hair
6	Illusion	Hazel	Veela hair
-	Dark Arts	Human Bone	Dementor Robe

If your original wand is destroyed or lost, you need to find someone who can sell (or make) you a new one, and perform the selection process anew.

The only way to access the 7th and final category of wand is to have an EVL greater than 8. This then bypasses all other wand selection checks, and your wand is necessarily evil. It should of course be noted that wandmakers aren't too happy to sell these evil objects -- you might have to cut a few bits off in order to sufficiently motivate them.

Weapon List

Weapon	Cost	Modifier	Damage	Properties
<i>Unarmed Weapons</i>				
Unarmed Strike		Fitness	1 Bludgeoning	
Improvised Weapons		?	1d4	(GM fiat takes precedence: use similarity to existing weapons)
<i>Simple Weapons</i>				
Club	ℱ1	Fitness	1d4 Bludgeoning	
Dagger	ℱ10	Versatile	1d4 Piercing	Can be thrown, range: 5m
Quarterstaff	ℱ4	Versatile	1d6 Bludgeoning	Multi-handed (1d8)
Spear	ℱ10	Fitness	1d8 Piercing	Can be thrown, range: 10m
<i>Bladed Weapons</i>				
Greatsword	⊘6	Fitness	2d6 Slashing	Two-handed
Longsword	⊘5	Fitness	2d4 Slashing	
Rapier	⊘3	Precision	1d8 Piercing	
Shortsword	⊘3	Versatile	1d6 Slashing	
<i>Brutish Weapons</i>				
Greataxe	⊘2	Fitness	1d12 Slashing	Two-handed
Light Axe	⊘1	Fitness	1d6 Slashing	Can be thrown, range: 5m
Mace	⊘1	Fitness	1d6 Bludgeoning	
Warhammer	⊘3	Fitness	2d4 Bludgeoning	Two-handed
<i>Reach Weapons</i>				
Glaive	⊘2 ℱ10	Fitness	2d6 Slashing	Two-handed, reach 2m
Lance	⊘2 ℱ5	Fitness	1d12 Piercing	Requires mount, reach 2m
Pike	⊘1 ℱ10	Fitness	1d10 Piercing	Two-handed, reach 2m
<i>Exotic Weapons</i>				
Scythe	ℱ10	Versatile	1d4 Slashing	
Trident	⊘1 ℱ10	Versatile	1d8 Piercing	
Whip	ℱ10	Precision	1d4 Slashing	Reach 5m
Chakram	⊘2	Precision	2d4 Slashing	Max range 200m.
Fan	ℱ8	Precision	1d6 Slashing	
Net	ℱ8	Versatile		Applies <i>Incapacitated</i> status on a failed DV10 Strength Resist check. Can be thrown: range 5m.
<i>Simple Ranged Weapons</i>				
Blowdart	×5	Precision	1d4 Poison	Range: 10m. Ammunition: Darts
Sling	ℱ2	Precision	1d4 Bludgeoning	Max range: 50m (rocks), 100m (lead shot). Ammunition: lead shot, or improvised.
<i>Ranged Weapons</i>				
Crossbow	⊘4	Precision	1d12 Piercing	Max range 20m. Ammunition: Bolts. Reload time: 1 turn.
Longbow	⊘2	Versatile	2d6 Piercing	Max range: 150m. Use a PRS check to aim, but FIT for damage check. Ammunition: Arrows.
Shortbow	⊘1	Precision	1d6 Piercing	Max range 30m, Ammunition: Arrows.
<i>Firearms Weapons</i>				
Pistol	⊘8	Precision	2d12 Piercing	Max range: 30m (accurate). Ammunition: Bullets. Cartridge: 8, reload time: 1 turn.
Rifle	⊘12	Precision	5d6 Piercing	Max range: 40m (standing), 100m (standing, 2 turn aim), 500m (prone, 3 turn aim). Ammunition: Bullets, Cartridge: 1, reload time: 1 turn.
Shotgun	⊘16	Precision	10d4 Piercing	Max range: 10m (full damage), 1d4 removed for every subsequent metre. Ammunition: Bullets, Cartridge: 2, Reload time: 2 turns.

12: Clothing & Armour

The clothing and protective gear you wear can have a dramatic impact on your ability to defend yourself, or run away from problems.

Wearing Armour

Outfits

Wearing thicker armour protects you, by increasing your *Block* statistic by a specified amount. Most sets of clothing are considered to come in a 'full set', and thus cover the entire torso, arms, legs, feet - and possibly comes with some headwear.

For the sake of simplicity, you are generally discouraged from 'mix and matching' various types of armour. You are allowed to switch out various pieces of armour for magical equivalents, or simply for a cooler aesthetic. However, your Block value is determined by whatever type of protection you are wearing *most* of - and if in doubt, the lower value will be used.

If Gunter the half-giant wishes to wear a full suit of knight's armour, but swap the gloves out for her cotton *Gloves of Pugilism*, she can do so without altering the total Block value. However, if she also swapped out the helmet for a jaunty hat, and the footwear for some running shoes, the GM may step in and decree a penalty to her Block statistic.

Proficiencies

Armour comes in 4 categories: clothing, light armour, medium armour and heavy armour, in order of increasing protection.

he first two of these (clothing & light armour) can be worn by anyone, without penalty. However, wearing medium or heavy armour requires skill to be able to do, without it becoming a severe distraction. These armours require you to be proficient (either through a class bonus, or through the relevant Skill). If you attempt to wear armour you are not proficient in, you take the *Encumbered* status effect and check-disadvantage on any accuracy checks made.

Clothing

Everyday clothes offer no additional protection against the attacks of malevolent forces. It is, however, comfy and easy to wear.

You require no proficiencies in order to wear clothing.

Type	Description	Effect	Cost
Casual outfit	Jeans and a t-shirt. Cheap, comfy and practical	No effect	£10
Formal Wear	Extra suave look for the discerning witch or wizard. Ball gowns and tuxedos are impractical, but you look amazing!	-2 Dodge, +2 Charisma	£2
Sports clothes	Specially designed clothing for taking part in physical activity.	+2 Dodge	£1
Wizards Robes	Once the everyday clothes of all wizardkind, now usually seen as the typical school uniform of a Hogwarts student.	+1 to spellcasting checks	£7

Light Armour

Light armour is the crossing point between what we typically think of as armour (knights clanking around in metal), and everyday clothes. Light and flexible, it grants only limited protection.

You require no proficiencies in order to wear light armour.

Type	Description	Effect	Cost
Padded	Formed from multiple layers of soft fabric and padding	+2 Block, -1 Dodge, Conspicuous	£25
Leather Jacket	A simple leather jacket offers a surprising amount of protection. Plus it looks cool.	+1 Block	£10
Warded Cloth	A recent magical invention, this expensive material hardens on impact, providing extra protection, whilst not impeding your movement.	+2 Block	£12

Medium Armour

Type	Description	Effect	Cost
Bulletproof Vest	A muggle invention, this weaved kevlar material offers a good amount of protection.	+3 Block, -1 Dodge, Resistance to Ranged Weapon attacks	£3
Hardened Furs	A primitive-appearing armour often worn by giants and other isolated peoples. Layers of hardened leather and treated hides protects against the cold, as well as from weapons.	+2 Block, -1 Dodge Resistance to Cold damage	£15
Tactical Armour	The armour of the Auror class, thought to strike the correct balance between hardened and fortified plates inserted between layers of flexible fabric.	+4 Block -2 Dodge, Conspicuous	£8
Warrior Robe	Magical armies are rare, but Battlemages often wore specially warded robes which offered improved protection, though hampered movement.	+3 Block, -1 Dodge	£3

Heavy Armour

Type	Description	Effect	Cost
Bomb Suit	Specially designed suit that one must climb inside. Used by professionals who frequently find themselves at risk of incineration or detonation	+5 Block, -6 Dodge Resistance to Fire & Concussive damage, Conspicuous.	£15
Runic Mail	Enchanted scales of metal fit together to provide full physical and magical protection over your body..	+7 Block, -5 Dodge,	£100
Steel Plate	It is said that modern problems require modern solutions. Steel plate is proof that, maybe, this isn't always the case	+4 Block, -5 Dodge, Conspicuous, Resistance to Piercing & Slashing damage.	£10
Special Response Set	The bigger, badder brother of the Tactical armour. Used only when overwhelming firepower needs to be withstood, as it is much more cumbersome	+5 Block, -4 Dodge Conspicuous	£12

Damaging Armour

Of course, armour is not a panacea, and it cannot protect the squishy meat inside indefinitely.

When a *Critical Strike* is performed with one of the damage types mentioned in the table below, the attacker may choose to forgo inflicting damage and instead damage the armour of the target.

Damage Type	Armour Damage
Acid	1d4
Bludgeoning	1d2
Piercing	1d4
Slashing	1d2

Roll the associated *Armour Damage Dice* for the damage type, and deduct this total from the current Block bonus provided by the being's protective layer. This is a permanent deduction in the Block statistic, until the armour is repaired.

If the block-bonus reaches zero, the armour is considered 'destroyed', and is automatically 'de-equipped' as it falls to shreds around you.

Restoring Armour

Damaged Armour may be restored by spending 1 hours repairing it (with a repair kit) for one hour per *Block* bonus that must be restored, or by using a suitable magic spell.

Armour that has been 'destroyed' cannot be repaired without proficiency with a *repair kit*.

13: Adventuring Gear

Adventuring gear is the set of (usually non-magical) items that you would need to use to survive on a day-to-day basis on an adventure.

Name	Weight	Cost	Name	Weight	Cost
Acid	Light	£4	Jewellery (luxurious)	Light	£20
Arrows (10)	Light	£4	Ladder (2m)	Heavy	£15
Backpack (25L)	Light	£8 × 15	Lamp	Light	£2
Backpack (65L)	Medium	£1 £5	Magnifying Glass	Light	£2
Ball bearings	Light	£1 × 20	Manacles (Iron)	Medium	£10
Bedroll	Light	£5	Mirror (handheld)	Light	£2
Blowgun Needles (20)	Light	£2	Oil (flask of)	Light	£1
Caltrops	Medium	£6 × 25	Paper (20 sheets A4)	Light	× 10
Candle	Light	× 9	Parchment (5 sheets A3)	Light	£2
Case (map or scroll)	Light	£3 × 10	Perfume (vial)	Light	£10
Chain (5m)	Heavy	£12	Pole (3 m)	Light	£8 × 15
Chalk	Light	× 19	Potion: Antidote	Light	£1
Chest	Heavy	£1	Potion: Pepper-Up	Light	£10 × 5
Crossbow Bolts (10)	Light	£4	Potion: Poison	Light	£2
Crowbar	Medium	£3 × 10	Potion: Wiggenweld	Light	£10 × 5
Drinking Flask	Light	£3 × 10	Rations (1 day)	Light	£2 × 20
Firearm Bullets (20)	Light	£10	Rope (20m)	Light	£4 × 20
Fishing Rod	Light	£13 × 1	Sack	Light	× 19
Floo Powder Pouch	Light	£1	Shovel	Light	£4
Food (1 warm meal)	Light	£3 × 10	Slingshot Bullets (10)	Light	£1
Glass Vial	Light	£2 × 20	Soap	Light	× 19
Hammer	Medium	£5	Tea Set	Light	£1 × 20
Holy Water	Light	£2	Tent (two-person)	Light	£1 £5
Hourglass	Light	£1 × 20	Tinderbox	Light	£1
Hunting Trap	Light	£1	Torch	Light	× 19
Ingredient Pouch	Light	£5	Whetstone	Light	£1 × 20
Ink	Light	× 19			
Ink pen	Light	× 19			
Jewellery (cheap)	Light	£10			
Jewellery (fine)	Light	£3			

Acid: May be splashed on a melee opponent, or used as an improvised Ranged weapon, following the normal rules. In either case, do 3d4 acid damage.

Backpack (25L): The primary storage for most adventurers. A medium-sized backpack suitable for adventuring, with a volume of around 25L

Ball bearings: As a major action, spill these on the floor covering up to 5 square metres. Any creature passing through this region must succeed on a DV10 FIN Resist check, or fall prone.

Bedroll: Comfy enough to get a decent night's sleep on when out on an adventure.

Caltrops: As a major action, spill these on the floor covering up to 2 square metres. Any creature passing through this region must succeed on a DV12 FIN check, or stop moving and take 1d4 piercing damage.

Candle: For 1 hour, shed bright light 1m radius, and dim light for a further 1m.

Case (map or scroll): Safely protects up to 10 large sheets of paper from the elements.

Chain (5m): A set of large metal links. Can be broken by a DV18 ATH (Strength) check, or by taking more than 10 physical damage.

Chest: A large wooden structure, bound with iron bars. Useful for storage, with an interior volume of 150L.

Crowbar: Gives advantage on Strength checks when leverage can be applied.

Drinking Flask: Contains enough water for one person for one day

Floo Powder Pouch: Can be used to navigate from one fireplace on the Floo network to another. Each pouch contains enough powder for 5 journeys.

Holy Water: May be splashed on a melee opponent, or used as an improvised Ranged weapon, following the normal rules. In either case, do 3d4 Celestial damage.

Hunting Trap: Requires 2 major actions to set, and forms a ring 0.5m in radius. Any creature that steps into this ring must succeed a DV15 FIN(Speed) check, or become Trapped, and taking 1d4 piercing damage. Trap may be broken via a DV10 ATH(Strength) check, but each failed attempt does a further 1d4 piercing damage.

Ingredient Pouch: Used to keep potion ingredients safe from the elements.

Lamp: For 6 hours, casts a bright light in a 4m radius, and dim light for a further 3m.

Manacles (Iron): Can be broken via a DV15 ATH(Strength check), but otherwise immobilises the hands of the wearer.

Oil (flask of): Contains enough oil to refill a lamp once.

Potion: Antidote: Cures up to 5 points of poison damage.

Potion: Pepper-Up: Restores 10FP

Potion: Poison: Does 5 Poison damage per turn for 5 turns.

Potion: Wiggenweld: Restores 10HP

Rations (1 day): Not particularly nourishing, but enough to fill you up and keep you alive and kicking.

Tea Set: Contains all the ingredients to make a decent cup of tea

Tinderbox: Contains a flint and some tinder, necessary to create a non-magical fire.

Torch: Burns for 1 hour, casting bright light for 2m, and dim light for a further 2. May be used as an improvised weapon, where it does an additional 1d4 fire damage.

Whetstone: Useful for sharpening a dulled weapon.

Artefacts

Artefacts are items which are more magical in nature, and generally cannot be synthesised directly, though they may be recreated through enchanting. Some artefacts are incredibly rare and powerful, and can be hard to track down. The list below contains only some artefacts which are commonly found in the wizarding world, and should by no means be thought of as extensive.

Name	Weight	Cost
Bludger	Heavy	£5
Broomstick (cheap)	Medium	£40
Broomstick (fine)	Medium	£500
Crystal Ball	Light	£1
Darkandles	Light	£4
Deluminator	Light	£60
Extending Stachel	Light	£100
Gobstone (Set of 30)	Light	£5
Golden Snitch	Light	£10
Howler	Light	£1
Invisibility Cloak	Medium	£240
Mokeskin Pouch	Light	£1
Obsidian Manacles	Medium	£150
Omnioculars	Light	£15
Pensieve	Heavy	£400
Portkey	(Varies)	£16
Quick-Quotes Quill	Light	£1 £10
Rememberall	Light	£1
Self-Erecting Tent	Heavy	£24
Sneakoscope	Light	£1
Spellotape	Light	£4
Talking Portrait	Heavy	£15
Time-Turner	Light	£100000
Wand	Light	£6

Bludger: An enchanted iron ball, weighing approximately 80kg, and yet able to fly. They possess a malicious streak, and will target any flying entity within 100m and attempt to smash into them, before moving onto their next target.

Broomstick (cheap): A low-range broomstick that can get off the ground, but not much more than that. Capable of carrying one passenger at speeds of up to 100mph, thought with very clumsy handling at high speeds.

Broomstick (fine): A high-end broomstick capable of high-speed precision flying. Capable of carrying one passenger at speeds of up to 250mph, with the handling only limited by the pilot's reaction time.

Crystal Ball: A sphere of perfect crystal – the manufacture of these objects is a carefully curated secret. A properly trained mind can use a crystal ball to peer through the mystic veil and learn about the universe.

Darkandles: The exact opposite of a candle, a darkandle emits darkness, rather than light. Within a 5m radius, there is total darkness, and within 5m there is only dim light, regardless of any other light sources nearby.

Deluminator: A device designed by Dumbledore, the deluminator may be targeted at a specific light-source, at which point the light is extinguished, and absorbed by the deluminator. This light source is permanently disabled until the deluminator restores the light to it.

Extending Stachel: A normal backpack that has been enchanted with the *internal extension charm*, making it several times larger on the inside than the outside. This backpack can hold up to 300L, and makes the contents 10 times lighter than normal.

Gobstone (Set of 30): A small set of stones used in the titular game. When knocked by another gobstone, they eject a squirt of corrosive liquid into the eyes of the target.

Golden Snitch: A small golden, metal orb which sprouts wings when activated. The snitch then immediately attempts to evade all living beings, though sometimes it will taunt them by floating in front of their faces, before quickly vanishing.

Howler: A magical letter that, when opened by the recipient, unfolds itself, floats and begins to scream the enclosed message, before incinerating itself. If left unopened after being delivered, it will explode violently.

Invisibility Cloak: A cloak that renders whatever is concealed within it invisible, though external factors such as sound, or the presence of rain or snow may still give away the location. The cloak also offers no protection against spells.

Mokeskin Pouch: A small coin pouch that can only be accessed by its owner.

Obsidian Manacles: A magical set of handcuffs which, when firmly closed around the wrist, prevent a witch or wizard from casting any magic.

Omnioculars: A pair of high-resolution binoculars, capable of pausing, rewinding and replaying previous events. Omnioculars are capable of 10x magnification, and a playback up to 3x slower than original of up to 1 hour of recorded footage.

Pensieve: A large stone bowl, engraved with ancient runes and inlaid with previous stones. A pensieve can be filled with memories, in the form of a silvery glowing fluid, which can then be viewed and relived in real time.

Portkey: A one-use device with a teleportation charm embedded in it. A portkey resembles a random piece of junk, but when activated (either by touch, or at a specific time), teleports to a preset location.

Quick-Quotes Quill: A quill which automatically writes down whatever is said within a 2m radius.

Rememberall: A small glass orb filled with grey smoke, which turns bright scarlet whenever the bearer forgets something. The colour reverts to grey when the target remembers.

Self-Erecting Tent: Outwardly a three-man tent, but due to an extension charm, its interior is large enough for around 10 adults to live comfortably. It erects and disassembles itself upon hearing a double-clap.

Sneakoscope: A sneakoscope is a type of dark-detector that looks like a glass spinning top. It lights up, spins and whistles whenever someone in a 2m radius is doing something untrustworthy. In practice, this grants the bearer a +5 bonus to passive perception against 'untrustworthy' actors.

Spellotape: An alternative to the *Stick* charm, when dealing with delicate magical objects, spellotape is an adhesive material.

Talking Portrait: A portrait of a witch or wizard which is imbued with their personality and (to an extent) their memories, as interpreted by the artist. These paintings can wander in and out of any nearby paintings, and also visit other paintings of themselves anywhere in the world.

Time-Turner: An incredibly powerful item, that takes the form of an hourglass on a necklace, a time turner allows one to travel backwards in time one hour for every turn of the hourglass. Attempting to travel back more than 5 hours, or otherwise interfering with the past can cause irreparable damage to the space-time continuum.

Wand: The cornerstone of wizarding life, though magic is possible without a wand, it is much harder – nearly every witch and wizard possess one. Wands bond to their owner through a complex and unknown process, so it is vital that you only use your own wand, or one you have bonded with.

Packs

Packs are pre-arranged sets of equipment. Where a pack leaves the precise nature of an item unclear (i.e. 'a book'), you may choose the exact item within the following bounds:

- A book may not cost more than 50gp.
- A set of tools may not cost more than 30gp.

Basic Pack

Cost: 30 gold
Contains: A normal backpack, some normal clothes, a small dagger, a candle, and a healing potion.

Explorer Pack

Cost: 30 gold
Contains: A set of adventuring clothes, a climbing set, a torch, a map case (with map), 10 days of rations, a water flask, a bedroll and a tent.

Fighter Pack

Cost: 30 gold
Contains: A weapon (your choice), a basic set of armour, and a healing potion.

Scholar Pack

Cost: 30 gold
Contains: A normal backpack, some normal clothes, 2 books, 10 sheets of paper, ink and pen, a magnifying glass and 1 set of tools.

Student Pack

Cost: 30 gold
Contains: A normal backpack, 1 book, a set of potion equipment and a set of student robes.

Thief Pack

Cost: 30 gold
Contains: A set of (dark) clothes, lockpicking tools, a set of ball bearings, a torch, and a set of rope.

14: Books

A book is a compendium of knowledge, contained between two pages. As wizards, words and knowledge are power -- so all good wizards are familiar with their literature! Despite this, books can be rather heavy (classified as 'medium' weight), and hence a normal witch or wizard will struggle to carry more than 3 books on them during everyday life.

Normal Books

Normal books fall into many different categories,. The list below contains an example of some of the most common topics of wizarding books, and a few examples of the most famous texts within those categories, where relevant.

Name	Cost
Ancient Runes	50
Artificing	
<i>From Twigs to Flight: A Broommaking Guide</i>	35
<i>Avoiding Mishaps When Making Things</i>	20
<i>Steel, Stone & Sorcery: A Guide to Golems</i>	1000
Astronomy	
<i>The Stars and Why They Matter</i>	25
<i>Galactic Dynamics, Second Edition</i>	80
<i>The Magical Effects of Stars</i>	20
Biographies	
<i>Wizarding Biographies</i>	30
<i>Muggle Biographies</i>	10
Herbology	
<i>One Thousand Magical Herbs and Fungi</i>	40
<i>Flesh-Eating Trees of the World</i>	30
History of Magic	
<i>A History of Magic</i>	30
<i>Great Wizards Through History</i>	25
<i>Non-European Magic and its History</i>	40
<i>Hogwarts a History</i>	15
<i>Sites of Historical Sorcery</i>	80
Magical Creatures Book	
<i>Fantastic Beasts and Where to Find Them: A Guide to Common Magical Creatures</i>	20
<i>Studies on Sapient Creatures</i>	20
<i>The Unlife, and How to Avoid Them</i>	40
<i>Monster Book of Monsters</i>	60
<i>Rare and Dangerous Magical Creatures Around the World</i>	100
Maps	
<i>Local-Scale Maps</i>	10
<i>Large-Scale Maps</i>	40
Mathematics	10
Muggle Literature	5
Muggle Studies	25
Periodicals	
<i>Daily Prophet</i>	4
<i>The Quibbler</i>	10
<i>Witch Weekly</i>	5
Potions	
<i>Magical Drafts and Potions</i>	30
<i>Advanced Potion Making</i>	80
Quidditch	
<i>Quidditch Through the Ages</i>	15
<i>Handbook of Do-It-Yourself Broomcare</i>	35

Spell Books

Spellbooks contain within them the information needed to cast spells. The rules for casting from spellbooks are detailed on page ??.

For each topic, 5 books are listed in descending order. Each of these 5 books corresponds to one block of spells listed on page 59. *The Forbidden Arts*, the second Dark-Arts spellbook therefore contains all the level-2 Dark Arts spells, but not the level one spells.

Name	Cost
Spellbook: Charms	
<i>The Standard Book of Spells</i>	30
<i>Achievements in Charming</i>	60
<i>The Standard Book of Spells (Grade 2)</i>	100
<i>Charms: An Expert's Guide</i>	200
<i>Extreme Incantations</i>	500
Spellbook: Dark Arts	
<i>An A-Z of Spooky Spells</i>	100
<i>The Forbidden Arts</i>	200
<i>Necromancy: A Misunderstood Skill</i>	300
<i>Magick Moste Evile</i>	500
<i>Spelles Moste Vyle</i>	800
Spellbook: Divination	
<i>The Dream Oracle</i>	30
<i>The Future is an Open Book (And So is This)</i>	60
<i>Unfogging the Future</i>	100
<i>Death Omens: What to Do When You Know the Worst is Coming</i>	200
<i>Time and its Mysteries</i>	500
Spellbook: Hexes & Curses	
<i>Basic Hexes for the Busy and Vexed</i>	30
<i>A Compendium of Common Curses</i>	60
<i>Curses & Counter-Curses</i>	100
<i>Dark Forces: A Guide to Self Protection</i>	200
<i>An Auror's Toolkit</i>	500
Spellbook: Illusion	
<i>Easy Spells to Fool Muggles</i>	30
<i>Jiggery-Pokery & Hocus-Pocus</i>	60
<i>On the Mysteries of the Human Mind</i>	100
<i>Merlin's Tricks and Incantations</i>	200
<i>Light and Perception: The Magician's Mastery</i>	500
Spellbook: Recuperation	
<i>Self-Defensive Spellwork</i>	30
<i>How To Not Be Killed: A Guide</i>	60
<i>Defensive Spells to Save Your Skin</i>	100
<i>An Anthology of Safeguarding Measures</i>	200
<i>Life, and How to Preserve It</i>	500
Spellbook: Transfiguration	
<i>A Beginner's Guide to Transfiguration</i>	30
<i>Transmutation and other Transformative Tricks</i>	60
<i>Theories of Transubstantial Transfiguration</i>	100
<i>Conjuring and Summoning for the Experienced Witch</i>	200
<i>The True Art of Transfiguration</i>	500

15: Tools

A tool helps you to do something you couldn't otherwise do with your bare hands -- or even with your wand -- such as craft or repair an item, forge a document, or pick a lock. Anyone can use a tool, but only someone who is proficient in it will be able to use a tool to its full potential. Proficiency in a tool is granted through Racial or Archetype abilities, or by taking the Tool-User Skill.

A common list of tools is presented below:

Name	Weight	Cost
Alchemy Gear	Medium	£11 x25
Climbers Kit	Medium	£8 x15
Cooking Utensils	Medium	£3 x10
Disguise Kit	Light	£3 x10
First Aid Kit	Light	£13 x15
Forgery Tools	Light	£2 x20
Gaming Set	Medium	£3 x10
Herbology Tools	Medium	£4
Jeweller's Tools	Light	£11 x25
Lockpicking Tools	Light	£6 x25
Musical Instrument	Various	£2
Navigator's Tools	Light	£3 x10
Repair Kit	Medium	£5
Runic Tools	Light	£1 x20
Smithing Tools	Heavy	£7 x15
Tinkering Tools	Light	Sickle5

Alchemy Gear

A must-have for the budding alchemist, potion equipment typically consists of a collapsable cauldron, an alembic, a distillation setup, and a titration column. Proficiency in this set of equipment allows you to add your Expertise bonus to potion making attempts.

Climbers Kit

Required for scaling up vertical faces, or abseiling down them. You move at one-quarter your walking speed, unless you have proficiency in this tool, in which case you move at half-speed.

Cooking Utensils

Useful for producing life-sustaining nutrition out in the wilderness. Proficiency in this toolset means meals cooked restore one level of exhaustion when eaten.

Disguise Kit

A pouch of minor cosmetics, dyes and small props allows you to alter your appearance through non-magical means. Proficiency allows you to add your Expertise bonus to subsequent Deception and Stealth checks made by the disguised individual.

First Aid Kit

A first aid kit allows you to perform medical procedures, when in a pinch. Used without proficiency and passing a DV15 Intelligence check allows you to Stabilise a dying individual. With proficiency, can heal 1d4 damage.

Forgery Tools

This kit of parchments, papers, inks and wax seals enables you to attempt to produce convincing fakes and forgeries, though they can be seen through with a DV10 Intelligence check. Proficiency allows you to add your Expertise bonus to the DV required to spot that the forgery is a fake.

Gaming Set

A set of a mundane or magical game, such as Wizard chess. Proficiency in this toolset allows you to add your Expertise bonus to all checks whilst playing that game. Each subsequent game requires a new proficiency.

Herbology Tools

Tools required to grow your own plants – pruning shears, plant nutrients and so on - as well as to harvest plants you find in the wild. Proficiency in these tools lets you harvest double the usual number of samples from a plant.

Jeweller's Tools

A set of tools used to determine the authenticity and nature of mundane and enchanted objects, a Jeweller's set bears a visual similarity to the muggle tools from which they get their name – an eyeglass and some simple alchemical equipment. Proficiency allows you to add your Expertise bonus to all checks used to investigate the nature of an item.

Lockpicking Tools

Whilst a wizard often relies on magical means to get past locks and traps, powerful and intricate magics often require additional help. Wizard's lockpicks are not just sticks of iron, but are often interwoven with powerful enchantments to ease to process and the set includes various arcane and mundane tools for use in such situations. Proficiency with them enables you to add your Expertise bonus to lockpicking checks.

Musical Instrument

Merely possessing a musical instrument allows you to make crude noises, but you require proficiency to truly play an instrument, and you may add your Expertise bonus to all checks relating to the instrument. Each subsequent instrument requires a new proficiency.

Navigator's Tools

A requirement for long-distance navigation. Allows you to chart a course for a on-foot travel, broomstick flight, ship's course for journeys greater than 5 hour. Proficiency in these tools allows you to add 1 hour for every point of your Expertise bonus.

Repair Kit

A set of tools for performing minor repairs to armour and clothing. Proficiency allows you to halve the time required to repair a set to full strength, and allows you to repair it Destroyed armour.

Runic Tools

Runic tools allow you to engrave intricate runes on a surface with exquisite accuracy, a requirement for the creation of the fine magical matrices used in Enchanting. Proficiency in these tools allows you to add your Expertise bonus to Enchanting checks.

Smithing Tools

Required to forge new items out of raw material. Proficiency grants you the ability to add your Expertise bonus to smithing related checks, and doubles the value of items you can produce in your downtime.

Tinkering Tools

A set of tools used to fiddle with clockwork, electrical or other mechanical devices. Proficiency allows you to add your Expertise bonus to all tinkering checks.

16: Artificing

Artificing is the art of creating new items, typically those imbued with magical powers.

The most prominent examples of artificing in the Wizarding world are **Enchanting** and *Alchemy*.

Enchanting

Enchanting is the process whereby magical items are made – imbuing them with extraordinary abilities.

Unlike ‘normal’ magic, which has gone through the millennia long process of taming, binding and chaining to individual spells, the artificing is still relatively close to its roots as a primordial magic. It is thought that this is probably due to the heavy influence of goblin work in the artificing arts.

Enchanting an item is achieved through a laborious process of arcane inscription, in which magical runes are drawn over the object to be enchanted using special *Runic Tools*. These runes form a complicated web of magic known as the *nexus* of the object. If the nexus of an enchanted object is destroyed (an act which normally, though not always, destroys the enchanted object) the enchantment is released.

Upon completion of the inscription process, a small sealing charm is placed over the object to charge the nexus, at which point it is revealed if the enchantment holds.

The effect of the enchantment is determined by two things: the runes inscribed on the surface, but also the willpower of the inscriber, which helps shape the otherwise somewhat vague runes.

There are thousands of individual runes throughout the known world, complex conjugations and combinations, to help guide the mind of the enchanter. All of the runes, however, can be broken down into three categories. For a successful enchantment, you need at least one rune from each category to be imbued into the nexus.

The three categories are the **Duration Runes**, the **Action Runes** and the **Subject Runes**, which are shown on the next page.

In addition to these runes, the enchanter must have a clear idea in their mind as to the purpose of the enchantment. For example, the rune sequence:

⌘↑↑

This reads *aeternum clypus aqua* - or ‘eternal shield water’. However, an object which provides protection against water and cold damage, and an object which protects a body of water from corruption could both be inscribed with these runes.

Equally, the rune sequence ⌘↑↑ could be used on an object which ignites a tiny spark (such as a magical tinderbox), or one which explodes with the fury of a thousand suns.

As the enchanter is performing the ritual, therefore, it is vital that they hold in their mind (and describe to their GM) exactly what it is that they are trying to imbue the item with.

Duration

The Duration runes specify how long the effect of the enchanted item lasts after it is activated: does it last for only a few seconds at a time, does it release the effect incredibly quickly then halt, or is the effect permanently active?

Rune	Name	Description
⌘	dispos	Used for effects that act instantaneously, releasing all their effect an energy in a split second.
↑	velox	Used for effects which last for a handful of seconds – burning a target when struck with a weapon, or activating a temporary shield.
⌘	lentus	Used for effects that last on the duration of minutes to hours. The effects tend to be much more gentle than with <i>velox</i> or <i>dispos</i> , as the magic gently seeps out over time.
⌘	aeternum	Used for effects which last for extended periods of time, or are constantly active. As with <i>lentus</i> , the effects are diluted by the need to conserve energy.

Action

The Action runes specifies the kind of action that the enchantment performs - does it create something new? Alter what is already present? Does it give the user new abilities, or does it protect them from harm?

Rune	Name	Description
⌘	cingo	The containment rune: used when the enchantment involves restraining or containing the subject matter within the object.
↑	clypus	The protective rune: used to protect the subject from harm, extend its lifetime or prevent the degradation of itself or others
⌘	discite	The perception rune: used to extend or nullify the senses, and to aid in the perception and understanding of the subject.
↑	genero	The creation rune: used to summon something from nothing, to create an entirely new example of the subject.
⌘	imperum	The manipulation rune: used to allow the manipulation or control of the subject, without altering its nature.
↑	muto	The transformation rune: used to alter the nature and form of the subject.
⌘	perdero	The destruction rune: used to project negative energies which degrade, destroy, damage and otherwise break and reduce the subject.
↑	porto	The transmission rune: used to project or transfer the subject over large distances
⌘	sarco	The rebuilding rune: used to repair, heal and restore the subject.

Subject

The Subject runes control what the *Action* acts upon. Does the ‘creation’ rune form a blast of fire or a jet of water?

Rune	Name	Description
☊	animus	The Astral rune: the domain of the spirit, the extraplanar and the Unliving.
☵	aqua	The Water rune: the domain of water, ice and other fluids.
☿	arbor	The Nature rune: the domain of plants, soil, leaves and the natural world.
♄	belua	The Beast rune: the domain of non-sapient beasts and animals
☽	caelus	The Air rune: the domain of wind, storms and flight.
☿	fabula	The Arcane rune: the domain of pure magical energies, spells and power.
♏	hominus	The Body rune: the domain of sapient creatures and their physical form.
☿	ignis	The Fire rune: the domain of flames, lava, and heat.
♁	locus	The Space rune: the domain of length, volume, speed and gravity.
☿	lux	The Light rune: the domain of light, darkness and illusions.
♄	morbus	The Cursed rune: the domain of poisons, curses, diseases and other evil and unpleasant things.
♁	pondus	The Matter rune: the domain of mass, objects and the physical world.
☿	sensus	The Mind rune: the domain of consciousness, dreams and the brain.
♁	tempus	The Time rune: the domain of the past, the future
☿	terra	The Earth rune: the domain of earth, clay, rocks and stone.

Learning New Runes

The runes are divided up into 3 varying categories, depending on how rare and powerful they are: *common*, *mystical* and *legendary*.

Anyone may use any of the runes, if they can get their hands on a text from which to study it. This division merely serves to model how rare the corresponding knowledge is (and how expensive purchasing the relevant tome may be!)

Runes may be learned by finding an scroll, book or other representation of the rune, which the budding enchanter may then study for 30 minutes, before committing it to memory.

Common

The common runes are those which everyone can be assumed to know, if they have had a basic education in the arcane arts.

Duration	Action	Subject
velox (☊)	clypus (☿)	aqua (☵)
lentus (☿)	imperum (♁)	caelus (☽)
	sarco (♄)	hominus (♏)
		ignis (☿)
		lux (☿)
		terra (☿)

Mystical

The mystical runes are rarer and more powerful. Information about these runes can be found only in specialist textbooks sold by unique vendors, or learned from professional enchanters.

Duration	Action	Subject
displos (☿)	cingo (☿)	arbor (☿)
	discite (☿)	belua (♄)
	genero (☿)	fabula (☿)
	muto (☿)	pondus (♁)
	perdero (♁)	sensus (☿)

Legendary

The legendary runes give access to incredibly powerful and long-lasting magics. Normally jealously guarded as trade-secrets, you may have to pay a pretty penny to get a glimpse at these runes.

Duration	Action	Subject
aeternum (♁)	porto (☿)	animus (☊)
		locus (♁)
		morbus (♄)
		tempus (♁)

The Enchanting Process

To go through with the enchanting process, one must possess a set of Runic Tools, and an object which you wish to enchant.

You must then select at least three runes that you know (if you have not learned any new runes, these are generally the *Basic Runes*), one from each of the three types. Then describe to the GM what effect you wish to imbue into the item.

If the GM agrees that the selected runes would produce the desired effect, they decide upon a DV of the enchanting, taking into account your relative spell level and the magnitude of the effect that you are attempting to create.

You must then perform an enchanting check. This is an Precision check plus, if you are proficient in the Runic Tools, your Expertise bonus.

If the check succeeds, you gain your magical item, and the GM will provide you with the exact description of what you have produced.

If the check fails, however, there are a number of possible outcomes, entirely at the behest of your GM. If you were attempting a 'standard' enchanting, i.e. nothing too far out of the ordinary, or faild only by the skin of your teeth, the GM may ask you to perform the check a second time to patch the flaws in your first attempt. If this second check succeeds, then you will manage to rescue the enchanting and produce a flawed version of the target item. A flawed enchanting may have a reduced number of uses ('charges'), or the magnitude of its effect may be greatly diminished.

However, the most likely outcome is that the nexus destabilises, and disintegrates the object. If you are incredibly unlucky, the nexus may discharge violently and explode...

The Limits of Enchanting

Although it is possible for an unskilled individual to lay their hands on a copy of even the most advanced runes, this does not mean that you can enchant whatever you desire.

A general rule of thumb is that you cannot enchant an item which would outperform a spell of your current level.

For example, a level 5 character only has access to Novice level spells, but could have access to the runechain $\overline{\text{X}}\overline{\text{A}}\overline{\text{F}}$ (*dispos perdero hominus*, instant destroy body), and is attempting to utilise these runes to curse an item with an effect which would cause instant death to the next person to touch it. Instant death, however, is the domain of *Word of Death*, a Master level necromancy spell. The GM would therefore assign this an incredibly high DV, or simply rule that this is an impossible task, far beyond your current capabilities.

Alternatively, you may be able to work with the GM to find way for the effect to be curtailed to an appropriate level - maybe this cursed object does kill, but only after prolonged contact, during which the caster suffers progressive maladies such as nosebleeds and headaches. This reduces the immediate threat (and hence game-breaking nature) of the enchantment, but keeps its fundamental essence intact.

In addition, whilst it is possible for the runechain $\overline{\text{X}}\overline{\text{E}}\overline{\text{F}}$ to imbue items with a limited amount of sentience and ability to function independently (this runechain is found on the bludger and golden snitch, for example), it is outside the realm of most wizards to imbue an item with true sentience. Only the Artificers have discovered how to imbue an item with original thought and true, actual consciousness.

Multiple Effects

Sometimes you may want to layer multiple effects on a single item.

If these individual effects compliment each other, and form part of a singular cohesive structure, then they can be chained together into a single enchantment.

An enchantment which lets you create and then manipulate fire, for example could be enchanted as part of a single runechain: $\overline{\text{X}}\overline{\text{Y}}\overline{\text{F}}\overline{\text{X}}\overline{\text{K}}\overline{\text{F}}$ (which you could probably shorten to $\overline{\text{X}}\overline{\text{Y}}\overline{\text{K}}\overline{\text{F}}$).

The individual effects would be weaker than if you had just chosen one of the effects, or the DV might be significantly higher, but this poses no intrinsic problems, as the runes work well

together.

However, you attempt to enchant drastically different effects layered onto the same artefact - you may wish to have a sword which contains a vicious toxin in the blade ($\overline{\text{I}}\overline{\text{A}}\overline{\text{E}}$), but also allows you to read the minds of your enemies ($\overline{\text{X}}\overline{\text{O}}\overline{\text{F}}$). These cannot be performed as part of the same enchantment ritual - you must perform the enchantment twice.

Note, however, that multiple enchantments (even if they compliment each other) can destabilise the magical nexus. The associated DV of multiply enchanted objects rises exponentially as more effects are added, and the odds of the item blowing up in your hands increases commensurately.

Some Examples

For the purposes of an example, the list below contains the runechains that are used to enchant some of the common magical artefacts found in the wizarding world.

Item	Runes	Justification
Bludger	$\overline{\text{X}}\overline{\text{B}}\overline{\text{F}}\overline{\text{X}}\overline{\text{K}}\overline{\text{N}}$ <i>Long contain mind,</i> <i>long control matter</i>	The first string provides the bludger with a limited amount of sentience and the second allows it fly and manoeuvre itself for a few hours, after being activated.
Deluminator	$\overline{\text{I}}\overline{\text{A}}\overline{\text{N}}\overline{\text{I}}\overline{\text{N}}$ <i>Short destroy light,</i> <i>short restore light</i>	The deluminator sucks in nearby light on activation (the first half), and then restores it on a second activation (the second half).
Penseive	$\overline{\text{X}}\overline{\text{B}}\overline{\text{F}}\overline{\text{X}}\overline{\text{O}}\overline{\text{F}}$ <i>Eternal store mind,</i> <i>long percieve mind</i>	A penseive acts as a permanent storage place for memories, and also allows the user to dive in for extended periods of time to view them.
Portkey	$\overline{\text{X}}\overline{\text{I}}\overline{\text{N}}$ <i>Instant transmit</i> <i>matter</i>	The portkey performs a single simple purpose: teleport matter instantaneously upon activation.
Self-Erecting Tent	$\overline{\text{X}}\overline{\text{Y}}\overline{\text{I}}\overline{\text{X}}\overline{\text{B}}\overline{\text{N}}\overline{\text{I}}\overline{\text{K}}\overline{\text{N}}$ <i>Eternal create</i> <i>space, eternal</i> <i>contain matter,</i> <i>short control matter</i>	The first two strings make the tent have a larger volume on the inside and to make it act as a shelter to objects inside. The final string enables the tent to assemble itself over a short period of time.
Sneakoscope	$\overline{\text{X}}\overline{\text{O}}\overline{\text{F}}\overline{\text{I}}\overline{\text{K}}\overline{\text{N}}$ <i>Eternal percieve</i> <i>cursed, short control</i> <i>matter</i>	The primary effect of the sneakoscope is contained in the first string: the detection of evil and cursed objects. The second string merely provides the alert mechanism - the object whistles and spins of its own accord.

Potion Making

Alchemy is the art of mixing magical and mundane ingredients together into magical potions, concoctions and other wondrous items. In order to perform alchemy, the you must have a set of Alchemy Gear (which includes the all-important cauldron).

Into the cauldron, you must then add their chosen ingredients, and then leave the potion to brew (preferably over a nice warm fire). You then perform an *Alchemy Check*, which is a normal d20 Intelligence check. If you are proficient in the Alchemist's tools, you also add your Expertise bonus to this check. This determines how well you mix the potion.

There exist a large number of potions recipes in the world, a small sample of which are shown below, with more found on page 83. Each potion has associated with it a number of essential ingredients, a brewing time, the mixing difficulty and the number of doses that a successful mixing produces.

If the ingredients you chose match the key ingredients of one of the potions in the list below, and if the potion was left to brew for the correct amount of time, then compare the Alchemy with the stated difficulty of the potion. If it exceeds the difficulty, then the ingredients are consumed, and a number of samples of the potion are produced, equal to the *Dose* statistic.

Failed Mixings

If the first mixing check fails, the GM may elect to ask the alchemist in question to perform the alchemy check again. If the second check also fails, or if the GM decides to omit this optional rule, then the ingredients are consumed, and nothing happens: the fluid in the potion turns into a useless back sludge, or evaporates completely.

If, however, the second check completes successfully, then the alchemist produces a *Flawed batch* of the chosen potion. A flawed batch has the same primary effect as the original potion, but has a *Side Effect*, which is presented at the bottom of the entry for each potion in the GM guide, but not in the Player Handbook. Some side effects are applied immediately upon mixing, and others are applied when the potion is used.

Modifying Potions

The 'essential ingredients' of a potion are those that one might find in a textbook. They are the safe, reproducible way to produce the stated effects. However, magic is a fickle thing, and the aspiring Potions Master should know that an extra sprinkle of Eye of Newt here, and a dash of Lemon Juice there can drastically change the effects of a potion.

After adding the essential ingredients, each potion can then be modified by adding some optional ingredients. These optional ingredients can boost the effectiveness of the potion, in a compounding fashion - whilst two ingredients might separately increase the effectiveness by 50%, when both mixed in together, they increase the effectiveness by 125%.

Each optional ingredient also has associated with it an additional DV - making the potion harder to mix. If an incorrect ingredient is added, then it increases the DV by 5, but has no additional effects, unless the GM deems it to be a particularly heinous ingredient (adding *Basilisk Venom* to a healing potion, for example).

The additional ingredients are not listed in the player version of the potion list, as they are (nominally) a secret. They may learn about the additional effects of individual ingredients through research, or through in-game interactions with herbalists. A trial-and-error approach is also not (entirely) frowned upon!

