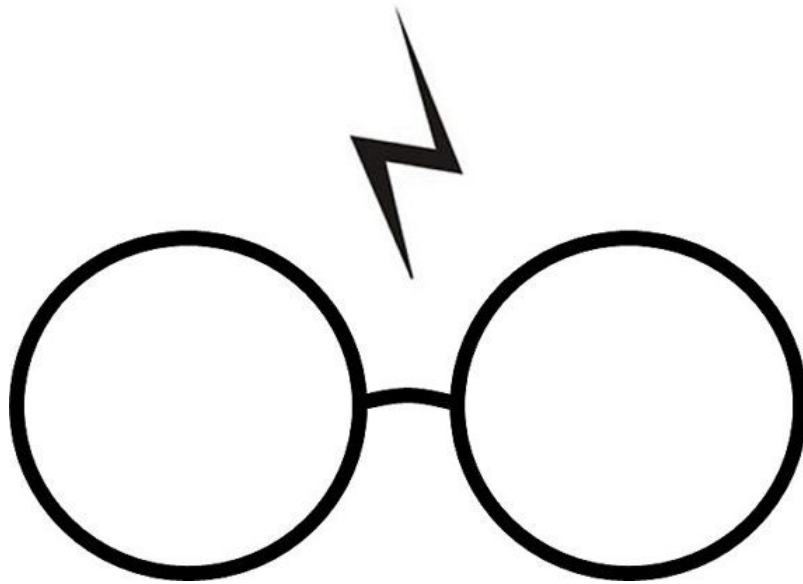


Player Handbook



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.

An example of this would be the GM changing the requirements of a spell because of the way it is being used. For example, the Patronus Charm is usually cast using a SPR check, as it requires great strength of will to cast – but if you are using a Patronus as a diversion, the GM might decide that an intelligence check is more suitable. The GM is also the arbiter of what is allowed, what bonuses you may apply to a given check, and whether a tactic was successful.

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 specific order with players taking turns. 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.

A check has three ingredients, the dice roll, the attribute modifier and the bonus modifier.

The dice roll is, as you might expect, the outcome of a dice roll. A roll can occur on one of 6 different 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. Unless otherwise specified, you should generally assume that the check being asked for is using the d20 dice. For all ability-related checks, this will be your go-to dice. Magic casting and physical attacks will often require different dice.

On to the dice roll, you then add your 'attribute modifier'. This number is 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. A check is (nearly) always specified to be a check related to one of these 8 attributes, which tells you which modifier to use.

Finally, you may then add on any situation-dependent modifiers. This may take the form of a temporary buff (such as a potion), any penalties from injuries, or any other abilities that your character has acquired along the way (such as *Proficiencies* or *Skill bonuses*). Anything that the GM feels will affect how good your character is at this test, is added on here.

Hence, to complete an action; for example, a "1d20 Intelligence (Research) Check", we would roll a single 20-sided dice to get a value *x*, and then calculate:

$$CV = x + \text{intelligence modifier} + \text{bonuses}$$

If the check value exceeds the minimum threshold (the DV) then the action is successful. If the check exceeds the threshold by a significant margin, the action might be more than just 'successful', and might have benefits beyond that which you originally intended!

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...

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!

Chapter 2 deals with character creation, and the various routes one may take to defining the character you will be playing, including playable races, professions and starting equipment. Chapter 3 focusses on some specifics of action resolution, including combat actions and movement. Chapter 4 discusses items and equipment. Chapter 5 discusses the magical art of Artificing – the creation of magical items and potions. Chapter 6 deals with the Environment and related concerns, such as vision and impaired movement. Chapter 7 contains information about character progression and leveling up, and finally (and perhaps most importantly), Chapter 8 discusses the nature and use of Magic and Spells.

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 players, 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 chapter ??.

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 19.

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 fortitude: *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 me easily, giving you check-advantage on FP-increasing rolls.

Natural Healing

Characters naturally regenerate both FP and HP over time.

HP regenerates slowly as minor wounds heal, at a rate of around 2HP per hour whilst not in combat (unless there is a status effect blocking the healing effect), increasing to d10 per hour when asleep or resting. If you sleep for more than 8 hours, your HP is considered fully restored. However, status effects such as *Serious Wound* may impact the maximum HP which can be reached by natural healing, without external intervention.

FP regenerates much faster, and can do so even whilst under fire. In combat, you recover 2FP per turn cycle in which you do not expend FP. Outside of combat, FP regenerates at a rate of 5FP per minute. However, status effects such as *Fatigue* can slow, or even entirely halt, FP regeneration.

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 statistic 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 mention 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 head-strong 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.

Within each Archetype, there are two sub-types to further distinguish your character, these sub-types fit into the broader Archetype, but the choice gives you a divergent set of features, in addition to those associated with your base Archetype. The choice of sub-type does not need to be made until Archetype Level 3, as they are indistinguishable up until that point.

There are 12 Archetypes, each with two branches.

Archetype	Alpha Branch	Beta Branch
Artificer	Enchanter	Potioneer
Auror	Enforcer	Warder
Brute	Beserker	Bodyguard
Empath	Healer	Seer
Fighter	Melee	Ranged
Investigator	Detective	Journalist
Naturalist	Magizoologist	Druid
Oathkeeper	Knight	Acolyte
Outlaw	Assassin	Thief
Performer	Bard	Acrobat
Ranger	Scout	Hunter
Sage	Teacher	Scholar

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 5 levels of features, so students are encouraged to multiclass.

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

Archetype	Alpha Branch	Beta Branch
Gryffindor	Sportsman	Rebel
Hufflepuff	Hard-Worker	Student Counsellor
Ravenclaw	Nerd	Prodigy
Slytherin	Student Politician	Schemer

All students have the same starting equipment, and the same choice of starting spells.

Starting Equipment

All students start with:

- a *Student's Pack*
- a basic Cauldron
- a Wand (roll on the wand table to determine composition)
- 2d4 × 5 gold.

Starting Spells

Students may choose any three spells from the *Basic Spells* set:

- *Green Sparks*
- *Stinging Hex*
- *Flower Conjuring Spell*
- *Illumination Spell*
- *Minor Healing Spell*
- *Throw Voice Charm*
- *Locator Spell*

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*. At any time, 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 Fighter might decide that, 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 Oathkeeper. Next time the character progresses, she becomes a Level 6 Fighter/Level 1 Oathkeeper. They may decide to focus on their Oathkeeper until they are a level 6/5 Fighter/Oathkeeper – at which point they may take another level in Fighter. You do not necessarily abandon your original archetype.

The sum of your archetypes should (in nearly all cases) 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 that archetype*, not your total character level. Our 6/5 Fighter/Oathkeeper is a level 11 character, but only has access to Level 6 Fighter features, and so on.

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.

Different-Branch Multiclassing

If you have advanced to level 3, then your character will have chosen one of the two branches associated with that archetype. From this point, it is indeed possible to multiclass into the same archetype, if you wish to take the other branch. You will then have to keep track of your levels in each *branch* separately, so you may be a level 4/3 Sage(teacher)/Sage(researcher).

If you do this, you will need to use the *Repeated Features* rules (see below), but note that you may only receive a maximum of +2 arcane wisdom points from this.

Repeated