Purchasing Potions

If a player wants to get all the tasty benefits of potion mixing, but doesn't have the skill to pull it off, then they may simply purchase the potions for the price stated in each potion description. All potions purchased on the general market are the 'base-level' version with no additional ingredients or effects. If characters wish to purchase more powerful potions, these are only available from rare artisan potioners who make potions to order. The prices of such orders scales with the additional power of the potion.

Sample Recipes

Listed below are a few sample recipes. The full list is found on page 83.

Pepperup Potion

Bright blue gel, with a strong, spicy odour.

Cost	Mixing Time	Dose	Difficulty
£7	1 hour	3 doses	10

Ingredients: Chizpurple Fang, Ginger, Tea Leaf
Restores FP by 5 points

Polyjuice Potion

The colour, scent and taste of this potion reflect the target transformation.

Cost	Mixing Time	Dose	Difficulty
£10 £15	1 day	1 dose	15

Ingredients: Boomslang Skin, DNA of target, Fluxweed, Lacewing Flies
Transfigure yourself into another human for 1 hour

Viper's Venom

A blue liquid with a slight acrid odour.

Cost	Mixing Time	Dose	Difficulty
£9	2 hours	3 doses	10

Ingredients: Asp Tail, Lobalug Venom, Nightshade
Applies the *Poisoned: Mild* status effect and immediately deals 5 Poison Damage

Wiggenweld Potion

Vibrant red fluid with a pleasant, herbal aroma.

Cost	Mixing Time	Dose	Difficulty
£7	1 hour	3 doses	10

Ingredients: Dittany, Horklump Juice, Wiggentree Bark
Restores HP 5 points

Part IV

Magic

17: Types of Magic

Magic is an all-encompassing supernatural force within the universe, with the ability to alter reality at a most basic level. Incredibly powerful and difficult to control, magic is - at its heart - formless, chaotic and without boundaries.

However, over the centuries, some humans have been born with the ability to touch this immense reservoir of power: witches and wizards. These magic-users have attempted to tame and define magic, and to shepherd into easily understood forms.

The greatest discovery in wizarding history - comparable to the discovery of fire, or the wheel in the muggle world - was the discovery of the magical spell, followed by the discovery of the magical wand.

Prior to this discovery, witches and wizards had attempted to harness the infinite force of magic through sheer mental effort. Of course, this meant that a single stray thought at an inopportune moment could lead to blowing up a city, rather than lighting a candle.

Magical spells however, combine a ritualistic element (usually in the form of an incantation and a physical movement) to condition and focus the mind into the correct shape. The discovery of wands to focus and channel magical energies helped popularise this new way of casting magic - and it is now the utterly dominant way for magical folk to use their skills.

Spell & Caster Levels

Not all spells are created equal - some spells can only be cast by those who are exceptionally skilled in the arcane arts. There are 6 'levels' of spells, which denote how powerful they are:

Spell Level	Name	Description
1	Beginner	Basic spells that everyone can cast
2	Novice	More powerful, yet still basic magic
3	Adept	The most powerful magic that a 'normal' person uses in their day-to-day life.
4	Expert	Spells which go beyond those learned in a normal education
5	Master	Powerful spells cast by those at the top of their field
6	Ascendant	Nearing god-like abilities

Every witch or wizard has an associated 'magic level' as well, which denotes the power of spells that they can cast. A *Novice* wizard is able to cast Beginner and Novice-level spells, but no higher. The types of spell a character has access to is determined by the total character level:

Character Level	Spell Level
1-3	Beginner
4-7	Novice
8-10	Adept
11-13	Expert
14-17	Master
18 +	Ascendant

Magical Schools

The study of magic is a far-reaching field, which encompasses many different areas and skills - some of which require vastly different skillsets to use. For this reason, a magical taxonomy was introduced by the Wizangemot in 1755, which divides the study of magic up into 7 'Schools', each of which contains a number of 'Disciplines'.

Charms

The Charms school of magic fundamentally relies on magically manipulating the position and speed of matter, whether on a large scale, to cause objects to levitate and fly - or on a microscopic level, to excite and energise the inside of an object, causing it to burst into flame.

Those who are proficient in Charms are known as *Sorcerers*.

Elemental Magic

Elemental magic studies the manipulation and invocation of very primal forces - heat, light, energy, matter, and the classical elements.

Kinetic Magic

Kinetics is a discipline which relies on moving and manipulating physical objects, and often forms the basis of 'everyday' magic.

Divination

The Divination school encompasses magic which taps into forces which exist beyond the physical world to discern knowledge that would have previously remained hidden - entering the domain of the senses, memory, and the spiritual realms.

Cerebral Magic

Cerebral magic is the study of peering into the human mind, extending the senses beyond their normal range and detecting the undetectable.

Those who are proficient in the field of Divination are known as *Clairvoyants*.

Temporal Magic

One of the most mysterious disciplines, temporal magic allows one to see beyond concerns such as time and space, and observe (and perhaps manipulate) the universe at an extraplanar level.

Illusion

The Illusion school of magic is, as the name might suggest, focussed on magic which produces false images and tweaks the mind into seeing things which are not really there. Witches and Wizards who excel in Illusion magics are known as *Magicians*.

Bewitching Magic

This discipline focusses on the gentle persuasion of the mind and the manipulation and conjuring of images to convince the target of something which is not true.

Psionic Magic

A darker side of illusion magics, psionics is the art of imposing your will over that of your target – forcing your way into their mind and altering it as you see fit.

Malediction

The Malediction school of magic contains those spells which have the primary intent to hurt, inflict harm on and otherwise incapacitate others. Those who are experts in the field of Malediction are known as *Battleimages*.

Hexes Magic

Hexes are a field which focusses on magic that directly harms the targeted person or object.

Curses Magic

Unlike hexes, curses do not directly harm the target but instead incapacitates them, inhibits their capabilities, or otherwise reduces the threat they pose.

Recuperation

The Recuperation school of magic is often considered unglamorous, but those who can look past that can see that the ability to heal and protect yourself and others from harm is utterly invaluable. Those who are proficient in the use of Recuperation magic are known as *Aegistes*.

Healing Magic

Healing is, unsurprisingly, the study of magic used to heal the sick and wounded, break curses and project powerful positive energies.

Warding Magic

Warding magic is almost entirely defensive in nature, allowing the caster to protect themselves and others from harm by casting powerful and long lasting shields and force-fields.

Transfiguration

The Transfiguration school of magic is focused on the transformation of the natural order - either by altering and reshaping the form of existing objects, or by summoning entirely new matter from thin air. Those who excel in Transfiguration are known as *Thaumaturges*.

Alteration Magic

The alteration discipline studies the ability to change things from one form into another.

Conjuration Magic

Conjuration magic is concerned with the ability to summon new objects and beings out of thin air, or to banish objects from existence.

Dark Arts

The Dark Arts school of magic encompasses magic which is frowned on in polite society, either because it involves truly evil spells - those which cannot be used without leaving scars on the soul, or those which tap into the dangerous and unfathomable energies of the dark and unspeakable things which lie just out of sight - under your bed and in the corner of your eye... Those who wield this forbidden magic are known as *Warlocks*.

Necromancy Magic

A taboo discipline which contains deeply unpleasant spells which can only be cast by beings corrupted by evil - torture, death and worse lie in the domain of necromancy.

Occultism Magic

Occultism is a rarely studied discipline that accesses and manipulates otherworldly energies originating from the Eldritch domain – powerful, yet highly unpredictable.

Spell Types

In addition to falling into one of the seven Schools (a taxonomy based on the spell effect), every spell can also be categorised as a *type*, which is based on how the spell is cast.

Instant

An instant spell is 'cast and forget': as soon as you complete the requisite casting checks, the spell is 'launched' (usually in the form of a magical bolt of light) towards the target. These bolts travel at speeds of 100m per cycle, which means in most cases, the effect is applied between the successful casting and the beginning of the next turn cycle.

Instant spells are denoted by the symbol ✂.

Focus

A focus spell is cast like an Instant spell, but may then be continued indefinitely, repeating the initial effects once per turn as long as you keep the spell active. No further checks are needed to continue the spell, but you must keep your mind focussed on the task at hand. Unless stated otherwise, Focus spells **do not** cost additional FP after the first round in which they are cost.

Because you must remain focussed, no further spells can be cast for the duration of this spell. In combat, maintaining a Focus spell takes your entire major action.

Whilst maintaining a *Focus* spell you are considered *Distracted* and take the associated status effect. This renders you vulnerable to Critical Strikes, and upon taking damage you must pass a Willpower Resist check to maintain your concentration.

You may end the spell effect at any time without it counting as an action.

Focus spells are denoted by the symbol 👁.

Ward

A ward is a spell that affects a large area, and typically lasts for a long time after being cast. Most wards are centred on a single 'focal point', which is selected at the time of casting. Some wards limit the kind of target that a valid focal point can be attached to.

Unless stated otherwise, a ward spell is assumed to move as the object the focal point is attached to moves - a warded individual, therefore, does not need to stay still to remain protected.

Ward spells are denoted by the symbol 🛡.

Ritual

A Ritual spell is a spell that requires a large amount of preparation - be it meditation, drawing a summoning circle upon the ground, or performing a special dance. Each Ritual spell has a designated time that the ritual takes to complete, to cast a ritual spell you must spend this length of time preparing for the spell, and after the requisite time has passed, *then* you perform the check, and the spell effect is activated. If you fail the check, or choose to stop the ritual, i.e. to take another action, you must restart the ritual spell from the beginning.

As with a focus spell, concentration is key to completing a ritual, and whilst performing a ritual, you are considered *Distracted*.

Ritual spells are denoted by the symbol ☆.

Other Spell Types

Runic

Beast

Beast spells are denoted by the symbol 🐾.

Spell Shapes

Some spells produce bolts of energy which fly towards a target, whilst others project their energy into a given region, which are often classified via geometrical shapes: a *line*, a *cube*, a *sphere*, a *circle* a *cone* or a *cylinder*. These shapes may either originate around the caster, or from a point designated by the spell.

Circle

A circular spell extends outwards from the point of origin in a 2D circular shockwave that lies parallel to the ground. The height of the shockwave above the ground is set by the point of origin, which is not included in the shockwave region (unless the caster chooses it to be). Because of its 2D nature, a circular spell can be avoided by ducking beneath it, or jumping over it - it is only if the shockwave impacts you that the spell effect is applied.

Cone

The point of origin of a cone is typically the caster's wand, and a cone extends outwards from the wand, in the direction that the wand is pointing. A cone extends forwards to the specified distance, and has a circular cross section, the radius of which is equal to the distance away from the point of origin (so it is a 45° cone).

The point of origin of the cone is not considered part of the spell area.

Cube

The point of origin for a cubic spell may be selected to be either the centre of the cube, or the centre of one of its 6 sides. The cube's side-length is specified by the spell effect. The cube point of origin is only affected by the spell if you choose the centre-origin.

Cylinder

A cylinder point of origin is specified to be a point on the ground, around which a circular cross section is drawn, and then a cylinder of energy rises up vertically to a specified height. Generally, a cylinder spell adjusts its size to an individual, and if not otherwise specified, the cylinder is 5cm

wider than the target individual is wide, and 5cm taller than the target. The point of origin is affected by the spell.

Line

A line extends in a straight path from the origin (a caster's wand) towards the target for a specified distance. Unless otherwise specified, the beam is considered to have the cross section equivalent to a pencil. The point of origin is not affected by the spell.

Sphere

A sphere's point of origin lies at the centre, and the spell effect expands equally out in all directions from that point. Generally, the spell effect cannot penetrate into the ground or through solid objects (unless, for example, it is an explosion). The point of origin is affected by the spell.

18: Casting Spells

Spellcasting is the process by which a witch or wizard harness the infinite, chaotic and formless power of *magic*, shape it through their intellect or force of will, and project it into the world around them.

For most wizards, this is achieved through the use of an incantation, a movement of the wand, and deep concentration, though some magic spells require a ritual be conducted before the magic can be executed.

Some powerful wizards understand that these are simply crutches, guiding tools for the weaker mind - and can cast magic both silently, and without their wand to focus the magical energies. This, however, is an advanced feat and is not to be taken lightly.

Learning Spells

In order to cast a spell, you must be guided in how this is achieved - to learn the incantation, the wandwork and the correct patterns of thought which will channel the magical energy correctly.

Spellbooks and Book-Casting

The most common source of such information is in spellbooks, such as those listed in the Items chapter. If you have a spellbook in your possession, you may be able to flip through and find a spell you would like to cast. By carefully studying the text, you may attempt to cast the spell, whilst using the book for reference.

This is known as *Book-Casting*.

Book casting is a fairly slow process - even the slightest mis-reading of the text could result in drastic consequences! When used in combat, book casting always takes up the entirety of your turn.

After choosing the spell you would wish to cast, you must perform a *Casting Check* (see below). If the check succeeds, you must then perform an accuracy check (if relevant), and then the magic effect takes hold.

Congratulations - you just cast your first spell!

Memorising Spells

After you have book-cast a spell a couple of times - you will begin to get the hang of it. Eventually, you will have committed the spell to memory. This occurs after you have book-cast a spell a number of times equal to:

$$N = 5 - \text{Intelligence Modifier} \quad (\text{min } 1)$$

These book-casts have to be in an appropriate use of the spell - you can't sit and hex a tree 5 times in a row, and expect to learn the spell. You must successfully use the spell for its intended purpose for it to be a valid learning experience.

Alternatively, you may spend your downtime studying the *theory* of the spell, over the practice. Studying a spellbook, or

working with a proficient teacher for 1 hours is equivalent to casting the spell once in a real-life scenario. However, knowing something is theory is not always quite enough: you can never *completely* learn a spell this way. After completing your research, you must book-cast the spell at least once more, before it is truly memorised.

Memory-Casting

After a spell is memorised, you no longer need the spellbook to hand in order to cast the spell - instead you can *Memory-Cast* it.

When you are comfortable enough with the spell to memory-cast it, the casting check is assumed to succeed, unless you are trying to do something particularly out of the ordinary - such as silent casting.

A memory cast spell therefore skips the casting check stage, and jumps straight to the accuracy check (if applicable), and then applies the specified spell effect.

Casting Checks

When casting an unfamiliar spell (or casting a familiar spell at a higher level) there is a non-trivial chance for a spellcaster to flub some important aspect of the spellcasting - which causes the spell to fail to materialise.

This is quantified through the *Casting Check*. A casting check is a normal ability check, performed with a d20 dice. The relevant ability modifier is determined by the kind of spell you are attempting to cast. Spells from different disciplines require different mental abilities in order to manifest, as shown in the table below:

School	Discipline	Attribute
Charms	Elemental	Power
	Kinesis	Precision
Divination	Telepathy	Perception
	Temporal	Intelligence
Illusion	Bewitchment	Charisma
	Psionics	Spirit
Malediction	Hexes	Spirit
	Curses	Power
Recuperation	Healing	Perception
	Warding	Intelligence
Transfiguration	Alteration	Precision
	Conjuration	Power
Dark Arts	Necromancy	Evil
	Occultism	Charisma

In addition, as well as an affinity based on their attribute scores, some beings possess proficiencies in various disciplines. If a being is considered proficient in the spell-school

they are attempting to cast, then they add their Expertise Bonus to the casting check.

The difficulty of a spell is determined by the caster's own level, and the difficulty of the spell they are trying to cast. Use the table below to determine the casting DV:

		Spell Level					
		1	2	3	4	5	6
Caster Level	1	15					
	2	10	15				
	3	5	10	20			
	4	5	10	15	20		
	5	5	10	15	20	25	
	6	5	10	15	20	25	30

Spell Accuracy

Spells require an accuracy check in one of two circumstances:

- The spell is classified as either *Blockable* or *Dodgeable*.
- The target of the spell is far enough away, or small enough to trigger the 'hard-to-hit' rules discussed on page 28.

Perform an accuracy check using the normal d20 dice. The modifier used is the same as the one that is used in the casting check - determined by the spell's discipline, plus the Expertise Bonus if applicable.

Fortitude Cost

Casting spells is not as simple as waving your wands and saying the magic words - it takes great mental clarity to cast, and you can become exhausted from casting difficult spells. This mental burden is enumerated through the Fortitude Points attribute.

You cannot cast a spell if it would send you into negative FP - you must wait for your head to clear before attempting that spell.

The FP cost of casting a spell is determined by the difficulty of the spell - i.e. the spell level - as shown in the table below:

Beginner	Novice	Adept	Expert	Master	Ascendant
2	4	8	16	32	64

Casting at Higher Level

When memory-casting, some spells can be cast at varying levels of power - injecting more magical energy into the spell effect, and thereby increasing the effectiveness of these spells.

If the spell description states that such additional effects are available, then you may choose to cast it as a higher level spell. You cannot cast it as a higher level spell than your current casting level, but you may choose any level between the spell's base level and your spellcasting level.

Despite the fact that you are memory-casting the chosen spell, because you are casting the spell in an unfamiliar way, you

do need to perform a casting check when casting a spell at a higher level. The DV and FP of the spell are equal to that of a normal spell of the chosen level.

You may 'memorise' the higher level spell in the same fashion as you may memorise a book-cast spell - by successfully casting it. At this point, you may forgo the casting check when casting the spell at any level below the one you have just re-memorised.

Example: Sarah is an 8th level witch, trying to levitate a boulder around 80kg in weight. Sarah has memorised the Beginner *Levitate* spell, which states it can lift only 1kg of matter.

However, this mass is multiplied by 10 for every additional spell level. Since Sarah has access to Adept-level spells, she chooses to try to cast *Levitate* as an Adept spell, which allows her to lift up to 100kg.

She successfully passes her DV 20 casting check, and the boulder is lifted. She still needs to pass the casting check to continue lifting boulders - but after 5 or 6, she has 'memorised' the adept version of the spell, and does not need to pass the check any more. In the future, she may cast *Levitate* as either a Beginner, Novice or Adept level spell, without needing the check - she learned the Novice level for 'free', by learning the more powerful Adept version.

Resisting Spells

Even after a spell has successfully hit a target, it is possible for them to fight against the magic, reducing the effects and sometimes negating it entirely.

This is normally done by performing a *Resist* check before the spell effect is applied, and comparing it to the spellcaster's Resist DV. If the Resist is greater than or equal to the Resist DV of the spellcaster, the spell effect is modified as the spell description states.

The Resist DV of a cast spell is enumerated through the *Subjugation* statistic:

$$\text{Subjugate} = 8 + \text{Expertise bonus} + \text{POW modifier}$$

Spell Range

Some spells have effects which can apply over immense distances, whilst others infuse only the caster with magical energies, and some are only effective up to a certain distance.

The maximum distance a spell can effect a person is known as the *range* of the spell. There are 4 classes of ranges for spells: *Self*, *Wandtip*, *Close* and *Sight*.

Self

Spells which have a range of 'self' effect only the caster, or in this case of ritual spells involving multiple people, those involved with casting the spell.

Some spells which fall into this category also extend to cover a given radius - in which case the 'self' indicates that the focal point of the spell is the caster.

Wandtip

A 'Wandtip' spell has an extremely limited range. You have to hold your wand directly over the region or being you wish to target, or (in some cases) make physical contact between your wand and the target.

Close

Most spells are considered 'close range' spells. This means that you can project the magic out of your wand a certain distance - but over extreme ranges, the magic becomes diluted and fizzles out.

For most individuals, 'close range' means the spell can be cast at a target up to 25m away.

Some individuals have trained themselves to be particularly good at targeting spells at beings a long distance away, and have picked up the *Extended Range* skill, which allows them to cast spells further than they normally would.

Sight

Sight spells are those which have practically no limitation on their range - the only limitation is your ability to detect and select a target.

Part V

Lists & Tables

19: Spell List

This section contains a list of all the spells available in the game. First, the spells are presented broken down into the school and level to which they belong. The next section then contains a full description of the spell, including its casting check, casting difficulty, and spell effects. Spells marked with a (*) gain more effects, or increase in power, at higher levels.

Charms

Elemental									
Beginner		Novice		Adept		Expert		Master	Ascendant
Contact Shock	✂	Burst of Frost	✂	Animate Earth	✂	Adjust Climate	☆	Fissure	✂
Control Fire	👁	Charge Region	U	Cloudmove	☆	Drowning Sphere	👁	Flame Whip	✂
Control Water	👁	Dancing Bolt	✂	Fireball	✂	Electrical Arc	👁	Tornado	👁
Create Fire	👁	Elemental Weapon	✂	Floodlight	✂	Erupt	✂	Torrent	✂
Create Water	👁	Extinguish Flame	✂	Freeze	✂	Flamethrower	👁		
Fresh Air	✂	Hovering Light	✂	Heat Object	✂				
Gust	👁	Ignite	✂	Icicle	✂				
Illuminate Wand	👁	Move Earth	👁	Lightning Bolt	✂				
Pebbledash	✂	Speedswim	✂	Stonemeld	U				
Tremor	✂	Vortex Field	✂	Wind Tunnel	👁				

Kinesis									
Beginner		Novice		Adept		Expert		Master	Ascendant
Clean Surface	👁	Counterspell	☆	Cushion Fall	✂	Apparate	✂	Invert Gravity	✂
Halt	✂	Cut Object	✂	Shatter	👁	Leapfrog	✂	Shatterblast	✂
Launder Clothes	✂	Lasso	👁	Spider Hands	✂	Stutterjump	☆	Teleport	✂
Levitation	👁	Lock	✂	Summon Object	👁	Switch Places	✂		
Mage Hands	✂	Repair Object	👁	Unlock	✂				
Mark Surface	👁	Upwards Blast	✂	Walk on Water	☆				
		Weld Objects	✂						

Divination

Telepathy									
Beginner		Novice		Adept		Expert		Master	Ascendant
Animal Eyes	👁	Bestial Ally	✂	Commune with Nature	☆	Disrupt Connection	✂	Invert Connection	✂
Assist Ally	✂	Detect Magic	✂	Obfuscation	☆	Ethereal Tag	✂	Network of the Minds	☆
Induce Anxiety	✂	Detect Thoughts	👁	Sense Humans	👁	Occlumency	☆		
Night Vision	✂	Divine Truth	👁	Speak in Tongues	☆	Scry			
Telepathic Bond	☆	Eavesdrop	👁						
		Sense Traps	✂						

Temporal									
Beginner		Novice		Adept		Expert		Master	Ascendant
Distressing Omen	✂	All-seeing Eye	✂	Astral Onslaught	✂	Legends of the Past	✂	Astral Cloak	✂
Identify Object	☆	Astral Caltrops	✂	Foresight	✂	Mists of Time	☆	Contingency	✂
Locate Object	✂	Crystal Gazing	☆	Glimpse Future	✂	Timeslip	✂		
Receive Omen	☆	Detect Casting History	☆	Locate Being	✂				
		Hunter's Mark	✂	Move Through Time	👁				

Illusion

Bewitchment									
Beginner		Novice		Adept		Expert		Master	Ascendant
Aura of Kindness	✂	Calm Being	✂	Bedazzle	U	Bedazzling Aura	U	Soul Ripple	✂ Mass Suggestion ✂
Blur	✂	Charm Creature	✂	Entrance Other	✂	Beguiling Totem	✂	True Illusion	☆
Glamour	✂	Conceal Inscription	✂	Sleep	✂	Hidden Hologram	U		
Hypnotic Lights	✂	Implant Message	U	Suggestion	✂				
Throw Voice	👁	Silent Illusion	👁						

Psionics									
Beginner		Novice		Adept		Expert		Master	Ascendant
Chaotic Whispers	👁	Illiteracy	✂	Babbling	✂	Delusion	✂	Linguistic Aphasia	✂ Destroy Mind ✂
False Friendship	✂	Manipulate Emotions	✂	Drain Fortitude	✂	Psychosis	✂	Modify Memory	✂ Mass Delusion ✂
Piercing Wail	✂	Psychic Crush	✂	Fury	✂	Psychosomatism	👁	Psionic Overload	✂
Shrivelled Ears	✂	Violent Phantasms	✂	Shatter Illusions	✂	Relive Memory	✂		
				Silence	✂	Waking Dreams	👁		
				Suppress Intelligence	✂				

Maledictions

Curse									
Beginner		Novice		Adept		Expert		Master	Ascendant
Confound	✂	Cause Confusion	✂	Break Focus	✂	Comatosing Blast	✂	Corrupt Object	☆ Revoke Power ✂
Curse of the Bogies	✂	Disarm	✂	Conjunctivitis	✂	Curse Being	☆	Cursed Step	✂ Taboo ☆
Stickfast	✂	Mental Burden	✂	Delayed Effect	✂	Perpetual Hunger	✂	Wither	✂
Taste of Blood	U	Prevent Movement	👁	Dilute Blood	✂	Shield Breaker	✂		
Trip	✂	Strangle	✂	Jelly Legs	👁				
		Warted Skin	✂	Petrify	✂				

Hex									
Beginner		Novice		Adept		Expert		Master	Ascendant
Knockback	✂	Acidic Burst	✂	Exploding Missile	✂	Arctic Blast	✂	Crush Bones	✂ Disintegrate ✂
Magnetising Strike	✂	Bat Bogey Hex	✂	Object Swarm	👁	Black Dragon's Fury	👁	Meteor Strike	✂ Heavenly Arsenal ✂
Mortar Pulse	✂	Bolt from the Blue	✂	Recurring Light	👁	Detonation	✂		
Rainbow Sparks	✂	Crackling Fist	✂	Spiral Inversion	✂	Witch Hunter's Bane	✂		
Sting	✂	Shockwave	✂	Stream of Acid	👁				
Ticklish Blast	✂								

Recuperation

Healing									
Beginner		Novice		Adept		Expert		Master	Ascendant
Boost Health	✂	Celestial Burst	✂	Countercurse	✂	Final Cure	✂	Regenerate	✂ Mass Healing ✂
Minor Healing	✂	Checkup	✂	Healing Lance	✂	Major Healing	✂	Suspended Animation	☆ Spark of Life ☆
Relinquish Grip	✂	Clear Airways	✂	Mend Bones	✂	Shield of Mortality	U		
Spare the Wounded	✂	Endure Environment	✂	Revive	✂				
Stabilise Patient	✂	Heal Wounds	✂						
		Stasis Field	✂						

Warding									
Beginner		Novice		Adept		Expert		Master	Ascendant
Caterwauling Alarm	U	Beartrap	U	Anti-Muggle Ward	U	Holy Ward	U	Anti-Apparition Ward	U Fidelius Ward ☆
Flame Freezing Shield	U	Create Trap	U	Blade Wall	U	Ironwall	U	Anti-Magic Ward	U Incineration Field U
Force Shield	👁	Halting Field	U	Minefield Ward	U	Patronus	✂		
Privacy Ward	U	Reinforce Shield	👁	Protective Field	U				
Silent Step	U	Runic Shield	U	Threshold Ward	U				
Vengeance Field	✂			Zone of Silence	U				

Transfiguration

Alteration											
Beginner		Novice		Adept		Expert		Master		Ascendant	
Change Colour	✂	Fabricate Object	✂	Alter Aura	✂	Draconic Guardians	✂	Fix Transformation	☆	Fearsome Guardians	✂
Degrade	✂	Harden Object	✂	Alter Size	✂	Internal Extension	✂	Selfshift	✂	True Transfiguration	✂
Magical Makeover	✂	Horrific Armaments	✂	Featherweight	✂	Treacherous Terrain	✂				
Refine	✂	Stoneskin	✂	Irongrip	✂						
Slip	👁	Thick Air	👁	Ironmass	✂						
Small Change Charm	✂	Undo Transformation	✂	Sculpt Matter	👁						
Transmutation	✂										

Conjuration											
Beginner		Novice		Adept		Expert		Master		Ascendant	
Conjure Flowers	✂	Conjure Bubble	✂	Binding Ropes	✂	Banish	✂	Create Golem	☆	Extraplanar Avatar	☆
Launch Spike	✂	Eternal Flame	✂	Conjure Object	✂	Duplicate Object	✂	Dimensional Binding	☆		
Prank	✂	Smokescreen	✂	Summon Birds	👁	Smoke Daggers	✂				
Shimmering Confetti	✂	Summon Snake	✂	Vanish Object	✂						
Silver Shield	✂										

Dark Arts

Necromancy											
Beginner		Novice		Adept		Expert		Master		Ascendant	
Instil Terror	✂	Blight	✂	Blood Barrier	👁	Blood Moon	☆	Burning Blood	👁	Army of the Dead	☆
Shadow Blast	✂	Crippling Fatigue	✂	Fiendfyre	✂	Contagion	✂	Create Horcrux	☆	Soul Snare	✂
Vicious Slash	✂	Dark Healing	✂	Plague of Insects	✂	Create Thrall	✂	Word of Death	✂		
		Hellish Light	✂	Torture	👁	Create Zombie	☆				
		Necrosis	✂								

Occultism											
Beginner		Novice		Adept		Expert		Master		Ascendant	
Blood Pact	☆	Abyssal Fluid	👁	Shadow Demon	✂	Commune with the Dead	☆	Coven's Protection	☆	Sacrifice's Shield	👁
Draw Power	☆	Eldritch Knowledge	☆	Solidify Ghost	☆	Dreamscape	☆	Unbreakable Vow	☆	Universal Tear	☆
Shroud of Darkness	✂	Shadowsight	👁	Voidsphere	👁	Summoning Circle	👁				
Unfathomable Visage	✂	Will-O'-the-Wisp	✂								

Abyssal Fluid

Novice-level Dark Arts (Occultism)

Spell Type: Focus
Incantation: *sucus infernum*
Range: Close
Negation: Blockable and Dodgeable

A pencil-thin jet of inky black fluid emerges from the end of your wand for as long as Focus is maintained, reaching in an arc up to 2m away. All targets touched by the fluid take 2d8 necrotic damage this turn, and half as much again on their next turn.

Gain an additional 1d8 necrotic damage for every additional spell-level used to cast this spell.

Acidic Burst

Novice-level Maledictions (Hex)

Spell Type: Instant
Incantation: *ambustum*
Duration: 20 seconds
Range: Wandtip
Resist: Observation

Fills a cube of size 4m with an acidic cloud that does 1d4 acid damage once per turn to all beings which spent any time within the cloud this turn, until the end of the spell duration. Any being which is within the cloud at the moment it is summoned may attempt to Resist to negate the damage taken on their first turn within the cloud.

In a confined space, such as a cramped tunnel or a sealed room, the duration of the spell is tripled.

The acid damage increase by 1d4 per turn for every additional spell-level dedicated to the casting.

Adjust Climate

Expert-level Charms (Elemental)

Spell Type: Ritual (1 hour)
Incantation: *kilmas*
Range: Self

Summon a magical wind which drastically alters the climate in a region. Bring a hot, arid wind to the arctic - or an arctic wind into the Sahara.

You may control the windspeed, the temperature and the level of precipitation.

Mild alterations (i.e. cooling the temperature by a few degrees, summoning a brisk wind) happen as soon as the ritual is complete. Larger changes (i.e. dismissing an enormous storm, warming an ice-cold night) take place gradually over the course of several hours.

After the changes occur, the normal climate gradually reasserts itself.

All-seeing Eye

Novice-level Divination (Temporal)

Spell Type: Instant
Incantation: *orbis*
Range: Self

You may create an invisible, floating eye in front of you. You are telepathically linked to the eye, and see everything that the eye sees, and may use a minor action to instruct the eye to move up to 20m in any direction (including vertical). The Eye cannot pass through solid walls, but may squeeze through gaps as small as 4cm in diameter.

The Eye can see into the Astral Realm and the Mortal Plain simultaneously.

Alter Aura

Adept-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *madas*
Duration: 1 hour
Range: Close

Change how the object is registers when viewed by magical means (i.e the *Identify* spell), make a mundane object appear magical, or make a wizard appear as a sofa, or a dragon.

Because this spell truly alters the object's astral nature, spells such as *True Sight* can be fooled by this effect. However, this spell does nothing to change the nature of the being (so a chair which has the aura of a dragon is still just a chair), and non-magical investigation is unaltered.

Alter Size

Adept-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *engorgio/reducio*
Duration: 5 minutes
Range: Close
Resist: Power

Multiply or divide the size of a target by 2.

Any clothing or items carried by the target is also transformed along with them. Physical weaponry gains or loses 1d10 damage to accommodate their new size (cannot go below one).

If you attempt to enlarge an object or being such that it no longer fits in the region, the object takes 6d10 bludgeoning damage.

Animal Eyes

Beginner-level Divination (Telepathy)

Spell Type: Focus
Incantation: *oculi bestia*
Range: Sight
Resist: Willpower

You may enter into the mind of a beast, if it fails to Resist (a friendly beast does not resist this spell). For the duration of the spell you may see, hear and otherwise sense exactly what the animal does.

Animate Earth

Adept-level Charms (Elemental)

Spell Type: Instant
Incantation: *elus*
Duration: 1 hour
Range: Close
Negation: Blockable and Dodgeable

Breath a limited amount of intelligence into a region of earth 1m in radius. This region of earth may transfigure itself into a crude object such as a giant hand, or a waving club, and be directed to attack any nearby enemies. The animated earth attacks with an accuracy equal to the spellcasting check, and does 4d6 bludgeoning damage.

The earthen construct can absorb 10 points of damage, before the magic holding it together dissipated.

The animating magic increases in power with each additional spell level: the HP increased by 10 and the damage inflicted increases by 1d6.

Anti-Apparition Ward

Master-level Recuperation (Warding)

Spell Type: Ward
Incantation: *nonvidetur*
Duration: 1 week
Range: Wandtip

Prevents apparition inside the designated area: no human can apparate in our out for the duration of the ward. Attempts to apparate into the region trigger a *splice* and reflect the individual back to their origin.

Anti-Magic Ward

Master-level Recuperation (Warding)

Spell Type: Ward
Incantation: *prohibere incantatum*
Duration: 1 day
Range: Wandtip

Establish a spherical region up to 10 metres in radius inside which all magic is utterly useless. No magic can be cast inside the warded area, enchanted items have no power, and all magic effects passing over the boundary vanish. Enchanted items regain their abilities after they are removed from the region, but enchantments on individuals are not re-established.

Anti-Muggle Ward

Adept-level Recuperation (Warding)

Spell Type: Ward
Incantation: *repello mugletum*
Duration: 1 month
Range: Wandtip

Forms a warded area up to 10m in radius that muggles cannot enter or even perceive.

A muggle will not willingly enter the region, and if forced to, will permanently take the *Confused* status until they leave.

The radius of the ward trebles with every additional spell level dedicated to its casting.

Apparate

Expert-level Charms (Kinesis)

Spell Type: Instant
Range: Self

You may teleport yourself and up to 2 additional passengers to a place you are intimately familiar with. Passengers must be in physical contact with you the moment this spell is cast.

This spell may be cast without the use of a wand. If anything happens to the caster in the turn that this spell is cast which would disrupt a Focus spell, all passengers become splinched and take 2d12 force damage.

You may bring an additional passenger for every additional casting-level dedicated to this spell.

Arctic Blast

Expert-level Maledictions (Hex)

Spell Type: Instant
Incantation: *gelidus*
Duration: 3 turns
Range: Close
Resist: Vitality

A cylinder of radius 5m and height 2m around the target is decreased in temperature by 50 degrees celsius.

Those caught in the region take 6d6 of cold damage, and apply the mild Frostbite status effect. Resist for half damage and to negate the status effect.

Gain an additional 2d6 Cold damage for every additional casting-level dedicated to this spell.

Army of the Dead

Ascendant-level Dark Arts (Necromancy)

Spell Type: Ritual (1 day)
Duration: A year and a day
Range: Self

You may raise the bodies of up to 10d20 deceased individuals found within a radius of 1 km.

You may decide what composition are raised as Inferi, Zombies and Wights.

These Undead are then perfectly loyal to you and will obey every command you give them through the telepathic network that connects you.

When the spell duration ends, the bodies crumble into ashes.

Assist Ally

Beginner-level Divination (Telepathy)

Spell Type: Instant
Incantation: *auxilio*
Range: Wandtip

By laying your hand upon a sapient being, you may channel magical energy into them. On the next check the target performs, roll 1d4, and add it to the check.

Gain an additional 1d4 bonus for every **two** additional casting levels dedicated to this spell.

Astral Caltrops

Novice-level Divination (Temporal)

Spell Type: Instant
Incantation: *mobilum lesupum*
Duration: 15 seconds
Range: Sight
Resist: Conviction

Weaken the barriers between the astral and mortal realms around a given individual, creating an environment which causes friction to the very soul. The target acts as if any terrain they touch has caltrops, for the duration of the spell. Caltrops do 1d4 psychic damage for every metre moved by the target. Resist for half damage.

For every additional spell-level dedicated to casting this spell, you may effect another individual within

range.

Astral Cloak

Master-level Divination (Temporal)

Spell Type: Instant
Incantation: *moxus*
Duration: 5 minutes
Range: Self

After uttering the incantation, you step partially into the astral realm. Most of your being resides within the Mortal Realm, but enough of your physical form seems to twist into infinite dimensions beyond the scope of human eyesight that most beings find it difficult to focus on where you actually are. Beings which cannot see into the Astral Realm take check double disadvantage on all accuracy checks against you.

Astral Onslaught

Adept-level Divination (Temporal)

Spell Type: Instant
Incantation: *devonus*
Range: Sight
Negation: Blockable and Dodgeable

By focussing your inner energies, you are able to summon an ethereal weapon to strike at enemies with a presence on other planes of existence. Do 5d6 Celestial damage to targets in both the material world, and the astral realm.

This spell gains an additional 1d6 points of Celestial damage for every additional spell-level used to cast it.

Astral Projection

Ascendant-level Divination (Temporal)

Spell Type: Ritual (2 minutes)
Incantation: *ambilofores*
Range: Self

Leave your physical form behind, and project your spirit into the Astral Realm. Your mortal body falls unconscious as your spirit leaves it. Your astral self is undetectable to most living beings, but appears almost identical to your physical form, including astral copies of all your equipment. Your astral form has 8d6 HP, but can only interact with other entities on the Astral Realm and effects which explicitly state they effect the astral realm. If your astral self is killed, your physical body's HP is reduced to zero, and your enter into the *Critical But Stable* status. Equally, if your mortal body is reduced to OHP, the effects of this spell are ended and your spirit immediately returns to your body. Whilst in the astral realm you may perceive all events occurring in the Mortal plane, and you may move through regions that are inaccessible in the mortal plane. If you attempt to leave the astral plane, either willingly by ending this spell effect, or by an effect that states that it removes you from the realm (such as a portal), your body is teleported to the location corresponding to your spirit's new location.

Aura of Kindness

Beginner-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *amicus*
Duration: 1 hour
Range: Close

This spell creates an aura of kindness and warmth around you. If the target is not overtly hostile, this causes them to like you: charisma checks by the caster on the individual get a +1 bonus for the duration of the spell.

Gain an additional +1 bonus for every additional casting-level dedicated to this spell

Babbling

Adept-level Illusion (Psionics)

Spell Type: Instant
Incantation: *longardo*
Duration: 2 minutes
Range: Close
Resist: Willpower

On a failed Resist, the target begins babbling incoherently and without control. For the duration of the spell, whenever the target wishes to speak or cast a spell with a verbal component they must successfully Resist to do so without babbling over their intended phrase.

Banish

Expert-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *valeo fendus*
Range: Sight
Resist: Power

Target a summoned creature, if it fails to Resist, it is banished from this reality. This spell has no effect on beings native to this plane of existence.

Bat Bogey Hex

Novice-level Maledictions (Hex)

Spell Type: Instant
Incantation: *vespernasum*
Duration: 10 seconds
Range: Sight
Negation: Blockable and Dodgeable

Causes the mucus in the target's nose to gain sentience, take the form of a tiny bat, and then attack the target. Each bat-bogey does 1d6 points of acid damage per turn for the duration of the spell.

The spell produces an additional bat, and lasts for an additional 10 seconds for every additional casting-level dedicated to this spell

Beartrap

Novice-level Recuperation (Warding)

Spell Type: Ward
Incantation: *ursa dentes*
Duration: 5 days
Range: Close
Resist: Acrobatics

Ward a region of a flat surface (Such as the walls or the floor) which creates an invisible trap of 2m in radius. When a being crosses over the threshold, the ward slams shut, doing 3d8 worth of piercing damage and applying the Trapped status effect. A successful resist takes half damage and nullifies the Trapping effect.

The ward gains an additional 1d8 piercing damage for every additional spell-level dedicated to casting it.

Bedazzle

Adept-level Illusion (Bewitchment)

Spell Type: Ward
Incantation: *chameleo*
Duration: 1 day
Range: Wandtip
Resist: Observation

This spell creates a ward on the target, which produces a bedazzling and befuddling field, which causes eyes to simply slide off from the warded region without the brain properly processing it, rendering the warded target almost perfectly invisible. This spell only works on Sapient beings and bests with a (relatively advanced) neural system. Alien beings such as dementors and poltergeists do not have a brain which this field can confuse. If the target fails to Resist, they cannot observe or otherwise detect the warded region.

Bedazzling Aura

Expert-level Illusion (Bewitchment)

Spell Type: Ward
Incantation: *chameleo maxima*
Duration: 1 hour
Range: Wandtip
Resist: Observation

You cast a *Bedazzle* spell so powerful that it exudes in an aura up to three metres around the target. Anything within this radius is subject to the bedazzlement field, which causes eyes to simply slide off from the warded region without the brain properly

processing it, rendering the warded target almost perfectly invisible.

This spell only works on Sapient beings and bests with a (relatively advanced) neural system. Alien beings such as dementors and poltergeists do not have a brain which this field can confuse.

If the target fails to Resist, they cannot observe or otherwise detect the warded region.

Beguiling Totem

Expert-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *fascinare*
Duration: 1 day
Range: Wandtip
Resist: Willpower

Target an object between 1m and 20m in size. Caster decides upon a single species, and imbues the target with an aura that either attracts or repels (caster's choice) that species in a radius of 50 metres. Members of the species that fail to resist feel an irresistible urge to either approach or flee the object.

Bestial Ally

Novice-level Divination (Telepathy)

Spell Type: Instant
Incantation: *nonparum*
Duration: 10 minutes
Range: Sight

Establish a psychic connection with a friendly or *Charmed* beast with an intelligence less than 5. You may then give commands to the beast which it will reasonably attempt to follow. The beast can communicate simple emotions and images back through the link.

Binding Ropes

Adept-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *incarcerous*
Duration: 5 minutes
Range: Close
Resist: Strength

Conjures thick ropes from thin air, to wrap around the target, immobilising them if they fail to Resist, giving them the *Trapped* status effect. Target may Resist once per turn to break free.

Black Dragon's Fury

Expert-level Maledictions (Hex)

Spell Type: Focus
Incantation: *draco flammor*
Range: Close
Negation: Blockable

A torrent of black, crackling energy erupts from the tip of your wand in a cone 3 metres in front of the caster, devastating everything in its path. This spell deals 3d12 Force damage to all targets caught in the region, halved on a successful Block.

Gain an additional 1d12 Force damage for every additional casting-level dedicated to this spell.

Blade Wall

Adept-level Recuperation (Warding)

Spell Type: Ward
Incantation: *heus nocivious*
Duration: 30 minutes
Range: Wandtip

Create an impenetrable, opaque warded region up to 10m long and 2m tall. This wall is composed of swirling magical blades that do 3d10 slashing damage to any creature that touches it (targets may attempt to block the damage, with an assumed accuracy of 15). The wall can withstand 40 points of damage before disintegrating.

For every additional spell-level dedicated to casting this spell, increase the maximum length by 5m and the height by 1m.

Blight

Novice-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *thanatos*
Range: Close
Resist: Vitality

A cylinder of necrotic energy extends outwards from you in a radius of 10m and height 100 metres. All simple plants within range die instantly, and all other living beings take 2d8 necrotic damage (halved on a successful resist)

The radius of this spell is doubled for every additional spell level used to cast it.

Blood Barrier

Adept-level Dark Arts (Necromancy)

Spell Type: Ward
Incantation: *confusanguini*
Range: Wandtip

Use blood to draw warding runes onto an object or person. Erects a swirling, red barrier which is impenetrable, though not opaque or soundproof. Barrier absorbs up to 20d6 damage, but takes triple damage from Celestial damage. Each individual's blood can only be used once for blood magic.

Blood Moon

Expert-level Dark Arts (Necromancy)

Spell Type: Ritual (1 day)
Duration: 1 day
Range: Wandtip

By sacrificing an animal larger than a cat, you may use the inherent power of its blood to manipulate the power of the Sun and the Moon: the sky becomes overcast and takes on an unhealthy red glow. This blocks out the effects of the sun and the moon on Vampires, Werewolves, and other such creatures. Werewolves may still choose to undergo their transformation, but retain humanoid intelligence when doing so.

The duration of this spell increases sevenfold for every additional spell-level used to cast it.

Blood Pact

Beginner-level Dark Arts (Occultism)

Spell Type: Ritual (1 hour)
Duration: 1 day
Range: Self

Perform a ritual in which all members of a group mix their blood in the centre of a pentagram, binding them together. For the duration of the spell, whenever all members of this group work together to complete a task, gain a bonus to the group check equal to the number of people in the pact.

Blur

Beginner-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *celeritate*
Duration: 3 turns
Range: Wandtip

The target of this spell (which may be the catser) seems to become blurry around the edges, it is difficult to tell exactly where they are, and where they aren't. Gain a +2 bonus to Dodge for the duration.

Bolt from the Blue

Novice-level Maledictions (Hex)

Spell Type: Instant
Incantation: *mirum*
Range: Close
Resist: Observation

A bolt of magical energy strikes out at the target from a random direction, punishing the unaware. If the target fails to resist, they take 2d10 force damage.

Gain an additional 1d10 Force damage for every additional casting-level dedicated to this spell.

Boost Health

Beginner-level Recuperation (Healing)

Spell Type: Instant
Incantation: *levo*
Duration: 12 hours
Range: Close

Emit a calming, healing warmth from the end of your wand to bolster the strength of your allies. Target up to 2d4 beings in range, and provide them with 5 temporary health points.

Gain an additional 1d6 temporary health points for every additional spell-level used to cast this spell.

Break Focus

Adept-level Maledictions (Curse)

Spell Type: Instant
Incantation: *adtono*
Duration: 20 seconds
Range: Close
Resist: Willpower

Disorienting noises and lights distract prevent the target from continued Focus. Afflicted beings cannot cast Focus spells for the duration of this spell -- all attempts to do so count as 'failed', and any current Focus effects are terminated. A successful Resist negates this effect, but target must take check disadvantage on any casting and accuracy checks Focus spells for the duration.

Burning Blood

Master-level Dark Arts (Necromancy)

Spell Type: Focus
Incantation: *zesto sidero*
Range: Close
Negation: Dodgeable

You corrupt their very blood, turning it into a burning acid, or molten lead. Whilst you maintain focus, the target takes 6d12 acid or fire damage (your choice).

Burst of Frost

Novice-level Charms (Elemental)

Spell Type: Instant
Incantation: *isti*
Range: Close
Negation: Blockable and Dodgeable

The air around the tip of your wand freezes, condensing the surrounding water vapour into a tiny globe of ice, which launches towards your target. If it hits, the globe explodes doing 2d10 Cold damage.

Gain an additional 1d10 Cold damage for every additional spell level dedicated to casting this spell.

Calm Being

Novice-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *paxus*
Range: Close

Calms the target down. Remove *Terrified* status, *Rage* effects and other related phenomena from target.

Caterwauling Alarm

Beginner-level Recuperation (Warding)

Spell Type: Ward
Incantation: *caterwaul*
Duration: 2 weeks
Range: Wandtip

Casts a ward on an area which detects when a living being larger than a rat touches or enters a designated region up to 10m in radius. You may choose the form of the alarm on casting - either mental or audible.

A mental alarm forms a psychic connection which alerts you when activated, and can awaken you if you are sleeping. This connection has a maximum range of 1km.

The audible alarm produces an ear-splitting screech when the perimeter is breached. The sound is loud enough to be heard over large distances.

Cause Confusion

Novice-level Maledictions (Curse)

Spell Type: Instant
Incantation: *confundo*
Duration: 15 seconds
Range: Sight
Resist: Willpower

If target fails to resist, they take the *Confused* status.

Celestial Burst

Novice-level Recuperation (Healing)

Spell Type: Instant
Incantation: *sol maxima*
Range: Sight
Resist: Power

A bolt of magic is released from the end of your wand, rocketing towards a targeted region. The bolt explodes on contact with any solid or astral objects in its path, releasing a searing white light that does 4d4 Celestial Damage in a 5m radius, halved on a successful Resist. Beings which are immune to Celestial damage are healed by 2 points instead.

Gain an additional 2d4 Celestial damage for every additional casting-level dedicated to this spell.

Change Colour

Beginner-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *pigmentus*
Duration: 2 days
Range: Close

Causes the colour of an object to change to that specified by the caster.

Channel Cataclysm

Ascendant-level Charms (Elemental)

Spell Type: Instant
Incantation: *moqai*
Range: Close
Negation: Blockable and Dodgeable

Raise your wand into the air, and summon the raw energy of the universe. A bolt of energy descends from the heavens, into your wand and is directed from your other, outstretched hand as an energetic blast, focussed on a single individual. If the bolt strikes the target, they take 15d10 force, electric or celestial damage.

Chaotic Whispers

Beginner-level Illusion (Psionics)

Spell Type: Focus
Incantation: *rastarum*
Range: Sight
Resist: Logic

The target hears a voice in their ear whispering maddening words that slowly drive them insane. Target may take a minor action to perform a Resist check at the start of their turn, when one succeeds, the spell is broken. Whispers do 1d8 psychic damage per turn that the spell is active.

The whispers gain in power when this spell is cast at a higher level: doing 1d8 additional damage for each additional casting level.

Charge Region

Novice-level Charms (Elemental)

Spell Type: Ward
Incantation: *rarnus*
Range: Wandtip
Resist: Observation

Imbue a non-metallic object up to 3m in size with an enormous electric charge. The next being to touch the object takes 2d10 electric damage, halved on a successful Resist. Although this spell is classed as a 'ward', the threat is non-magical in nature after the spell has been cast. The charge-buildup therefore does not register to Detect Magic-style investigation.

Gain an additional 1d10 Electric damage for every additional casting-level dedicated to this spell.

Charm Creature

Novice-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *quorum*
Duration 1 hour
Range Close
Resist: Logic

Upon casting the spell, a pleasant aroma seems to suffuse around you, and you emit a calming aura. Target a non-sapient creature in range. This being must succeed on a Resist check, or take the *Charmed* status effect. This effect is negated the next time the target takes damage.

Checkup

Novice-level Recuperation (Healing)

Spell Type: Instant
Incantation: *dispungo*
Range Wandtip

Enquire as to the health status of the target, find out their remaining HP, as well as any status effects, illnesses, curses or diseases they currently possess.

Clean Surface

Beginner-level Charms (Kinesis)

Spell Type: Focus
Incantation: *pullundo*
Range Wandtip

Wave your wand over a surface to erase magical and mundane markings from it. Cleans 1 square metre per turn that the spell is maintained. When erasing magical runes, there is a chance for the rune to trigger.

Clear Airways

Novice-level Recuperation (Healing)

Spell Type: Instant
Incantation: *Anapneo*
Range Wandtip

The target has their airways cleared, allowing them to breath freely and negating any choking effects.

Cloudmove

Adept-level Charms (Elemental)

Spell Type: Ritual (30 minutes)
Incantation: *syneffo*
Range Sight

Perform a ritual to attune yourself to the weather and climate around you. By gently altering the wind, the pressure and the humidity you can subtly alter the weather in a 1km radius. You may push a raincloud out of the way to clear the skies, summon a light drizzle, or alleviate the worst of a storm. This spell cannot be used for large-scale weather manipulation - you can only slightly alter what is already present.

Comatosing Blast

Expert-level Maledictions (Curse)

Spell Type: Instant
Incantation: *stupefy*
Duration 20 seconds
Range Close
Resist: Willpower
Negation: Blockable and Dodgeable

If the spell hits the target, they are rendered *unconscious* for the duration of the spell. At the end of each turn cycle, they perform a Resist check to remove this effect.

Commune with Nature

Adept-level Divination (Telepathy)

Spell Type: Ritual (5 turns)
Incantation: *naturus amicus*
Range Self

You tap into the consciousness that binds all living

things together, and receive information about the natural order of things in the vicinity. Outdoors, the range is 3km, whilst underground it is only 100m. Spell fails in artificial environments such as towns. You instantly learn any 3 three bits of information about

- terrain and bodies of water
- nearby buildings
- abundant plants, animals or minerals
- frequent visitors, both sapient and bestial

Commune with the Dead

Expert-level Dark Arts (Occultism)

Spell Type: Ritual (2 hours)
Incantation: *amisit amicum*
Range Self

You may summon a spirit of the dead, and learn one piece of information from them, or temporarily borrow one of their skills and/or spells for 1 minute. You must know the target's name to summon them, though they may refuse to help you if you summon a hostile or uncooperative spirit.

Conceal Inscription

Novice-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *occulito*
Duration 1 year
Range Close

Makes a message, drawing or marking on a surface invisible to the naked eye.

Confound

Beginner-level Maledictions (Curse)

Spell Type: Instant
Incantation: *lombus*
Duration 10 seconds
Range Sight
Negation: Blockable and Dodgeable

The target suffers a 1-point penalty to all checks for the duration of the spell.

Conjunctivitis

Adept-level Maledictions (Curse)

Spell Type: Instant
Incantation: *ranki*
Duration 15 seconds
Range Close
Negation: Blockable and Dodgeable

Causes the eyes of the victim to swell shut, effectively *blinding* them for the duration of the spell.

Conjure Bubble

Novice-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *ebublio*
Duration 1 hour
Range Close

Conjures a large, hard-to-pop, airtight, spherical bubble radius specified by the caster (max: 2m). The bubble can use to encase enemies, or to protect the caster. The bubble provides a bonus to Block of +2, and has a HP of 20, but is instantly destroyed by piercing damage.

Gain +10 HP to the bubble for every additional casting level dedicated to this spell.

Conjure Flowers

Beginner-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *orchideous*
Duration 3 days
Range Wandtip

Conjures a bouquet of flowers from thin air. You may choose the species of flower from any of the common species. The flowers remain perfectly preserved for the duration of the spell, but wilt and die in an instant at the end of the spell's effect.

Conjure Object

Adept-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *siestum*
Duration 3 minutes
Range Close

Produce an inanimate, non-living object out of thin air, in the palm of your outstretched hand. This object cannot exceed 1kg in weight, or 10 in value. You must be very familiar with an object in order to conjure it - enough to describe what the object looks like in great detail.

You cannot conjure a magical item, and if you attempt to summon a part of a living being (i.e. the leaf from a tree), you can only summon a crude facsimile. Conjured objects are of a noticeably lower quality than a real version. Conjured objects that are required to match a specific pattern, such as a key to fit a specific lock, are almost always insufficient.

You may double the maximum mass and monetary value of a conjured object for every additional casting-level dedicated to this spell.

Contact Shock

Beginner-level Charms (Elemental)

Spell Type: Instant
Incantation: *electrum*
Range Wandtip

Charge the tip of your wand with electrical energy. This energy is discharged when your wand-tip next touches a surface. Does 2 electrical damage on contact, and also fries any electrical equipment it comes into contact with.

Gain an additional 1d6 Electric damage for every additional casting-level dedicated to this spell.

Contagion

Expert-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *vastantes*
Duration 2 weeks
Range Sight
Resist: Vitality

Target contracts a necrotic disease. All positive modifiers are set to zero until cured. Disease is contagious and each time the afflicted touches an unafflicted individual, being must Resist, or contract the disease also. The disease is cured on a successful resist, and afflicted beings may attempt to resist once every 5 cycles.

Contingency

Master-level Divination (Temporal)

Spell Type: Instant
Incantation: *fortasse*
Range Self

You foresee a need for a certain spell in the future, but you can't quite see when. The contingency charm allows you to store a spell in an alternative dimension, to be called forth instantly when you need it. After casting the contingency charm, you may then cast the spell that you wish to store.

You may sacrifice your *Instinct* action to summon your contingency as an instantaneous action. You may have a maximum of three contingencies at any one time.

Add an additional 2 contingencies for every additional casting-level dedicated to this spell.

Control Fire

Beginner-level Charms (Elemental)

Spell Type: Focus
Incantation: *ignisempus*
Range Close
Negation: Blockable and Dodgeable

Upon targeting an area of flame up to 1 metre squared that you can see within range, you can manipulate the fire in a number of ways:

- You can move the fire up to 3 metres in any direction, either by igniting new fuel, or as a magically floating floating ball of fire.

- You can diminish the ignited area by half (but can never extinguish it), or multiply it by two (note that if it exceeds your maximum controllable area you do not control that bit of the blaze)
- You can change the colour of the flame
- You can cause the flame to take on simple shapes and animate them at your direction.
- You can render yourself immune to this bit of fire (applies only to non-magical fire, or fire you created yourself)
- Lash out at a target within melee range of the fire, dealing 1d6 fire damage, using an Elemental Accuracy check.

You may use any of these effects as long as concentration is maintained. When focus is broken, the fire resumes its normal course.

When cast at a higher level, the maximum area of fire that you can affect doubles for every additional casting-level dedicated to this spell, and the damage caused by the flame increases by 1d6. You may also perform more extravagant feats of fire manipulation, at the whim of your GM. Be inventive!

Control Time

Ascendant-level Divination (Temporal)

Spell Type: Ritual (various lengths)
Incantation: *tempus fugit*
Range: Self

At the moment you begin the ritual, you start a stopwatch, and begin pouring magical energy into the timepiece, as you focus your understanding of the mysteries of time into this object. For every second that you spend performing this ritual, the stopwatch ticks forward an additional minute.

When you finish the ritual, the stopwatch rises into the air, and forms a shimmering portal to either the past or the future (decided by the caster), capable of transporting up to 5 beings. Upon stepping into the portal, you are transported through time by an amount equal to the reading on the stopwatch. The portal deposits you at your present physical location (taking into account any changes in the local height that may have happened in the intervening time), and then closes.

Control Water

Beginner-level Charms (Elemental)

Spell Type: Focus
Incantation: *aguasempus*
Range: Close
Resist: Strength

Upon targeting a volume of water up to one metre cube that you can see within range, you can manipulate it in a number of ways:

- You can move the water, or otherwise alter the flow by up to 3 metres
- You can cause the water to form simple shapes, and animate them at your direction.
- You can clear the water, or cause it to become opaque and cloudy. This lasts for up to one hour after you break concentration.
- Drown: if your animated water is within melee range of a being, you may use a major action to wrap it around their face, depriving them of air on a failed Resist. Target can re-perform this check at the end of every turn.
- Still the water, or generate waves and ripples across the surface

When cast at a higher level, the maximum volume of water that you can effect doubles for every additional casting-level dedicated to this spell. You may also perform more extravagant feats of water manipulation, at the whim of your GM. Be inventive!

Corrupt Object

Master-level Maledictions (Curse)

Spell Type: Ritual (1 hour)
Range: Wandtip

This spell allows you to corrupt and redirect the magical nexus of an enchanted object, causing it to malfunction, gain additional negative effects, or destroying it completely.

You may alter the meaning of the runechains on an enchanted object slightly (i.e. causing a bludger to attack a single person, rather than follow the rules of quidditch), remove a runechain entirely, or add an additional negative effect of your choosing.

Countercurse

Adept-level Recuperation (Healing)

Spell Type: Instant
Incantation: *finite maledictum*
Range: Wandtip

Remove the effects of an active spell from the Curse discipline.

This spell can only remove spells caused by a curse of an equal level as this spell is cast at - to remove an Expertly cast curse, this spell must be cast at an Expert level.

Counterspell

Novice-level Charms (Kinesis)

Spell Type: Ritual (30 seconds)
Incantation: *finite incantatem*
Range: Wandtip

End the ongoing effects of any active Beginner-level spell on the targeted object or being.

This spell does not work on shields or wards, or spells from the curses discipline.

If a being is still actively casting a Focus spell on your chosen target, perform a spellcasting check against the Arcane Subjugation value of the spellcaster, plus a 1-point bonus per spell level of the spell they are casting. If your check succeeds, the caster loses focus and ends their spell.

For every additional spell-level dedicated to casting this spell, the maximum spell level which can be ended increases by one.

In addition, when contesting against an active spellcaster, gain a one-point bonus to your spellcasting check per additional level.

Coven's Protection

Master-level Dark Arts (Occultism)

Spell Type: Ritual (4 hours)
Range: Wandtip

This ritual can only be performed in an isolated area, in the middle of the night. By gathering together and invoking the name of an unspeakable, unknowable power, you bind the life forces of all participants together, to form a unified whole. While the Coven exists, any member may use a minor action to transfer their own HP or FP to any other member of the coven, and multiple members may send HP/FP to the same target at any given moment. This cannot be used to raise a target's HP/FP above their maximum values. If too many points are sent to a target, the excess points are lost. It is possible for a coven member to die by transferring all of their HP to the network.

If psychic damage is inflicted on any member of the Coven in the same turn-cycle that HP or FP are being transferred, that damage is done to all members of the Coven. If this damage is also a Critical Strike, then the ritual is disrupted and the spell is ended.

Crackling Fist

Novice-level Maledictions (Hex)

Spell Type: Instant
Incantation: *grothia*
Range: Wandtip
Negation: Blockable and Dodgeable

As you ram your wandtip into an opponent, an enormous fist-shaped field of energy explodes into the target, dealing 3d6 bludgeoning damage.

Gain an additional 2d6 Bludgeoning damage for every additional casting-level dedicated to this spell.

Create Fire

Beginner-level Charms (Elemental)

Spell Type: Focus
Incantation: *incendio*
Range: Wandtip
Negation: Blockable and Dodgeable

A small jet of fire is emitted from the tip of your wand, akin to a large lighter. Coming into contact with fire does 1d6 fire damage, and applies the *Burned: Minor* status effect.

Casting this spell at a higher level summons a larger and hotter gout of flame.

For every additional casting-level, the gout reaches an extra 15cm from your wandtip, and does 1d6 additional heat damage. The extra heat also allows you to ignite tougher materials, such as damp wood.

Create Golem

Master-level Transfiguration (Conjuration)

Spell Type: Ritual (1 week)
Incantation: *lapis libiri*
Duration: 1 week
Range: Wandtip

Conjure a powerful spirit from the outer realms, and imprison it inside a hulking frame, to follow your every command. You may create a golem out of clay, rock, iron or crystal.

The golem-creation ritual requires you to enchant a large amount of the raw material (~2000kg), which must be natural in origin. Over the course of the ritual, you enchant and form this material into the shape you desire, with wards and runes which allow it to walk and move around - and to contain the powerful spirit inside.

After completing the ritual, you place a small slip of parchment inside the mouth of the golem, on which is inscribed your name. This summons the golem, and binds it to you with a psychic link.

You may use a minor action to give a psychic order to the golem, which it will follow to the letter with a single minded purpose.

Beware: the slip of paper is burned to ash after 1 week. If it is not replaced within 12 hours, the golem is free of your service and will go on a rampage to seek revenge on the one who imprisoned it.

Create Horcrux

Master-level Dark Arts (Necromancy)

Spell Type: Ritual (1 day)
Range: Self

After performing a profane ritual (the secrets of which are too disgusting to write down here), the caster places a portion of their soul into another object. Write down the horcrux on a piece of paper and keep it hidden.

Whilst a horcrux exists, the character cannot be killed. Whenever their health is reduced to zero, their soul is ejected into the Astral Realm, where it remains until they find a new body to willingly accept them, at which point they possess this individual, destroy their identity and warp the body until they have reassumed their mortal form.

For every horcrux created, the caster takes a 4-point penalty to Power attribute. A horcrux can only be destroyed through extremely potent spells or poisons.

Create Thrall

Expert-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *Imperius*
Range: Close
Resist: Willpower

The target is placed under the complete control of the caster until their concentration is broken.

The caster may issue simple commands through the psychic link such as 'go over there' or 'fight him', this does not take up any part of their turn. The enthralled individual will complete the task to the best of their ability.

A thrall which has not been given an order (or which has completed its orders) acts in a very basic fashion - they can defend themselves and answer simple questions, but will otherwise appear vacant and confused.

The caster may devote their action to take total control of the target - the action will be completed under their direct specification and the Thrall must do every minute thing their master commands. This spell is classed as an *Instant* spell, so the Master may cast other spells whilst this spell remains active. However, outside of this, this spell is considered a concentration spell, and hence whenever the Master takes damage they must succeed on a Resist check to maintain concentration. If the Master loses concentration, the target is freed.

Create Trap

Novice-level Recuperation (Warding)

Spell Type: Ward
Incantation: *dolus*
Range: Wandtip

Combine a magical ward with one of your existing spells. After casting the trap spell, cast the effect-spell to imbue the trap with that effect. If successful, creates a hidden magical trap of radius 50cm on any solid surface.

When an entity touches the warded region, the trap explodes, releasing the magical effect of the second spell you cast.

Create Water

Beginner-level Charms (Elemental)

Spell Type: Focus
Incantation: *aguamente*
Range: Wandtip
Negation: Blockable and Dodgeable

A jet of water is emitted from the tip of your wand, in a fountain approximately 30cm in length, useful for extinguishing fires small, or cleaning surfaces. Note, however, that Gamp's Laws of Elemental Transfiguration states that all conjured water evaporates upon drinking: it cannot be used for sustenance.

Casting this spell at a higher level summons a more powerful torrent of water. For each additional casting level, the jet of water doubles in intensity - reaching an extra 30cm and doing 1d8 bludgeoning damage.

Create Zombie

Expert-level Dark Arts (Necromancy)

Spell Type: Ritual (5 minutes)
Incantation: *infern exorior*
Range: Wandtip

Conduct a profane rite which breathes unlife into dead bodies, and turns them into ghastly puppets, performing your every whim: the inferi. Inferi act as golems, obeying every word of their creator. The caster may give verbal orders to the inferi, which they will follow without question until the task is complete, or they are given a new order. You may create up to 2d4 inferi at a time.

Double the number of inferi you can create for every additional casting-level dedicated to this spell.

Crippling Fatigue

Novice-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *dulcis mortem*
Range: Sight
Resist: Willpower

A wave of exhaustion washes over your target. They must succeed on a Resist check, or increase their exhaustion level by 1. This spell cannot be used to increase the exhaustion level above 4th.

Crush Bones

Master-level Maledictions (Hex)

Spell Type: Instant
Incantation: *obcillo ossium*
Range: Sight
Resist: Strength

A great force smashes into the opponent, breaking their bones. Does 8d10 bludgeoning damage, and applying the *Broken Bone* status effect and the as-

sociated *Serious Injury* status.

If the target succeeds in a resist, the damage is halved and the status effects are negated.

Gain an additional 4d10 bludgeoning damage for every additional casting-level dedicated to this spell.

Crystal Gazing

Novice-level Divination (Temporal)

Spell Type: Ritual (1 minute)
Incantation: *Gazing*
Range: Self

Gaze into your crystal ball, and ask a question of the cosmos. You will receive a yes or a no answer to any question you ask.

Curse Being

Expert-level Maledictions (Curse)

Spell Type: Ritual (10 minutes)
Incantation: *maledictio*
Range: Sight
Resist: Power

Casts a permanent curse on a target being, object or location. You may choose the effects of this curse, though they must be commensurate with the casting level of this spell, and the GM has a veto. Be inventive!

Curse of the Bogies

Beginner-level Maledictions (Curse)

Spell Type: Instant
Incantation: *Mucous ad nauseam*
Duration: 1 day
Range: Close
Resist: Vitality

A fine green mist floats from the end of your wand, into the face of the target. On a failed Resist, they contract an awful cold. The target becomes visibly ill, their nose drips snot constantly, and their throat is sore.

Every time they open their mouth to speak, they must succeed a DV 8 Vitality Resist to avoid sneezing. Sneezing during a spell incantation causes the spell to fail.

Cursed Step

Master-level Maledictions (Curse)

Spell Type: Instant
Incantation: *gradus maledictus*
Duration: 1 day
Range: Close
Resist: Acrobatics
Negation: Blockable and Dodgeable

When this spell hits the target, their very presence in an area is enough to leave a cursed aura.

Every step taken by the afflicted leaves a footprint in the astral realm, which lasts for 5 minutes after the being last stood there. Any being which touches one of these footprints takes check disadvantage on all checks for the next minute (this timer resets every time they touch a different footprint).

If the afflicted stays in one place for more than 5 seconds, they too become afflicted by their own footprint.

Cushion Fall

Adept-level Charms (Kinesis)

Spell Type: Instant
Incantation: *sofus*
Range: Sight

Painlessly break the fall of the target from any height up to 50 metres.

Cut Object

Novice-level Charms (Kinesis)

Spell Type: Instant
Incantation: *diffindo*
Range: Close
Negation: Blockable and Dodgeable

Cut into an object, as if you had wielded a sharp knife with a blade of up to 10cm in length. If used on a living being, it is as if you wielded an excep-

tionally sharp knife, dealing 2d4 slashing damage.

Dancing Bolt

Novice-level Charms (Elemental)

Spell Type: Instant
Incantation: *arka gola*
Range: Close
Negation: Blockable and Dodgeable

2 bursts of fire spiral and dance in towards your target, each dealing 1d10 fire damage on contact (rolling accuracy for each).

Gain an additional 2 bursts for every additional casting-level dedicated to this spell.

Dark Healing

Novice-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *tenebrosa sudarium*
Range: Wandtip
Resist: Willpower

Channel vampiric energy through your wand, to drain the life from a helpless individual. Drain 2d8 HP from an *Incapacitated* target (halved on a successful Resist), and restore half of this value to your own HP.

Increase the draining effect by 1d8 for every additional casting-level dedicated to this spell.

Degrade

Beginner-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *prolabor*
Duration: 1 minute
Range: Close
Resist: Power

Choose up to three target objects or beings that you can see within range, and make subtle minor alterations which generally lessen the quality of the targets.

An object might gain layer of grime, whilst imperfections might develop across the surface. A previously well-oiled joint might begin to produce a horrendous squeaking noise. This spell cannot fix a break an object and remove functionality, but generally makes an object less pleasant and high-quality than it was before. When used in this fashion, the spell has no duration, and the degradations are considered permanent.

When this spell is targeted at a living being, the 'degradation' instead allows you to fatigue the muscles of the target to reduce their aim, or give them a mild headache to disrupt their concentration.

For each targeted being, the caster chooses one of the following:

- Attribute checks
- Resist checks
- Accuracy checks
- Damage checks

For the duration of the refinement, whenever an effected being performs one of their selected checks, they must roll an additional 1d4 and subtract that result to the result of the roll.

This spell effects an additional object or being for every additional casting-level dedicated to this spell. When cast as an Adept level spell or higher, you may select two degradations from the list.

Delayed Effect

Adept-level Maledictions (Curse)

Spell Type: Instant
Incantation: *mora maledictus*
Duration: 1 hour
Range: Close
Negation: Blockable and Dodgeable

This spell may be cast as if it were a spell of any level greater than Beginner. After a target is hit by this spell, you must write down another curse that you are able to cast, of a lower level than the one chosen to cast this spell. At any point in the next hour, you may reveal the chosen curse, and the effects of that spell are then immediately applied to the target (if they fail the associated Resist check).

Delusion

Expert-level Illusion (Psionics)

Spell Type: Instant
Incantation: *falasarium*
Duration: 5 hours
Range: Close
Resist: Conviction

If target fails a Resist check, the caster may make them believe one piece of information, which they will believe to be irrefutably true. The delusion must be vaguely rational, and may not incur excessive self-harm, as judged by the GM.

Destroy Mind

Ascendant-level Illusion (Psionics)

Spell Type: Instant
Incantation: *mentis perdero*
Range: Close
Resist: Conviction

Shatter the mind of a sapient target being on a failed resist, rendering them a shadow of their former self. Choose from one of the following effects:

- Render them incapable of using magic (target gets advantage on resist if you choose this effect)
- Remove up to 1d4 spell, attribute, tool or weapon proficiencies from the target
- Render them unable to learn new information
- Place them into a coma for 1d20 years

Detect Casting History

Novice-level Divination (Temporal)

Spell Type: Ritual (1 minute)
Incantation: *priori incantatem*
Range: Wandtip
Resist: Willpower

Target a sapient being, or the wand belonging to a sapient being. On a failed resist, You instantly learn the last 5 spells that were cast, and the time at which they were cast.

Detect Magic

Novice-level Divination (Telepathy)

Spell Type: Instant
Incantation: *revelio*
Range: Close

Reveals to the caster any active spells or magical effects within a radius of 5 metres. You see an aura around any object or creature currently imbued with magical effects, with different colours corresponding to different disciplines of magic. Will deactivate charms whose sole purpose is to remain hidden. This spell can detect magical barriers, but cannot see beyond them.

Detect Thoughts

Novice-level Divination (Telepathy)

Spell Type: Focus
Incantation: *psychopractum*
Range: Close
Resist: Perception (Passive)

You may search for any beings with an Intelligence attribute greater than 5 in a radius of 10m, learning the location of any such beings.

You may then observe the mind of a target individual from a distance. Thought-detection is not an exact science, and you will only get a vague shape of their current thoughts and emotions -perhaps a quick flash of colour, a name, or a feeling of fear. On a successful (passive) Resist, target becomes aware of the process.

You may attempt to reshape their surface level thoughts by asking questions, or showing them objects or images likely to trigger memories or strong feelings.

Detonation

Expert-level Maledictions (Hex)

Spell Type: Instant
Incantation: *expulso*
Range: Sight
Resist: Power
Negation: Dodgeable

Launches a magical bolt at the target which, if it makes contact, causes the object to violently tear itself apart, doing 5d12 force damage. Resist for half damage.

Gain an additional 2d6 Force damage for every additional casting-level dedicated to this spell.

Dilute Blood

Adept-level Maledictions (Curse)

Spell Type: Instant
Incantation: *aenemius*
Duration: 1 miunte
Range: Close
Resist: Vitality

On a failed Resist, the target's blood becomes thin and diluted, making them bleed profusely from even a minor cut.

The target is considered Susceptible to slashing and piercing damage for the duration of the spell. This does not effect beings which do not have blood.

Dimensional Binding

Master-level Transfiguration (Conjuration)

Spell Type: Ritual (5 turns)
Incantation: *subjungus*
Duration: 1 day
Range: Self
Resist: Power

By inscribing a magic circle on the floor, you create a region where celestial beings from other planes can be trapped and bent to your will. For the next hour, if an Unlife, or other being originating from any plane other than the Mortal Realm, enters into the region, you may cast a pinch of salt into the circle to complete the ritual and attempt to impose your will over it.

On a failed resist, the being is bound to serve you for the duration of the spell. If the being was summoned or created by another spell, that spell is extended to match the duration of this spell. The being will obey your commands to the letter for the duration of the spell, and if they are hostile to you, they may do so in a deliberately obtuse fashion.

Disarm

Novice-level Maledictions (Curse)

Spell Type: Instant
Incantation: *expelliarmus*
Range: Close
Resist: Strength
Negation: Dodgeable

A stroke of white light launches from your wand. If it strikes the target, their muscles spasm and they must succeed on a DV10 Resist check, or else an object in the target's hand is hurled 1d4 metres in a random direction.

Disintegrate

Ascendant-level Maledictions (Hex)

Spell Type: Instant
Incantation: *reducto*
Range: Sight
Negation: Blockable and Dodgeable

If the spell makes contact with matter, causes it to instantly disintegrate. Living beings take 15d10 worth of force damage.

Disrupt Connection

Expert-level Divination (Telepathy)

Spell Type: Instant
Incantation: *ruinosus*
Range: Sight
Resist: Willpower

Sever a telepathic connection possessed by the target. This may be used to sever a link such as that

caused by the *Telepathic Bond* spell, or the link between caster and a summoned being. An untethered summoned being no longer accepts orders from their creator, and will potentially attack them. A successful resist negates this effect, but the target takes 2d4 psychic damage instead.

Distressing Omen

Beginner-level Divination (Temporal)

Spell Type: Instant
Incantation: *mitus*
Range: Close
Resist: Logic

Speak aloud an omen, layering into your voice the power of the future, to warp the mind of your opponent. Target must succeed on a Resist check or take 1d8 psychic damage.

Gain an additional 1d8 psychic damage for every additional casting-level dedicated to this spell.

Divine Truth

Novice-level Divination (Telepathy)

Spell Type: Focus
Incantation: *veritas liberit*
Range: Close
Resist: Deception

Target a sapient being, on a failed Resist, the caster is notified by a glowing aura and a soft chime whenever the target makes a statement which they know to be false. The target is unaware of the casting of this spell unless they pass a DV 15 Observation check.

Draconic Guardians

Expert-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *draconifors*
Duration: 1 hour
Range: Close

Transform 4 small objects into miniature dragons to fight by your side. See the stat block for miniature dragons for more information.

Double the number of dragons summoned for every additional casting-level dedicated to this spell.

Drain Fortitude

Adept-level Illusion (Psionics)

Spell Type: Instant
Incantation: *delcrus*
Range: Close
Resist: Willpower

If the target fails to Resist, you impose your will over them, doing 2d6 Fatigue damage to the target.

Gain an additional 2d6 Fatigue damage for every additional casting-level dedicated to this spell.

Draw Power

Beginner-level Dark Arts (Occultism)

Spell Type: Ritual (1 hour)
Duration: 1 day
Range: Self

When at a site of ancient magic -- be it at a place where some great feat of magic was achieved, the residence of some powerful being, or simply somewhere where magic has seeped into the very walls -- you may perform this ritual to tap into those ancient powers to gain a +2 bonus to spellcasting checks whilst in this area. This ritual cannot be used at the same site for the next 7 days.

Increase the spellcasting bonus by +1 for every two additional spell levels used to cast this spell.

Dreamscape

Expert-level Dark Arts (Occultism)

Spell Type: Ritual (10 minutes)
Range: Self
Resist: Conviction

By entering into a trance, you can enter into the dream of a being that you are familiar with. If the target is asleep when you complete the ritual,

you may enter into their dreams and converse with them for as long as they remain asleep. During this time, you remain in a trance and are considered *Asleep*, until you choose to end the effect or the target wakes.

You may shape the dreamscape at your will, appearing in any form you choose and altering the environment as you see fit. If you choose to communicate, the target remembers everything that was said. You may also choose to make the dreamscape horrifying and nightmarish. The target must succeed on a Resist, or suffer from a phantasmal attack that deals 5d12 damage.

If the target is not awake when this ritual is attempted, the spell fails and there is no FP cost, though you only discover this at the end of the 10 minute ritual.

Drowning Sphere

Expert-level Charms (Elemental)

Spell Type: Focus
Incantation: *panigus*
Range: Close
Resist: Acrobatics

A stream of water from every nearby source streams and collects in a sphere up to 3 metres in radius, hovering above the ground, a violently twisting vortex of water and matter.

Any being caught in the initial area, or which subsequently passes through the sphere must succeed on a Resist, or be sucked into the sphere. Up to 5 humanoids, or 1 larger creature (if within the size of the sphere) can be restrained at any one time. Beings inside the sphere are deprived of oxygen and are considered *Incapitated*, able only to perform a Resist check at the beginning of each turn.

Succeeding in a resist check deposits you prone at a random point outside the sphere.

The sphere remains whilst concentration is maintained, and can be moved at a speed of 3 metres per cycle. When focus is broken, the sphere disintegrates and the water crashes down. Any being restrained or below the sphere at this point takes 5d8 bludgeoning damage.

Duplicate Object

Expert-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *gemino*
Duration: 12 hours
Range: Wandtip

Creates a copy of an object in your possession, which is identical to the first, until it disintegrates 12 hours later. These duplicates can be determined to be fake through a DV 10 Investigation check.

Earthquake

Ascendant-level Charms (Elemental)

Spell Type: Instant
Incantation: *krakato*
Range: Close
Resist: Acrobatics

Summon a powerful seismic disturbance in a radius of 50m around a region that you can see.

The powerful rocking of the earth knocks all beings into the *Prone Position* unless they Resist, and all beings performing a Focus action must perform the usual Resist check to maintain concentration.

The earthquake also spawns 2d4 *Fissures* at locations chosen by the caster (see the relevant spell).

For every building or structure in the region, roll a d4. If the result is a one, the building collapses and is destroyed. Beings in a destroyed building take 10d10 bludgeoning damage.

Eavesdrop

Novice-level Divination (Telepathy)

Spell Type: Focus
Incantation: *dumauris*
Range: Close
Resist: Perception (passive)

You fortify your own hearing to such an extent that you can listen in on conversations up to 10 meters away. If target Resists, they become aware of this intrusion.

Eldritch Knowledge

Novice-level Dark Arts (Occultism)

Spell Type: Ritual (30 minutes)
Incantation: *vetitum scenticus*
Range: Self

Attune your mind to the Eldritch Domains. The Demons of the Deep will answer one of your questions, but the answers might drive you mad. The question must be said out loud for all to hear, but the answer may be written down and passed to your privately.

Electrical Arc

Expert-level Charms (Elemental)

Spell Type: Focus
Incantation: *electrum maxima*
Range: Close
Negation: Blockable and Dodgeable

Whilst you maintain Focus, a bolt of energy arcs from the end of your wand, doing 5d10 electrical damage per turn.

Gain an additional 1d10 Electrical damage for every additional casting-level dedicated to this spell.

Elemental Weapon

Novice-level Charms (Elemental)

Spell Type: Instant
Incantation: *gladio substantia*
Range: Wandtip

The elements are bent to your will, and a blade of nature-incarnate solidifies around your wand. You now wield a 1d6 shortsword made out of pure fire, ice, lightning or earth, or light, held together by your strength of will. In addition to the physical cutting effect, this blade also imparts an elemental effect of 1d8 fire, cold, electric, bludgeoning or celestial damage respectively.

No additional spells can be cast until this effect is dismissed as a minor action.

The blade gains an additional 1d8 of the chosen damage type for every additional casting-level dedicated to this spell

Endure Environment

Novice-level Recuperation (Healing)

Spell Type: Instant
Incantation: *omnium*
Duration: 1 day
Range: Wandtip

Target is protected from the ravages of the environment, and hence can exist in temperatures in the range -40 to 50 celsius, and is unaffected by heavy rain and other weather phenomena. The target is not protected against fire and cold damage, however.

Entrance Other

Adept-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *meamicus*
Duration: 1 minute
Range: Wandtip
Resist: Compassion

If the target fails to Resist, they become hopelessly besotted with the caster and become *Charmed* for the duration of the spell.

Erupt

Expert-level Charms (Elemental)

Spell Type: Instant
Incantation: *purskama*
Range: Close
Negation: Dodgeable

Target a being standing on a patch of earth or mud. The ground underneath them explodes upwards in a violent eruption of loose stones and tumultuous ground, dealing 5d12 bludgeoning damage.

Gain an additional 2d12 bludgeoning damage for every additional casting-level dedicated to this spell.

Eternal Flame

Novice-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *bangala*
Duration: Infinite
Range: Wandtip

Summon a minor fire spirit. If you have a glass container, you may use it trap the spirit, whereupon it acts as a dim torch (bright light 1m, dim light 4m) and as a heat source sufficient to keep one person comfortable in arctic conditions. If the spirit is not trapped, a random being within 5m radius of caster takes 4d6 fire damage.

Ethereal Tag

Expert-level Divination (Telepathy)

Spell Type: Instant
Incantation: *signum*
Duration: 2 minutes
Range: Sight
Resist: Stealth

If the target fails to Resist, place a mystical marker on the target which enables your allies to strike more accurately at them. Target takes disadvantage on Stealth checks and a 2-point penalty to Dodge.

Exploding Missile

Adept-level Maledictions (Hex)

Spell Type: Instant
Incantation: *bombarda*
Range: Close
Negation: Blockable and Dodgeable

A small missile launches from the end of your wand and explodes on contact with the target, dealing 2d12 concussive damage and 1d12 fire damage.

Gain an additional 2d12 fire damage for every additional casting-level dedicated to this spell.

Extinguish Flame

Novice-level Charms (Elemental)

Spell Type: Instant
Incantation: *sitim*
Range: Sight

Extinguish all active fires in a region up to 3m in radius, removing the danger and stopping any continuing damage effects.

However, this spell does not prevent an ongoing spell from producing more fire after it is removed, and nor does it effect the 'Burned' status of a being.

When cast as an Expert level spell, this spell can effect *Fiendfyre*

Extraplanar Avatar

Ascendant-level Transfiguration (Conjuration)

Spell Type: Ritual (1 hour)
Incantation: *elementos temporio*
Duration: 1 day
Range: Self

Summon an Elemental Avatar (choose from Fire, Water, Air, Earth, Light and Darkness) by drawing a mote of power from across the multiverse, and bind it to your will.

This Avatar is friendly to both you and your allies, and will obey your orders to the best of its abilities. You may give an order through the psychic link that connects you without it counting as a minor action. The avatar returns to its native plane in the multiverse either when the spell expires, or when it drops to OHP.

Fabricate Object

Novice-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *facere*
Range: Close

You manipulate raw material and use it to construct an object from that material.

You can only produce an object that you could reasonably produce yourself (i.e. a bridge is fine, but a fully working PC is not).

You may manipulate up to 1kg of raw material in

this fashion.
Construction is permanent, and does not wear off.
The mass of raw material which you can manipulate is multiplied by 5 for every additional casting-level dedicated to this spell

False Friendship

Beginner-level Illusion (Psionics)

Spell Type: Instant
Incantation: *amicus maxmuis*
Duration: 1 hour
Range: close
Resist: Willpower

If the target fails to resist, you place the idea inside their mind that you are their ally. Gain advantage on all charisma checks directed at the target for the duration the spell, if they are not already overtly hostile. At the end of the spell, or if they succeed in Resisting, the target becomes aware that you have enchanted and deceived them, and will become hostile or otherwise seek vengeance.

Fearsome Guardians

Ascendant-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *piertotom locomotum*
Duration: 1 day
Range: Close

Transform nearby statues, trees and other inanimate objects into powerful guardians to fight by your side. Guardians are considered as Stone Golems unless otherwise indicated.

Featherweight

Adept-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *pluma gravitas*
Duration: 1 hour
Range: Wandtip

Divide the weight of an object by 5.
In general, this would make a Medium object become Light, a Heavy object to become Medium, and so on.

Fidelius Ward

Ascendant-level Recuperation (Warding)

Spell Type: Ritual (2 weeks)
Incantation: *onsigno scientia*
Range: Wandtip

Select a target object, being or region of radius 10m in radius, and a second being, the *Keeper*, which cannot be the caster.
The target can then only be detected or interacted with by the Keeper. The Fidelius ward ensures that even if another being were touching the subject of the spell, their brain is simply unable to comprehend what it is they are looking at, and will not recognise it. The same is true of instructions and maps which lead to the hidden object which were written before the object was hidden: they appear as meaningless squiggles, and memories regarding the subject become ethereal and dreamlike - with important details becoming just out of reach.
However, if the Keeper willingly divulges information (either written, or verbal) to another being, then that person also becomes a Keeper. If a Keeper dies, and no other Keeper remains alive, they return as a Ghost and cannot pass on until they create a new Keeper.
This charm is broken if any Keeper touches the subject of the Ward (or for a region, enters it).

Fiendfyre

Adept-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *pyrkagius*
Duration: 1 hour
Range: Sight
Negation: Blockable and Dodgeable

Summons a cursed fire that consumes everything that it touches, and actively seeks to destroy living beings as if it were a living being telepathically

linked to the caster. The caster may direct the fire may send out up to 1d4 tendrils per turn to strike at a target (performing an accuracy check for every attack), doing 3d12 fire damage to all it touches. Fiendfyre cannot be extinguished by mundane means. Attempting to do so infuriates the fiendfyre and triggers an automatic attack on you.

Gain an additional 1d12 Fire damage for every additional casting-level dedicated to this spell.

Final Cure

Expert-level Recuperation (Healing)

Spell Type: Instant
Incantation: *requiescat in pace*
Range: Close
Resist: Evil

A heavenly glow descends upon an area 3m in radius around the caster. Any Ghost, Inferi, or other Unliving that once used to be a living creature caught in this radius takes 5d8 celestial damage, as the sound of an angelic choir sings out. Damage is halved on a successful Resist.

Gain an additional 2d8 celestial damage for every additional casting-level dedicated to this spell.

Fireball

Adept-level Charms (Elemental)

Spell Type: Instant
Incantation: *confringo*
Range: Sight
Negation: Blockable and Dodgeable

Launches a fireball at the target, which explodes on contact for 4d6 Fire Damage on all targets within 2m of the target. This effect is negated on a successful dodge, and halved on a successful block.

Gain an additional 2d6 Fire damage for every additional casting-level dedicated to this spell.

Fissure

Master-level Charms (Elemental)

Spell Type: Instant
Incantation: *lohe*
Range: Close
Resist: Acrobatics

Target a line of natural ground (earth, mud, natural stone) up to 5m long. The earth rips asunder along this line, forming a fissure 1m wide and 10m deep. Any being caught in this region must pass a Resist check, or fall inside.
The fissure slams shut at the end of the turn cycle, trapping those inside underground and dealing 8d12 bludgeoning damage, and leaving them starved of air until they succeed in a DV 15 Strength check to dig their way out.

Fix Transformation

Master-level Transfiguration (Alteration)

Spell Type: Ritual (30 seconds)
Incantation: *perpetuus*
Range: Close

When cast on any transfigured or conjured object, makes the transformation permanent and removes any associated time constraints.
This does not protect against *Banishments*, and this spell can be removed by a successful counter-spell, at which point any 'duration' timer associated with the transformation continues as if it had been paused.

Flame Freezing Shield

Beginner-level Recuperation (Warding)

Spell Type: Ward
Incantation: *glaciagnis*
Duration: 1 hour
Range: Wandtip
Resist: Power

Causes non-magical fire to feel lightly cool and tickle the warded subject, rather than burning them.
Whenever a caster attempts to inflict magical fire damage on the protect being, they must succeed on a Resist check, or the damage is halved.

Flame Whip

Master-level Charms (Elemental)

Spell Type: Instant
Incantation: *ignellum*
Range: Close
Resist: Strength
Negation: Blockable and Dodgeable

You summon a thin trail of fire from the end of your wand, which you can then use as a whip, performing a melee attack using your Elemental modifier (if you are proficient in Exotic weapons, you may add your Expertise modifier even if you have already added it).
Any target hit by your flaming whip takes 9d12 fire damage, and you may direct the whip such that it wraps around them, rendering them *Incapacitated* until they successfully resist at the end of their turn. A trapped individual takes a further 3d12 Fire damage per turn.
This spell lasts until you drop your wand, or you dismiss it as an instant action. No further spells can be cast whilst the whip is active.

Flamethrower

Expert-level Charms (Elemental)

Spell Type: Focus
Incantation: *ustulo*
Range: Close
Negation: Blockable

An enormous burst of flame rips from the end of your wand, incinerating everything in a cone up to 5 metres in front of the caster.
All beings in the cone which fail to block take 8d10 fire damage.

Gain an additional 4d10 Fire damage for every additional casting-level dedicated to this spell.

Floodlight

Adept-level Charms (Elemental)

Spell Type: Instant
Incantation: *caecus*
Duration: White beam
Range: Wandtip
Resist: Observation

Direct a brilliant beam of light from the tip of your wand, illuminating a cone 10m in front of you with Bright light, and dim light a further 10m. If a target is illuminated by the beam and fails to resist, they are blinded for 2 turns.

Force Shield

Beginner-level Recuperation (Warding)

Spell Type: Focus
Incantation: *protego*
Range: Self

An ethereal shield blossoms from the end of your wand, protecting you from both magical and physical harm.
Whenever an attack is performed against you whilst the shield is active, roll 2d4 and add this value to your Resist check or your Block value, as appropriate. If a successful Resist would limit the amount of damage taken, negate it entirely instead.
If you fail to Resist, or the Accuracy exceeds your augmented Block value, the shield crumples and the spell is ended. The spell which broke the shield is then applied to you at half damage, with any other effects unmodified. Any other spells which hit you this round act as normal.
The caster is not considered *Distracted* when casting this spell, unless attacked by an enemy that they cannot see.

Increase the strength of the shield by 1 point for every additional casting-level dedicated to this spell.

Foresight

Adept-level Divination (Temporal)

Spell Type: Instant
Incantation: *providentia*
Duration: 1 turn
Range: Wandtip

By predicting the flow of time, you can give the target the ability to make moves without thinking: give

the target an extra major action next turn. Each target can only get this boost once per day.

Freeze

Adept-level Charms (Elemental)

Spell Type: Instant
Incantation: *glacius*
Range: Close
Resist: Vitality

Your wand emits a blast of air so cold it makes even the caster's fingers feel numb.

This blast may freeze a body of water up equal in size to a cube with sides of length 2m, or when used on an individual, the freezing blast does 3d10 cold damage, halved on a successful Resist.

When cast as a higher level spell, you may double the volume of water you can freeze, and add an additional 1d10 Cold damage to the blast.

Fresh Air

Beginner-level Charms (Elemental)

Spell Type: Instant
Incantation: *klinneract*
Range: Close

A gust of air refreshes the air in a sphere of radius 3 metres around the caster, removing any gaseous effects and smelling faintly of lavender.

Fury

Adept-level Illusion (Psionics)

Spell Type: Instant
Incantation: *irafors*
Duration: 30 seconds
Range: Sight
Resist: Compassion

Target performs a Resist check, if they fail, target flies into a mindless rage and begins attacking all those around them.

Glamour

Beginner-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *lux stultium*
Duration: 1 hour
Range: Close
Resist: Observation

Create a superficial glamour around a person or object, a simple magical hologram which sits on top of the true surface. This hologram takes any form you desire, but can only perform minor movements – an illusion over the face of a target may open its mouth as the target does, but nothing more complex than this.

The glamour disintegrates upon physical or magical contact, and can be seen to be fake if observer succeeds on a Resist check.

Glimpse Future

Adept-level Divination (Temporal)

Spell Type: Instant
Incantation: *posterus*
Range: Self

Get a fleeting glimpse into the future. Choose one of the following:

- + 4 bonus to block **or** dodge next turn
- +4 bonus to accuracy checks made next turn

Gust

Beginner-level Charms (Elemental)

Spell Type: Focus
Incantation: *vente*
Range: Close

Energise the winds, and manipulate the air within a radius of 5m around you. This breeze is strong enough to subtly alter the path of projectiles passing through the region (all ranged weapon attacks take a 1 point penalty to accuracy), or to cause a commotion by slamming doors and howling through open windows.

Halt

Beginner-level Charms (Kinesis)

Spell Type: Instant
Incantation: *stabit*
Range: Close
Resist: Speed

Stop an object or being in their tracks. An inanimate object clatters to the floor and lies still, whilst a living being must succeed on a Resist check, or move only half their movement speed this turn cycle.

Halting Field

Novice-level Recuperation (Warding)

Spell Type: Ward
Incantation: *stabit vallio*
Duration: 1 day
Range: Wandtip
Resist: Speed

Erects a circular field 1m in radius anywhere within 2m of the caster.

This field halts any physical object that touches or passes through it. Objects in flight drop to the ground, as if the *Halt* spell had been cast on them. Beings attempting which touch the field must Resist or have their speed halved this turn cycle.

Harden Object

Novice-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *duro*
Duration: 2 days
Range: Close

Freezes a non-living object into its current form, such that it can no longer bend or flex. Hardened objects can absorb an additional 10 points of damage before they crumble and break.

Heal Wounds

Novice-level Recuperation (Healing)

Spell Type: Instant
Incantation: *episkey*
Range: Wandtip

Heal the target for 2d8 HP and remove any minor status effects such as burns, hypoxia and confusion.

If target has a serious wound (i.e. a broken bone or a serious burn), this spell cannot heal beyond 75% their maximum health.

Heal an additional 1d8 HP for every additional casting-level dedicated to this spell.

Healing Lance

Adept-level Recuperation (Healing)

Spell Type: Instant
Incantation: *lavi thera*
Range: Close

A bolt of healing energy bursts from your wand a shoots towards your target, healing them for 3d10 health points.

Heals an additional 1d10 for every additional casting-level dedicated to this spell.

Heat Object

Adept-level Charms (Elemental)

Spell Type: Instant
Incantation: *flagrante*
Duration: 3 turns
Range: Sight
Resist: Speed

Causes a target object to heat up to unimaginable temperatures, doing 3d8 fire damage every time the target object is touched.

On each contact, target must succeed a Resist check to withdraw, or take the *Burned: Severe* status effect.

Heavenly Arsenal

Ascendant-level Maledictions (Hex)

Spell Type: Instant
Incantation: *ouranios*
Duration: 1 minute
Range: Sight
Resist: Power

As you cast this spell, 7 motes of heavenly light and sit above your head like a celestial halo. Over the next minute, you may choose to up to 3 any number of these motes at a target of your choice as an instant action once per turn.

Each mote does 4d6 of damage, negated on a successful Resist. The type of damage is determined by rolling a d10:

- 1: Fire
- 2: Cold
- 3: Force
- 4: Acid
- 5: Bludgeoning
- 6: Piercing
- 7: Slashing
- 8: Psychic
- 9: electric
- 10: celestial

If the target is Immune to the chosen damage type, you may roll again. Whilst you have at least one mote in your halo, you cast bright light around you for 10m, and dim light for a further 20,

Hellish Light

Novice-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *lumos infernalis*
Duration: 1 hour
Range: Close
Resist: Logic

By drawing on unearthly powers, you summon an eerie greenish-yellow light to illuminate an area 10m in radius around the point of casting. This light is bright, but appears to emanate from both everywhere, and nowhere – and casts no shadows. All beings besides the caster must succeed on a Logic Resist check the first time they enter the illuminated region, or become *Distracted* next turn cycle.

Hidden Hologram

Expert-level Illusion (Bewitchment)

Spell Type: Ward
Incantation: *occultus indis*
Duration: 100 years
Range: Wandtip
Resist: Investigation

As with the *Implant Message* spell, you implant a message or other illusion into a warded region, and choose an audible or visual trigger which activates the illusion.

When activated, an illusion of your choice springs into life over a region up to 2 metres cubed, and executes a series of verbal messages and/or physical movements at your discretion. This could be a person delivering a message when a passphrase is uttered, or a hidden box of treasure opening tantalisingly over a pitfall.

The illusion can be seen to be fake on a successful Resist check, or after the construction is interacted with, as physical beings pass through them.

Holy Ward

Expert-level Recuperation (Warding)

Spell Type: Ward
Incantation: *pervetutem luminis*
Range: Wandtip

Create a region up to 10m in radius where the Unlife cannot pass. Unlife attempting to cross the barrier are ignited for 4d12 worth of Celestial damage per turn that they remain inside the area. The shield fails when 50 damage has been inflicted.

The spell is capable of inflicting an additional 20 damage for every additional casting-level dedicated to this spell.

Horrific Armaments

Novice-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *armatum*
Duration: 1 minute
Range: Self

You alter your own body, molding it into a lethal weapon, choosing from one of these effects:

- You grow long claws and fangs: your melee attacks now deal 1d8 slashing damage + modifier
- You grow a large articulated tail ending in a vicious point which you can use to perform a melee attack at targets up to 2m away, dealing 1d6 piercing damage.
- Your body sprouts large spines all over, which deal 1d6 piercing damage to any being which performs a melee attack on you.

The damage dealt by these effects increases by 1d8, 1d6 and 1d6 respectively for every additional casting-level dedicated to this spell.

Hovering Light

Novice-level Charms (Elemental)

Spell Type: Instant
Incantation: *globus*
Duration: 1 minutes
Range: Self

Summons a glowing orb, around 5cm in diameter that hovers above the caster's head, casting bright light for 4m, and dim light for a further 15m. As a minor action, the caster may move this light up to 10m in any direction.

Hunter's Mark

Novice-level Divination (Temporal)

Spell Type: Instant
Incantation: *venari*
Duration: 3 days
Range: Sight
Negation: Blockable and Dodgeable

Attach a marker to the target which glows brightly in the astral realm. The Caster remains aware of the location of the target for the duration of the spell, or until the mark is removed by magical means.

Hypnotic Lights

Beginner-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *fascum*
Duration: 1 minute
Range: Sight
Resist: Intelligence

Multicoloured, iridescent orbs dance in the sky, fascinating up to 1d4 creatures that see them, if they fail a DV 8 Resist check. These creatures cannot remove their gaze from the orbs, and will stop all other actions for the duration of the hypnotism. Every time the hypnotised beings take damage, they may attempt to Resist.

Icicle

Adept-level Charms (Elemental)

Spell Type: Instant
Incantation: *krystallium*
Range: Close
Negation: Blockable and Dodgeable

At your command 3 razor sharp shards of ice fling themselves at your target, performing an accuracy check for each. Each shard does 1d8 piercing damage and 1d8 cold damage.

Gain an additional 2 shards for every additional casting-level dedicated to this spell

Identify Object

Beginner-level Divination (Temporal)

Spell Type: Ritual (5 minutes)
Incantation: *dicemi*
Range: Wandtip

By touching your wand-tip to an object and entering into a deep trance, you may learn about the object. You learn any magical effects the object may have been enchanted or cursed with and the uses and limitations of those effects. You also learn the purpose of the object (if unknown), and the provenance of it.

If the object possesses a notable history, you may also learn fragments of that past.

Ignite

Novice-level Charms (Elemental)

Spell Type: Instant
Incantation: *ignis*
Range: Sight
Resist: Logic

You wave your wand in a complicated pattern, and an area of the target up to 1m squared bursts into flames, and begins to expand over the rest of the target.

Ignited beings take 3d6 fire damage per turn, and the effect lasts until they come into contact with sufficient water or wind to extinguish the flames, or they pass a DV 12 Resist check, and voluntarily take the *Prone* status. The resist check can be performed once per turn.

Gain an additional 2d6 Fire damage for every additional casting-level dedicated to this spell.

Illiteracy

Novice-level Illusion (Psionics)

Spell Type: Instant
Incantation: *illegibilus*
Duration: 1 minute
Range: Close
Resist: Logic

On a failed resist, the target's brain becomes scrambled, and they temporarily lose the ability to read. This means they cannot book-cast, and if they attempt to focus on a bit of writing for more than 10 seconds, they take the *confused* status.

Illuminate Wand

Beginner-level Charms (Elemental)

Spell Type: Focus
Incantation: *lumos*
Range: Close

Causes the tip of your wand to glow, like a torch. Casts bright light in a 2m radius, and dim light for another 10m. This spell last indefinitely, until Focus is broken, and does not require drain FP after the initial effect is activated.

Immolation

Ascendant-level Charms (Elemental)

Spell Type: Instant
Incantation: *uro*
Range: Close
Negation: Dodgeable

A small ember drifts lazily from the end of your wand, and latches onto your target, igniting a small part of the target. Once it has taken root, nothing can extinguish this fire until it either runs out of fuel, or out of air. No magical intervention known to wizardkind can end its life before one of these conditions is met.

The ember deals 1d6 damage per turn. Every time a magical or mundane attempt is made to extinguish the fire, it doubles in intensity spreading rapidly, and doubles the damage it deals per turn.

The fire may be moved using the *Control Fire* spell, but only when cast as a Master Level spell, and even then requires a DV 20 Power check to successfully remove the fire.

Implant Message

Novice-level Illusion (Bewitchment)

Spell Type: Ward
Incantation: *occultus nuntius*
Duration: 100 years
Range: Wandtip

Imbue a warded region with a message up to 20 words long. You can decide how this message is re-

vealed (spoken verbally, or revealed through magical lettering) and the triggering condition for the message to be activated.

The triggering condition can be whatever you choose, though it must be an audible or visual trigger and the detection range is 5 metres around the ward.

The ward can contain an additional 20 words for every additional casting-level dedicated to this spell.

Incineration Field

Ascendant-level Recuperation (Warding)

Spell Type: Ward
Incantation: *kafsis*
Duration: 5 minutes
Range: Wandtip
Resist: Observation

You place an incredibly powerful ward at a point in space, erecting a force field with a maximum radius equal to your twice your power attribute (in metres). Any being which attempts to pass over the threshold must succeed on a Resist, or take a step inside the field. Taking a step inside the field deals 8d12 force damage, and if the target then fails a subsequent DV 10 Acrobatics Resist, they continue entirely over the threshold and are incinerated entirely.

A successful Resist at either point allows one to pull back before too much damage is done.

The ward can absorb 10d20 points of damage (any type) before it disintegrates.

Induce Anxiety

Beginner-level Divination (Telepathy)

Spell Type: Instant
Incantation: *falcaparum*
Range: Close
Resist: Logic

You allow yourself to be caught riffling through the target's most embarrassing and anxiety-inducing memories, and perhaps say something aloud to indicate your awareness.

The mental stress causes the target to take 1d6 psychic damage (halved on a successful resist).

This spell does 1d10 damage when cast as a Novice spell, and subsequently increases by 1d10 for every additional casting-level dedicated to this spell

Instil Terror

Beginner-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *timeant*
Duration: 4 minutes
Range: Close
Resist: Willpower

On a failed Resist, the target becomes *Terrified* of the caster.

Internal Extension

Expert-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *tarditia poppinia*
Duration: 3 minutes
Range: Wandtip

Makes the target container larger on the inside than it is on the outside by a factor of 2

Quadruple the effect of this spell for every additional casting-level dedicated to this spell

Invert Connection

Master-level Divination (Telepathy)

Spell Type: Instant
Incantation: *ruinosus invertus*
Range: Sight
Resist: Willpower

As with the *Disrupt Connection* spell, if the target fails to Resist, this spell severs the link between two beings such as that caused by *Telepathic Bond*, or by summoning a being.

This link is then given to you -- giving you access to the telepathic network, or giving your control over the summoned creature etc, for the remainder of the original effect.

Invert Gravity

Master-level Charms (Kinesis)

Spell Type: Instant
Incantation: *reimannius*
Duration: 1 minute
Range: Close
Resist: Strength

By focussing your intellect on a cylinder 10m in radius and 40m in height, you reverse the fall of gravity. Any unsecured objects or beings fall upwards, and those near an anchored object must Resist to hold on.

If an obstacle is encountered, all objects are considered 'falling' and take appropriate damage. If the ceiling is higher than the top of the cylinder, beings are suspended at this level until the effect ends, or they move horizontally out of the cylinder.

Irongrip

Adept-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *fero*
Duration: 1 hour
Range: Wandtip

Gives a willing target an incredibly strong grip. Gain check advantage on all grappling checks and attempts to resist disarmament.

Ironmass

Adept-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *ferrus gravitas*
Duration: 1 hour
Range: Close

Target a non-sapient object up to 50kg in weight, and increase its density such that it becomes so heavy that it cannot be lifted by a single individual. The total mass of the object increases by a hundred-fold.

Ironwall

Expert-level Recuperation (Warding)

Spell Type: Ward
Incantation: *ferromurum*
Duration: 1 day
Range: Wandtip

Forms a shield around an area up to 5m in radius, that absorbs 60 points of damage. The Ironwall is impenetrable, opaque and soundproof, and is two-way. Nothing can enter or leave across the threshold of the ward until it is deactivated by the caster, or destroyed.

Gain an additional 30 HP for the Ironwall for every additional casting-level dedicated to this spell.

Jelly Legs

Adept-level Maledictions (Curse)

Spell Type: Focus
Incantation: *locomoto wibbly*
Range: Close
Negation: Blockable and Dodgeable

If this spell makes contact with an enemy, it causes their legs to turn to jelly and collapse underneath them. The target takes the *Prone Position* and cannot remove it whilst concentration is maintained.

Join Minds

Ascendant-level Divination (Telepathy)

Spell Type: Ritual (3 hours)
Duration: 1 week
Range: Self

You perform a ritual which involves two people (only one of whom needs to know how to cast this spell). This spell joins your souls together in an intricate fashion. You become but one soul, in two bodies. At any point during the spell's duration, you may decide to use your minor movement action to switch bodies, transplanting your soul from one body to the other.

Change your Spirit, Intelligence, Charisma and Evil with your joined partner (and any associated proficiencies) and you now reside in their body. You

may then take actions as if you were them until you decide to switch back, or the spell is ended. When the spell ends, your soul always returns to your original body.

Knockback

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *flipendo*
Range: Close
Resist: Strength
Negation: Blockable and Dodgeable

A wave of energy strikes into the target, causing 1d8 force damage, and if the target fails to Resist, pushing the target backwards up to 1 metre.

Each additional casting level dedicated to this spell increases the power of the energy-wave: do an additional 1d8 force damage and push the target back an extra 2 metres.

Lasso

Novice-level Charms (Kinesis)

Spell Type: Focus
Incantation: *carpe retractum*
Range: Close
Resist: Strength

A lasso of golden light whips out from your wand, allowing you to initiate a *grapple* with the target using your arcane subjugation value instead of your Strength. Target may resist following the usual grappling rules.

Launch Spike

Beginner-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *voco dens*
Range: Close
Negation: Blockable and Dodgeable

Conjure an enormous spike to transfigure itself from the surrounding walls or floor, impaling the target. A spike which lands true does 2d4 piercing damage.

Spiques can only reach up to 2m in length, and so cannot effect enemies which are more than 2m from a solid surface.

An extra spike is generated for every additional spell level used to cast this spell.

Launder Clothes

Beginner-level Charms (Kinesis)

Spell Type: Instant
Incantation: *savatch*
Range: Close

Emit a cone of energy from your wand 2m in length. Any being within this cone finds their clothes have been cleaned and dried, leaving them comfortably warm and smelling faintly of lavender.

Leapfrog

Expert-level Charms (Kinesis)

Spell Type: Instant
Incantation: *raneus*
Duration: 1 minute
Range: Sight

Target may leap up to 3m in any direction as a major action, and land safely whilst the spell is active.

Add an additional 3m to the maximum jump length for every additional casting-level dedicated to this spell.

Legends of the Past

Expert-level Divination (Temporal)

Spell Type: Instant
Incantation: *gabulus*
Range: Self

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely

known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

Levitation

Beginner-level Charms (Kinesis)

Spell Type: Focus
Incantation: *wingardium leviosa*
Range: Sight

Cause an object of 100g or less to levitate whilst concentration is maintained. You may move the object in full 3D space at a speed of 1 metre per second.

The maximum mass this spell is capable of lifting multiplies by ten for every additional spell level used to cast it.

Lightning Bolt

Adept-level Charms (Elemental)

Spell Type: Instant
Incantation: *baubilius*
Range: Sight
Resist: Vitality
Negation: Blockable and Dodgeable

Releases a bolt of lightning from the end of your wand. Lightning can initiate fires, provide electrical current or can be used directly in combat, where it deals 3d12 electric damage. Targets struck by lightning must succeed in a Resist check, or be blinded for 2 turns.

Gain an additional 1d12 Electrical damage for every additional casting-level dedicated to this spell.

Linguistic Aphasia

Master-level Illusion (Psionics)

Spell Type: Instant
Incantation: *squiddle-de-bop*
Duration: 1 hour
Range: Close
Resist: Logic

On a failed resist, the target's mind becomes so completely ruined that they lose the ability to process language. The target can no longer communicate either verbally or with written language properly. As far as they are concerned, everyone is speaking or writing pure nonsense to them, whilst to everyone else they appear to be spouting gibberish. The victim may attempt to resist every turn to end the effect, though a successful resist (including the first) deals 3d10 psychic damage.

Locate Being

Adept-level Divination (Temporal)

Spell Type: Instant
Range: Self

After casting this spell, you must shout a description or the name of a living being you are searching for. If you are within 1km of the being, you gain a snapshot of the object you are searching for, and the direction in which it is moving.

If you are looking for a specific being, you must be familiar with them (i.e. have seen the, up close at least once). Alternatively, you may describe a class of being (i.e. a horklump), and the spell will find the nearest such object.

This spell fails if there is no such being within range, if the object is protected by any kind of magical ward, or if the being no longer lives.

Locate Object

Beginner-level Divination (Temporal)

Spell Type: Instant
Incantation: *locus*
Range: Self

After casting this spell, you must shout a description or the name of the object you are searching for. If you are within 1km of the object, you gain a snapshot of the object you are searching for, and the direction in which it is moving.

If you are looking for a specific object, you must be familiar with it (i.e. have seen it up close at least once). Alternatively, you may describe a class of

object (i.e. a necklace), and the spell will find the nearest such object.

This spell fails if there is no such object within range, or if the object is protected by any kind of magical ward or lock.

Lock

Novice-level Charms (Kinesis)

Spell Type: Instant
Incantation: *colloportus*
Range: Wandtip

Magically lock a door or chest. Mundane attempts to open the lock fail, and magical attempts must be cast using an unlocking spell at least one level greater than the spell-level used to cast this spell.

Mage Hands

Beginner-level Charms (Kinesis)

Spell Type: Instant
Incantation: *titillatio*
Duration: 5 minutes
Range: Close

The caster produces an ethereal pair of hands that lasts for the duration of the spell, or until they move more than 10m away from the caster. You can use a minor action to control the hands. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial, but cannot use them to attack or carry items heavier than *Light*. Hands may be moved at a speed of 10m per turn, in addition to their action.

Magical Makeover

Beginner-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *crinus muto*
Duration: 1 day
Range: Self

Alters the colour and style of the caster's hair, apply a layer of makeup, and scrapes the dirt from under your fingernails. You may alter your appearance as if you had been attended to by a competent hair stylist and make-up artist. Useful for disguises, or to make yourself look suave in an instant.

Magnetising Strike

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *adtraho*
Duration: 30 seconds
Range: Close
Resist: Acrobatics or Speed

A pulse of energy streaks out towards the target faster than a normal 'dodge' could avoid. On a failed Resist, the target takes 1d8 force damage, and becomes mildly magnetic. All attacks made on them with melee weapons made of metal are at advantage for the duration of the spell..

Gain an additional 1d8 force damage for every additional casting-level dedicated to this spell.

Major Healing

Expert-level Recuperation (Healing)

Spell Type: Instant
Incantation: *sana*
Range: Wandtip

Heals the target of all burns, frostbite, poisons and diseases, and other status effects, regardless of severity.

In addition, restores 8d12 HP

Heal an additional 2d12 HP for every additional casting-level dedicated to this spell

Manipulate Emotions

Novice-level Illusion (Psionics)

Spell Type: Instant
Incantation: *motus conus*
Duration: 2 minutes
Range: Close
Resist: Willpower

If the target fails to resist, you may manipulate their emotions such that they feel an intense emotion of your choosing. You can make them feel incredibly happy, or incredibly sad, scared, or brave. The target is unaware that you have manipulated them in this fashion.

Mark Surface

Beginner-level Charms (Kinesis)

Spell Type: Focus
Incantation: *stylum*
Range: Wandtip

Use your wand as anything from a thin marker to a thick paintbrush. The tip of the *brush* can be up to 0.5m away from the tip of your wand, but follows the motion of your wand exactly. The *paint* is a magical adhesive that sticks to any surface, and may be of any colour you choose.

Mass Delusion

Ascendant-level Illusion (Psionics)

Spell Type: Instant
Incantation: *jalasarium maxima*
Duration: 12 hours
Range: Sight
Resist: Conviction
Negation: Blockable

Apply the *Delusion* spell to 4d6 targets of your choice. The delusion is the same to all targets.

Mass Healing

Ascendant-level Recuperation (Healing)

Spell Type: Instant
Incantation: *enervate maxima*
Range: Close

Roll 10d10, and multiply this result by 10 (alternatively, use the average result of 500).

You may restore this amount of HP to all living beings within range, distributed as you wish. If a creature receives at least 1HP and is above 0HP, all negative status effects are removed.

Mass Kinesis

Ascendant-level Charms (Kinesis)

Spell Type: Focus
Incantation: *ballatutti*
Range: Close

Control huge numbers of objects as they levitate and move around: write a thousand books with a thousand quills, conduct a swordfight with multiple blades at once.

This spell can only replicate the effects of an item if you would normally be able to use them without magic, but otherwise you can move the objects around in 3D space at your own discretion.

You may only perform up to 5 unique actions with the objects, but you may duplicate those exact actions an arbitrary number of times in a 30m radius. For example, you could only copy out 5 books at a time, as each book requires a unique action, but you can copy the same book out as many times as you like, as the action is identical.

Mass Suggestion

Ascendant-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *facite maxima*
Duration: 12 hours
Range: Close
Resist: Willpower

Apply the *Suggestion* spell to 4d6 targets of your choice. The suggestion is the same to all targets.

Mend Bones

Adept-level Recuperation (Healing)

Spell Type: Instant
Incantation: *ossium emendo*
Range: Wandtip

Repair bones and heal the body. Removes the *Broken Bone* status effect and the associated *Serious Injury* (unless another status effect blocks this).

Mental Burden

Novice-level Maledictions (Curse)

Spell Type: Instant
Incantation: *onus*
Duration: 1 minute
Range: Close
Resist: Intelligence

If the target fails to Resist, all spells cost 50% more FP than their stated value for the duration of the spell.

Meteor Strike

Master-level Maledictions (Hex)

Spell Type: Instant
Incantation: *bothynus*
Range: Sight
Resist: Acrobatics

A giant orb of fire and rock slams down into the ground at a targeted point, releasing a shockwave over a region 5m in radius. All beings in the region take 5d6 fire damage and 5d6 concussive damage.

The meteor deals an additional 2d6 fire damage and 2d6 concussive damage for every additional casting-level dedicated to this spell.

Minefield Ward

Adept-level Recuperation (Warding)

Spell Type: Ward
Incantation: *denarium*
Duration: 1 week
Range: Wandtip
Resist: Observation

Lay magical *mines* in a 15m radius, with a 5m radius gap at the centre. You may designate a single safe route through the minefield (a path of width 0.5m).

If a being touches any part of the minefield other than the path, the mines explode doing 3d10 damage of a type of the caster's choosing. Each subsequent metre travelled triggers another explosion. Explosions may be Resisted for half damage.

Gain an additional 1d10 damage for every additional casting-level dedicated to this spell.

Minor Healing

Beginner-level Recuperation (Healing)

Spell Type: Instant
Incantation: *enervate*
Range: Wandtip

Your wand emits healing rays which close small wounds as you pass your wand over them. Heal for 1d8 points of health.

If the target has a serious wound, i.e. a broken bone, cannot heal beyond 50% health. Only works on living creatures.

This spell heals for an additional 1d8 damage for every additional spell level dedicated to it.

Mists of Time

Expert-level Divination (Temporal)

Spell Type: Ritual (1 hour)
Incantation: *momento aeternitatis*
Range: Self

Enter into a trance, whereby you can observe the past, to uncover what happened at your current location, or to a specific person or object you can touch.

You may observe your chosen timestream up to 1 year into the past.

When cast as a Master spell, you may observe up to 10 years into the past. As an Ascendant spell, you

may observe up to 1000 years into the past.

Modify Memory

Master-level Illusion (Psionics)

Spell Type: Instant
Incantation: *obliviae*
Range: Close
Resist: Conviction

If target fails a Resist check, you may modify the memories of the target, erasing memories, or fabricating new ones.

You may even cause them to forget skills and spells that they currently know: remove one memorised spell or Skill from their character sheet.

Mortar Pulse

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *siwango*
Range: Close
Resist: Acrobatics

Raising your wand into the air, you send a small blue blob arcing upwards until it smashes down onto a targeted area within range, releasing a pulse out into a circle 3 metres in radius.

All beings take 1d4 concussive damage, halved on a successful Resist.

Gain an additional 2d4 concussive damage for every additional casting-level dedicated to this spell.

Move Earth

Novice-level Charms (Elemental)

Spell Type: Focus
Incantation: *wykopat*
Range: Close

Focus on a region of Earth with a volume of 1 cubic metre. You may excavate and move this loose earth around at will, at a speed of 5m per turn cycle. You may use this earth to raise walls or columns, but the total amount of matter must be conserved.

When cast as a higher level spell, you may triple the total volume targeted for every additional spell level.

Move Through Time

Adept-level Divination (Temporal)

Spell Type: Focus
Incantation: *qortina*
Range: Close

Target a non-sapient being or object within range, and send it spinning forward or backward in time by 1 days per second. Plants will grow and age, food will rot and wilt (or, rotten food may become fresh again), and weapons will rust and grow dull.

The speed at which objects tumble through time doubles for every additional casting-level dedicated to this spell.

Necrosis

Novice-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *carnes mortis*
Range: Sight
Negation: Blockable

A bolt of sickly green energy crackles into your opponent, seeking to destroy their life force and spreading evil and decay. Do 2d10 necrotic damage.

Gain an additional 1d10 necrotic damage for every additional casting-level dedicated to this spell.

Network of the Minds

Master-level Divination (Telepathy)

Spell Type: Ritual (10 minutes)
Incantation: *reticulum*
Duration: 1 day
Range: Close

Establish a telepathic link between you and up to 6 other individuals. All beings in the link are able to communicate with any other members of the link, regardless of distance, the lack of a shared language

and status effects such as *Paralyzed*.

When cast for 7 days in a row, the spell has a duration of 6 months.

Night Vision

Beginner-level Divination (Telepathy)

Spell Type: Instant
Incantation: *aspectu*
Duration: 2 hours
Range: Wandtip

As you touch your wand to the target's head, their eyes flash an unearthly green. Give the target nightvision for the duration: dim light is as bright as daylight, and darkness is considered dim.

Obfuscation

Adept-level Divination (Telepathy)

Spell Type: Ritual (1 hour)
Incantation: *obscuras*
Duration: 1 week
Range: Wandtip

All attempts to identify, locate, scry on, or otherwise detect the target using magical means fail.

Object Swarm

Adept-level Maledictions (Hex)

Spell Type: Focus
Incantation: *oppugno*
Range: Close
Negation: Blockable and Dodgeable

Causes 5 nearby objects to hurl themselves at the target.

Each object does 1d4 bludgeoning damage, with the caster performing an accuracy check for each of them.

An additional 3 objects are enchanted for every additional spell level dedicated to this spell.

Occlumency

Expert-level Divination (Telepathy)

Spell Type: Ritual (5 minutes)
Incantation: *occlumens*
Duration: 1 day
Range: Self

Set up barriers around your mind to defend yourself. Legilimency will not work on you, and gain Advantage on all Resist checks against spells from the Psionics and Bewitchment disciplines.

Patronus

Expert-level Recuperation (Warding)

Spell Type: Instant
Incantation: *expecto patronus*
Range: Close
Resist: Evil

Summon your greatest, happiest memories into physical form: your patronus.

Your patronus may also take a turn as if were a real being (albeit an Astral being) at your command. The patronus is astral in nature and cannot interact with the physical realm, however, it may move at a speed of 30metres per round and any Unlife it passes within 1m of must succeed on a Resist check or take the *Terrified* status and 4d8 of Celestial damage.

When cast as a higher-level spell, add 4d8 additional celestial damage for every additional spell-level.

Pebbledash

Beginner-level Charms (Elemental)

Spell Type: Instant
Incantation: *mologan*
Range: Close
Negation: Blockable and Dodgeable

Imbue the earth with purpose: a nearby patch of loose earth and pebbles launches itself at a target in range, dealing 2d4 bludgeoning damage.

This spell gains an additional 1d4 bludgeoning damage for every additional spell level dedicated to

it.

Perpetual Hunger

Expert-level Maledictions (Curse)

Spell Type: Instant
Incantation: *inedia*
Duration: 10 minutes
Range: Close
Resist: Vitality

The afflicted feels perpetual, soul-sapping hunger. Every minute (20 turns) where at least two mouthfuls of food is not consumed, suffer necrotic damage equal to the number of minutes since food was last consumed, until the spell effect ends. Target may perform a Resist check every minute to end the effect.

Petrify

Adept-level Maledictions (Curse)

Spell Type: Instant
Incantation: *petrificus totalus*
Duration: 1 minute
Range: Close
Resist: Power
Negation: Blockable and Dodgeable

The target is *Paralyzed* as they are encased in a protective, petrifying layer of magic.

The target is Immune to all forms of damage except psychic whilst it is petrified. At the end of each turn in which they are petrified, a being may perform a Resist check to remove this effect.

Piercing Wail

Beginner-level Illusion (Psionics)

Spell Type: Instant
Incantation: *magnus surgerus*
Range: Close
Resist: Willpower

All targets in a 3m spherical radius of the caster take 1d4 points of psychic damage, and awaken if they are sleeping. The damage is halved on a successful Resist.

The wail gains an additional 1d4 psychic damage for every additional spell level dedicated to the casting.

Plague of Insects

Adept-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *prorepere*
Duration: 2 minutes
Range: Sight

Summon a swarm of insects from the ground in an radius 10 metres around a targeted point. All beings besides the caster within the region take 1d4 poison damage and 1d4 piercing damage every turn that they spend time inside the region.

Gain an additional 1d4 each of poison and piercing damage for every additional casting-level dedicated to this spell.

Prank

Beginner-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *riddikulus*
Duration: 2 minutes
Range: Close
Negation: Blockable and Dodgeable

Summon a funny hat onto an individual, or conjure a note with a funny message and stick it to their back. You conjure something to change the appearance of your target with the express intention of making them look as stupid as possible.

Prevent Movement

Novice-level Maledictions (Curse)

Spell Type: Focus
Incantation: *impedimentia*
Duration: 15 seconds
Range: Close
Negation: Blockable and Dodgeable

As this spell hits the target, a magical rune forms on the floor beneath their feet, forcing their feet to remain rooted to the ground. The target acquires the Trapped status effect. Their remaining appendages are still free to move, and the target can still speak – but they cannot move until the spell ends.

Privacy Ward

Beginner-level Recuperation (Warding)

Spell Type: Ward
Incantation: *muffliato*
Duration: 1 hour
Range: Wandtip

Ward a region up to 5m in radius. This ward prevents sound from inside the region being heard from the outside. When inside the region, sound from both inside and outside may be heard.

Protective Field

Adept-level Recuperation (Warding)

Spell Type: Ward
Incantation: *tueor*
Duration: 2 minutes
Range: Close

Erects a ward in a cylinder around an individual or an object. If cast around an object, the ward has a radius of 2m and a height of 4m. When cast around a person, the field is 20cm larger in radius than the individual is wide, and 20cm taller. The ward moves as the target is moved.

This field gives a +4 bonus to Block statistic for the duration of the spell.

Gain an additional +1 bonus to Block for every additional casting-level dedicated to this spell

Psionic Overload

Master-level Illusion (Psionics)

Spell Type: Instant
Incantation: *onero mentis*
Range: Close
Resist: Willpower

Unleash a blast of psionic energy from the end of your wand, filling the heads of all those caught in a the blast radius with chaotic and destructive energy.

This spell extends out in a cone up to 3 metres from your wand. All creatures caught in this region take 7d12 psychic damage, halved on a successful resist.

Psychic Crush

Novice-level Illusion (Psionics)

Spell Type: Instant
Incantation: *myalo synthis*
Range: Close
Resist: Logic

A great psychic force smashing to your opponent, overloading their psyche and bringning them to the edge of insanity.

The target takes 2d8 psychic damage, halved on a successful resist.

Gain an additional 1d8 psychic damage for every additional casting-level dedicated to this spell.

Psychosis

Expert-level Illusion (Psionics)

Spell Type: Instant
Incantation: *demensus*
Range: Sight
Negation: Dodgeable

The target is wracked with uncontrollable pain as their very perception of reality is messed with. Target takes 5d12 psychic damage.

Gain an additional 3d12 psychic damage for every additional casting-level dedicated to this spell.

Psychosomatism

Expert-level Illusion (Psionics)

Spell Type: Focus
Incantation: *animo materia*
Range: Sight
Resist: Conviction

You exploit the link between the mind and the body to cause harm to the body by making them truly believe they are suffering harm.

You conjure an image in their mind of an assailant – a fearsome dragon or a cloaked duelist. In their mind, this assailant inflicts damage on them of a damage type chosen by you.

On a failed Resist, their body responds as if this attack had been real – deep wounds open up on their flesh, and burns or boils appear on their skin. The target takes 6d10 of the chosen damage type.

Rainbow Sparks

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *verdimillious*
Range: Close
Negation: Blockable and Dodgeable

Shoots a packet of small sparks from your wand, which rocket from the end of your wand towards a single enemy.

You may choose the colour of the sparks from red, blue, green or yellow. The colour of the sparks reflects the damage done: fire, cold, acid and electric respectively.

Each packet does 1d8 damage of the chosen type.

Create an additional packet of sparks for each level above Beginner used to cast this spell.

Receive Omen

Beginner-level Divination (Temporal)

Spell Type: Ritual (2 minutes)
Range: Self

Use your tea leaves to receive an omen about the future. Ask a question about the outcome of an event. The tea leaves will tell you if the outcome is positive, negative, or neutral.

Recurring Light

Adept-level Maledictions (Hex)

Spell Type: Focus
Incantation: *catena*
Range: Close
Negation: Blockable

A beam of blinding energy shoots from your wand in a line up to 8m long, striking one target before seeking the next. Each target takes 3d8 force damage as the beam refracts through them and onto the next target.

The beam stops only if there are no new, detectable targets within 8m, or if one of the targeted beings successfully blocks it. If multiple beings are valid next target, the next one is chosen at random.

Gain an additional 1d8 force damage for every additional casting-level dedicated to this spell.

Refine

Beginner-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *excolo*
Duration: 1 minute
Range: Close

Choose up to three target objects or beings that you can see within range, and make subtle minor alterations which generally improve the quality of the object at your direction.

An object might lose a layer of grime, and imperfections would lessen in severity, or several dents might fix themselves. A poorly fitting hinge might become smooth and well-oiled. This spell cannot fix a broken object to restore functionality, but generally makes an object more pleasant and high-quality than it was before. When used in this fashion, the spell has no duration, and the improvements are considered permanent.

When this spell is targeted at a living being, the 'improvement' instead allows you to tweak the muscles of the target to give them a burst of speed and improve their reflexes, or clear their mind to allow to improve memory and increase their motor skills. For each targeted being, the caster chooses one of the following:

- Attribute checks

- Resist checks
- Accuracy checks
- Damage checks

For the duration of the refinement, whenever an effected being performs one of their selected checks, they may roll an additional 1d4 and add that result to the result of the roll.

This spell effects an additional object or being for every additional casting-level dedicated to this spell. When cast as an Adept level spell or higher, you may select two improvements from the list.

Regenerate

Master-level Recuperation (Healing)

Spell Type: Instant
Incantation: *regus*
Duration: 5 minutes
Range: Wandtip

This spells vastly increases the natural healing rate of a being – they heal at a rate of 40HP per minute (2HP per combat cycle), broken bones mend themselves and even severed limbs regrow over the course of the spell.

Reinforce Shield

Novice-level Recuperation (Warding)

Spell Type: Focus
Incantation: *praesidium*
Range: Wandtip

Restore the strength of a target shield or magical ward by 1d8 points per turn that this spell is maintained. Cannot restore the strength to more than the original level.

This spell restores an additional 1d8 strength to shields and wards for every additional level dedicated to the spell.

Relinquish Grip

Beginner-level Recuperation (Healing)

Spell Type: Instant
Incantation: *relashio*
Range: Close
Resist: Strength

Force physical objects, spells and beings to release their grip, and remove all impediments to moving for the targeted individual. Beings may perform a Resist check to nullify this effect.

Relive Memory

Expert-level Illusion (Psionics)

Spell Type: Instant
Incantation: *legitimens*
Range: Close
Resist: Conviction

Target performs a resist magic check, if it fails, the caster plunges both themselves and the target into a memory of the caster's choice, which both parties then experience in detail.

The actual reliving of the memory occurs in an instant, and is over almost instantaneously.

Repair Object

Novice-level Charms (Kinesis)

Spell Type: Focus
Incantation: *reparo*
Range: Close

Fix a broken targeted object.

Can only fix an object if it is reasonable that you could have repaired it with your bare hands (i.e. you cannot repair complex machinery without expert knowledge). Simple tasks (i.e. repairing glasses) work in a single turn, but repairing larger structures (i.e. a full stained glass window) require continued Focus.

You can use this to repair a magical object which is physically broken but has its magical nexus intact, but it cannot restore magic to an object that has lost its nexus.

Revive

Adept-level Recuperation (Healing)

Spell Type: Instant
Incantation: *renervate*
Range: Wandtip

Removes the *Unconscious* status effect (unless another status effect prevents that) and awakens targets from even the deepest of slumbers.

Revoke Power

Ascendant-level Maledictions (Curse)

Spell Type: Instant
Incantation: *anakalo*
Duration: 1 minute
Range: Close
Resist: Power

On a failed Resist, the caster may revoke one ability of the target for the duration of the spell. This includes degrading an Immunity to a Resistance, or removing a Resistance entirely. You may also remove any ability listed in a being's ability or actions block, or remove a sapient being's ability to cast spells from one magical discipline.

Runic Shield

Novice-level Recuperation (Warding)

Spell Type: Ward
Incantation: *scutum*
Duration: 1 hour
Range: Wandtip

Choose a Damage Type. Target is Resistant to that damage type for the duration of the spell. Each individual may only have one Runic Shield active at a time.

Sacrifice's Shield

Ascendant-level Dark Arts (Occultism)

Spell Type: Ward
Range: Self

You allow the next strike made against you to kill you, and banish your soul to the Eldritch domains. In return, your sacrifice and love fuels a charm so powerful it cannot be resisted or overcome by force alone.

You may nominate an individual sapient being. That individual cannot be harmed by the being which killed you. Any attempt by your killer to harm your nominated individual simply reflects the charm back upon you.

This spell does not need a casting check to cast.

Scry

Expert-level Divination (Telepathy)

Spell Type: Concentration
Incantation: *videro*
Range: Self
Resist: Observation

Name a person, or describe a place. An astral 'camera' appears above the location, and transmits the image that it sees to a nearby pool of water, or a mirror. The sound that a person would hear at that location is also transmitted.

The camera moves with the target, staying at least 4m away from them. The caster may move the sensor to a different angle as a major action.

If the target successfully resists, they become aware of the scrying attempt, and may use a minor action to disable it. You may not re-establish a scrying connection for 24 hours after a scrying effort is terminated in this fashion.

Sculpt Matter

Adept-level Transfiguration (Alteration)

Spell Type: Focus
Incantation: *perseids*
Range: Close

Sculpt a target solid object with your mind, as if it were made of soft clay. The total mass of the object must remain constant, but you can shift and scult the matter at will.

Selfshift

Master-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *muto*
Range: Self

You assume the form of any object or animal you wish, provided it has approximately the same size as you. Your equipment and clothing melds into your new form.

You take on the physical attributes and abilities of your new form, though you keep your intellect and consciousness intact: replace your Fitness, Precision, Charisma and Power attributes with those of your new form.

You are indistinguishable from this chosen form until you choose to break the spell, or the being you appear to be is 'destroyed', at which point you revert to your normal form. Any damage taken in your new form is carried over to your true form. If this would reduce you to 0HP, you fall unconscious and take the *Critical Condition* status.

You can only take actions that your assumed form may take, and may only speak or cast spells if your chosen form can do so – with the exception of ending this spell.

Sense Humans

Adept-level Divination (Telepathy)

Spell Type: Focus
Incantation: *hominim revelio*
Range: Self

Reveals the presence of humanoid life nearby. Whilst concentration is maintained, the caster knows the distance and direction to every humoid being within 10 metres.

This spell cannot detect beings with any kind of magical shield in place.

Sense Traps

Novice-level Divination (Telepathy)

Spell Type: Instant
Incantation: *antidolus*
Range: Close

Discover any traps in a 4m radius. If successful, you may learn the location of the trap, and the trigger (but not the effect).

Shadow Blast

Beginner-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *malusangui*
Range: Sight
Negation: Blockable and Dodgeable

You concentrate, and the nearby shadows flock to your wand, curling around like an evil candy floss, before launching themselves at your target dealing 1d10 necrotic damage.

Gain 1d10 additional necrotic damage for each additional spell level.

Shadow Demon

Adept-level Dark Arts (Occultism)

Spell Type: Instant
Incantation: *viven umbrafors*
Duration: 1 minute
Range: Sight
Negation: Blockable and Dodgeable

Bring the very shadows to life: a being of pure darkness will stalk your enemies, attacking them whenever they stray near *Dim Light*, doing 3d12 necrotic damage to the target. Shadow demon accuracy is d20 + 5.

Gain an additional 1d12 Necrotic damage for every additional casting-level dedicated to this spell.

Shadowsight

Novice-level Dark Arts (Occultism)

Spell Type: Focus
Incantation: *ivertus*
Range: Self

Invert your vision -- pure darkness is considered

bright light, and bright light is considered pure darkness for as long as the spell is maintained.

Shatter

Adept-level Charms (Kinesis)

Spell Type: Focus
Incantation: *tootanus focum*
Range: Wandtip

Focus an ultrasonic vibration into a single target object or being made of crystal, glass, ceramic or porcelain, and cause it to break. The tip of your wand must touch the target for the duration of the spell, and the spell gets stronger the longer it is maintained.

In the first turn objects 5kg or lighter shatter, in the second turn, 10kg objects shatter, and so on.

Shatter Illusions

Adept-level Illusion (Psionics)

Spell Type: Instant
Incantation: *conlidus*
Range: Close

Target an individual and remove all Illusion spells of Adept level and below from them.

When casting as a higher level spell, you may remove more powerful illusions - matching the level this spell is cast at.

Shatterblast

Master-level Charms (Kinesis)

Spell Type: Instant
Incantation: *tootanus*
Range: Close
Resist: Strength

Release a shockwave of sonic energy in a radius of 10m, which causes all brittle objects to shatter. All objects made of crystal, glass, ceramic or porcelain are shattered into many hundreds of pieces.

Living entities caught in the radius take 10d6 concussive damage, halved on a successful Resist

Gain an additional 2d6 Concussive damage for every additional casting-level dedicated to this spell.

Shield Breaker

Expert-level Maledictions (Curse)

Spell Type: Instant
Incantation: *misericorde*
Range: Close
Negation: Dodgeable

Damage a target's armour, reducing its effectiveness by 1d4 points. If the total damage to the armour exceeds its Block bonus, the armour is destroyed and all positive modifiers are removed.

For larger creatures who's 'armour' is their natural scales or tough hide, this spell effects an area one square metre in area at a time.

Shield of Mortality

Expert-level Recuperation (Healing)

Spell Type: Ward
Incantation: *morte discerde*
Duration: 1 day
Range: Wandtip

You bless a targeted individual with a warm, healing energy.

The next time that a spell effect would reduce the target to 0HP, they are instead reduced to 1HP, and the spell ends.

Shimmering Confetti

Beginner-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *chamak*
Duration: 3 seconds
Range: Close
Resist: Intelligence

Conjures a shower of golden, shimmering particles to cover every person and surface in a 4m radius. Beings which fail to resist become *Distracted* and if

they take damage this turn, the first attack to land is considered a *Critical Strike*.

Shockwave

Novice-level Maledictions (Hex)

Spell Type: Instant
Incantation: *inpusla*
Range: Self
Resist: Acrobatics

A shockwave emanates from the caster in every direction, for a radius of 3m, doing 2d6 concussive damage (halved on a successful Resist) to all beings caught in the radius. Beings which fail to resist must roll a 1d4. On a 1, they are knocked prone.

Gain an additional 1d6 Concussive damage for every additional casting-level dedicated to this spell.

Shrivelled Ears

Beginner-level Illusion (Psionics)

Spell Type: Instant
Incantation: *raxus*
Duration: 1 minute
Range: Close
Resist: Logic

On a failed Resist, causes the target to believe that their ears have shrivelled up and fallen off, and temporarily removes the link between ears and the brain.

Target is effectively deaf and all checks which rely on hearing fail. They also take check-disadvantage on all Perception checks.

Shroud of Darkness

Beginner-level Dark Arts (Occultism)

Spell Type: Instant
Incantation: *tenebrosa*
Duration: 2 minutes
Range: Close
Resist: Power

A layer of darkness settles on the immediate vicinity, extinguishing all sources of light within a 10 metre radius.

For the duration of the spell all attempts to create new light fail, unless the caster manages to Resist.

Silence

Adept-level Illusion (Psionics)

Spell Type: Instant
Incantation: *silencio*
Duration: 15 seconds
Range: Sight
Resist: Willpower

If the target fails to Resist, they may not speak or otherwise vocalise for the duration of the spell.

Silent Illusion

Novice-level Illusion (Bewitchment)

Spell Type: Focus
Incantation: *lux*
Range: Close
Resist: Observation

Create an illusion, a construction of light. This illusion is silent and non-corporeal, but does not disintegrate on contact. Illusion may be manipulated and moved by the caster whilst Focus is maintained to mimic the illusion walking, for example, however the illusion disintegrates into nothing when focus is broken. An observer may determine that the illusion is not real by performing a Resist check as a major action, or by attempting to physically interact with it.

Silent Step

Beginner-level Recuperation (Warding)

Spell Type: Ward
Incantation: *quiesco*
Duration: 5 minutes
Range: Close

Target a being and place a benevolent ward on them, which muffles all sounds made by the being, includ-

ing footsteps and spoken language, making them incredibly hard to hear. Affected beings get check-advantage on Stealth checks.

You may choose 3 additional targets for every additional casting-level dedicated to this spell

Silver Shield

Beginner-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *argentipus*
Duration: 1 hour
Range: Wandtip

Conjures a floating silver shield from thin air, to defend you.

The shield actively intercepts incoming attacks, providing you with a +2 bonus to Block statistic.

When the shield blocks an attack, it takes the damage. The shield has 3d8HP and shatters into dust when it reaches OHP.

The HP of the shield increased by 1d8 for every additional spell level dedicated to the spell.

Sleep

Adept-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *somnus*
Duration: 1 hour
Range: Close
Resist: Willpower

If a living target fails to resist the drowsiness that washes over them, they enter into a deep slumber. The being remains asleep until the take damage, or an ally takes a major action to shake them awake.

Slip

Beginner-level Transfiguration (Alteration)

Spell Type: Focus
Incantation: *glisser*
Range: Sight
Resist: Acrobatics

Whilst Focus is maintained, up to 1 square metre of the targeted surface becomes slippery, as if it was covered in grease. When a target touches the effected surface and fails the resist check, they fall over and take the *Prone Position* status.

Small Change Charm

Beginner-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *psilus*
Range: Wandtip

The only spell which can alter magical currency. By casting this charm on a set of Galleons, Sickles and Knuts you may transfigure them into any other combination of coins with an equal monetary value.

Smoke Daggers

Expert-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *fumus defendus*
Range: Close
Negation: Blockable and Dodgeable

Causes 10 daggers to coalesce out of nearby smoke or dust, and fly towards the target. Each dagger that hits the target does 1d4 piercing damage.

Gain an additional 2 daggers for every additional casting-level dedicated to this spell

Smokescreen

Novice-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *fumus insterio*
Duration: 20 seconds
Range: Close

Thick white smoke issues from the end of your wand, filling a sphere 10m in radius, giving a Severe obscuration for all sightlines which pass through this region.

In a confined area, duration is doubled.

Solidify Ghost

Adept-level Dark Arts (Occultism)

Spell Type: Ritual (10 minutes)
Duration: 1 hour
Range: Close

By spending time performing a ritual in which you enchant a pinch of salt or ash with occult words and runes, you gain the ability to solidify ghosts and other etheral apparitions.

You must blow the ash into the face of the ghostly creature, at which point it loses the ability to pass through solid objects for the duration of the spell.

Whilst they are solid, they may interact with the physical world, but can also feel pain. If their HP is reduced to zero, they fall unconscious until they revert back to their ghostly form.

Soul Ripple

Master-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *cessabit*
Duration: 10 minutes
Range: Wandtip
Resist: Evil

With the gentlest of touches, you prod the mind of the targeted being, causing a ripple throughout their soul. A corrupted soul may attempt to resist this effect, negating it.

You may choose to make the target either Immune or Susceptible to psychic damage for the duration of the spell.

Soul Snare

Ascendant-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *nerco decipula*
Range: Self

Capture the soul of an enemy killed in the past 30 seconds.

This soul may be used to instantly cast any other spell (even one you do now know) at a Master level without a casting check or fortitude cost.

Alternatively you may choose to absorb the soul to heal the character to full health and fortitude.

Only one soul may be trapped at any given time.

Spare the Wounded

Beginner-level Recuperation (Healing)

Spell Type: Instant
Incantation: *clementia*
Duration: 1 day
Range: Sight
Resist: Evil

If the subject falls below 5HP, they are considered a non-combatant and can only be targeted by beings which successfully Resist. This spell is negated if subject engages in hostile activity, and subjects may be damaged by area of effect attacks centred on other valid targets.

Spark of Life

Ascendant-level Recuperation (Healing)

Spell Type: Ritual (12 hours)
Range: Wandtip

You spend hours pouring over the corpse of a being which has been dead no more than 24 hours at the beginning of the ritual. The body of the corpse must be (mostly) intact, such that they won't immediately perish again.

By summoning great power and energies, you nurture the tiniest, vanishing flicker of life which remains within this being, and restore them back to life. The being comes back with OHP and the *Critical but Stable* condition.

Speak in Tongues

Adept-level Divination (Telepathy)

Spell Type: Ritual (5 minutes)
Incantation: *lingua maxima*
Duration: 4 minutes
Range: Self

By meditating for 5 minutes, you may understand and speak the language of a willing target individual. Target must be a sapient being, or otherwise able to speak at least one language.

Speedswim

Novice-level Charms (Elemental)

Spell Type: Instant
Incantation: *delfini*
Duration: 1 hour
Range: Self

For the duration of the spell, you retain the ability to conjure a small bubble of air, and manipulate the water around you, enabling you to move extremely rapidly whilst in water. Your swimspeed becomes equal to twice your normal movement speed, and you do not need to breathe whilst underwater. You also do not take disadvantage for using items, attacks or spellcasting whilst underwater.

Sphere of Immobility

Ascendant-level Charms (Kinesis)

Spell Type: Instant
Incantation: *stabit maxima*
Duration: 1 minute
Range: Self

Enforce a *Halt* charm so strong that nothing in a sphere 10m in radius, centred on the caster (at the moment of casting) can move. Time moves normally, and sentient beings are aware of what is happening, but no being or object other than the caster can move in this region until the spell ends, at which point the previous movement resumes. Beings outside the region can observe the interior, but attempting to enter the region causes 15d6 force damage, as the being also becomes partially trapped.

Spider Hands

Adept-level Charms (Kinesis)

Spell Type: Instant
Incantation: *aranerum fiducia*
Duration: 5 minutes
Range: Sight

Imbue the target with the ability to traverse up vertical walls using their hands and feet. Climbing movement checks are half the speed of a regular movement check.

Spiral Inversion

Adept-level Maledictions (Hex)

Spell Type: Instant
Incantation: *anstraff maxima*
Range: Close
Resist: Strength

A twisting, crushing force lashes out at your target, seeking to wrap them into a horrifying, spiralling knot of flesh. The target takes 3d10 bludgeoning damage, halved on a successful Resist.

Stabilise Patient

Beginner-level Recuperation (Healing)

Spell Type: Instant
Incantation: *firmum*
Range: Wandtip

Stabilises the patient and replaces the *Critical Condition* status with *Critical But Stable*.

Stasis Field

Novice-level Recuperation (Healing)

Spell Type: Instant
Incantation: *tempocessus*
Duration: 10 days
Range: Want

A non-living target is unaffected by the flow of time for the duration of the spell, and does not rot or otherwise decay. If the target is the body of a being, this being cannot become one of the Unliving.

Stickfast

Beginner-level Maledictions (Curse)

Spell Type: Instant
Incantation: *colloshoo*
Duration: 15 seconds
Range: Close
Resist: Strength
Negation: Blockable and Dodgeable

If this spell strikes a target, it glues their feet to the ground, setting their movement speed to 0 (though it does not effect magical transport such as apparation). The target may use a major action to perform a Resist check to break free.

Sting

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *ictus*
Range: Sight
Negation: Blockable

A blast of purplish energy rockets from your wand, seeking to strike the enemy in the face. Stings the target for 1d6+1 poison damage.

Gain an additional 1d6 poison damage for every additional casting-level dedicated to this spell.

Stonemeld

Adept-level Charms (Elemental)

Spell Type: Ward
Incantation: *intermeschio*
Duration: 8 hours
Range: Self

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the Duration. Using a movement action, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical means.

While merged with the stone, you can't see what occurs outside it, and any Perception checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast Spells on yourself while merged in the stone. You can use a movement action to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or Transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

Stoneskin

Novice-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *lapis pellium*
Duration: 5 minutes
Range: Wandtip

Increase the target's Block statistic by +2 by transfiguring their skin into solid stone. Target suffers a penalty to their Precision statistic equal to the block bonus as their skin stiffens and hardens.

When cast as a higher level spell, the Block statistic increases by 1 (and Precision decreases by one) for every two additional spell levels dedicated to this spell.

Strangle

Novice-level Maledictions (Curse)

Spell Type: Instant
Incantation: *offoco*
Range: Close
Resist: Vitality
Negation: Blockable and Dodgeable

If this spell hits a living being, the target must Resist at the end of every turn until they succeed. Until then, they are deprived of oxygen and cannot speak. After 6 turns, the victim can no longer take any other actions then attempting to Resist, and after this they eventually succumb to hypoxia under the usual rules.

Stream of Acid

Adept-level Maledictions (Hex)

Spell Type: Focus
Incantation: *saeclijfors*
Range: Close
Negation: Dodgeable

You conjure a pencil-thin stream of corrosive green acid in a line from the tip of your wand up to a distance of 3m. A being which falls into this region must succeed in dodging, or the acid dissolves armour, clothes and skin alike, doing 4d6 acid damage.

Gain an additional 2d6 acid damage for every additional spell-level used to cast this spell.

Stutterjump

Expert-level Charms (Kinesis)

Spell Type: Ritual (1 day)
Incantation: *anavos*
Duration: 1 week
Range: Self

You imbue three small disks of glass with magical power. At any point in the next week you may use your *Instinct* action to crush one of these tokens, which teleports you randomly to another location within sight.

Gain an additional token for every additional casting-level dedicated to this spell.

Suggestion

Adept-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *facite*
Duration: 2 hours
Range: Close
Resist: Willpower

Make a suggestion to a target within hearing range. The suggestion must be reasonable (i.e. no stabbing themselves) and limited to a single sentence. If target fails to resist, they must obey this suggestion for the duration.

Summon Birds

Adept-level Transfiguration (Conjuration)

Spell Type: Focus
Incantation: *avis*
Duration: 2 minutes
Range: Close
Negation: Blockable and Dodgeable

The magical bolt breaks apart into a flock of 6 small blue birds, which do your bidding. Each bird has 1HP and can do 1d4 of piercing damage with their razor-sharp beaks, with an accuracy of 1d20 + 2. Whilst concentration is maintained the caster may use a minor action to give the flock instructions, which they will follow. When concentration is broken, the birds continue with their final order until their demise.

Summon an additional 2 birds for every additional spell-level used to cast this spell.

Summon Object

Adept-level Charms (Kinesis)

Spell Type: Focus
Incantation: *accio*
Range: Self

Summon non-shielded objects within a 500m ra-

dus. They will fly to your current position at a speed of 100m per cycle as long as Focus is maintained. Objects must be light enough that the caster could reasonably pick it up.

Summon Snake

Novice-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *serpensortia*
Duration: 1 minutes
Range: Wandtip

Summons a venomous snake out of the tip of the caster's wand. The snake has 8HP and does 3d4 poison damage upon biting.

Double the number of snakes summoned for every additional casting-level dedicated to this spell

Summoning Circle

Expert-level Dark Arts (Occultism)

Spell Type: Ward
Range: Wandtip

By gathering together a group (only one of whom needs to be able to cast this spell), you create a special altar from which conjuration spells are especially powerful. The radius of this region is 2m, and whilst inside it, you gain a bonus to Conjuration casting checks equal to the number of people who created the summoning circle.

Suppress Intelligence

Adept-level Illusion (Psionics)

Spell Type: Instant
Incantation: *romanes*
Duration: 2 minutes
Range: Wandtip
Resist: Intelligence

By touching your wand-tip to the head of the target, reduce their Intelligence attribute by 3 points (min 0) for the duration of the spell. This effect is negated on a successful Resist.

The Intelligence drain increases by 2 points for every additional casting-level dedicated to this spell.

Suspended Animation

Master-level Recuperation (Healing)

Spell Type: Ritual (30 minutes)
Incantation: *fautis*
Duration: 3 hours
Range: Wandtip

When cast upon a willing living being, they are placed into a state of suspended animation which perfectly replicates the outward appearance of death. All magical effects, poisons, curses and other time-dependent effects currently in place on the target are paused until the spell wears off.

The target is *Unconscious* for the duration, awakening only when the spell duration finishes, or the original caster expends a major action to reawaken them.

Switch Places

Expert-level Charms (Kinesis)

Spell Type: Instant
Incantation: *allaxo*
Range: Close
Resist: Power

Target two objects within range, and magical switch the two objects in space.

If at least one of the objects is a sentient being, they may each attempt to Resist. If even one resist attempt is successful, the spell fails.

Taboo

Ascendant-level Maledictions (Curse)

Spell Type: Ritual (1 week)
Duration: 1 year
Range: Self

A particularly powerful and unusual curse - the Taboo curse is placed on an individual word, rather

than on a person.

When casting the Taboo curse, the caster designates up to 7 *enforcers*, and a single word. If that word is spoken aloud, anywhere in the world, the enforcers may take a major action to teleport directly to that location, ignoring any wards or shields protecting it. Care must be taken, however, that the chosen word is not too common - as the enforcers have no way of sifting through which words are relevant or not.

Taste of Blood

Beginner-level Maledictions (Curse)

Spell Type: Ward
Incantation: *sanguinifors*
Duration: 1 minute
Range: Close
Resist: Intimidation

You place a cursed ward onto a target of your choice, if they fail to Resist.

This ward allows you to deal an additional 1d4 damage whenever you perform a damage roll against this target. This increases to 1d6 if you had damaged the target before casting this spell.

The additional damage increases by 1d4 (or 1d6 if damaged) for every additional casting-level dedicated to this spell.

Telepathic Bond

Beginner-level Divination (Telepathy)

Spell Type: Ritual (2 turns)
Incantation: *conanimus*
Duration: 2 days
Range: Wandtip

Form a mental connection between your mind and the mind of a willing target. You may then use this connection to communicate silently. Target must be within touching distance when the spell is cast, but the bond has no distance limit after that.

The duration of this spell increases by 2 days for every additional level used to cast this spell.

Teleport

Master-level Charms (Kinesis)

Spell Type: Instant
Incantation: *cruratele*
Range: Close

You may send a non-living object to anywhere that you have previously visited. Spell failure still teleports the object, but to an unknown location.

Tempest

Ascendant-level Charms (Elemental)

Spell Type: Ritual (2 hours)
Incantation: *thyella*
Range: Self
Resist: Vitality

Spend 2 hours adorning yourself with special paints and oils, attuning yourself to the wrathful spirits of the Air Domain. At any point in the next day, raise your wand to the heavens and shout the incantation, summoning the most powerful storms in existence.

Thick black clouds appear, blotting out the sun and torrential rain and powerful winds are summoned, providing severe obscuration to vision. All ranged accuracy and spellcasting checks take disadvantage.

The caster may also take a minor action to summon bolts of lightning to strike 2d4 targets in sight, dealing 8d10 electric damage (halved on a resist), or to spawn a *Tornado* (see relevant spell) which stays fixed at a specified location for 5 turns.

Thick Air

Novice-level Transfiguration (Alteration)

Spell Type: Focus
Incantation: *temporio*
Duration: 1 minute
Range: Close
Resist: Speed

Transforms the air around the 1d6 targets into a thick soup. Each targeted being must succeed on a

Resist check or reduce their movement speed to 50% of its normal value for the duration of the spell.

You may target an additional individual for every additional casting-level dedicated to this spell.

Threshold Ward

Adept-level Recuperation (Warding)

Spell Type: Ward
Incantation: *desino*
Duration: 1 year
Range: Sight

Prevents any objects or beings from passing over the edge of the ward. Usually cast on doorways and entrances, the maximum size of the ward is a circle 2m in radius. The ward is immune to all physical damage, but can only survive 10 points of spell damage.

Double the maximum size of the ward for every additional casting-level dedicated to this spell.

Throw Voice

Beginner-level Illusion (Bewitchment)

Spell Type: Focus
Incantation: *ventrilofors*
Range: Close

Cast your voice such that it appears to be coming from somewhere up to 15 metres away from your actual position.

Ticklish Blast

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *rixtumsemptra*
Duration: 1 minute
Range: Close
Negation: Blockable and Dodgeable

When this spell touches the target, they take 1d6 concussive damage, and in addition they begin chuckling uncontrollably for the duration of the spell, reducing their awareness of their surroundings.

The target takes disadvantage on all perception checks for the duration.

Gain an additional 1d6 Concussive damage for every additional casting-level dedicated to this spell.

Timeslip

Expert-level Divination (Temporal)

Spell Type: Instant
Duration: 2 minutes
Range: Sight
Resist: Power

Create a perturbation in the temporal vortex which, on a failed Resist, catapults the target forward in time, effectively removing them from reality for the duration of the spell. When the spell ends, the target reappears at their original location, unaware that time has passed.

Tornado

Master-level Charms (Elemental)

Spell Type: Focus
Incantation: *stilipare*
Range: Close
Resist: Strength

A swirling, twisting column of cloud forms in the atmosphere above a targeted region within range. After 1 turn cycle of concentration the tornado slams into the ground as a cylinder 5m in radius and 50m tall. You may spend a minor action moving the tornado up to 10m per turn cycle.

Any being which spends any part of a turn cycle in this region takes 8d8 bludgeoning damage and must succeed on a Resist check, or be caught in the vortex, taking the *Trapped* status effect.

Beings caught in the vortex take 2d8 bludgeoning damage per cycle and are sucked 5 metres higher into the vortex. Trapped beings may take a major action to perform the Resist check again to escape, at which point they drop out of the column onto the floor, with any associated falling damage.

When the spell ends, the tornado dissipates and all

trapped beings are dropped to the floor.

Torrent

Master-level Charms (Elemental)

Spell Type: Instant
Incantation: *chimeros*
Range: Close
Negation: Dodgeable

You summon a truly gargantuan jet of water, which you make into either needle-thin jet, or a hammer-blow blast. If it makes contact with a target, deals 8d10 bludgeoning or piercing damage (your choice).

Torture

Adept-level Dark Arts (Necromancy)

Spell Type: Focus
Incantation: *Crucio*
Range: Close
Resist: Willpower

Causes immense pain to the target, rendering them *Incapacitated* whilst the spell is cast and dealing 4d6 psychic damage to the target. A successful Resist negates the status effect, but not the damage taken.

However, this spell cannot be used to reduce a target below 1HP

For every additional spell-level dedicated to casting this spell, it inflicts an extra 2d6 psychic damage. .

Transmutation

Beginner-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *formum mutatio*
Duration: 1 hour
Range: Close
Resist: Power

Transform a 1kg non-sapient animal (or part of an animal) or object into a different animal or solid object, negated on a successful Resist.

The transformation must (approximately) conserve mass – you cannot turn a rat into a T-Rex, for example. The final product of the transfiguration must be a non-magical in nature (i.e. you cannot enchant items through Transmutation)

The maximum mass this spell is capable of transfiguring multiplies by 5 for every additional spell level used to cast it.

Treacherous Terrain

Expert-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *transgresso*
Duration: 2 hours
Range: Close

Target an area up to 5m in radius and transform it into a deep bog, a bed of sharpened blades, or into a sticky mess, with the associated terrain costs and other effects.

Tremor

Beginner-level Charms (Elemental)

Spell Type: Instant
Incantation: *crith*
Range: Close
Resist: Acrobatics

A mild tremor shakes the ground. All beings in a 10m radius must succeed a Resist check, or become *Distracted* in the next turn cycle.

Trip

Beginner-level Maledictions (Curse)

Spell Type: Instant
Incantation: *lubricor*
Range: Close
Resist: Acrobatics

If the target is moving this turn cycle and fails to Resist, they go sprawling onto the ground taking 1 bludgeoning damage, and take the *Prone Position* status.

True Illusion

Master-level Illusion (Bewitchment)

Spell Type: Ritual (10 minutes)
Incantation: *stultuwisus*
Duration: 1 hours
Range: Sight
Resist: Investigation

Create a perfect illusion of an environment (up to 20m in radius) or people (up to 3), which can be interacted with and touched by the target. This illusion replicates sounds, smells heat and all other imaginable stimuli.

Illusions can only have the knowledge that the caster has, but they operate as individuals and mimic the people they represent.

Illusion lasts for 10 hours. An observer may determine that the illusion is not real by performing a Resist as a major action.

True Sight

Ascendant-level Divination (Telepathy)

Spell Type: Ritual (5 minutes)
Incantation: *vidergo sumus*
Duration: 1 hour
Range: Self

You prepare for this spell by daubing a third eye onto your forehead. On completion of the spell, this eye glows for a second, before vanishing.

For the duration of the spell, you see things as they truly are. You see hidden traps, secret doors, and even into the Astral plane. You can see through illusion spells, and attempts to deceive or trick you are in vain. All Perception checks automatically succeed, and you are immune to being surprised.

You can also see into the minds of your enemies, giving you an extra few moments to anticipate their actions. You gain check advantage on all accuracy checks, and they take disadvantage on all accuracy checks against you.

True Transfiguration

Ascendant-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *omnio mutare*
Range: Close
Resist: Power

On a failed resist, the target undergoes a complete and true transformation of their nature, on both a spiritual and a physical level.

To all intents and purposes, the target acts as if they have always been of your chosen form – replacing all of their statistics and abilities with those of the assumed form.

This spell cannot, however, *create* a soul. Attempting to convert a non-living, dead, or un-life object or being into a sapient creature results in spell failure. This spell is permanent, and cannot be dispelled. The only way to undo the effects of this spell is through a second *True Transfiguration* back into the original form.

Tsunami

Ascendant-level Charms (Elemental)

Spell Type: Focus
Incantation: *unda maxima*
Range: Sight
Resist: Strength

You conjure a gigantic wall of water, 15 metres long and 5 metres tall. You may choose how to orient the wave, which proceeds to move forward at a speed of 20 metres per round.

For every 20 metres the wave moves forward, it loses 1 metre of height. The wave lasts until its height reaches zero, or concentration is broken.

Any being which spends any part of its turn in the wave takes 8d12 damage (halved on a successful resist) and have their speed set to zero until the end of the next round.

Unbreakable Vow

Master-level Dark Arts (Occultism)

Spell Type: Ritual (30 minutes)
Duration: ∞
Range: Wandtip
Resist: Deception

Two willing participants enter into an agreement, and this spell is cast upon them. If neither of the parties succeed on a Resist check, this vow becomes utterly unbreakable.

Any attempt to deviate from the exact wording of the vow causes the participant to instantly perish.

Undo Transformation

Novice-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *reparifarge*
Range: Close

Transfiguration countercharm: undoes the effect of any one spell from the *Alteration* spell.

This spell can only effect Transformation spells which were cast at least one level below the level at which this spell is cast.

Unfathomable Visage

Beginner-level Dark Arts (Occultism)

Spell Type: Instant
Incantation: *facadus horribilis*
Duration: 1 minute
Range: Self

Imbue yourself with the essence of one of the Eldritch beings, giving a bonus to any one of your Attributes equal to 1d4, in doing so, however, your face transforms into a horrifying edifice which drives all who gaze upon it to go insane: they will either fly into a murderous rage, become catatonic, or flee from you.

Gain an additional bonus of 1d4 for every additional casting-level dedicated to this spell.

Universal Tear

Ascendant-level Dark Arts (Occultism)

Spell Type: Ritual (1 week)
Incantation: *ostium*
Range: Close

Punch a hole in the fabric of reality, and establish a portal to one of the Higher Planes.

This portal takes the form of a shimmering door, approximately 2 metres in height, and 1 metre in width. Stepping through the door instantaneously takes you to the chosen Plane.

Portals are permanent rips in the fabric of the multiverse, and there is no known method to repair them.

Unlock

Adept-level Charms (Kinesis)

Spell Type: Instant
Incantation: *alohomora*
Range: Close

Unlock objects. Mundane locks will fall open for you, whilst to open magically locked objects, you must cast this spell at one level higher than that at which the locking spell was cast.

Upwards Blast

Novice-level Charms (Kinesis)

Spell Type: Instant
Incantation: *ascendio*
Range: Wandtip
Resist: Power

Launches the target vertically upwards into the air or through water, up to a height of 10 metres in a matter of moments. A target may choose to Resist the effects of this spell, with advantage if they are heavier than the caster.

If a target hits a ceiling, they take 1d10 bludgeoning damage, and then if they fail to grab onto anything and fall back to the ground, they take 1d4 bludgeoning damage for every 2 metres fallen.

This spell can be cast on the self.

This spell can launch targets an additional 5 metres for every additional casting-level dedicated to this spell.

Vanish Object

Adept-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *evanesco*
Range: Close
Resist: Power

Cause a 1kg animal or object to vanish, without a trace. Sentient beings must pass a DV8 resist check to avoid being vanished.

The mass of objects you can vanish doubles for every additional casting-level dedicated to this spell.

Vengeance Field

Beginner-level Recuperation (Warding)

Spell Type: Instant
Incantation: *joder voste*
Duration: 20 seconds
Range: Self

Erect a field of energy around you. The next time you take damage of any type, this field becomes charged with energy corresponding to that damage type. The next attack you make with a physical weapon deals an additional 1d8 damage of the absorbed type.

When cast as a higher level spell, the field absorbs more energy and does an additional 1d8 damage for each additional spell-level dedicated to the casting.

Vicious Slash

Beginner-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *sectumsemptra*
Range: Close
Negation: Blockable

Bolts of energy strike out at the target, gouging at them and leaving deep, cursed wounds, for 1d8 points of slashing damage. This damage is halved on a successful Block.

Gain an additional 1d8 slashing damage for each additional spell level dedicated to casting this spell.

Violent Phantasms

Novice-level Illusion (Psionics)

Spell Type: Instant
Incantation: *umbra impetia*
Duration: 20 seconds
Range: Close
Resist: Conviction
Negation: Blockable

Purple ethereal energy seeks out the target and infiltrates their mind. The spell causes the target to believe that multiple phantasms are attacking them target, doing 1d6 psychic damage at the beginning of every turn that the phantasms are active. Afflicted individuals may take a minor action at the end of each turn to re-perform the Resist check and end the effect.

Gain an additional 1d6 Psychic damage for every additional casting-level dedicated to this spell.

Voidsphere

Adept-level Dark Arts (Occultism)

Spell Type: Focus
Incantation: *inanis*
Duration: 1 minute
Range: Sight
Resist: Acrobatics

Summon a true Void anywhere within 15m of your current position, a gap in the fabric of reality in the form of an inky black orb, 1m in radius. As a minor action, you may move the sphere up to 10m in any direction (including vertically), and shrink or grow the void by a factor of two each turn (cannot exceed its original size). Any being which passes through the space occupied by the sphere must succeed in a Resist check, or take 3d8 cold damage and be randomly teleported anywhere in a 30metre radius.

Gain an additional 1d8 cold damage for every additional casting-level dedicated to this spell.

Vortex Field

Novice-level Charms (Elemental)

Spell Type: Instant
Incantation: *dini*
Duration: 2 minutes
Range: Self
Resist: Strength

A swirling wall of wind envelopes a radius 1m around you, and follows you around for the duration of the spell. All physical objects entering the field are hurled in a random direction, and beings take 2d8 bludgeoning damage to pass through (halved on a resist).

Waking Dreams

Expert-level Illusion (Psionics)

Spell Type: Focus
Incantation: *oneiro*
Range: Close
Resist: Conviction

Create an illusion, not out of light, but in the mind of a given individual. This spell allows you to force your way into the target's mind and rearrange their reality as you see fit. You can make them see monsters and mortal enemies, or their long lost love. This internal illusion can interact with them and speak at your command. The target will react as if what they see is real (for them, it appears to be), and will take actions accordingly. This illusion can remove no HP or FP, but the dreamer will believe that they can. This effect is negated on a successful Resist, which occurs whenever you introduce a new element to the illusion (i.e. a new character, or a new scenario).

Walk on Water

Adept-level Charms (Kinesis)

Spell Type: Ritual (2 minutes)
Incantation: *iasus*
Duration: 1 hour
Range: Close

Up to 10 willing beings that you see gain the ability to walk on water and other liquid surfaces such as mud, snow, quicksand or lava without sinking or slowing down. Other environmental effects (such as heat) still apply.

Warted Skin

Novice-level Maledictions (Curse)

Spell Type: Instant
Incantation: *furnunculus*
Duration: 1 hour
Range: Close
Negation: Blockable and Dodgeable

After being hit with this spell, the target breaks out in a horrendous case of warts and boils all over their body. This boils are incredibly itchy and distracting, giving the afflicted disadvantage on all Spirit checks.

Weld Objects

Novice-level Charms (Kinesis)

Spell Type: Instant
Incantation: *obharesco*
Range: Sight

Stick two objects together, as if you had fused them together at a molecular level. To break them apart requires either slicing the objects apart, or pulling them hard enough to break one (or both) of the objects.

Will-O'-the-Wisp

Novice-level Dark Arts (Occultism)

Spell Type: Instant
Incantation: *desuno*
Range: Close
Resist: Willpower
Negation: Blockable

A small burst of rainbow light dances from the end of your wand, and streaks towards your opponent, dealing 1d8 fire damage and an additional 1d8 necrotic damage when it makes contact. The target must then Resist, or take the *Distracted* status next turn.

Gain an additional 1d8 fire and necrotic damage for every additional casting-level dedicated to this spell.

Wind Tunnel

Adept-level Charms (Elemental)

Spell Type: Focus
Incantation: *vente polus*
Range: Close
Resist: Strength

Summon a powerful blast of wind from your wand, in a line 20m long and 2m wide. Every being which is in this region at the beginning of each cycle, or enters it during the course of the cycle, must Resist, or be blown to the end of the line. Those that succeed have their movement speed halved when moving towards you. Any unsecured objects or are also flung to the end of the line, and any open flames are extinguished.

Witch Hunter's Bane

Expert-level Maledictions (Hex)

Spell Type: Instant
Incantation: *iboq plustra*
Range: Close
Negation: Blockable

A searing white light solidifies into a maelstrom of vicious barbs, striking towards the target and dealing 4d10 slashing damage. If the attack hits, the caster may use the distraction to direct a tendrill of the energy to remove any *Trapped* status effects, and perform a DV 15 Speed check. On a success, the caster uses the confusion to teleport to a place they can see within 10 metres of their current location.

Wither

Master-level Maledictions (Curse)

Spell Type: Instant
Incantation: *unis*
Duration: 1 minute
Range: Close
Resist: Vitality

Necrotic energy seeps up from the ground, into the target, causing them to undergo a severe physical degradation, reducing their Fitness score by 4 for the duration of the spell. This effect is halved on a successful Resist.

The Fitness penalty is increased by 2 for every additional casting-level dedicated to this spell.

Word of Death

Master-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *avada kedavra*
Range: Sight
Negation: Blockable and Dodgeable

If the spell makes contact with the target, kills them instantly. When encountering shields and other protective barriers, deals 10d10 damage to them.

Zone of Silence

Adept-level Recuperation (Warding)

Spell Type: Ward
Incantation: *umbra silentium*
Duration: 1 hour
Range: Wandtip

Ward an area up to 3 metres in radius with a powerful enchantment which prevents sound from travelling. No sound can penetrate or travel within this zone whilst the ward remains active. All non-silent spellcasting attempts fail, as do all hearing-related checks.

20: Potion List

Alchemic Grenade

Looks like a small grey orb, which occasionally sparks with energy.

Cost	Mixing Time	Dose
£15	2 hours	3 doses

Ingredients: Ash, Boomberry, Dragon Fire Gland, Wartcap Powder

Fill with another potion and throw. The orb detonates on contact and applies the contained potion (at 50% effectiveness) to all targets within 1 metre

Alihotsy Draught

A blue liquid which emits a powerful liquorice smell

Cost	Mixing Time	Dose
£9	2 hours	3 doses

Ingredients: Alihotsy Leaves, Billywig Sting

Causes uncontrollable fits of laughter, preventing the target from speaking for 2 minutes

Amortentia

Bright pink liquid, emitting a light purple smoke. Smells of whatever is most dear to a person.

Cost	Mixing Time	Dose
£6 £5	12 hours	1 dose

Ingredients: Ashwinder Eggs, Nightshade, Rose Petals

After being consumed, this potion causes the target to take the *Charmed* status effect on the first sapient being they see. Infatuation lasts 3 hours

Anti-Paralysis Potion

A yellow gel that smells of cat urine

Cost	Mixing Time	Dose
£9	2 hours	3 doses

Ingredients: Aconite, Billywig Sting, Mandrake Root

Rejuvenate the drinker. Removes the *Paralyzed* status and restores FP by 4 points

Antidote to Common Poisons

Colourless, but smells like antiseptic.

Cost	Mixing Time	Dose
£7	1 hour	3 doses

Ingredients: Bezoar, Mandrake Root

Reduce the remaining time left on an ongoing potion effect by 25 %

Astral Acid

A light green colour, those who smell it are not usually in a fit state to describe the smell.

Cost	Mixing Time	Dose
£13	4 hours	3 doses

Ingredients: Billywig Sting, Fairy Wings, Vodka

When consumed, the target can see clearly into both the astral plane and the material plane simultaneously for 1 minute

Azimov's Awesome Acid

Toxic green liquid, smells acid.

Cost	Mixing Time	Dose
£11	3 hours	3 doses

Ingredients: Bundium Fluid, Dragon Blood, Sphinx Saliva

Do not drink! Destroys armour, reducing *Block* statistic by 2 points

Baruffio's Brain Elixir

A green liquid which smells of strawberries

Cost	Mixing Time	Dose
£2	15 minutes	3 doses

Ingredients: Centaur Hoof, Dragon Claw, Runespoor Egg

For one hour, gain an intelligence boost of 2 points

Beautification Potion

An iridescent liquid that seems to move of its own accord

Cost	Mixing Time	Dose
£2	12 hours	3 doses

Ingredients: Fairy Wings, Morning Dew, Rose Petals

Makes the drinker extraordinarily beautiful, giving check advantage on any being likely to be attracted to them. Lasts for 5 minutes

Befuddlement Beverage

A brown sludge which smells like chocolate

Cost	Mixing Time	Dose
£7	1 hour	3 doses

Ingredients: Dicky Venom, Hemlock Essence, Lethe River Water

Applies the *confused* status for 2 minutes

Blemish Blitzer

A yellow paste which smells of antiseptic

Cost	Mixing Time	Dose
£7	1 hour	3 doses

Ingredients: Honeywater, Murtlap Tentacles, Tormentil Tincture

When applied to the skin, instantly removes all rashes, acne, boils and other skin ailments and restores HP by 2 points

Blood-Refilling Potion

To all intents and purposes, looks like blood. However, smells like roses.

Cost	Mixing Time	Dose
£3 £10	10 minutes	3 doses

Ingredients: Dittany, Slug Slime, Wiggentree Bark

For 5 minutes after being drunk, causes HP to regenerate at a rate of 2 per round

Burn-healing paste

An orange gel with a strong alcohol smell

Cost	Mixing Time	Dose
£9	2 hours	3 doses

Ingredients: Frost Salamander Blood, Honeywater, Iron

When applied to the skin, removes the *Burned*: Mild status effect and leaves the target Resistant to Fire damage for 2 minutes

Calming Draught

A lilac soup, with a lavender aroma

Cost	Mixing Time	Dose
£9	2 hours	3 doses

Ingredients: Asphodel, Flobberworm Mucous, Lavender

Calms and soothes the target, and makes them immune to the *Terrified* status and *Rage* effect for 2 minutes

Conduit Concoction

Looks like a lightning bolt, trapped in a bottle.

Cost	Mixing Time	Dose
£65 £5	15 weeks	1 dose

Ingredients: Mercury, Pheonix Feather, Thunderbird Feather

After being absorbed through the skin, target may nominate one damage type. Target is immune to this damage type, and recovers FP equal to the damage they would have otherwise taken from this damage type for 30 seconds

Curse-Countering Concoction

Iridescent liquid seems to shift from one colour to the next.

Cost	Mixing Time	Dose
£10 £15	1 day	1 dose

Ingredients: Diricawl Feather, Moly, Unicorn Hair

Target is immune to spells from the *Curse* discipline for 2 minutes

Draconic Protection Draught

A fiery red liquid that smells like chalk.

Cost	Mixing Time	Dose
£11	3 hours	3 doses

Ingredients: Dragon Scale, Iron, Pogrebin Shell

The drinker's skin develops scales, increasing *Block* statistic by 2 points

Dragonbreath Solution

Looks like molten lava, and smells like sulphur.

Cost	Mixing Time	Dose
£3 £10	1 day	3 doses

Ingredients: Dragon Fire Gland, Fire Seed, Peppermint, Salamander Blood

Gain the ability to summon a gout of fire from your mouth in a cone 2m long, doing 3d8 fire damage for 30 seconds

Draught of Living Death

Thick, black, odourless goo.

Cost	Mixing Time	Dose
£3 £15	5 hours	1 dose

Ingredients: Asphodel, Valerian, Wormwood

Causes a deathlike slumber from which the target cannot be woken for 5 hours

Drink of Despair

This potion has no colour to speak of, but its very sight is enough to make you scared

Cost	Mixing Time	Dose
£2	12 hours	3 doses

Ingredients: Eye of Newt, Manticore Skin, Nettles, Nogtail Trotter

When consumed, the victim becomes *Terrified* of a random object within sight for 5 minutes

Druid's Delight

Looks like an acorn. In a bottle.

Cost	Mixing Time	Dose
£15	5 hours	3 doses

Ingredients: Abyssinian Shrivelfig, Caterpillar, Fire Seed, Fluxweed

When placed onto soil at least one metre deep, the 'acorn' burrows into the ground and causes 1 oak tree to grow overnight

Duplicating Draught

An eerie green-blue liquid which smells of industrial solvents.

Cost	Mixing Time	Dose
£28 £5	3 days	1 dose

Ingredients: Pearl Dust, Sea-Serpent Spine, Unicorn Blood

When mixed in an existing potion (other than the Duplicating Draught) produces 1 extra copy

Emanation Elimination Elixir

Appears as a white cloud of gas, trapped in a container

Cost	Mixing Time	Dose
£13	1 hour	3 doses

Ingredients: Dragon Fire Gland, Octopus Powder, Peppermint

This potion is not drunk, but released into the atmosphere. It repels all gases, odours and other atmospheric effects in a radius of 5 metres

Fatiguing Infusion

A dark blue liquid with an odour of rotting vegetation

Cost	Mixing Time	Dose
£1 £5	5 hours	3 doses

Ingredients: Antimony, Dementor Cloak, Mercury

Drains the afflicted of 10 FP

Felix Felicis

Looks like liquid gold, and smells of warm hugs.

Cost	Mixing Time	Dose
£127	2 weeks	1 dose

Ingredients: Ashwinder Eggs, Occamy Egg, Squill Bulb

The drinker bends the laws of probability and becomes unfathomably lucky, taking check-advantage for 10 Minutes

Final Goodnight

A liquid that is so totally black, it seems to suck all light in from the room

Cost	Mixing Time	Dose
£65 £5	1 week	1 dose

Ingredients: Aconite, Acromantula Venom, Hellebore, Nundu Venom Sac

Applies the *Poisoned: Severe* status effect and immediately deals 50 Poison Damage

Finder' Friend

A glowing silver liquid that smells like treasure and opportunity.

Cost	Mixing Time	Dose
£19	6 days	3 doses

Ingredients: Kneazle Claw, Lemon Juice, Niffler Fang

When drunk, the consumer is revealed the location of lost or forgotten items, as well as secret doors in a radius of 25 metres

Flask of Freezing

A fluid which looks like the cleanest, purest water you have ever seen.

Cost	Mixing Time	Dose
£10 £15	1 day	1 dose

Ingredients: Antimony, Dementor Cloak, Frost Salamander Blood

When the cork is removed from the phial, the liquid expands into an arctic vortex, freezing water and dealing 5d4 cold damage in a radius of 4 Metres

Fleet Foot Fluid

This blue liquid swirls into a vortex of its own accord

Cost	Mixing Time	Dose
£3 £10	1 day	3 doses

Ingredients: Diricawl Feather, Honeywater, Nogtail Trotter

Your movement speed is doubled for 30 seconds

Forgetting Fog

Looks like a living cloud, trapped in a jar.

Cost	Mixing Time	Dose
£29 £15	5 days	1 dose

Ingredients: Doxy Venom, Lethe River Water, Lovage

When inhaled, the fog causes the target to forget 2 spells, recipes etc.

Garotting Gas

A green gas, which sits at the bottom of the container.

Cost	Mixing Time	Dose
£2	12 hours	3 doses

Ingredients: Ash, Grindylow Claw, Kelpie Hair

When inhaled, the gas prevents the victim from breathing or speaking for 30 seconds

Gift of the Gab

A silver liquid, which looks like mercury. No smell to speak of.

Cost	Mixing Time	Dose
£9	2 hours	3 doses

Ingredients: Daisy, Honeywater, Puffskein Tongue, Silver

Charisma bonus 2 Points

Gilly Concoction

Green-blown sludge. Looks and taste disgusting.

Cost	Mixing Time	Dose
£1	0.5 hour	1 dose

Ingredients: Gillyweed

Drinker develops gills and webbed hands, allowing them to survive underwater 0.5 hours

Girding Potion

A golden liquid with suspicious lumps in it.

Cost	Mixing Time	Dose
£10 £15	1 day	1 dose

Ingredients: Doxy Eggs, Fairy Wings, Hippocampus Hair

When drunk, increases the endurance of a target, giving them Check-Advantage in all Resist checks for 5 minutes

Gloom-inducing Agent

A black, tar-like substance with an earthy aroma.

Cost	Mixing Time	Dose
£7	1 hour	3 doses

Ingredients: Glumbumble Treacle

Target is incapable of laughing for 5 minutes, and suffers a penalty to Spirit of 1 Points

Growing Agent

A green paste which seems to pulse with power

Cost	Mixing Time	Dose
£1 £5	3 hours	3 doses

Ingredients: Caterpillar, Mercury, Occamy Egg

When applied to a living being, causes it to grow in size by 50 %

Herbicide Potion

A thin, pale green oil

Cost	Mixing Time	Dose
£9	2 hours	3 doses

Ingredients: Marm Fluid, Flobberworm Mucous, Horklump Juice

When dropped on the ground, kills all plants in a radius of 5 metres

Hero's Brew

A thick golden concoction. Smell is hard to describe, but is often described as 'smelling like victory'

Cost	Mixing Time	Dose
£9	2 hours	3 doses

Ingredients: Griffin Claw, Troll Snot, Vodka

The cowardly consumer of this potion finds themselves immune to the *Terrified* status effect. 10 minutes

Infusion of Strength

A solid yellow liquid with an incredibly sweet smell.

Cost	Mixing Time	Dose
£3 £10	1 day	3 doses

Ingredients: Iron, Re'em Blood, Styx River Water

For one hour, the drinker gets a bonus to checks that use the Strength proficiency by 2 points

Insulation Inoculation

A brown, frothy beverage which is always just the perfect temperature to warm you up.

Cost	Mixing Time	Dose
£15	5 hours	3 doses

Ingredients: Coffee Beans, Fire Seed, Honeywater

When consumed, cures a target of the *Frostbite: Mild* status, and prevents it from being reacquired for 10 minutes

Magi-Me-More

A red liquid that smells of almonds.

Cost	Mixing Time	Dose
£4 £10	2 days	3 doses

Ingredients: Magnesium, Re'em Blood, Runespoor Egg, Salamander Blood

For 5 minutes, Power attribute increases by 2 points

Malevolent Mixture

An angry red colour and an ominous glow accompany this potion.

Cost	Mixing Time	Dose
£6 £10	2 days	3 doses

Ingredients: Dragon Fire Gland, Hellebore, Quintaped Leg

Causes the consumer to fly into a violent, unstoppable rage for 1 minute

Merlin's Surprise

A clear, colourless and odourless liquid.

Cost	Mixing Time	Dose
£19 ¥10	2 days	1 dose

Ingredients: Dragon Blood, Erumpet Horn, Jobberknoll Feather, Mercury
The mixer whispers a word over the cauldron as this potion brews. The next time this word is uttered within 2m of the fluid, it ignites for 8d6 fire damage in a radius of 1 metre

Midas' Mixture

Smells like a strong red wine, but looks like it is made of pure gold.

Cost	Mixing Time	Dose
£96	2 weeks	1 dose

Ingredients: Bowtruckle Thorn, Gold, Kelpie Hair, Thunderbird Feather
Target transforms everything they touch (excluding themselves) into random metals for 1 day

Mopsus' Tincture

Looks and smells like milk, but tastes of popcorn.

Cost	Mixing Time	Dose
£3 ¥5	1 day	3 doses

Ingredients: Centaur Hoof, Fairy Wings, Kneazle Claw
Opens your inner eye for 5 minutes to increase Perception attribute by 2 points

Navigator's Necessity

The green colour of this solution matches the smell of fresh-cut grass it exudes.

Cost	Mixing Time	Dose
£1 ¥15	12 hours	3 doses

Ingredients: Iron, Owl Feather, Runespoor Egg
The drinker gains a perfect sense of direction and internal clock. They cannot become lost, or lose track of time for 1 day

Paralyzing Poison

A thick white paste

Cost	Mixing Time	Dose
£1	3 hours	3 doses

Ingredients: Lobalug Venom, Mercury, Nettles
Applies the *Paralyzed* status effect for 15 seconds

Pepperup Potion

Bright blue gel, with a strong, spicy odour.

Cost	Mixing Time	Dose
¥7	1 hour	3 doses

Ingredients: Chizpurfle Fang, Ginger, Tea Leaf
Restores FP by 5 points

Philosopher's Stone

A ruby-red rock, which glows with an internal light

Cost	Mixing Time	Dose
£9669 ¥10	3 years	1 dose

Ingredients: Mercury, Moly, Re'em Blood, Unicorn Blood
Turns any metal into pure gold, and produces the Elixir of Life, which provides immortality when taken at regular intervals of 1 week

Polyjuice Potion

The colour, scent and taste of this potion reflect the target transformation.

Cost	Mixing Time	Dose
£10 ¥15	1 day	1 dose

Ingredients: Boomslang Skin, DNA of target, Fluxweed, Lacewing Flies
Transfigure yourself into another human for 1 hour

Potion of Extreme Energy

A thin, brown liquid that smells of fresh coffee.

Cost	Mixing Time	Dose
¥9 15	2 hours	3 doses

Ingredients: Coffee Beans, Dragon Claw, Tea Leaf
When consumed, removes the need for sleep for 2 days

Potion of Living Dreams

An incredibly dark violet syrup, with no smell to speak of.

Cost	Mixing Time	Dose
£6 ¥10	2 days	3 doses

Ingredients: Flobberworm Mucous, Hippocampus Hair, Knotgrass
When consumed, causes vivid auditory and visual hallucinations for 5 minutes

Potion of Safe Harbour

A tiny portion of a deep, royal blue liquid which tastes of boiled cabbage.

Cost	Mixing Time	Dose
£10	5 days	3 doses

Ingredients: Diricawl Feather, Horklump Juice, Thunderbird Feather
When consumed, teleports to the drinker back to the location the potion was brewed, ignoring all anti-teleportation wards. Potion stops functioning after 2 days

Potion of Sustenance

Looks, tastes and smells like porridge.

Cost	Mixing Time	Dose
£46 ¥5	5 days	1 dose

Ingredients: Coffee Beans, Mandrake Root, Morning Dew, Squill Bulb
Target does not need to eat food, or feel hunger, for 3 days

Sapping Solution

A milky white fluid with an incredibly sweet smell

Cost	Mixing Time	Dose
£10 ¥15	15 days	1 dose

Ingredients: Caterpillar, Doxy Eggs, Silver
Victim gets check-disadvantage on all strength-related checks for 2 minutes

Savage Toxin

A poisonous green colour accompanies a foul rotting odour.

Cost	Mixing Time	Dose
£6 ¥10	2 days	3 doses

Ingredients: Basilisk Venom, Hemlock Essence, Sea-Serpent Spine
Applies the *Poisoned: Severe* status effect and immediately deals 10 Poison Damage

Shrinking Agent

A red paste which seems to pulse with power

Cost	Mixing Time	Dose
£1 ¥5	5 hours	3 doses

Ingredients: Abyssinian Shrivelfig, Mercury, Occamy Egg
When applied to a living being, causes it shrink in size by 50 %

Skele-grow

A pale yellow liquid which tastes worse than you can possibly imagine.

Cost	Mixing Time	Dose
£1 ¥10	8 hours	3 doses

Ingredients: Bundium Fluid, Fluxweed, Quintaped Leg, Scarab Beetles
Mends broken bones and removes the associated *Broken Bone* and *Serious Injury* (if applicable) status effects, and restores HP by 5 points

Sleeping Serum

A dark purple fluid, with sparks of gold within

Cost	Mixing Time	Dose
£1 ¥15	12 hours	3 doses

Ingredients: Flobberworm Mucous, Lavender, Valerian
Sends the consumer into a dreamless sleep for at least 1 hour if they fail a DV 10 Spirit (Endurance) check.

Solution of Nature's Ally

An oily substance, the colour of a vibrant forest.

Cost	Mixing Time	Dose
¥15	5 hours	3 doses

Ingredients: Dugbog Bark, Lemon Juice, Owl Feather
When consumed, causes animal to like you. Gain check advantage on all animal-persuasion checks for 1 hours

Solution of Remembrance

This clear fluid seems to glow from within

Cost	Mixing Time	Dose
£19 ¥10	2 days	1 dose

Ingredients: Centaur Hoof, Galanthus Nivalis, Hippocampus Hair
When consumed, helps aid recollection. Target remembers 2 things they forgot

Solution of Vulnerability

Colour varies by choice of active ingredient, but the smell is always the same: burned parsnips.

Cost	Mixing Time	Dose
£3 ¥10	1 day	3 doses

Ingredients: Bundium Fluid, Doxy Venom, Elemental Token, Grindylow Claw
When administered, target becomes Vulnerable to the damage type represented by the 'elemental token' (i.e. a burning ember would represent fire, a rose's thorn, poisoning). Effect lasts for 5 minutes

Stew of Near-Invisibility

An invisible liquid, can be felt but not seen.

Cost	Mixing Time	Dose
£10 ¥15	1 day	1 dose

Ingredients: Bowtruckle Thorn, Demiguise Hair, Niffler Fang
For 30 minutes, the drinker is conferred an imperfect chameleon ability, gaining a bonus to Stealth checks of 2 points

Ulgard's Unstable Catalyst

A fizzing, yellow-orange liquid that moves of its own accord.

Cost	Mixing Time	Dose
£3 ¥15	5 hours	1 dose

Ingredients: Ash, Bulbadox Powder, Chizpurfle Fang
Add to another potion to increase the potency by 50 %

Vampiric Savior

Smells and tastes like blood, but is a pale orange colour.

Cost	Mixing Time	Dose
£9	3 days	3 doses

Ingredients: Dragon Blood, Salamander Blood, Slug Slime

Acts as a substitute for human blood for a vampire. Satiates the drinker's need for blood for 2 days

Veritaserum

Colourless, odourless liquid. Indistinguishable from water.

Cost	Mixing Time	Dose
£63 £10	1 week	1 dose

Ingredients: Jobberknoll Feather, Moonstone, Wormwood

For 2 minutes, the drinker is forced to answer all questions fully and truthfully, if they fail a DV 10 Spirit (Willpower) check

Viper's Venom

A blue liquid with a slight acrid odour.

Cost	Mixing Time	Dose
£9	2 hours	3 doses

Ingredients: Asp Tail, Lobalug Venom, Nightshade

Applies the *Poisoned: Mild* status effect and immediately deals 5 Poison Damage

Weasley's Patented Stinking Solution

Looks like an empty glass jar. The smell has been described as 'unholy'. The taste is worse.

Cost	Mixing Time	Dose
£3 £10	1 day	3 doses

Ingredients: Bundium Fluid, Lacewing Flies, Octopus Powder, Pungent Onion

When released into the atmosphere, causes a cloud so vile that all beings in a 5m radius must succeed a DV 10 Spirit (Endurance) check to avoid vomiting instantly. Vomiting takes a major action

Wiggenweld Potion

Vibrant red fluid with a pleasant, herbal aroma.

Cost	Mixing Time	Dose
£7	10 hour	3 doses

Ingredients: Dittany, Horklump Juice, Wiggentree Bark

Restores HP 5 points

Wolfsbane

A yellow-green solution with the odour of rotting eggs.

Cost	Mixing Time	Dose
£29 £5	3 days	1 dose

Ingredients: Akonite, Eye of Newt, Macked Malaclaw Tail, Wormwood

After consuming, a werewolf cannot transform into their *Beast Within* form for 1 day

Gryffindor Student

The Sorting Hat tells us that:

*You might belong in Gryffindor,
Where dwell the brave at heart,
Their daring, nerve, and chivalry
Set Gryffindors apart*

Gryffindor is the House that prizes bravery above all other attributes. The ability to stare terror and adversity in the face without blinking or shirking your responsibilities is a must-have if you are to belong to this House. A Gryffindor student is strong and chivalrous, but they can also be headstrong and arrogant. Never afraid to make a joke, or question authority, Gryffindor students are often difficult to control in the classroom.

Gryffindor Student			
Level	Expertise	Spells	Features
1	+2	Beginner	Token of Courage
2	+2	Beginner	Unbreakable Spirit, Provocative Words
3	+2	Beginner	Unnerving Bravery

Class Statistics

As a Gryffindor Student, you gain the following fundamental features:

Health & Fortitude

Initial HP: 10 + Fitness Modifier
Gained HP: 1d10 per Gryffindor Student level

Initial FP: 6 + Intelligence Modifier
Gained FP: 1d6 per Gryffindor Student level

Proficiencies

Spell Disciplines: Choose any two disciplines from the Malefictions or Illusion schools.

Skills: Choose any two from Strength, Speed, Vitality, Chicanery, Conviction & Willpower.

Weapons: Wands, Simple Weapons

Armour: None

Tools: Choose one from: Climbing Kit, Broomstick and Gaming Set

Starting Loadout

Equipment: Wand, a Student's pack and the tools selected above.

Memorised Spells: Any two from the basic spells table.

Acquired Feats

Token of Courage

The Token of Courage symbolises everything that Gryffindor House stands for: bravery, honour and conviction in yourself and your fundamental beliefs.

You may use this Token once per day to give yourself check-advantage on all Spirit checks for the next hour.

Unbreakable Spirit

At second level, your will becomes iron. Whenever you take a strike which would normally leave you bleeding out, you may perform a DV 10 Willpower Resist check.

If this check succeeds, you power through the pain and rise up with a burst of renewed strength, restoring 2d4 + character level Health Points. This ability can be used only once per long rest.

Provocative Words

At 2nd level, you gain the ability to provoke sapient beings into attacking you.

Select a target living being within hearing range, and force them to perform a Willpower Resist check, using your normal subjugation value. If it fails, the target must enter into combat as the aggressor. If you are already in combat with the target, they must focus exclusively on you for 1d4 turn cycles.

Unnerving Bravery

Your ability to stare down evil and terror is, in itself, worrying to those who are trying to bring terror into your heart.

From 3rd level, whenever a being fails an intimidation check on you, your reaction is intimidating enough to trigger an automatic Intimidation check back on the initiating party. This effect is nullified if both parties have *Unnerving Bravery* or an equivalent ability.

Hufflepuff Student

Hufflepuff House is home to those students who are kind and hard working, as the Sorting-Song elaborates:

*You might belong in Hufflepuff,
Where they are just and loyal,
Those patient Hufflepuffs are true,
And unafraid of toil.*

Traditionally seen as “the other house”, and often mercilessly mocked as such, Hufflepuff is no joke. Certainly, the combination of hard-work, loyalty and kindness is not something to be sneered at. Even if they are not always the highest achievers, a Hufflepuff Student is someone you would want to have your back in difficult times. Though sometimes timid, they make friends quickly and are often perceptive above what is usual for a student.

Hufflepuff Student			
Level	Expertise	Spells	Features
1	+2	Beginner	Token of Loyalty
2	+2	Beginner	Invaluable Ally, Calming Aura
3	+2	Beginner	Industrious Attitude

Class Statistics

As a Hufflepuff Student, you gain the following fundamental features:

Health & Fortitude

Initial HP: 8 + Fitness Modifier
Gained HP: 1d8 per Hufflepuff Student level

Initial FP: 8 + Intelligence Modifier
Gained FP: 1d8 per Hufflepuff Student level

Proficiencies

Spell Disciplines: Choose any two disciplines from the Recuperation or Divination schools.

Skills: Choose any two from Vitality, Conviction, Persuasion, Empathy, Observation & Nature.

Weapons: Wands, Simple Weapons

Armour: None

Tools: Choose one from: Cooking utensils, First Aid Kit, Herbology Tools.

Starting Loadout

Equipment: Wand, a Student's pack and the tools selected above.

Memorised Spells: Any two from the basic spells table.

Acquired Feats

Token of Loyalty

Acquired at 1st level, the Token of Loyalty symbolises everything that Hufflepuff House stands for: kindness, dedication, unwavering loyalty and attention to detail.

You may use this Token once per day to give yourself check-advantage on all Perception checks for the next hour.

Calming Aura

At 2nd level, you gain the ability to channel the warmth of your spirit into others.

As a major action, you may lay your hands on an ally and speak comforting words to them. This removes all *Terrified*, *Confused* or *enraged* effects, and any other similar effects.

Invaluable Ally

From 2nd level, your dedication to your friends makes you an important asset to the team.

You gain check advantage on spellcasting and accuracy checks on spells cast on your allies.

Industrious Attitude

From 3rd level, you begin to understand why ‘hard work’ is such a central mantra in the Hufflepuff family: as you simply are not happy until the job is done.

When faced with a task, you may settle in for the night and get down to business, sacrificing a night's sleep.

By doing so, you may automatically succeed on any research check (provided the information exists) and learn copious quantities of information about the target, or memorise any spell from your spellbook, bypassing the normal checks required.

As a penalty, you take two additional levels of *Exhaustion*, though you do regain any abilities which require a Long Rest between uses.

Ravenclaw Student

Their hearts full of a desire for learning, but their eyes blinking against the harsh light of day, Ravenclaw students often make unwilling adventurers -- preferring instead the comfort of a cosy library.

*Or yet in wise old Ravenclaw,
If you've a ready mind,
Where those of wit and learning,
Will always find their kind.*

Ravenclaw is the house that prizes knowledge and an inquisitive mind above all other traits. Often members of this house are the most advanced spellcasters in their year, but their lack of practical experience and physical ineptitude means they're not always the best in every situation.

Ravenclaw Student

Level	Expertise	Spells	Features
1	+2	Beginner	Token of Wisdom
2	+2	Beginner	Passion Project
3	+2	Beginner	True Expertise

Class Statistics

As a Ravenclaw Student, you gain the following fundamental features:

Health & Fortitude

Initial HP: 6 + Fitness Modifier
Gained HP: 1d6 per Ravenclaw Student level

Initial FP: 10 + Intelligence Modifier
Gained FP: 1d10 per Ravenclaw Student level

Proficiencies

Spell Disciplines: Choose any two disciplines from the Recuperation or Divination schools.

Skills: Choose any three from Arcane, History, Logic, Nature, Research and Unnature

Weapons: Wands

Armour: None

Tools: Choose one from: Cooking utensils, First Aid Kit, Herbology Tools.

Starting Loadout

Equipment: Wand, a Student's pack and the tools selected above.

Memorised Spells: Any three spells from the basic spells table.

Acquired Feats

Token of Knowledge

Acquired at 1st level, the Token of Knowledge symbolises everything that Ravenclaw House stands for: knowledge, wisdom, learning and a razor sharp mind.

You may use this Token once per day to give yourself check-advantage on all Intelligence checks for the next hour.

Passion Project

From 2nd level, you may choose a passion project to focus on.

A passion project is a specific area in which a witch or wizard has devoted their time and energy, becoming far better at it than would otherwise be expected. Choose an individual spell or tool to obsess over. Any time you are asked to make a check associated with your obsession, you may take check-advantage.

You can change your passion project, but doing so requires an upheaval of your psyche: one of dedicated work in which you do not use the old passion project, before the change holds.

True Expertise

There are varying levels of brilliance. Some people are very good at a lot of things, whilst others are truly outstanding at a small number of things.

When you reach level 3, you find out which of those people you are. Choose from the following list:

- **Deep and Narrow:** Choose 2 spell, tool or skill proficiencies. You double your expertise bonus on any checks relating to these topics.
- **Shallow but Broad:** Choose 3 new spell disciplines, tools or skills to become proficient in.

Slytherin Student

As a house, Slytherin has a bad reputation -- even the words of the Sorting Hat have a menacing air:

*Or perhaps in Slytherin,
You'll make your real friends,
Those cunning folk use any means,
To achieve their ends.*

This reputation is, for the most part, undeserved. Slytherin is not a house of evil students; rather it is the house of people with ambition, charm and with lofty goals. Driven by their desire to make something of their lives, the Slytherins can indeed be deceptive, but they can also be charming and persuasive. Never underestimate a Slytherin student, for they will surely never underestimate you.

Slytherin Student

Level	Expertise	Spells	Features
1	+2	Beginner	Token of Leadership
2	+2	Beginner	Charm Offensive
3	+2	Beginner	Sly Action

Class Statistics

As a Slytherin Student, you gain the following fundamental features:

Health & Fortitude

Initial HP: 8 + Fitness Modifier
Gained HP: 1d8 per Slytherin Student level

Initial FP: 8 + Intelligence Modifier
Gained FP: 1d8 per Slytherin Student level

Proficiencies

Spell Disciplines: Choose any two disciplines from the Illusion or Charms schools.

Skills: Choose any two from Chicanery, Deception, Persuasion, Intimidation.

Weapons: Wands, Simple Weapons

Armour: None

Tools: Choose one from: Repair Kit, Forgery Tools, Navigator's tools

Starting Loadout

Equipment: Wand, a Student's pack and the tools selected above.

Memorised Spells: Any two from the basic spells table.

Acquired Feats

Token of Leadership

Acquired at 1st level, the Token of Leadership symbolises everything that Slytherin House stands for: cunning and persuasive words, eloquent speeches and the ability to inspire and deceive with a simple phrase.

You may use this Token once per day to give yourself check-advantage on all Charisma checks for the next hour.

Charm Offensive

Learned at 2nd level, the Charm Offensive is, perhaps, the oldest trick in the book.

Target a being within hearing range, and use your prodigious charm to lower their guard. The next strike made on the target by you or an ally takes check-advantage on the accuracy check, **or** they take disadvantage on the next Resist check they have to perform.

This ability can only be used once per short rest.

Sly Action

On a turn in which no beings attacked, or otherwise interacted with you, you may take an additional minor action to consume an item, move, or attempt to hide.

Artificer

An intro bit of text

Artificer				
Level	Expertise	Spells	Ad-hocs	Features
1	+2	Beginner	2	Artificer's Specialisation, Ad-hoc Creations Tools of the Trade
2	+2	Beginner	2	Specialisation Feature I
3	+2	Beginner	3	Tweak Effect
4	+3	Novice	3	Appraising Eyes
5	+3	Novice	4	—
6	+3	Novice	4	—
7	+3	Novice	5	Specialisation Feature II
8	+4	Adept	5	Artificial Ally
9	+4	Adept	6	—
10	+4	Adept	6	Mobile Laboratory
11	+4	Expert	7	—
12	+5	Expert	7	Specialisation Feature III
13	+5	Expert	8	Ally Improvement
14	+5	Expert	8	—
15	+5	Master	10	Rapid Work
16	+6	Master	10	—
17	+6	Master	12	Specialisation Feature IV
18	+6	Master	12	Ally Improvement II
19	+6	Ascendant	14	—
20	+7	Ascendant	15	Maximum Effectiveness

Class Statistics

As a Artificer, you gain the following fundamental features:

Health & Fortitude

Initial HP: 8 + Fitness Modifier
Gained HP: 1d8 per Artificer level

Initial FP: 8 + Intelligence Modifier
Gained FP: 1d8 per Artificer level

Proficiencies

Spell Disciplines: Choose one discipline of your choice, and a further two from Elemental, Alteration, Con-juration & Warding.

Skills: Choose any two from Arcane, History, Logic, Nature, Willpower and Investigation.

Weapons: Simple Weapons

Armour: Medium Armour

Tools: Choose one from Runic Tools, Alchemy Gear and Tinkering tools, plus any two additional tools.

Starting Loadout

Equipment: Wand, a Scholar's pack containing the tools selected above.

Memorised Spells: Any four from the basic spells table.

Acquired Feats

Artificer's Specialisation

At first level, when you become an artificer, you must decide which path you wish to follow - your *Specialisation*. You may choose to become an Alchemist, an Enchanter, or a Mechanist.

Each choice grants you proficiency in the relevant tools (Alchemy Gear, Runic Tools and Tinkering Tool, respectively), as detailed in the *Proficiencies* section of the archetype outline. In addition your choice of Specialisation grants you additional Features at 3rd, 7th, 12th, and 17th level. These are detailed at the end of the Archetype description.

Ad-hoc Creations

At first level, you gain the ability to use an Ad-hoc creation to assemble something useful on the fly.

Whilst the normal act of creation (either in an alchemical, me-
chanical or magical sense) requires careful, controlled actions - preferably in a laboratory or workshop, those who call them-selves Artificers pride themselves on their ability to manufac-ture items on the fly. Not quite as refined as their normal produce, these creations are termed *Ad-hocs*. The number of Ad-hocs you are able to produce at each level is given by the relevant column in the Archetype table. This number resets on a Long Rest.

The type of Ad-hocs you are able to produce is determined by your specialty, and described in detail at the end of the Archetype table.

Tools of the Trade

At second level, you choose one set of tools with which you are proficient. When using these tools in future you may double your Expertise bonus.

Tweak Effect

At 4th level, you gain the ability to slightly modify the effect of an existing item, potion or enchantment.

This might be a purely superficial change, such as altering the colour of a potion from red to green or changing an enchanted sword to glow with blue flames rather than red. Alternatively you may attempt to add some minor tweaks to the functioning of the object - perhaps the potion only works on Goblins, or the clockwork device discharges when turned upside down.

Tweaks should be minor in nature - attempts to alter the nature of the object too much (especially if it was not originally one of your creations) can have disastrous effects, including the destruction of the item, and collateral damage.

Appriasing Eyes

At 5th level, your eyes have become accustomed to recognising the work of other artisans of crafting.

You can tell at a glance if an item is enchanted, alchemical or mechanical in nature, as well as determine the rough functioning of the object (i.e. is it intended to heal or harm, reveal or hide - but no specifics).

You also gain advantage on any Investigation checks to further discern the nature of such an object.

Artificial Ally

At 8th level, you gain the ability to construct an artificial being, either alchemical, magical or mechanical in nature, to aid you on your journey.

The types of Ally you may construct are detailed in the subtype descriptions.

At 13th and 18th level, you unlock additional improvements to your Artificial Ally, as detailed in the relevant descriptions.

Mobile Laboratory

At 10th level you gain the ability to turn any rudimentary work area into a functional Laboratory or Workshop for your crafting purposes.

If you have access to a sheltered area, you may spend 3 hours setting it up just so, in order to designate it as your workspace. Any artificing checks made within this space can be made with advantage. You may only have one such workspace set up at any one time.

Rapid Work

At 15th level, you are able to complete even complex artificing tasks much quicker than before.

When undertaking an artificing check, roll a d6. Divide the time necessary to complete the action by the result of this roll.

Maximum Effectiveness

At 20th level, your artificing abilities reach their zenith, such that all artificing you perform is always the most potent version possible.

Whenever one of your created items triggers a dice roll to determine its effectiveness, treat the result as the maximum possible value.

Alchemist

An alchemist is an Artificer who specialises in the mixing of magical potions, and chemical synthesis.

Alchemical Ad-Hocs

An Alchemical Ad-hoc takes the form of a half-mixed potion or salve which the Alchemist has prepared from common ingredients. When required, they can use a minor action sprinkle in an ingredient to finalise the 'mixing' of this potion. Lacking the complex brewing and steeping phases typically used in potion mixing, a potion prepared in this fashion is usually much weaker than their standardised counterparts - although they are much more flexible.

When invoking an alchemical ad-hoc, you must tell the GM what effect you are trying to replicate. In order to maintain the simple nature of an Ad-hoc, you should limit yourself to one or two words: 'heal', 'explode', 'hallucinate', though this is only a guideline.

The power of your ad-hoc creations increases with your Alchemist level. You should work with your GM to determine the exact effect, within the limits of your current powers. A rough guide is that alchemical ad-hocs cannot heal or do damage exceeding 1d6, increasing by 1d6 every three alchemist levels, and that they should not outperform standard potions which replicate this effect. If a potion requires a Resist check, the DV is set by 8 + your Expertise modifier.

After an Alchemical Ad-hoc is created, you may treat it as any other potion, with the exception that they lose their potency and become worthless one minute after their creation.

Ingredient Intuition

At 3rd level, your experience with alchemical ingredients allows you to make inferences about the use of certain ingredients in your potions. Whilst handling a sample of such an ingredient, you may perform a DV 10 Nature (or Un-nature, if applicable) check in order to learn one of the following bits of information:

- The recipe for one potion in which this is a key ingredient
- One recipe (if any) which you already know, for which this is an optional ingredient
- The effect which would result were this ingredient added to a specific recipe

Every subsequent check increases the DV by 5. On a failure, you can learn nothing new about this ingredient for 24 hours.

Conservative Mixer

At 7th level, you have honed your mixing skills such that you can often get by without using up a full sample of the ingredients.

After a successful potion-making check, perform the same check again (a 'recovery check'), and use the following table:

Check	Ingredients Recovered
< 10	None
10-14	One common, or two abundant samples
15-19	One uncommon, or two uncommon samples
20-24	One rare, or two uncommon samples
25+	Two rare samples

Alchemical Ally: Homunculus

At 8th level, all Artificers learn to construct an *Artificial Ally*. As an Alchemist, your construct takes the form of an Alchemical Homunculus, a tiny living being created during a complex potion-mixing exercise, in which the very forces of life are invoked. The exact appearance of the homunculus can be determined at the moment of creation: most alchemists prefer to go

with a winged fairy-like creature, though some exotic choices include floating, semi-sentient potion vials, or simply writhing blobs of fluid.

The creation of a Homunculus takes 2 hours and Ⓔ1 worth of supplies. Homunculi are devoted to their master and will follow all commands given to them. Outside of this, the Homunculus is considered an independent being, and takes actions with the semblance of free will.

ALCHEMICAL HOMUNCULUS

Alchemically-created being (Semi-Sapient Construct)

MoM Rating: III

Health: 3×Alchemist level health

Points

Block: 8

Speed : 2m (walking), 8m (flying)

Dodge: 16

Height 10cm

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
5 (-3)	17 (+3)	14 (+2)	8 (-1)	7 (-2)	13 (+1)	5 (-3)	Equals Master

Expertise: Chicanery (+7), Stealth (+7)

Senses: Darkvision

Condition Immunity: Poisoned

Immunity: Poison

Understands: Its Master's language.

Master's Might: The numerical value of all attributes (except Evil), increases by 1 for every 3 Alchemist levels above 8th possessed by the Creator. The to-hit values and damage of the creature's attacks also increase by 1.

Free Will: The Homunculus is able to take actions inside and outside of combat like any other sapient being.

Actions

Poisonous Spittle: (ranged attack, +7 to hit, range: 4m) A glob of toxic fluid is spat into the face of the opponent, dealing 1d6+2 poison damage.

Tiny Claws: (melee attack, +2 to hit) Deals 1d4 slashing damage

Junior Assistant: The Homunculus may use its masters Ad-hoc slots as its own, creating a rudimentary potion following the normal rules. The Homunculus must return to its master in order to recharge this ability.

At 13th level, and again at 18th, you learn to make some changes to the formula you use to create the homunculus. At each of these levels, you may choose one of the following effects to permanently imbue your Homunculus with:

- **Genetic Splicing:** Upon creating a homunculus, expend a sample of an organic ingredient of Rare-level rarity or less into the mixture. The homunculus grows samples of this ingredient on its body, granting you one sample per day. Every time you create a new homunculus, you may choose a new ingredient.
- **Vicious Spittle:** Increase the damage dealt by the *Poisonous Spittle* attack to 2d6, and increase the damage by 1d6, rather than +1 as the Alchemist power increases.
- **Rapid Attacks:** The homunculus gains the ability to make up to three attacks per cycle.
- **Stronger Homunculus:** The HP of the homunculus is doubled.

- **Proficiencies:** Choose up to 4 attribute, tool or weapon proficiencies to grant the homunculus.

- **Lab Assistant:** Train the homunculus to act as your lab assistant, continually providing the *Help* action when you are performing Alchemy checks.

Toxin Tolerance

At 12th level, your continued exposure to noxious fumes has rendered you somewhat immune to them. You are considered Resistant to Poison damage, and you take Advantage on any Resist check to avoid taking the *Poisoned* status effects.

Pure Mixtures

At 17th level, your mastery of the potioning arts is such that your mixtures are free from imperfections, and you can even remove imperfections from pre-brewed mixtures.

Your potions never gain the *Flawed Batch* status, and you may spend 5 minutes with your Alchemy Gear to remove the *Flawed Batch* status from any other potions you possess.

Enchanter

Enchantment Ad-Hocs

An Enchanter's ad-hoc takes the form of a wax seal, known as a 'signum', into which the Enchanter has infused a level of their power. As a minor action, the Enchanter can then inscribe a rune-chain into this wax seal, and press it onto the surface of an item. This provides a rudimentary, temporary form of enchantment into the targeted item: an augmentation.

As with the normal enchanting process, as the Enchanter begins the augmentation, they must describe how the runechain is to be interpreted, in keeping with the limited power of the augmentation, this should usually be limited to a short phrase such as 'protect against fire'. As with the usual enchanting ritual, you may only invoke effects which can be described with runes that you have memorised. You may augment an item that has already been enchanted using the traditional method, but an item may not bear more than one augment at any given moment.

The power of your ad-hoc creations increases with your Enchanter level. You should work with your GM to determine the exact effect, within the limits of your current powers. A rough guide is that enchanter ad-hocs cannot heal or do damage exceeding 1d4, increasing by 1d4 every three enchanter levels, and that they should not outperform standard spells which replicate this effect. If an augmented effect requires a Resist check, the DV is set by 8 + your Expertise modifier.

After an Enchanting Ad-hoc is created, the augmented item executes the effect as a normal enchanted item would do for the next 5 minutes, after which the effect wears off.

Rune Experimentation

At third level, you learn to dedicate a number of hours to simple brute-force experimentation, guided by your enchanter's intuition. Upon doing so, you may learn a new rune that you do not yet know. After an hour of work, perform a DV 18 enchanting check. You may repeat this check once an hour until you succeed, for up to 6 hours in a row.

If you succeed, you choose a new rune to memorise from those you have not yet learned. Generally, you may only choose to learn a Legendary Rune if you already know all of the Mystical runes of the same category.

This ability may only be used again after a Long Rest.

Enchantment Affinity

At 7th level, you allow the runes to shape your understanding of the item as you undergo the enchanting process, and allow the runes to guide you as you use the item. As a result, you are considered proficient in any weapon or armour that you have enchanted personally.

Enchanted Ally: Sentient Mind

At 8th level, all Artificers learn to construct an *Artificial Ally*. As an Enchanter, your ally takes the form of a True Sentience, stored inside your enchanted creations.

The creation of a true Mind, a being possessing consciousness and original thought is a closely guarded secret amongst the Artificer's guilds. The creation of a mind requires 2 hours work, and an enchanted item into which the mind is to be inserted. Upon creating a new Mind, any existing minds cease to exist.

All Minds are created with a positive attitude towards their creator, though they have a will of their own, and may cease to obey their master if they feel abused, neglected or betrayed.

At 13th level, and again at 18th, you learn to make some changes to the enchantments used to sustain your True Mind. At each of these levels, you may choose one of the following effects to permanently imbue your ally with:

- **Mind Projection:** Once per short rest, The True Mind may use its *item-hop* ability to project itself into the mind of a non-sapient or sapient creature. The targeted being must perform a DV 12 Willpower Resist check at the end of every turn cycle to expel the True Mind back to its original housing. Whilst the True Mind remains inside, it takes control of the creature and may use all their abilities. If the host dies whilst the Mind resides inside, the Mind is destroyed. The Mind may use its *item-hop* ability to return to its original housing.
- **Psychic Power:** The damage dealt by the *Psychic Worm* attack is increased to 4d4, increasing by 1d4 instead of +1 as the Enchanter level increases.
- **Permanent Assistance:** The Mind is always providing the *Assisted Use* action to those wielding the item it lives within.
- **Fortified Nexus:** The maximum HP of the mind is doubled.
- **Recharge Item:** The Mind may use a major action to recharge an item by 1 unit.

TRUE MIND

Sentient mind residing inside objects (Sapient Construct)

MoM Rating: III

Health:	3×Enchanter's level health Points	Dodge:	3
Block:	15	Height	10cm
Speed :	0m		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
N/A	N/A	15 (+2)	13 (+1)	17 (+3)	15 (+2)	10 (+0)	Equals Master

Expertise: Arcane (+7), Logic (+7), Conviction (+2), Persuasion (+5)

Senses: Alien Senses

Condition Immunity: All sensory status effects, Poisoned

Immunity: Poison

Speaks: Its Master's language.

Master's Might: The numerical value of all attributes (except Evil), increases by 1 for every 3 Enchanter levels above 8th possessed by the Creator. The DV values and damage of the Mind's attacks also increase by 1.

Item-bound: The True Mind resides within the magical nexus of an enchanted object. As such it cannot move, and so automatically fails all Fitness and Precision checks. Its health is tied to the object it resides within - damage to the object damages the mind. When the HP of the object/mind pair reaches zero, the item is destroyed, along with the mind. Equally, repairing the object restores the health of the Mind within.

Limited Animation: The True Mind may subtly alter the physical form of its host in order to represent its presence, causing a face to appear in the pommel of a sword, or causing a hat to crumple into a human-like visage. This is not enough to allow locomotion, however.

Actions

Item-hop: A True Mind can use a major action to transfer itself into any other item enchanted by its creator within 25m, adjusting its health appropriately.

Psychic Worm: (*ranged attack, range: 10m*) the Mind may force a tendrill of psychic energy into a foe within range, dealing 2d4 psychic damage, halved on a successful Conviction Resist (DV 14).

Assisted Use: As a major action, the True Mind may *help* the person currently using the item it resides inside. When performing i.e. an attack with a weapon, perform it with advantage. If residing inside armour or other defensive equipment, accuracy checks against the wearer take disadvantage for this turn cycle. The mind can only help with actions relating to the item it exists within.

Nexus of Power

From 12th level, your expertise with enchanted items allows you to discern the flow and storage of arcane power within an enchanted item, and allows you the ability to bolster or disrupt that flow.

Once per turn, when coming into contact with any Enchanted or Augmented item, you may use an instantaneous action to perform a DV 15 Arcane check. On a success, you may choose one of the following effects:

- Restore two 'charges' of the item's uses
- Drain two 'charges' of the item's uses
- Remove an augmentation from the item
- Decrease a numerical quantity associated with the item (i.e. damage dealt, bonus provided, DV of resist) by 1 point.

- Undo a previously imposed effect.

You may use this effect multiple times on the same item, until you fail the Arcane check, at which point the item becomes immune to further checks for 24 hours.

Process Stabilisation

At 17th level, your enchanting abilities are such that your enchanting process is very stable and safe. Even during catastrophic failures, there is no risk of the enchanted item detonating. In addition, when an enchantment procedure fails, you always get a second chance to rescue the attempt, which suffers none of the normal drawbacks associated with a rescued enchantment.

Mechanist

Mechanical Ad-Hocs

A Mechanical Ad-hoc takes the form of a hastily assembled *device*, crafted from half-constructed odds and ends you have lying about your person. Taking a major action, you may assemble these parts together into a functional whole. Formed from scraps, devices constructed in such a way are rarely very sturdy - they may execute a single well-defined function once or twice, and then will probably cease to function after that.

The purpose of a mechanical ad-hoc, and the means by which you are achieving it from the components provided must be well defined at the moment of creation - for example you could state that you cobble together a small device which has a loud-speaker attached to a timer: after a certain amount of time, the device triggers emitting an earsplitting shriek. Whilst the components you provide may be complex and electromechanical in nature, the unification of those components together must be simple and obvious from the described components.

Because the components which go into creating a device are assumed to have been on your person the entire time, the invoked components of an ad-hoc must be such that they are not individually useful items you might find in your inventory. You could not include “a gun” as a component, for example, though you could probably assemble a makeshift firearm as a separate ad-hoc action. Alternatively, you may use items from your inventory as components, though they are consumed in this process. Therefore, if you possessed a firearm in your inventory, you could sacrifice it to the creation process.

You should work with your GM to determine the limits of any such created items as your Mechanist level increases (and they retain an absolute veto on your ability to create such devices). As a general rule, mechanical ad-hocs cannot deal damage exceeding 1d6, increasing by 1d6 every three mechanist levels. If a device requires a Resist check, the DV is set by 8 + your Expertise modifier.

Signature Device

At 3rd level, your engineering know-how has allowed you to construct a unique non-magical artefact, which you consider to be your magnum-opus.

Working with the GM, design a weapon, item of clothing, or other hand-held device. This item must be non-magical, though it may be imbued with abilities which are similar in nature to spells found in the spell list. You are considered proficient with this device, and any checks made with it include your Expertise modifier.

This device should follow the following basic restrictions:

- Melee weapons should not exceed 2d6 damage, or a reach beyond 1m
- Ranged weapons should not exceed 1d8 damage, or have a range extending beyond 30m
- Armour should not provide more than a +4 bonus to Block (and should include a penalty to Dodge)
- Items or devices should not have abilities which replicate spell effects greater than Novice level
- Weapons and armour should not have more than 1 additional ability, other items may have up to 2 effects
- Only replicate spell effects it is reasonable to be electromechanically duplicated.

Every 3 subsequent levels (i.e. at 6th, 9th, etc.) you may make improvements to your signature device, such as:

- +1 to damage
- Increased range
- +1 to Block (or reduced penalty to Dodge)
- More powerful abilities

You may replace your signature device by spending one week of downtime designing a new one, however this requires cannibalisation of your previous device, so you may only have one such device active at any given moment.

Singed Experience

From 7th level, you have a certain amount of experience in dealing with accidental explosions and fiery mishaps from your tinkering experience, and have become proficient in avoiding it.

Whenever you successfully perform a Resist check to halve the amount of Fire or Concussive damage taken from an effect, instead you negate the damage completely.

Mechanical Ally: Clockwork Pet

At 8th level, all Artificers learn to construct an *Artificial Ally*. As a Mechanist, your ally takes the form of a Clockwork Pet, a mechanical recreation of an existing animal.

Though non-magical in nature, the creation of such a complex device necessitates the use of magic in its creation. The creation of a Clockwork Pet requires 5 hours work and Ⓖ1 of materials. Upon creating the clockwork pet, you choose what form it is, by choosing a non-sapient, non-magical creature with a MoM rating of III or less (and with a size less than 1.5 metres) to replicate.

Clockwork pets are unerringly loyal to their master, and though they are exquisitely created and can mimic the behaviour of the base creature perfectly, they are entirely deterministic in nature.

CLOCKWORK PET*Clockwork duplicate (Non-sapient Construct)*

MoM Rating: III

Health: 3×Mechanist's level
health Points**Block:** ?
Speed : ?**Dodge:** ?
Height ?

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
?	?	?	?	?	?	?	Equals Master

Expertise: Determined by form, Logic (+4)**Senses:** Alien Senses**Condition Immunity:** All sensory status effects, Poisoned, Charmed, Terrified, Enraged**Immunity:** Poison, Psychic**Understands:** Its Master's language.

Mechanical Mimic: The Clockwork Pet is constructed in the image of a base non-magical creature, and so all statistics marked with a “?” are replaced with those of the base creature. The Clockwork Pet also recreates all of the proficiencies, senses, immunities, abilities and actions of the base creature. Any abilities listed in this stat block are assumed to be *in addition* to those of the base creature. Where a conflict arises, the Clockwork Pet's stats are used instead.

Master's Might: The numerical value of all attributes (except Evil), increases by 1 for every 3 Mechanist levels above 8th possessed by the Creator. The to-hit values of attacks, as well as DV values for Resists, and damage of the Clockwork Pet's attacks also increase by 1.

At 13th level, and again at 18th, you learn to make some changes to the internal mechanism of your Clockwork Pet. At each of these levels, you may choose one of the following effects to permanently imbue your ally with:

- **Hardy Construction:** The HP of the construct is doubled, and it takes a bonus to Block equal to one-third your Mechanist level
- **Perfect Mimicry:** Coat the outside of the construct in a realistic looking disguise - it looks exactly like the creature it is mimicking, taking advantage on all stealth checks.
- **Reinforced Claws:** The melee attacks of the creature deal an additional 1d6 slashing damage, and the damage increase associated with the *Master's Might* ability is increased to 1d6.
- **Coiled Springs:** Increase the base speed of the construct by 2m, and allow it to make one additional attack per cycle.
- **Self-Destruct:** If given the order by its master, the Clockwork Pet initiates a procedure which totally destroys itself, and deals 1d8 concussive damage per Mechanist level in a 5m radius around the construct.

Mechanical Mind

From 12th level, whenever you perform a check using your Tinkering tools, or using an item which you have created, you may choose to use your Intelligence modifier instead of the specified one.

Master Worker

Whenever you perform an artificing check, if the result is less than your Mechanist level, you may use that value instead.

Berserker

An intro bit of text

Berserker

Level	Expertise	Spells	Fury	Endurance	Features
1	+2	Beginner	1d4	1	Battle Fury, Defy Exhaustion
2	+2	Beginner	1d4	2	Berserker Ideal
3	+2	Beginner	1d6	2	—
4	+3	Novice	1d6	3	Additional Attack
5	+3	Novice	1d8	3	Honed Senses
6	+3	Novice	1d8	4	Berserker Ideal II
7	+3	Novice	1d10	4	—
8	+4	Adept	1d10	5	Feral Fury
9	+4	Adept	3d4	5	—
10	+4	Adept	3d4	6	Berserker Ideal III
11	+4	Expert	3d4	6	—
12	+5	Expert	2d8	7	Additional Attack II
13	+5	Expert	2d8	7	—
14	+5	Expert	2d8	8	Berserker Ideal IV
15	+5	Master	3d6	8	Simmering Rage
16	+6	Master	3d6	9	—
17	+6	Master	3d6	9	—
18	+6	Master	1d20	10	Incredible Fitness
19	+6	Ascendant	1d20	10	—
20	+7	Ascendant	2d12	∞	Eternal Wrath

Class Statistics

As a Berserker, you gain the following fundamental features:

Health & Fortitude

Initial HP: 12 + Fitness Modifier
Gained HP: 1d12 per Berserker level

Initial FP: 6 + Intelligence Modifier
Gained FP: 1d6 per Berserker level

Proficiencies

Spell Disciplines: Choose one spell discipline.

Skills: Strength and choose an additional one from : Vitality, Speed, Intimidation, Nature.

Weapons: Simple Weapons, Bladed Weapons & Brutish Weapons

Armour: All Armour

Tools: None

Starting Loadout

Equipment: A wand, a fighter pack containing a set of Hardened Furs & either a) a greataxe, b) a greatsword or c) 2 lightaxes.

Memorised Spells: 2 spells from the basic spells table.

Acquired Feats

Battle Fury

From 1st level, you learn to exhibit the trademark of the Berserker clans: your *Battle Fury*.

You may choose to enter into your frenzied state at the beginning of your turn, at which point you roll your *Fury Dice*. This starts out as a 1d4, and increases in line with the 'Fury' column in the Archetype table. The value of this roll is your *Fury Value*.

Whilst in a Frenzied State, you get the following benefits:

- You add your current Fury Value to any Fitness or Spirit checks that you make
- Any damage rolls you make from a melee weapon are increased by an amount equal to your current Fury Value.
- Whenever you take damage (except Psychic or Celestial), reduce the amount taken by your current Fury Value.

However, in such a furious state, you lose the ability to concentrate quite as effectively:

- You cannot maintain concentration: you cannot cast *Focus* or *Ritual* spells whilst frenzied, you cannot book-cast spells of any kind and beings get check-advantage when performing a Resist against your Subjugation value.
- Take disadvantage on Charisma checks and checks to resist the *Fury* effect.
- Your heightened adrenaline makes aiming ranged attacks harder: take check-disadvantage on all ranged accuracy checks.

Every time you take damage (even if it was reduced to zero by your Fury), you re-roll your Fury Dice. If the value is larger than your current Fury Value, you increase your FV to this new level.

Your Battle Fury lasts until it is terminated by one of the following conditions:

- Two consecutive combat rounds pass without attacking, or being attacked
- You fall to OHP, or are knocked unconscious
- You take the *Charmed*, *Confused*, or *Terrified* status effects.

When a Battle Fury is terminated, the Berserker gains an additional level of Exhaustion.

Defy Exhaustion

At first level, your barbarian physiology allows you to push your body further than anybody else thought possible. You gain a number of additional 'Endurance Points', which increase with your Berserker level, as shown in the Archetype table.

These Endurance points allow you to brush aside the effects of exhaustion and tiredness. Whenever you are indicated to take an additional level of exhaustion, a Berserker can instead expend an Endurance point, to mitigate this effect.

When you run out of Endurance points, you begin to take levels of exhaustion as normal.

Your endurance points regenerate on a long rest. You may not, however, then expend endurance points to remove any exhaustion levels you have gained, they can only be used to prevent the status from being acquired in the first place.

Berserker Ideal

At 2nd level, you may decide what kind of person you wish to be, by selecting a Berserker Ideal which best matches your desired path through life.

You may decide that you are a Noble Savage, a fierce warrior when enraged, but also valuing restraint and diplomacy when possible; or you may become a Primal Warrior, consumed by your eternal, unrelenting fury; or you may become a Mystic Champion, your fury bolstered by arcane energies.

Your choice of Berserker Ideal grants you abilities at 2nd level, and then again at 6th, 10th, 14th and 18th levels.

Additional Attack

At 4th level, and again at 12th level, whenever you make a major-action attack you may perform an additional strike.

Honed Senses

From 5th level, your senses have become accustomed to your barbarous lifestyle, and you have developed a 6th sense for when things are about to go wrong.

You cannot be surprised, and sneak attacks which would normally trigger a critical strike function as normal attacks against you.

Feral Fury

From 8th level, if you enter into Battle Fury as soon as a combat encounter starts you gain a bonus.

If you enter into Battle Fury during the first turn of an encounter, you gain advantage on the first roll to determine your Fury Value.

Simmering Rage

From 15th level, you harbour a perpetual low-level anger which lies just below the surface.

If you re-enter a frenzied state within 30 seconds of exiting it, you may retake your previous Fury Value

Incredible Fitness

From 18th level, your Strength, Speed and general fitness knows no bounds.

Whenever you perform a Fitness check with a result less than your Fitness value, you may use that value instead.

Eternal Wrath

At 20th level, the adrenaline pumping through your veins is second nature to you. You spend almost every second in a perpetual, all consuming-rage.

Your Endurance Points become truly unlimited, and you take check-advantage any time you roll your Fury Dice.

Berserker Ideals

From 2nd level, you get to choose a Berserker Ideal to follow, which grants you additional features.

Noble Savage

Though you strike a formidable, even terrifying, figure whilst in battle, you recognise that fighting is only one aspect of existence. You use violence only when necessary, preferring instead to rely on softer skills to achieve your aims.

Most Noble Savages strive to be an innately good person, though those who seek to cross them find that this does not mean they are pacifists - often discovering this at the business end of a large axe.

Controlled Fury

At 2nd level, you begin an important journey: learning to control your rage, rather than letting it control you.

As an instantaneous action you can exit your Battle Fury by choice. When doing so, if you pass a DV 15 Logic check, it does not cost you an additional point of Exhaustion.

In addition, as a result of this rigorous training, you gain advantage on any checks to resist the *Fury* effect.

Code of Honour

From 6th level, a Noble Savage subscribes to a *Code of Honour*, a set of ethics and ideals which dictates the form that their 'nobility' takes, and acts as a focus for their rage.

You may choose from the following paths:

- **Protection:** You vow never to let an innocent come to harm, even when this causes difficulty for you and your friends.

Whilst in a Battle Fury, you may use the *Defensive Burst* action. By halving your current Fury Value, you may use a Major action to dash over to an ally within movement range, and save them from incoming danger - negating all attacks on them this turn.

- **Brotherhood:** Your circle of allies is the most important thing. You would do anything to keep them together, and prevent any harm coming to them.

When performing an *assist* action, you may expend an Endurance point to provide a bonus to the check equal to half your Berserker level.

- **Honour:** You prize honour in all actions that you do, and vow to face all problems face on, without the use of deceit or skulduggery.

You are considered proficient in Persuasion.

- **Heroism:** You vow to be a mighty hero of legend, never turning down an opportunity to help others, and striking down evil wherever you find it. You are uncompromising in the face of evil.

Melee attacks against beings with an Evil value greater than your own deal an extra 1d4 celestial damage.

If the GM rules that you have failed to live by your Code of Honour, you lose the ability granted to you by that code. In addition, you take disadvantage in all Battle Fury rolls you make. You can regain your Honour by performing some form of Penance, which should be worked out with your GM.

When you regain your honour, or even if you experience an upheaval in your life, you may change the code of honour you live by, taking a different bonus. In order to change your Code, you must complete a Penance relevant to your new Code.

Shifting Aura

From 10th level, you have become an expert in presenting two different faces to the world - your primal, furious warrior, and the empathetic, charming being behind the rage.

At any given moment, you may have one of the two following bonuses active:

- **Imposing Aura:** gain a bonus to all Intimidation checks equal to one-third your Berserker level.
- **Charming Aura:** gain a bonus to all Persuasion checks equal to one-third your Berserker level.

You may only have one of these active at a time, changing them at will by taking one minute to prepare yourself.

If you enter into your Battle Fury, you automatically take the Imposing Aura. This effect lasts for 1 hour after your Fury ends, unless you successfully use your *Controlled Fury* ability to end your Battle Fury.

Uncorrupted Soul

From 14th level, you learn to leverage the purity of your soul, which remains uncorrupted by the hustle and bustle of modern life, and connected to the innate goodness of humanity. By entering into a deep meditative trance for at least 5 minutes, you can purge yourself of all Poisoned, Diseased, *Charmed*, *Burned* or *Frostbitten* status effects.

For the next 6 hours after performing this, you have advantage on any checks to Resist retaking these effects.

Primal Warrior

A primal warrior is utterly consumed by their rage, an entity solely defined by battle, combat and pain. Amongst the most terrifying warriors to encounter.

Audacious Attack

From 2nd level, you gain the ability to make more powerful attacks, at the cost of sacrificing your own safety.

Whilst in a frenzied state, you can throw aside all concern for your own safety and declare that an attack is *Reckless*. You gain advantage on accuracy rolls this turn cycle, but all attacks made against you also get advantage.

Bloodletting

From 6th level, you learn how to bolster your fury by drawing a blade across your own skin as an instantaneous action. Doing so deals 1d6 damage to you, increasing by 1d6 at 9th, 14th, and 18th levels. This damage cannot be reduced by your Battle Fury.

Upon performing the bloodletting, you may then use the increased fury to perform one of the following actions:

- **Primal Fury:** For the next 30 seconds, you may use a Fury dice one level higher than your current one, as indicated on the Fury column of the Archetype table. If no higher dice is listed, use 4d6.
- **Blood Smear:** Any enemy you successfully hit with a melee attack this combat round is covered in blood, which you smear into their eyes and mouth. A sapient being so effected must succeed on a Willpower Resist with a DV equal to 10 + half your Berserker level, or vomit, becoming incapacitated next round.
- **Instinctive Retribution:** If a being within melee range successfully lands an attack on you this turn, you may choose to take an additional full-turn attack, with advantage, on that being in place of your usual Instinct action.

All other attacks made against you this turn succeed. You must declare this action at the beginning of the turn, or else it fails.

- **Slick Surface:** For the next minute all attempts to grapple you have disadvantage, as the blood drips down your body.
- **Bloodbourne:** You utilise an infection in your bloodstream which you have become immune to. Designate one of your weapons as that which was used to perform the blood-letting. The next three successful strikes made with that weapon have a chance inflict the *Poisoned: Mild* status effect on your foes, if they fail a Vitality Resist with a DV equal to 10 + half your Berserker level.

In addition, since you took damage (albeit from yourself), you may re-roll your Battle Fury dice, following the usual procedures. Using Bloodletting also counts as an attack for the purposes of preventing a Battle Fury from wearing off.

Howling Barbarian

From 10th level your Fury bubbles up inside of you in a ear-splitting howl.

You learn how to use a major action to release a blood-curdling howl, and perform a Fitness (Intimidation), Spirit (Intimidation) or Power (Intimidation) check (your choice).

All beings within 5m must contest this with a Willpower Resist, or become *Terrified* of you. If you use this action on the same turn as performing a *Bloodletting* action, all effected beings take disadvantage on their resist check. A being which succeeds is immune to this effect for 24 hours.

Persistent Fury

From 14th level, your Fury is so potent that you can sustain it, even whilst combat has died down slightly.

You can sustain a Battle Fury for up to 1 minute without taking damage, or performing an attack. This increases to 5 minutes at 17th level.

Mystic Champion

A wand in one hand, a greataxe in the other, the Mystic Champion stalks ungodly monsters, and smites magical threats with their combined magical and physical might. The mystic champion is unusual amongst the traditional Berserkers, in that they rely on their magical abilities, rather than raw, brutal strength. Their unbridled fury, however, is unmistakably Berserker in origin.

Furious Spellcaster

From 2nd level, you regain the ability to use some magical spells effectively, even when in the depths of your Battle Fury.

Choose three spells that you have memorised. These spells are not effected by the usual spell-limitations inherent in the Battle Fury. You may re-choose these 3 spells whenever you take a long rest.

In addition, you may choose to add your Fury Value to the damage roll of a spell. Doing so, however, reduces your Fury Value to one-third your Berserker level (or to 1, if it is below this value already).

Elemental Fury

From sixth level, you learn the channel your Fury through elemental means.

When performing a melee attack, the additional damage provided by your Battle Fury becomes elemental in nature, rather than the same type as the weapon used. Once per turn you may choose from Fire, Cold, Bludgeoning, Concussive or Electric damage.

Ancestral Warrior

From 10th level, you gain the ability to summon the astral form of one of your forebears, a mighty mystical warrior in their own right, to aid you in your quest.

Once per short rest you may use a minor action to manifest this powerful spirit. When summoned, the figure appears in a free space that you can see within 5m of you.

ANCESTRAL WARRIOR

Ghostly Ancestor (Ineffable Phantasm)

MoM Rating: IV

Health: 3xBerserker level health

Points

Block: 15

Speed : 8m (walking)

Dodge: 12

Height 2.4m

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
17 (+3)	12 (+1)	18 (+4)	11 (+0)	8 (-1)	10 (+0)	15 (+2)	0 (-5)

Expertise: Strength (+7), Vitality (+7), Intimidation (+6), Willpower (+8)

Understands: Its Master's language.

Serve the Bloodline: The Ancestral Warrior obeys instructions given to it by its summoner to the best of its abilities.

Psychic Connection: The Ancestral Warrior is connected to its master by a psychic link, through which they can communicate. If the caster falls unconscious, the Ancestral Warrior vanishes.

Actions

Discorporate: If commanded to, the Ancestral Warrior can automatically end its existence, popping out of existence and ending the effect which created it.

Channel Spell: Though no longer possessing magic of their own, the Ancestral Warrior can use a major action to act as a conduit for a spell. The Master performs any associated checks as if they were casting the spell, but the origin of the spell effect, and any viable targets, are determined by the position and senses of the Spirit Guide.

Dispense Advice: The Ancestral Warrior can cast *Recieve Omen* at will, if its Master uses a minor action to ask a question.

Spectral Axe: (melee attack, +7 to hit) The Ancestral Warrior wields a weapon of pure Fury, dealing slashing damage equal to your Fury Dice to a single target.

The Ancestral Warrior exists for one minute, until its HP reaches zero, it is dismissed by the caster, or the caster loses consciousness, at which point the spirit returns to the astral plane.

Siphon Fury

At 14th level, you learn how to siphon of your Fury into mental fortitude.

As a major action you may reduce your Fury Value by any given amount between 1 and your current value. You then increase your FP value by this same amount. This cannot be used to exceed your current Maximum Fortitude value.

When you perform this action, you risk losing your Fury. The more Fury you siphon off, the higher this risk is. Calculate (or ask your GM to roughly estimate) the % of your Fury that you siphoned off, then roll a d100, and add twice your Barbarian level. If the value of the d100 is lower than the percentage you siphoned off, you end your Fury and take the associated exhaustion.

Druid

An intro bit of text

Druid			
Level	Expertise	Spells	Features
1	+2	Beginner	Nature Affinity, Druidic Aspect, Aspect Feature I
2	+2	Beginner	Nature Senses
3	+2	Beginner	—
4	+3	Novice	Aspect Feature II
5	+3	Novice	Reclaim Nature
6	+3	Novice	Organic Repose
7	+3	Novice	Aspect Feature III
8	+4	Adept	—
9	+4	Adept	Nature Affinity II
10	+4	Adept	Nature's Shrine
11	+4	Expert	Aspect Feature IV
12	+5	Expert	—
13	+5	Expert	Ancient Powers
14	+5	Expert	—
15	+5	Master	Aspect Feature V
16	+6	Master	—
17	+6	Master	Nature Affinity III
18	+6	Master	—
19	+6	Ascendant	—
20	+7	Ascendant	Wrath of the Wild

Class Statistics

As a Druid, you gain the following fundamental features:

Health & Fortitude

Initial HP: 8 + Fitness Modifier
Gained HP: 1d8 per Druid level

Initial FP: 10 + Intelligence Modifier
Gained FP: 1d10 per Druid level

Proficiencies

Spell Disciplines: Choose 3 from Elemental, Telepathy, Bewitchment, Healing, Warding and Alteration.

Skills: Nature and choose 2 from Speed, Strength, Vitality, Stealth, Willpower, Persuasion, Arcane, Logic, Unnature, Investigation or Observation.

Weapons: None

Armour: None

Tools: Choose 1 from Herbolgoy Tools, First Aid Kit, Alchemy Gear or a Musical Instrument

Starting Loadout

Equipment: 1 weapon of your choice

Memorised Spells: 3 spells from the basic spells table

Acquired Feats

Druidic Aspect

When a Druid first feels the call of the wild, the urge to protect and guide nature, they embark on a profound spiritual journey, during which they bind their soul to one of four ephemeral aspects of nature.

You may choose to follow the Tree-Loving Dryads, the Elemental Nymphs, the Bestial Satyrs or the Star-Bound Asteria.

Your choice of Druidic Aspect grants you additional abilities at 1st, 4th, 7th, 11th and 15th level. These, along with more details about the Aspects, can be found at the end of the Archetype.

Nature Affinity

From 1st level, a Druid learns a deep respect for all things natural - and where possible, attempts to eschew artificial products.

Druids may only use their proficiency bonus on weapons or armour made from natural products - wood, leather and so on, but not smelted iron or synthetic fibres. In return, they are automatically proficient in all such items.

In addition, at 9th level, and again at 17th level, your affinity towards such weapons increases, allowing you to make an additional strike whenever you perform a full turn attack with a weapon meeting this criteria.

Nature Senses

From 2nd level, a Druid's senses are deeply intertwined with their fundamental connection to nature.

Whilst in contact with some significant aspect of the natural world - feet on untouched earth, or placing a hand on a mighty oak - a Druid gains advantage on all Observation and Investigation checks.

Reclaim Nature

At 4th level, you gain the ability to imbue artificial objects with a semblance of the organic, natural energy they once possessed.

Upon touching an object manufactured from some visible natural substance, such as a wooden table, a stone statue, or a leather jacket you may imbue it with magical energy, and encourage it to retake its natural form in some way. The table might put down roots and begin to grow, whilst the statue might accumulate dust until it resembles a boulder and the leather jacket could sprout mushrooms and rot away.

This ability cannot bring about instantaneous, drastic change, but merely allows you to guide objects back into the natural cycle of being.

Organic Repose

At 6th level, when you take a short rest in a natural area, gain additional Recovery Dice equal to one-third your Druid level.

Nature's Shrine

At 10th level, your connection to nature becomes powerful enough to imbue an entire area with natural, organic energies.

By expending 3 hours work, you can create a small shrine in a natural place – maybe a stone circle, or a clearing in a wood, decorated with standing stones, feathers, crystal clear pools of water, and other such totems of nature. This shrine covers an area up to 3 metres in radius.

Beings which take a Long Rest inside the Shrine find that they lose an additional level of exhaustion to normal, and if they had no exhaustion to begin with, they wake with the *Calm Mind* status effect.

You remain aware of any being entering any Shrine you have created, as if they had a *Caterwauling Ward* placed upon them.

Ancient Powers

At 13th level, you gain learn to draw hidden magical powers from the natural corners of the world.

Choose three spells of Adept level or below from your list of memorised spells. Twice per short rest you may choose one of these spells to cast as an instantaneous, wandless and silent action.

Whenever you perform a long rest you may exchange one of your selected spells for another.

Wrath of the Wild

At 20th level, you can imbue your attacks with the primal fury of the wild, the infinite fury and hunger present in the cycle of life and death.

Whenever you perform an attack with a physical weapon, or a spell which targets only a single individual, you may imbue your strike with a *Fury* spell, even if you do not know how to cast it. The target must succeed on a Compassion Resist against your Arcane Subjugation, or become *enraged*.

Druidic Aspects

From 1st level, all Druids must choose a Druidic Aspect to embody.

Aspect of the Asteria

The Asteria are spirits of the moon and the stars, guardians of knowledge and fate, past and future. Ancient beyond reckoning, their minds have left behind the shackles of time and space. Those who follow their teachings aim to see more and farther than any living being.

Channel Abilities

From first level, you learn to tap into the universal web of knowledge and understanding that the Asteria possess, and allow this unfathomable knowledge to guide you in your actions.

By spending 5 minutes in meditation, you may choose any 2 abilities, spell disciplines, tools, weapons or armour to be considered proficient in for the next hour. You must perform a Short Rest before you can use this ability again.

Divination Prodigy

From 4th level, the power and knowledge you gain from the Asteria allows you to cast Divination spells with ease.

You may double your Expertise bonus on spellcasting and accuracy checks associated with spells from the Divination school. In addition, whenever you cast a Divination spell, roll a 1d6. If the value of this roll exceeds the level of the spell you cast, the spell costs only half the usual FP.

Control Fate

Those who follow the Asteria, and Seers in general, are often derided and dismissed as passive observers. From 7th level, you learn that this is untrue, as you gain the ability to subtly alter the strands of fate, picking out a desirable future and making minute alterations to the present to navigate your way there.

At the end of every long rest, you gain access to a number of *Fate Dice*. Before any check is performed within 5m of you, you may expend one of your dice to either increase or decrease the result of the roll by the amount rolled on your Fate Die. The size and number of dice you gain is detailed below. The minimum result of any roll is a 1, and you cannot use this ability to increase the result of a dice roll above its maximum value.

Druid Level	Number of Dice	Dice Size
7-8	2	d6
9-10	3	d6
11-12	4	d6
13-14	4	d8
15-16	5	d8
17-18	5	d10
19 +	5	d12

Any unused Fate Dice are consumed at the start of a Long Rest.

Starry-Eyed

From 11th level, you have spent so long gazing into the mystical depths of the Asteria's domain, your very eyes have become altered and changed.

Using a major action, you may activate one of the following benefits:

- **Eye of the Night:** gain darkvision up to a distance of 15m
- **Eye of the Scribe:** You can read any written language
- **Eye of the Soul:** You can detect the positions of all living beings within 5m, even those hidden by invisibility
- **Eye of the Arcane:** You can *Detect Magic* in a radius of 5m.

This ability lasts for one hour, and cannot be re-activated until you take a Short Rest.

Retrocognition

Starting at 15th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings.

You must spend at least 1 minute in uninterrupted meditation, then receive a vision.

- **Object Reading:** Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your PCP score), you can spend 1 additional minute for each owner to learn the same information about that creature.
- **Area Reading:** As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 10m cube), going back a number of days equal to your Perception score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

Aspect of the Dryad

Dryads are tree spirits, beings which reside within and protect plants. Associated with life, growth, healing and longevity, dryads are unusual and fickle creatures.

Seed of Growth

At first level, upon choosing to follow the Dryads, many Druids report having a dream in which a Dryad offers them a choice of single seed of a number of trees, representing the first step in their path to greatness.

Choose from the following trees:

Tree	Effect
Mighty Oak	You become proficient in <i>Strength</i> , and have advantage on all Strength checks.
Healing Willow	Whenever you take an action which restores HP to an individual, restore additional HP equal to your PCP modifier
Soothing Pine	You and allies within 5m have advantage to Resist the effects of <i>Terrified</i> , <i>Enraged</i> and <i>Charmed</i> status effects.
Piercing Holly	Unarmed strikes and grapples by or against you deal an additional 1d6 piercing damage to your opponent
Protective Alder	You gain a bonus to your block value equal to 1 + one-third your Druid level (rounded up).
Knowing Beech	You may cast <i>Commune With Nature</i> as a wandless, silent and instantaneous action 3 times per short rest.

Encourage Growth

At 4th level, you gain the ability to manipulate and speed up the growth of organic processes. You may use this ability as a major action once per short rest, gaining an additional use at 6th, 12th and 17th levels respectively.

When invoking this ability, you may choose from the following effects:

- **Nuture Plant:** Choose a single plant that you can see within range. Over the next minute, you can cause this plant to grow in size by a number of metres equal to one-third your druid level. You may guide this growth to an extent, causing it to sprout branches in a particular direction, or produce fruit. The plant growth must be within the realms of what the plant could achieve naturally - you merely accelerate and guide the process.
- **Enrich Field:** Choose an area up to 100m in radius, and imbue it with natural, positive energy. All plants which grow in this region for the next year grow unusually fast and are exceptionally bountiful.
- **Healing Moss:** You may direct your growing, energizing powers into healing a living being by causing a magical moss to grow over their wounds, knitting them together. You may heal HP equal to 1d6 per Druid level, divided up between any creatures you can see within range.

Hybrid Seed

At 7th level, you may choose another Tree Seed from the *Seed of Growth* ability, or from the supplemental seeds shown below:

Tree	Effect
Basking Palm	Your natural healing ability is increased. Your recovery dice increase to d8s.
Giant Sequoia	Gain an additional ability for you <i>Encourage Growth</i> feature: you may choose to cast the <i>Alter Size</i> spell on yourself as a wandless, silent action.
Poisonous Yew	Once per short rest, by taking a major action, you may exude a poison from your skin. For the next 5 minutes whenever a being makes physical contact with you, it must perform a Vitality Resist against your Arcane Subjugation, taking the <i>Poisoned: Mild</i> status effect on a failure.
Tangled Ash	Gain an additional ability for you <i>Encourage Growth</i> feature: you may choose to cause a large number of grasses and vines to sprout from the ground, snaring at the feet of those who pass. Designate an area up to 5m in radius, excluding any number of sub-areas you choose. Movement speeds through this region are halved. The overgrown area has a HP of 1d4 per Druid level and can be damaged by Fire, Necrotic or Slashing damage. When HP is reduced to zero, the effect vanishes.

Lay Down Roots

For a tree, their entire existence is centred around their connection to the ground: their roots. From 11th level, you gain the ability to lay down 'roots' into the Astral plane.

At the end of a long rest, choose from the following bonuses, which you maintain until your next long rest:

- **Groundhold:** Whilst your feet are on the ground, you cannot be moved unless you choose to be. Any magical or mundane effect which moves you through space (i.e. not teleportation effects) fails unless you choose to allow it.
- **Draw Nutrients:** You do not need to consume food, and you gain an additional 2 recovery dice when you take a short rest.
- **Rootsense:** Whilst your feet are on the ground, you gain *tremorsense* for 5m around you.

Tree of Life

At 15th level, you are granted the power to defy death, at least for a while.

Once per long rest, if you or an ally within 100m would suffer from an effect that would normally cause them to die or enter the *Critical Condition* status, you may choose to expend all of your remaining FP to restore them to half their maximum HP, and remove any negative status effects they are afflicted with. You then regain 3d4 FP, or half your previous FP, whichever is lower.

Aspect of the Nymph

The Nymphs are elemental spirits - they embody and inhabit the frigid lakes, the endless skies and the incandescent wild-fires which populated the primal Earth. Though the typical image of a nymph is of a carefree spirit, they represent immense and ancient powers, and should not be trifled with.

Empowered Elemental

At first level, you may add your Power modifier to the damage roll of any spell from the Elemental discipline.

Harness the Power

Beginning at 4th level, you learn to exert your will over Elemental spells, shaping their area of effect to your will.

Whenever you cast an Elemental spell with a designated area of effect, you may nominate a number of beings up to 1 + your intelligence modifier (min 1) who are considered immune to this spell.

Token of Primal Power

At 7th level, you gain a deeper association with one of the elements. Choose from one of the following associations:

Element	Effect
Fire	You are Resistant to Fire damage.
Water	You can breathe freely underwater.
Earth	You are Resistant to Bludgeoning damage.
Air	You are Immune to falling damage.
Lightning	You are Resistant to lightning damage,
Radiance	You gain nightvision up to 5m away, and cannot be blinded.

Elemental Action

Beginning at 11th level, whenever you use a major action to perform an attack, you may take an additional major action to cast a spell from the Elemental discipline.

Overpower

At 15th level, you gain the ability to channel enormous amounts of primal power into your spells.

When casting any spell which deals damage, you may perform a Power check (1d20 + Power modifier). The DV of the check is set by:

$$DV = 5 + 3 \times \text{Spell Level}$$

On a success, the spell deals the maximum possible damage. On a failure, perform the damage check with advantage, but also take 1d10 psychic damage (ignoring resistances or immunities) per spell level.

Each time you use this ability, the DV increases by 2. This is reset upon taking a Long Rest.

Aspect of the Satyr

The Satyrs are beast spirits, the watchful eyes in the darkness, the guardians of the wild places. They represent and shield life in all its myriad forms.

Talk to the Animals

From 1st level, you learn to speak in the animalistic tongue of the Satyrs: Verdance. Whilst speaking this tongue, all animals can understand you, making it easy to give them commands if they are already friendly towards you (i.e. have a positive attitude, or are *Charmed*). For beasts which are of a neutral disposition, you may be able to convince them to do you a small favour, especially if you also provide them with some food....

Animals may also respond to you in this same language, though they are often limited in the commands they can follow, and the information they can convey back to you by their limited intellect:

Intelligence	Verdance ability
0-2	Single words
3-4	Simple phrases
5-6	Simple sentences with a single additional clause
7+	Complex sentences

Spirit Animal

At 4th level, you gain access to your *Spirit Animal*, a powerful animalistic force which resides within the Astral Realm, following you at all times. In its natural form, it takes the same shape as your Patronus, or for animagi, as their transformed state, if these differ - some speculate that all Patronuses are in fact Spirit Animals, though this is unconfirmed.

As a major action, you may undergo a process known as *Consubstantiation*, in which you draw the Spirit Animal across the planar barriers, give it physical form, and transfer your soul into it. At the same moment, your now-souless body is pushed back into the Astral Realm, swapping places with the Spirit Animal.

To the outside observer, your physical body appears to vanish, before being instantaneously replaced by the physical form of your Spirit Animal, which you now control.

Whilst inhabiting your Spirit Animal form, the following rules apply:

- Upon taking your Spirit Animal form, your physical form, including all equipment and clothing, exists in a dormant state in the Astral Realm.
- Within the Astral Realm, your body has astral-HP equal to twice your Druid level. If this is reduced to zero, the effect is ended following the normal rules.
- You may choose the form that your Spirit Animal takes, with the following restrictions:
 - The chosen form must be a non-sapient creature, classified as a *Beast*
 - You cannot choose a creature which exceeds a given Ministry Rating, as determined by your Druid level:

Level	Rating	Example
4th	II	Niffler, Dog, Sparrow
6th	III	Fire Crab, Wolf
10th	IV	Hippogriff, Graphorn, Lion
14th	V	Erumpet, T-Rex

- You take on all the stats of the chosen beast, replacing your HP, stats, proficiencies, abilities and actions with those of the chosen beast. The exception to this is your Spirit, Intelligence and Evil statistics and the associated proficiencies, which you retain from your original form. If your chosen form provides you with proficiencies in those areas which you do not normally possess, you take those in addition to your other proficiencies.
- If your bestial HP is reduced to zero, the effect immediately ends, and your original body is swapped back in, unharmed. Any additional damage beyond that which reduced your form to OHP is then transferred onto your humanoid form, but otherwise you do not suffer any additional harm. If your Spirit Animal perishes in such a way that your original form is left in a precarious situation (either crushed into a tiny space, or left in mid-air, then you treat this using the normal rules.
- You cannot cast spells, speak, or use items unless your chosen form has that ability. The exception is retaining your ability to speak *Verdance*.

You may use this ability twice per short rest. Every time you use this ability, you may inhabit the Spirit Animal's form for a number of hours equal to half your Druid level, after which you revert back to your original form. You may choose to end the effect early as an instantaneous action.

Advanced Consubstantiation

At 7th level, you are becoming more accustomed to this bizarre, bestial experience.

Invoking your Spirit Animal is considered an instantaneous action, rather than a major action. In addition, you may cast two spells per beast-form used, you may choose these spells from your list of memorised spells - and you cannot 'upcast' a spell whilst in beast form unless you have already memorised the upcast version.

Monstrous Form

At 11th level, you gain the ability to transform into *Monstrosities*, as well as beasts.

Twin Spirit

At 15th level, you have spent so long inhabiting the form of your Spirit Animal, that it has become like a second skin to you, and you can control it without thinking.

When you use the Consubstantiation feature, you may choose to do so in such a way that your humanoid body is no longer sent into the Astral Realm, and instead your spirit is split across multiple bodies, allowing you to control both forms at the same time. Reducing the Spirit Animal's HP to zero, or otherwise ending the effect, simply dissipates the spiritual form, but has no other effect. If your humanoid body falls unconscious the effect ends and you take the *Critical Condition* status as normal.

You cannot use the Consubstantiation feature again until the initial effect has ended.

Outlaw

Outlaw intro

Outlaw

Level	Expertise	Spells	Surprises	Surprise Attack	Features
1	+2	Beginner	2	1d6	Element of Surprise
2	+2	Beginner	3	1d6	Rudimentary Recovery, Sly Action
3	+2	Beginner	4	2d6	Career Choice, Career Feature I
4	+3	Novice	5	2d6	Artisan of the Unlawful I
5	+3	Novice	6	3d6	—
6	+3	Novice	7	3d6	Career Feature II
7	+3	Novice	8	4d6	—
8	+4	Adept	9	4d6	Artisan of the Unlawful II
9	+4	Adept	10	5d6	Slippery
10	+4	Adept	10	5d6	Career Feature III
11	+4	Expert	10	6d6	—
12	+5	Expert	12	6d6	Danger Sense
13	+5	Expert	12	7d6	—
14	+5	Expert	12	7d6	Artisan of the Unlawful III
15	+5	Master	15	8d6	—
16	+6	Master	15	8d6	Career Feature IV
17	+6	Master	15	9d6	—
18	+6	Master	20	9d6	Incredible Luck
19	+6	Ascendant	20	10d6	—
20	+7	Ascendant	20	10d6	Career Feature V

Class Statistics

As a Outlaw, you gain the following fundamental features:

Initial HP: 8 + Fitness Modifier
Gained HP: 1d8 per Outlaw level

Initial FP: 8 + Intelligence Modifier
Gained FP: 1d8 per Outlaw level

Proficiencies

Spell Disciplines: Choose any two from Telepathy, Temporal, Kinesis, Bewitchment or Psionics

Skills: Choose four from Speed, Acrobatics, Chicanery, Stealth, Deception, Persuasion, Performance, Investigation and Observation.

Weapons: Simple Weapons, Simple Ranged Weapons

Armour: Light Armour

Tools: Lockpicking Tools

Starting Loadout

Equipment: A Wand, a Thief Pack, and either a) a dagger or b) a sling.

Memorised Spells: Any three from the basic spells table.

Acquired Feats

Element of Surprise

At first level, you learn the primary tenet that every outlaw and rogue lives by: *never be predictable*. If you're predictable, you get caught, and in your line of work, if you get caught, you're dead.

To that end, you keep a number of tricks up your sleeve - your *surprises*. Every night when you take a long rest, you can prepare a number of surprises - the amount increases with your Outlaw level, as indicated in the Archetype table.

At any point, you may expend one of your Surprises to reveal that you had planned for this all along: you may then choose from the list of surprises at the end of the class description.

All Outlaws have access to the following Surprises: *Change of Clothes*, *Distraction*, *Hidden Knife*, *Secret Pockets*, *Surprise Attack*, *Unexpected Talent* and *Shift Weight*. You may gain access to additional surprises at higher levels.

During a combat cycle, you may declare any number of surprises to use - limited only by the action requirements and any

stipulations of the surprise itself.

Many Surprises require that your opponent perform a Resist check. Unless otherwise specified, the DV of this check is set by your *Sneak Subjugation*, which is calculated from:

$$\text{Sneak Subj.} = 8 + \text{expertise bonus} + \text{Precision modifier}$$

Rudimentary Recovery

From 2nd level, you have learned to cobble together some additional surprises from what you have on hand.

Upon finishing a short rest, you may choose to recover your surprises. You recover a number equal to half your maximum value (rounded up). You cannot use this feature to exceed your maximum number of surprises.

You may only use this ability once per long rest.

Sly Action

At second level and above, on a turn in which no beings attacked, or otherwise interacted with you, you may take an additional minor action to consume an item, move, or attempt to hide.

Career Choice

At 3rd level, you decide in which direction you wish to devote your energies to: you may choose to be either a Thief or an Assassin.

Your choice of Career gives you features at 3rd, 6th, 10th, 16th and 20th levels. These are detailed after the Acquired Feats section of the class description.

Artisan of the Unlawful

At 4th level, and then again at 8th and 14th level, your lifetime of skullduggery enables you to learn new skills, and improve ones you already knew.

Every time you take this feature, you may choose from the following options:

- Choose 2 new proficiencies: either those associated with attributes, spellcasting, weapons or tools. You are considered proficient in these areas.
- Choose 2 areas (attribute proficiencies or tools), in which you are proficient. You may double your proficiency bonus when undertaking these actions.

Slippery

From 9th level, you have a knack for getting out of tight spots.

You take check advantage on any checks made to break grapples, or escape from or Resist the *Trapped* status effect.

Danger Sense

From 12th level, your senses have become accustomed to your shady lifestyle, and you have developed a 6th sense for when things are about to go wrong.

You cannot be surprised, and sneak attacks which would normally trigger a critical strike function as normal attacks against you.

Incredible Luck

From 17th level, you are able to use your uncanny reflexes and years of training to save what would otherwise be a terrible failure.

On a failed Resist, Accuracy or Attribute check, you may instead choose to have rolled a 20 (this does not trigger a critical strike, however).

You can only use this ability once per long rest.

Careers

Assassin

Additional Surprises

As an Assassin, you gain access to the following additional surprises:

Poisoned Blade, and *Threatening Trophy*.

Unassuming Posture

From 3rd level, your assassin's training allows you to move in such a way that you are consistently underestimated - until they taste the steel of your blade, and feel the burn of your hexes.

When in combat, you gain advantage on accuracy checks against any being which you have not yet attacked.

Poison Master

From 6th level, you have spent enough time around noxious and toxic fluids to be exceptionally good at mixing and identifying poisons.

You gain advantage on any potion mixing check to mix a poison, and you may instantly identify a substance as poisonous upon a quick sniff.

Assume Identity

From 10th level, you become an expert at becoming someone else.

After you kill or incapacitate an individual of the same species as yourself (or at least, a visually similar species), you may spend 12 hours establishing a new disguise for yourself. You can take their credentials and clothing, as well as briefly read up on any areas of expertise they might have had. If you were able to observe them *before* 'incapacitating' them, you may mimic their mannerisms and speech patterns.

Only those who were previously familiar with your victim, powerful Divination magic, or those given a compelling reason to disbelieve your disguise (such as news that you had been found dead 2 weeks previously...) can see through your elaborate ruse - everyone else acts as if you were who you claim to be.

Alternatively, you may attempt to forge documents to produce an entirely new identity of your choice. Doing so takes considerably more time and expense, however: a week of dedicated

work, and around £100 to produce the required false-history and procure the associated accoutrements.

You may assume any previously adopted identity. Getting back into character, finding the correct clothes and so on takes around 1 hour - though you may do short bursts (such as mimicking their voice over the phone) instantly.

Death's Whisper

At 16th level, your work in the deadly arts has revealed to you several mysteries from beyond the veil that separates life and death.

Once per day, if you touch a living being, you may speak a secret word. The target must then perform a Vitality Resist check - with disadvantage if you are not currently in combat with them - against your Sneak Subjugation value. On a failed resist, the spark of life within their body is instantly extinguished, killing them.

Death's Domain

At 20th level, whatever sentience controls Hades, the realm of the dead, recognises you as its champion - and allows you free passage in and out of their domain.

As a major action, you may open a portal to Hades in the form of a glowing, shimmering curtain 3 metres tall and 2 metres wide at any point within 10m of you. This portal lasts for 10 minutes, before dissipating.

Any being, besides yourself, which fully passes through this portal dies instantly. Alternatively, you may enter the portal to travel to Hades yourself. Whilst in Hades, you may reopen a new portal to anywhere in the Mortal Realm that you have previously visited.

This ability can only be used once per day.

Thief

Additional Surprises

As a Thief, you gain access to the following additional surprises:

Bag of Sand, Makeshift Tools

Pickpocket

From 3rd level, you gain the ability to...borrow...items from their current owner, by stealing them directly off their person.

Perform a Chicanery check on a being within melee range, contested with the current owner's Observation value (passive or active, depending if they are expecting you!).

If the check succeeds, you may steal an object from their pockets or backpack - providing it is reasonably accessible. Stealing equipped items, such as a sword sheathed at their hip, is particularly difficult, and you take disadvantage on pickpocketing attempts such as this which are overly ambitious.

You may invert this and perform a 'reverse-pickpocket', and plant an object on a victim's person without them noticing.

Unseen Infiltrator

At 6th level, you can leverage you experience to move silently.

On any turn in which you use only a single minor action to move, you gain check-advantage on all Stealth checks.

Thieving Strike

At 10th level, you learn to combine your two great loves: stealing things, and hitting people.

When making a melee attack against a being, you may choose to take disadvantage on the accuracy check in return for simultaneously taking check-advantage on a pickpocketing check, which you take as part of the same action.

Fast Reflexes

At 16th level, your reflexes are honed such that you can dodge even the most devastating blows. Gain a +3 to your dodge value.

Thief of the Mind

From 20th level, you gain the ultimate larcenous technique: the ability to steal ideas from a target's mind.

Whenever a being targets you with a spell, you may allow the spell to effect you (either automatically hitting, or failing the Resist). In return, you force the spellcaster to perform an Willpower Resist check, against your normal Arcane Subjugation value.

On a failed resist, you can wrestle the knowledge of this spell from their mind: for the next hour, the spellcaster cannot use that spell. If the spell belongs to a discipline in which you are proficient, you may cast it yourself as if you had memorised it.

Surprises

Bag of Sand: When performing a pickpocketing check, or otherwise attempting to steal something - you may expend a surprise to replace it with an object approximately the same size and weight, to prevent its absence from being noted. Beings take check-disadvantage on perception checks to notice your thievery.

This surprise can be used by Thieves.

Change of Clothes: Maybe a simple reversible cloak, and a fake pair of glasses - or something as complex as glamour which falls away at your command. You may expend a surprise to drastically alter your appearance. Only those who got a good look at your face are able to identify you as the same person.

This surprise can be used by all Outlaws.

Distraction: At the start of your turn, you may use a surprise to distract your opponents from your true intentions. You can focus this either on an individual target - in which case they take the *Distracted* status effect on a failed Observation Resist, or on yourself - in which case, you get check-advantage on a Stealth check you make this turn.

This surprise can be used by all Outlaws.

Hidden Knife: As a minor action, you may expend one of your surprises to draw a secret dagger from a fold in your clothing as a minor action and either equip it, or convert this into a full-turn action and immediately make a normal melee or ranged attack using this knife.

This surprise can be used by all Outlaws.

Makeshift Tools: You demonstrate a remarkable knack for improvisation. If you break your lockpicking tools, or find yourself in need of some specialist tools, you can use a surprise to cobble together a set.

This surprise can be used by Thieves.

Poisoned Blade: When you land a strike on a target, you may use a surprise to reveal that the blade was coated in a deadly toxin. The victim takes poison damage equal to your Surprise Attack damage, and on a failed Vitality Resist takes the *Poisoned: Mild* status effect.

This surprise can be used by Assassins.

Secret Pockets: You may expend a surprise to reveal a secret compartment, hidden about your person. You may store a (relatively) small item in this pocket, where it cannot be discovered except by a DV20 Investigation check.

This surprise can be used by all Outlaws.

Surprise Attack: Whenever you land an attack on a single opponent, you may use a surprise to twist the dagger a bit, sneak in an extra punch to the kidneys, or follow a hex with a secondary strike. In addition to the normal damage roll, you may add your Surprise Attack damage, which increases with your Outlaw level, as shown in the Archetype table.

You may only use one Surprise Attack per combat cycle.

This surprise can be used by all Outlaws.

Unexpected Talent: Whenever performing an attribute check, you may surprise everyone by revealing a hidden talent. You may expend a surprise to add your proficiency bonus to a check in an area you are not normally proficient in. You must expend the surprise *before* the check is performed.

This surprise can be used by all Outlaws.

Shift Weight: When an enemy attempts to grapple you, when you successfully escape you may expend a surprise to use their own power against them: perform an additional attack against the target, using their Fitness modifier, rather than your own.

This surprise can be used by all Outlaws.

Threatening Trophy: From within a hidden compartment, you draw out a grisly trophy of a previous victim - which you use to drive home your point.

Gain check-advantage on an intimidation check.

This surprise can be used by Assassins.

Scholar

An intro bit of text

Scholar				
Level	Expertise	Spells	Discoveries	Features
1	+2	Beginner	-	Higher Education, Logical Analysis
2	+2	Beginner	-	Rapid Assimilation
3	+2	Beginner	1	The Pursuit of Knowledge
4	+3	Novice	2	—
5	+3	Novice	2	Educating the Masses
6	+3	Novice	3	Continuing Education
7	+3	Novice	3	—
8	+4	Adept	4	—
9	+4	Adept	4	Scholarly Spellcasting
10	+4	Adept	5	Continuing Education II
11	+4	Expert	5	—
12	+5	Expert	6	—
13	+5	Expert	6	Logical Analysis II
14	+5	Expert	7	—
15	+5	Master	7	Continuing Education III
16	+6	Master	8	—
17	+6	Master	8	—
18	+6	Master	9	Continuing Education IV
19	+6	Ascendant	9	—
20	+7	Ascendant	10	Ultimate Discoveries

Class Statistics

As a Scholar, you gain the following fundamental features:

Health & Fortitude

Initial HP: 6 + Fitness Modifier
Gained HP: 1d6 per Scholar level

Initial FP: 12 + Intelligence Modifier
Gained FP: 1d12 per Scholar level

Proficiencies

Spell Disciplines: Temporal, plus a choice of any three remaining spell disciplines

Skills: All Intelligence proficiencies, plus choose one from Conviction, Willpower, Investigation or Observation.

Weapons: None

Armour: None

Tools: Choose one from: Alchemy Gear, First Aid Kit, Gaming Set, Herbology Tools, Musical Instrument or Runic Tools

Starting Loadout

Equipment: A Wand, a Scholar's Pack and a set of the chosen tools.

Memorised Spells: Choose 4 spells from the Basic Spells table.

Acquired Feats

Higher Education

From first level, a scholar starts with a very high level of education - they have proficiency in all areas associated with 'Intelligence', and possess an affinity for Temporal magic.

Logical Analysis

At 1st level, your years of education allow you to cast a critical eye over an opponent, and learn what to expect from them.

As a major action, you may *Survey* a being within 10m of you which you can see. By observing it over a number of seconds, you can deduce its behaviour, and anticipate where it will be and what it will do. This effect fails if the creature has an intelligence greater than you.

For the next minute (or until you survey another being), when performing attacks against you this being takes a penalty to its accuracy rolls equal to your Intelligence modifier, and you may perform any Resist checks imposed on you by this being using a Logic check, rather than the indicated one.

At 13th level, your ability to predict the behaviour of targets increases even further, allowing you to land attacks with unerring accuracy. When performing an accuracy check against the subject of your Analysis, you may use your Intelligence (Logic) modifier, rather than the stated modifier. This effect fails if the attack effects individuals beside those targeted by your Analysis.

Rapid Assimilation

From 2nd level, your ability to process and learn new information is phenomenal. You can speed read books to take in their information at a rate twice as fast as a normal person, and you can reasonably expect to remember everything in the book.

For spellcasting, this ability means you only need to book-cast a spell twice before you have memorised it.

The Pursuit of Knowledge

From 3rd level, after conducting your own research into a field of your choice, you make the next big *Discovery*.

You may choose from any of the discoveries found at the end of the Archetype description, provided you meet the minimum prerequisites.

As you continue in your career as a Scholar, you continue to make new Discoveries, as denoted in the column in the Archetype table. Each time you make a new discovery, choose

a new item from the list. Some Discoveries can be made more than once, in which case you may further your knowledge of that field.

Educating the Masses

From 5th level, you have learned how to disseminate your vast knowledge to best help others, allowing you to provide wisdom and advice in difficult tasks.

You can spend 1 minute advising a number of friendly beings equal to your intelligence modifier (minimum 1), as long as they can understand and hear you. You choose an Attribute, Tool, Discipline or Weapon proficiency that you possess, and guide the group on the best application of your chosen topic.

At any point within the next hour, when performing a check using the chosen Attribute proficiency, tool, discipline or weapon, your students may choose to add their expertise modifier to the check, as if they were proficient. Those that are already proficient may double their expertise modifier.

You cannot use this feature again until you have completed a short rest.

Continuing Education

The education of a scholar is never over.

At 6th level, and again at 10th, 15th level and 18th level, you get to expand your knowledge, by making one of the following choices:

- **Broaden Horizons:** choose any new spell, attribute, weapon or tool proficiency to obtain.
- **Hyperspecialisation:** choose any existing proficiency, and double your expertise bonus when using it.

Scholarly Spellcasting

From 9th level, your mastery of the scholarly arts allows you to access more powerful magics than your peers.

You gain access to Adept, Master and Ascendant level spells earlier than your compatriots, as indicated by your total character level (even if you have multiclassed) on the spellcasting column of the Archetype table.

Ultimate Discoveries

At 20th level, you discover a truly momentous secret, which shakes the very fabric of society.

In addition to your 10th and final discovery, you may choose from one of the following:

- **Secret of Flesh:** You discover a ritual which can recreate the body of a lost soul, draw the soul into it, and allow them to have a new life. The ritual takes a week to prepare, and rare ingredients costing 300, as well as the blood of their worst enemy.
- **Secret of the Cosmos:** You discover an ancient artefact which can open temporary portals into other realms of existence.
- **Secret of the Mind:** You discover a series of exercises which render your mind immune to outside influences.

You are immune to psychic damage, as well as spells from the *Psionics* discipline

- **Secret of Matter:** You learn how to manipulate the fundamental forces of nature at your command, you can phase through solid matter. You may activate this power once per long rest, and it lasts for 5 minutes until fading.

Discoveries

Ancient Maps

From deep within a library, you discover a trove of secret maps. Roll a d6 to decide what the map points to:

Roll	Map
1	A hidden passage or route into an ancient building, region or structure.
2	The lair of a powerful beast
3	A hidden trove of treasure or a powerful item
4	A location associated with powerful and ancient magic
5	A book, library or person holding secret and forbidden information.
6	Another map (roll again)

Every week, if possible, you may return to your trove and find a new map, rolling the d6 again.

Crafted Hexes

Prerequisite: 3rd level scholar

You learn how to refine and hone your hexes and other damage-causing spells. Whenever you perform a damage check due to a magical spell, you may add your intelligence modifier.

Frame of Mind

Prerequisite: 5th level scholar

Through trial and error, you make the discovery that a certain way of thinking can make casting some spells much easier.

Choose 2 spells which you have memorised. You cast these spells for half the normal FP cost. Beginner-level spells selected can be cast for 0FP.

You can make this discovery multiple times, making a different choice each time

Hypnotic Words

Prerequisite: 14th level scholar

You discover that certain words, phrases and patterns of speech can hijack the brain, altering how it processes information.

You take check advantage on all Persuasion and Deception checks.

Innovative Ingredient

You chance upon a new part of a magical plant or creature which has previously undiscovered uses in potion making.

Name a part of a magical creature or plant, which is not currently used in potion making. You may then decide upon 3 potions. This new ingredient is then considered an *optional ingredient* in those 3 potions, with the effect of increasing the active effect by 100%.

You can make this discovery multiple times, making a different choice each time

Medicinal Herb

You have discovered that a common plant has undiscovered healing properties. You may carry up to 5 doses of this herb at any one time, and can restock it by spending 1 hour in a region where common plants grow.

By expending one of your doses, you may restore 2+1d4 hit points per Scholar level to a being of your choice, **or** heal them of minor status effects such as burns, frostbite or poisoning.

Mental Exercises

You develop a series of mental routines which strengthen the mind and build up its resistance to intrusive interference.

You become *Resistant* to Psychic damage, and take advantage on Resist checks against spells from the *Psionics* discipline.

New Spell

Prerequisite: 10th level scholar

Through years of research into the arcane, you harness the chaotic forces of magic into a new spell.

Upon making this discovery, describe the effects you wish the spell to have, the GM will assign it a Level, a Type and a Discipline. You may only create the spell if it falls into a discipline you are proficient in.

You instantly memorise this spell and (if you are of the appropriate level), may cast it. You may also transcribe the spell onto paper, where others can book-cast it as normal.

You can make this discovery multiple times, making a different choice each time

Novel Weapon Technique

Prerequisite: Proficiency in at least 1 weapon

You develop a new and interesting technique for using a certain weapon.

Choose a single weapon (i.e. a shortsword) which you are proficient in. When wielding this weapon, you deal an additional 1d6 damage on every strike.

You can make this discovery multiple times, making a different choice each time

Original Treatment

You develop a new way of healing patients, and treating wounds and maladies.

Whenever you perform an action which results in a being (including yourself) recovering HP, you restore additional HP equal to your Expertise Bonus.

Patterns of Behaviour

You discover patterns of behaviour which all beings have in common.

Whenever a target of your *Logical Analysis* is reduced to OHP, you can automatically transfer this feature to another valid target.

Remarkable Alloy

Prerequisite: 7th level scholar

You discover a new material, which is both as light as fabric, but as durable as iron. You may teach others how to create this material by spending 1 day with them.

Any armour infused with this material provides an extra +2 to Block, with no additional penalties to Dodge.

Theoretical Knowledge

Prerequisite: 5th level scholar

When using your *Educating the Masses* feature, you may teach others, even when you are not proficient in the skill you are teaching. When doing so, others may add only half their proficiency modifier.

Universal Language

You learn how to boil communication down to its most fundamental facets. You can communicate basic ideas and concepts with any being with an Intelligence greater than 5, using only basic expressions, gestures and sounds.

Workout Routine

Prerequisite: 10th level scholar

You develop the perfect physical routine to hone your body and develop your health, with the minimal amount of effort.

After you make this discovery, whenever you level up you gain 1d8 health points, rather than the usual 1d6.

Zoological Connections

You discover how the internal processes of a being manifest themselves in their external behaviour, allowing for incredible deductions to be made, merely from observing a target.

When you use the *Logical Analysis* feature on a target, you learn one of its *Immunities*, *Resistances* or *Vulnerabilities* (if any). You may perform the Analysis multiple times on an individual being, to learn more and more information.

Warrior

An intro bit of text

Warrior				
Level	Expertise	Spells	Stratagems Known	Features
1	+2	Beginner	-	Fighting Paradigm, Paradigm Feature I
2	+2	Beginner	-	Through Gritted Teeth
3	+2	Beginner	3	Combat Stratagem
4	+3	Novice	3	Paradigm Feature II
5	+3	Novice	3	—
6	+3	Novice	4	Stratagem Improvement I
7	+3	Novice	4	—
8	+4	Adept	4	Paradigm Feature III
9	+4	Adept	5	Stratagem Improvement II
10	+4	Adept	5	—
11	+4	Expert	5	Firm Grip
12	+5	Expert	5	—
13	+5	Expert	5	Paradigm Feature IV
14	+5	Expert	6	Stratagem Improvement III
15	+5	Master	6	—
16	+6	Master	6	—
17	+6	Master	6	Paradigm Feature V
18	+6	Master	8	Stratagem Improvement IV
19	+6	Ascendant	8	—
20	+7	Ascendant	8	Paradigm Feature VI

Class Statistics

As a Warrior, you gain the following fundamental features:

Health & Fortitude

Initial HP: 10 + Fitness Modifier
Gained HP: 1d10 per Warrior level

Initial FP: 6 + Intelligence Modifier
Gained FP: 1d6 per Warrior level

Proficiencies

Spell Disciplines: Choose any three from Hexes, Curses, Elemental, Necromancy, Psionics, Warding & Conjunction.

Skills: Choose any two from Strength, Speed, Vitality, Acrobatics, Willpower, Observation & Intimidation

Weapons: All Weapons

Armour: All Armour and Shields

Tools: None

Starting Loadout

Equipment: A Wand, a Fighter's pack including a weapon of your choice, and a set of Warrior Robes.

Memorised Spells: Any three from the basic spells table.

Acquired Feats

Fighting Paradigm

At first level, you select the kind of warrior you wish to be, the combat paradigm that you follow. You may choose from *The Way of the Blade*, *The Way of the Wand* and *The Way of the Shield*, all described at the end of the Feats description.

Your paradigm choice grants you features at 1st, 4th, 8th, 13th, 17th and 20th level.

Through Gritted Teeth

Your years of training allow you to draw on a deep well of inner strength, to fortify your mental or physical abilities.

As a minor action, you may draw on this well to restore either your HP or FP equal to 1d10 + Warrior level.

You can only use this feature again after completing a short rest.

Combat Stratagem

Upon reaching 3rd level, you gain access to a number of fighting techniques known as *stratagems*.

A great warrior does not win a fight simply by throwing increasing amounts of firepower at the problem: they must choose when and how to strike, using a large number of tools and techniques at their disposal.

Your choice of fighting paradigm influences which stratagems are relevant, as detailed in the description of each paradigm. At 3rd level, you are experienced in the use of 3 stratagems. The list of available Stratagems is found at the end of the class description.

Your ability to use these Stratagems is represented through your *strategy dice*. These are initially each a d8, and you possess 3 such strategy dice at 3rd level. Once per turn cycle, you may expend one of your strategy dice to execute a chosen stratagem. Strategy dice return upon a short rest.

Some Stratagems require your opponent to perform a Resist action against your physical prowess, which is enumerated through your *physical subjugation* value:

Physical Subj. = 8 + Expertise bonus + FIT **or** PRS modifier

You may choose which of Fitness or Precision to use at any given moment. Some Stratagems are arcane in nature, and so use your normal Arcane Subjugation value. The Stratagem description should note which is to be used.

Stratagem Improvement

You receive improvements to your stratagems at 6th, 9th, 14th and 18th levels.

Each time you take an improvement, you may learn an additional Stratagem, as well as swap out one of your existing

stratagems for another. You may only learn a stratagem if it is available to a member of your paradigm.

You may also choose one of the following bonuses:

- Gain another two strategy dice
- Increase the size of your strategy dice (d8 improves to d10, which improves to d12).

Firm Grip

At 11th level, your grip is like iron.

Gain check-advantage on all checks to Resist disarmament, and against all effects which attempt to break your grip.

Fighting Paradigms

The Way of the Blade

The Way of the Blade is a fighting style which leans much more heavily on mundane and physical weaponry, rather than on the arcane arts. Though the name implies bladed weapons alone, the Way of the Blade encompasses swords, hammers, spears and even archery.

Extra Attack

At 1st level, your uncanny ability with physical weapons allows you to lash out, faster than any spellcaster can keep track of.

When taking a full-round attack with a physical weapon, you may take an additional strike, and perform two attacks per round. Alternatively, you may perform a single strike as part of the 'Quick Attack', without taking disadvantage.

Blade Stratagems

From third level, you gain access to Stratagems. As a follower of the Way of the Blade, you may use the following Stratagems:

Battlefield Commander, Disarming Strike, Distraction Tactics, Fancy Footwork, Feint, Fortified Brace, General's Eye, Lunge, Riposte, Terrifying Onslaught and Trail of Blood

Weapon Excellence

As a level 4 follower of the Way of the Blade, you have trained with all kinds of weapons, to increase your mastery. However, you find that one particular weapon type which truly fits in with your style.

Choose a weapon (i.e. shortsword, battleaxe, longbow). You may double your proficiency bonus on any accuracy check made with that weapon-type.

With a large amount of training, you may shift your fighting style: by spending three weeks of downtime in training, you may transfer this bonus to another weapon.

Battle Mastery

At 8th level, you continue to hone your abilities in combat, and may focus your training into one of the following areas:

- **Extra Attack:** take an additional extra strike when performing a major-action attack.
- **Mage-Killer:** whenever you attack a being in the same turn that they are casting a spell, treat them as *Susceptible* to your attack.
- **Tough Skin:** scar tissue covers your exposed skin, leaving you Resistant to slashing damage.
- **Weapon Focus:** you may use your weapon as a magical focus, allowing you to channel spells through it, in place of a wand. You may not use the extra attack feature on the same turn as casting a spell, but you no longer need to switch between a weapon and a wand.

Rapid Strike

At 13th level, your weapon attacks continue to increase in speed, until your hands are a blur. Gain an two additional extra strikes when performing a major-action attack with a physical weapon.

In addition, when performing a 'Quick Attack', you may perform half of your total full turn-attacks (rounded up) without taking disadvantage on the accuracy checks.

Critical Striker

At 17th level, your ability to hit the target where it hurts improves drastically. You now trigger a critical strike when you roll a natural 18, 19 or 20.

Blademaster

At 20th level, you are amongst the greatest warrior to have walked the path of the Blade.

You may choose from the following abilities:

- **Extra Attack:** add one final extra strike into your maelstrom of attacks
- **Magical Attack:** you may cast a Novice level or below spell with your weapon, every time you land an attack with your weapon, to augment your attack. The spell cannot be a ritual spell, and this requires you to have taken the *Weapon Focus* skill at 8th level.
- **Undefeatable:** Whenever you fall to OHP, you may expend all your remaining FP to restore an equal amount of health to yourself. This ability can be used only once per long rest.

The Way of the Wand

The Way of the Wand is a fighting style which relies on offensive spellwork - hexes and curses, mostly - to subdue an opponent. Often the most flashy and impressive duelists follow the way of the wand.

Powerful Spells

At first level, the Way of the Wand teaches you how to focus additional power into your spells, causing them to do more harm. You may add your Power modifier to any spell's damage check.

Wand Stratagems

From third level, you gain access to Stratagems. As a follower of the Way of the Wand, you may use the following Stratagems:

Battlefield Commander, Fancy Footwork, Feint, Fortified Brace, General's Eye, Masked Incantation, Riposte, Terrifying Onslaught and Trail of Blood

Combat Magic

At fourth level, you discover that you have an affinity for some of the spells used in combat magic. You may double your expertise for spellcasting and accuracy checks for spells in one of the following disciplines: *Curses, Elemental, Hexes, Necromancy or Psionics*.

Combat Focus

From 8th level, your mind becomes focussed when in combat, your years of training means that spells come almost reflexively to you. During a combat encounter, spells cost 50% less FP to cast.

Hexing on the Move

From 13th level, your familiarity with combat magic means that your spellcasting efforts are unaffected when being on the move.

When using a quick attack to cast a spell, you suffer no penalties to accuracy, and your opponent gets no bonus to Resisting, as long as your other minor action is a movement.

Duelling Ascendancy

From 17th level, your knowledge of duelling magic surpasses all others. For the purposes of casting spells from the Malediction school, you are considered an Ascendant level spellcaster.

Duelist's Signature

At 20th level, you are amongst the mightiest duelist to study the art of magical combat in the Way of the Wand. Along the way, you have become so accustomed to a certain spell, that -

even though it isn't the most powerful - you feel it represent's your fighting style.

Choose a Novice level spell from a discipline you are proficient in. You may cast this spell once per turn as a free action, in addition to any other non-ritual actions you have already taken.

The Way of the Shield

Followers of The Way of the Shield adhere to the basic principle that you can't fight back if you are dead. Practitioners of this art therefore prioritise defensive wards and shields, and the patience to wait behind them until the opportune moment presents itself.

Protective Instinct

From 1st level, whenever an ally within 1m of is attacked, you may sacrifice your own shield this turn cycle to impose disadvantage on all accuracy checks made against that ally this turn. You must possess a shield, or have an active shield ward to use this ability, and you may not use their bonuses for yourself this round.

Shield Stratagems

From third level, you gain access to Stratagems. As a follower of the Way of the Shield, you may use the following Stratagems:

Battlefield Commander, Distraction Tactics, Explosive Defence, Extend Shield, Fancy Footwork, Fortified Brace, General's Eye, Masked Incantation and Trail of Blood

Shield Expert

From 4th level, you become a master of the protective arts. You may double your proficiency bonus when casting spells from the Warding proficiency, and physical shields provide an additional +2 bonus to your Block value.

Combat Focus

From 8th level, your mind becomes focussed when in combat, your years of training means that spells come almost reflexively to you. During a combat encounter, spells cost 50% less FP to cast.

Patient Strike

From 13th level, your knowledge of when to hide, and when to attack allows you to make devastating attacks when you emerge from cover.

If you make no attacks for 3 combat cycles, you may use this ability to deactivate all wards, and drop your shields for this cycle, setting your Block value to its default value of 10. In return, all attacks you make are considered critical strikes until you either take damage, or re-establish your shields.

Warding Ascendancy

From 17th level, your knowledge of defensive magic surpasses all others. For the purposes of casting spells from the Warding discipline, you are considered an Ascendant level spellcaster.

Shield of the Gods

At 20th level, you are perhaps the most powerful warrior to follow the Way of the Shield.

At the beginning of every combat cycle, you may expend 5FP to nominate a being within range. That being is immune to all damage taken this turn cycle. This shield cannot be bestowed upon the same individual consecutively.

Stratagems

Battlefield Commander: Your knowledge of battlefield tactics allows you to take a minor action to give instructions to an ally in hearing range. Roll a strategy dice, and add the result to either the accuracy or the damage roll of an ally making an attack this turn cycle.

Available to members of the Blade, Wand or Shield paradigms.

Disarming Strike: When you hit a target with a physical weapon attack, you may expend a strategy dice to force the opponent to perform a Strength Resist check against your physical subjugation value. On failure, an item of your choice is sent spinning out of their hand to land 1d4 metres away.

Available to members of the Blade paradigm.

Distraction Tactics: When you successfully hit a target with a physical weapon, or deflect a melee attack on you, you may expend a strategy dice to do something unexpected – throw dust into the air, or spit into their face. This provides a distraction, and the next accuracy roll made against the target has advantage.

Available to members of the Blade or Shield paradigms.

Explosive Defence: Whenever you successfully block an attack, either with a physical or an arcane shield, you may violently push back. The target must perform a Strength Resist check against your physical subjugation value. If they fail, they stagger backwards and take the *prone position*.

Available to members of the Shield paradigm.

Extend Shield: You may expend a strategy dice to push magical shields and wards outwards, extending their effective range by 1m this turn cycle. You may choose to allow targets to pass through the shield, or to push them to the edge.

Available to members of the Shield paradigm.

Fancy Footwork: When you take the *Evade* minor action, you may roll a strategy die and add this value to your Dodge statistic for this turn cycle.

Available to members of the Blade, Wand or Shield paradigms.

Feint: You fake an attack this turn, to gain an advantage next turn. This turn cycle, you perform no actions besides nominating a target. Next turn, you roll a strategy dice

and add the result to both the accuracy and damage checks against that target.

Available to members of the Blade or Wand paradigms.

Fortified Brace: When you take the *Brace* minor action, you may roll a strategy die and add this value to your Block statistic for this turn cycle.

Available to members of the Blade, Wand or Shield paradigms.

General's Eye: Your senses become heightened when in combat. You may take a minor action to perform an Observation check to spot hidden enemies and other threats or features of the environment. Roll your strategy die and add it to the result.

Available to members of the Blade, Wand or Shield paradigms.

Lunge: When you make a melee attack, you may use a strategy die to lunge forward, doubling your usual reach (for normal melee weapons, this extends your reach to 2m). If the attack hits, roll the strategy die and add the value to the damage roll.

Available to members of the Blade paradigm.

Masked Incantation: When casting a spell which requires a Resist check, you may expend a strategy dice to deliberately shout a different incantation, as you silently cast, or whisper the true incantation. The target takes check-disadvantage on their Resist check, due to their subverted expectations.

Available to members of the Wand or Shield paradigms.

Riposte: When your successfully Dodge an attack, you may expend a strategy dice to perform an additional attack action on that target.

Available to members of the Blade or Wand paradigms.

Terrifying Onslaught: The fury of your attack terrifies your opponent. When you hit a creature with a physical or arcane attack, perform an Intimidation check, adding the result of your Strategy die to the roll. The creature must succeed a Willpower Resist check against this value, or become *Terrified* of you until the end of the next turn cycle.

Available to members of the Blade or Wand paradigms.

Trail of Blood: When you deal piercing, slashing, or bludgeoning damage to a target you may expend a strategy die to land the blow closer to important blood vessels. The additional bleeding isn't enough to harm the target, but leaves a conspicuous trail of blood forcing them to take check-disadvantage on all Stealth checks.

Available to members of the Blade, Wand or Shield paradigms.

v: Skill List

Always Alert

Gain check advantage on Perception checks made to detect the presence of enemies. You also gain advantage on Resist checks made to avoid or resist both magical and mundane traps.

Ambidextrous

Increase Precision attribute by 1. You are considered proficient in two-weapon fighting, and may use your off-hand as effectively as your dominant one.

Animagus

Prerequisite: Expert Thaumaturgy

Transform into a non-magical animal at will. This animal must be chosen at the moment you acquire this skill, and cannot be changed afterwards. Transforming costs 25FP and constitutes a major action.

Area Dodge

When targeted by an area-of-effect attack, if a full-turn movement would remove you from the affected area, you may sacrifice all other instincts this cycle to perform a flying leap to escape the area, leaving you *Prone*.

Battlecry

Prerequisite: CHR > 13

You may take a major action to perform a battlecry, inspiring your allies. Choose 2d4 allies in hearing range, and restore FP equal to twice your character level.

Catastrophic Critical

Upon a critical hit opportunity, roll a 1d4. Multiply the damage by the outcome of this dice roll. This overrides the usual critical procedure. When taking this skill multiple times, increase the die to a d6 and d8 respectively. This skill may be taken 3 times.

Cleave

Increase FIT attribute by 1. If a melee attack kills an opponent, you may perform a second attack using the same weapon on one adjacent opponent, dividing the damage done by 2 for every subsequent kill.

Defence Against the Dark Arts

Increase SPR by 1. Take check-advantage when performing a resist check against any Dark-Arts spells.

Disciplined

Choose a spell discipline to become proficient in. You may add your Expertise bonus to casting checks for spells in this discipline. This skill may be taken 3 times.

Eagle-Eyed

Increases PCP attribute by 1, and the effective range of your vision by 50% in all conditions.

Extended Range

For each level of this skill, increase the range of spells by an additional 10m. This skill may be taken 3 times.

Familiar

Choose an animal to accompany you, usually a cat, an owl, a toad or a rat. This animal shares a special bond with you, and will obey your commands (within reason). The spiritual bond confers the following ability to you:

Cat: +2 bonus on stealth checks

Owl: +1 to INT attribute

Toad: +2 to poison resist and identification checks

Rat: +1 to resist checks

Focussed Caster

Increase SPR attribute by 1. When interrupted (i.e. by taking damage) during a concentration spell, you get check advantage on the check to remain concentrating.

Golden Touch

Prerequisite: CHR > 14

Increase CHR attribute by 1. Get check advantage on all haggling checks.

Improved Instincts

Gain a +2 bonus to your *Block* and *Dodge* values when using the *Brace* or *Evade* minor actions respectively.

Instinctive Retribution

When attacked, you may sacrifice your Instinct reaction (guaranteeing all attacks made against you this turn will hit) to retaliate against one attacker. Make an attack action against one aggressor as if you had a free major action.

Ironclad

Prerequisite: FIT > 15

Gain proficiency with medium and heavy armours.

Knife Handler

You have sharpened your blades to a razor. Bladed weapons do an additional 1d4 damage for every level of this skill taken.

This skill may be taken 3 times.

Last Resort

Every time you take this Skill, you may choose an additional Beginner level spell.

Whilst your FP is at 0, you may still cast these spells for no additional cost.

This skill may be taken 3 times.

Linguist

For each level of this skill, you can pick a new language to learn. Each language must be declared when levelling up. To learn Parseltongue, you require EVL to be greater than 4. This skill may be taken 5 times.

Merciful

You may attempt to turn a lethal blow into a knock-out strike. When performing an attack that would otherwise kill the target, perform a DV 8 Precision check. If it passes, the target is knocked unconscious, rather than killed.

Mimicry

Prerequisite: CHR > 13

Increase your Charisma attribute by 1.

You can mimic the voice of another sapient, or the call of an animal, provided you have heard them for at least 1 minute previously.

Mobile

Your base speed increases by 1m

This skill may be taken 2 times.

Moving Target

Prerequisite: FIT > 12

Gain a temporary bonus of +3 to your dodge value whenever you take a movement action.

Muggle Lover

You are considered proficient in all things muggle-related. Add your Expertise bonus to any persuasion, deception, perception or knowledge check relating to muggles.

Overcome Resistance

Choose a damage type. You ignore *Resistance* to this damage type. Choose a new damage type each time you take this skill.

This skill may be taken 5 times.

Parry

When holding a melee weapon, you may use it to bolster your *Block* statistic.

Every time a melee attack is made against you, perform an accuracy check as if you were making an attack. If your accuracy check is greater than that used in the original attack, add 1d4 to your Block statistic.

Power Attack

You may choose to devote extra strength to an attack, at the expense of reduced accuracy. When performing a melee attack, choose a number between 0, and your FIT modifier, plus your Strength proficiency. Deduct this from your accuracy check, but if the attack hits, add twice this value to the damage check.

Reload Expert

Increase your Precision attribute by 1.

Your nimble fingers mean that reloading crossbows and firearms weapons takes only a minor action

Sentinel

Prerequisite: PCP > 15

At the beginning of a combat encounter, you may designate 1d4 targets that you are always aware of. You are immune to Critical Strikes from these targets, until they perform a successful Hide action.

Silent Magic

Spells that normally require an incantation can be used silently. You may only silently cast spells which you have already memorised, but you must perform a casting check for all spells cast silently. This skill may be taken 3 times.

Sprint Start

Prerequisite: Speed Proficiency

Increase Fitness attribute by 1.

You may also add your expertise bonus to your speed statistic from the moment you begin moving, without needing the one-turn 'warm-up' normally required.

Stabiliser

For each level of this skill, you may nominate one check type (i.e. Illusion spellcasting, lockpicking, persuasion etc.). When performing a check of the nominated type, if possible you may choose to 'split the roll' and instead cast two die of half the nominated value, i.e. 2d10 instead of 1d20.

This skill may be taken 3 times.

Superhero Landing

Increase FIT attribute by 1, and hone your instincts such that you always land on your feet when falling or thrown (and strike a cool pose when doing so). Negate the *Prone Position* status, unless you choose otherwise.

Supportive Ally

If an ally within 5m rolls a 1 on an accuracy check, you may sacrifice a minor action you were going to perform this turn in order to allow them to re-roll the offending dice.

If you were performing a full-turn movement or attack, this is then converted into a minor movement or a quick attack.

This skill can only be used once per long rest.

Tool-User

Choose a 3 new tools to become proficient in.

Undead Benefactor

Increase INT attribute by 1. Healing spells now also work on the undead and Unliving.

Wandless Magic

Prerequisite: Silent Magic

May cast a spell without using a wand. All wandless magic is also *Silent*, and so requires a casting check, which you perform with disadvantage. You cannot cast spells at a higher level when using wandless magic.

Wandwork

You are considered proficient in the use of a magical wand. You may add your proficiency bonus to accuracy checks when casting spells. This applies only when using a wand which has 'chosen' you, or which you have rightfully taken from the previous owner.

Weak Spot

When an opponent uses the 'brace' minor action, do not take check disadvantage on your accuracy check.

Weapons: Basic Training

You are considered proficient in the use of simple melee weapons such as daggers, quarterstaff and spears.

Weapons: Exotic Fighter

You are considered proficient in the use of unusual weapons, such as whips, scythes, tridents and so on.

Weapons: Fighting Dirty

You are used to winning a fight by any means necessary. You are considered proficient in bare-handed fighting and in the use of improvised weapons. Barehanded strikes do 1d4 damage.

Weapons: Hulk Smash?

You are considered proficient in the use of brute-force weapons such as axes, hammers and maces.

Weapons: Long Range Threat

You are considered proficient in the use of more complex ranged weapons: bows & crossbows

Weapons: Sharpshooter

You are considered proficient in the use of firearms weapons.

Weapons: Simple Ranged Training

You are considered proficient in the use of simple ranged weapons: blowdarts, slings and improvised tools.

Weapons: Swordfighter

You are considered proficient in the use of larger bladed weapons: swords, rapiers and greatswords.

22: Statuses List

Asleep

- An asleep being can take no actions, and is unaware of their surroundings.
- Passive Perception takes -5 penalty
- HP regenerates at 1d10 per hour
- After 8 hours all HP is regenerated, unless there is a serious injury.
- Can be awoken by loud noises, or on a successful (passive) perception check.

Blinded

- A blinded being fails all checks that require sight.
- All accuracy checks by the afflicted are considered 'blindfighting'
- All attacks on the being get check-advantage.

Broken Bone

- This is a *Serious Injury* (see below)
- The broken limb cannot be used
- Any time the broken bone is touched, requires a DV15 Spirit (Endurance) check to prevent howling in pain.
- If left to naturally heal, there is a 50% chance it will set incorrectly, giving permanent check disadvantage until this is rectified.

Burned: Mild

- A mild burn leaves one weak against future changes in temperature
- Fire and Cold damage are 50% as effective.

Burned: Severe

- A deep tissue burn is a *Serious Injury*
- A severely burned individual loses all feeling (except pure agony) in the entire afflicted limb, and cannot move it without causing excruciating pain.
- Take 2 HP damage per minute.

Calm Mind

- All checks receive a +1 bonus.
- Effect lasts until target takes psychic damage, or falls below 50% health.

Charmed

- A charmed being cannot attack or otherwise target their charmer with negative effects.
- Charmer has check-advantage on all checks relating to the target.

Confused

- A confused target cannot speak coherently and cannot move.
- Confused entities are considered *Distracted*
- Take check-disadvantage on all rolls.
- Can attempt to snap out of confusion once per turn by reperforming the original Resist check.

Critical (But Stable)

- Take this status after being cured of the *Critical Condition* status, but still below OHP.
- Character falls unconscious (see below), and can take no action.

Critical Condition

- A character takes this status after falling to OHP
- Character falls unconscious (see below), and can take no action.
- Lose 1 HP per combat cycle.
- At -10 HP, the being dies.

Deaf

- A deafened being cannot hear, and so fails on all ability checks relating to sound.
- Perception attribute takes a 4 point penalty
- Can only communicate through vague gestures or written word, unless both parties know sign language.

Distracted

- The next attack on you is considered a *Critical Strike*.
- When taking damage, you must succeed a DV10 Spirit (Willpower) check, or halt all actions this turn.

Encumbered

- Being is overloaded by too many heavy objects
- All movement speeds reduced to 25% of their normal value, and Dodge stat reduced to half its normal value.
- Gain one exhaustion level for every kilometre moved whilst encumbered.

Enraged

- Become mindlessly furious, and perceive all beings as hostile to you.
- All actions must be spent performing attacks on the nearest living (or un-living) being to you, or moving into a position where you can attack them.
- The GM reserves the right to take control of your character for the duration of the effect

Exhaustion

Exhaustion is a measure of how tired a being is, and comes in multiple degrees of severity. A being gains levels in Exhaustion through magical means, or through failing to look after themselves, as per page 33. They may lose levels through healing, or by finding a place to rest and recover.

Level	Effect
0: Fine	No effect
1: Distracted	Disadvantage on Finesse and Perception checks
2: Tired:	Disadvantage on all ability and accuracy checks
3: Lethargic:	Speed halved
4: Drained:	HP and FP maximum halved
5: Catatonic:	Speed set to 0
6: Dead	Character Death

These effects are compounding, so a Lethargic character has disadvantage on checks, as well as having their speed halved.

Frostbite: Mild

- A creature with mild frostbite finds that their natural regeneration abilities are halted.
- Finesse attribute takes a 4 point penalty, as your fingers get clumsy and lose feeling.

Frostbite: Severe

- A severe case of frostbite is a *Serious Injury*
- Lose FP at a rate of 2 per minute. When FP is zero, lose HP at the same rate.

Hypoxia

- A being becomes hypoxic if oxygen cannot reach the brain.
- Intelligence attribute takes a 4 point penalty.
- FP is set to zero.
- If not cured within 2 minutes, the being dies.

Incapacitated

- An incapacitated being can take no actions.
- All Athletics and Finesse resist checks fail.

Invisible

- An invisible creature cannot be detected through sight. For the purposes of Stealth, the creature is considered *Severely Obscured*.
- In adverse conditions (i.e. rain and snow), can still be visually detected. Does not stop noise.
- Attacks on the creature must be considered *Blindfighting*

Paralyzed

- A paralyzed creature is totally incapacitated, but is aware of their surroundings.
- For the purposes of accuracy, they are considered inanimate objects.

Poisoned: Mild

- A mild poison causes you to vomit if you overexert yourself: beings cannot take full-turn movements without passing a DV15 Vitality check.
- Athletics attribute takes a 4 point penalty.
- Accuracy checks take check disadvantage

Poisoned: Severe

- A badly poisoned being is suffering from a *Serious injury*, and will surely perish soon.
- Being experiences visual and auditory hallucinations
- Lose HP at a rate of 3 HP per minute.
- Athletics attribute takes an 8 point penalty (min 0).
- Accuracy checks take check disadvantage

Prone Position

- A prone creature can only move via crawling, at half speed.
- Take disadvantage on all accuracy checks
- All close-range attacks on the prone creature are considered Critical Strikes.
- Condition can be ended by taking a major action to stand up.

Serious Injury

- A serious injury is one which cannot be expected to heal naturally, without major medical intervention.
- All HP regeneration is capped at 50% the maximum health, until the injury is healed.

Silenced

- A silenced being cannot speak.
- Can only communicate through vague gestures or written word, unless both parties know sign language.
- Spellcasting is forbidden, unless they have the *Silent Casting* ability.

Terrified

- A terrified creature has check-disadvantage whilst they can see the source of their fear.
- Cannot willingly move closer to the source of their fear.

Trapped

- You are fixed in one place, and cannot move.
- Your speed is set to zero.
- Must use the *Block* instinct. Dodge value is set to zero.

Unconscious

- An unconscious creature is totally incapacitated, and can take no actions. They are totally unaware of their surroundings.
- For the purposes of accuracy, they are considered inanimate objects.
- The creature drops whatever they were holding and takes the prone position.
- All resist checks fail.
- All attacks on the being are considered Critical Strikes.

23: Multiple Attempts

If attempting to repeat the same action multiple times in a row, in the hope of eventually succeeding, use this table to determine the number of attempts that are required before you succeed.

To do so, roll a d100 (or 2d10) to produce a number between 01 and 100. Calculate (or roughly estimate) the chance of success, and then see the relevant column in the table. Each table entry gives the minimum and maximum dice roll (inclusive) which would put you in that bracket.

For example, a character has a 20

Number of Attempts	Probability of Success								
	$p = 0.1$	$p = 0.2$	$p = 0.3$	$p = 0.4$	$p = 0.5$	$p = 0.6$	$p = 0.7$	$p = 0.8$	$p = 0.9$
1	1-10	1-20	1-30	1-40	1-50	1-60	1-70	1-80	1-90
2	11-19	21-36	31-51	41-64	51-75	61-84	71-91	81-96	91-99
3	20-27	37-49	52-66	65-78	76-88	85-94	92-97	97-99	100
4	28-34	50-59	67-76	79-87	89-94	95-97	98-99	100	
5	35-41	60-67	77-83	88-92	95-97	98-99	100		
6	42-47	68-74	84-88	93-95	98	100			
7	48-52	75-79	89-92	96-97	99				
8	53-57	80-83	93-94	98	100				
9	58-61	84-87	95-96	99					
10	62-65	88-89	97						
11	66-69	90-91	98	100					
12	70-72	92-93	99						
13	73-75	94-95							
14	76-77	96							
15	78-79		100						
16	80-81	97							
17	82-83	98							
18	84-85								
19	86	99							
20	87-88								
21	89								
22	90								
23	91								
24	92	100							
25	93								
26	94								
28	95								
30	96								
32	97								
36	98								
40	99								
50	100								

Part VI

Appendices

24: Magic Cheat Sheet

How to Cast

To cast a spell, either in combat or in day-to-day life, you must declare the spell which you are about to cast. You must be holding your wand in your dominant hand, hand be able to speak the incantation aloud, unless you have a skill or character trait which negates these rules. You must deduct the appropriate FP cost and (if applicable) perform the appropriate casting check.

Memory Casting

If you have memorised a spell, you may cast it at any level below the maximum memorised level, without needing an additional casting check. You simply declare the spell, and then either perform an accuracy check, or directly apply the effect as directed.

Book Casting

If you have not memorised the spell yet, you must possess a spellbook which contains that spell, and hold it in your non-dominant hand. Casting in this fashion takes an entire combat cycle. In addition, you must perform a spellcasting check, using the specified check type. If you meet the required DV, the spell effect is applied as normal.

After book casting a spell 5-INT times (min 1), you memorise the spell.

Upcasting

Some spells can be made more powerful when cast by a powerful wizard. Such spells may be cast at a higher level than their base 'level' - or *upcast*. For these purposes the spell acts like one of the chosen level. If you have not cast a spell in this fashion before, you must 'memorise' it, though you do not require a spellbook to do so. You can only upcast spells you have previously memorised.

Check Type

Every spell belongs to one of the Disciplines, which determines the attribute modifier to use when casting that spell.

Additionally, each character has a number of *Discipline Proficiencies*. Characters add their expertise modifier to casting checks for disciplines in which they are proficient.

School	Discipline	Attribute
Charms	Elemental	Power
	Kinesis	Precision
	Telepathy	Perception
Divination	Temporal	Intelligence
Illusion	Bewitchment	Charisma
	Psionics	Spirit
Malediction	Hexes	Spirit
	Curses	Power
	Healing	Perception
Recuperation	Warding	Intelligence
Transfiguration	Alteration	Precision
	Conjuration	Power
	Necromancy	Evil
Dark Arts	Occultism	Charisma

Spell DV

For a cast to be successful, the result of the casting check must be equal to or larger than the value given in this table:

Caster Level	Spell Level					
	1	2	3	4	5	6
1	15					
2	10	15				
3	5	10	20			
4	5	10	15	20		
5	5	10	15	20	25	
6	5	10	15	20	25	30

FP Costs

Spells 'cost' FP to cast. Failed spells cost half the amount of a successful spell and Resisting a spell costs 2FP. The FP cost of a spell is numerically equal to the difficulty of a spell, prior to any skill modifications (i.e. a skill which reduces the difficulty of a certain spell does not reduce the FP of it, and vice versa), unless the spell is being book-cast, in which case use the bracketed values.

Beginner	Novice	Adept	Expert	Master	Ascendant
2	4	8	16	32	64

Accuracy

After a spell has been cast, or an attack has been launched, you need to check that it hits its target. Living beings may instinctively either *Dodge* or *Block* an incoming attack, using whichever of their respective stats is highest:

Dodge = 10 + Precision modifier+ bonus
Block* = 10 + Fitness modifier+ bonus

These attributes set the DV of an *accuracy check* which an attacker must perform using a d20 check, plus any relevant bonuses. In combat, you may also choose to *Evade* or *Brace* as a minor action:

Resist:	Brace		Evade
	Advantage on FIT, SPR & POW Resist checks.	Advantage on PRS, INT & PCP Resist checks	
Accuracy:	Aggressors take disadvantage on accuracy checks made against you this turn		

You may also be asked to perform an accuracy check when casting against an object which is particularly far away or small.

25: Changelog

Changes in V4.0γ

New Action Mechanics

- The combat system was expanded to include an additional minor-action movement to encourage a level of dynamism in combat.

Archetypes

The Archetype system continues to be overhauled.

- The following Archetypes have been completed:
 - 4 House classes
 - Artificer
 - Berserker
 - Outlaw
 - Scholar
 - Warrior

The following are yet to be completed:

- Auror
 - Druid
 - Zealot
- A few additional classes (such as a bardic class, for example) are being considered.

Spell Changes

The following spells have been added:

- Magnetising Strike (Beginner Hex)
- Witch Hunter's Bane (Expert Hex)
- Silent Step (Beginner Ward)
- Zone of Silence (Adept Ward)
- Refine (Beginner Alteration)
- Degrade (Beginner Alteration)
- Divine Truth (Novice Telepathy)

The following spells have been removed:

- Bless (Adept Healing) - didn't fit in with the 'healing class'.
The new *Refine* spell does a better job.

The following spells have been modified:

- *Darkvision* has been demoted to a Beginner spell.

Other Changes

- The *Enraged* status effect was fully encoded as a True status effect
- The *Broken Wand* status effect was removed. In future, this will be handled via an appropriate item substitution.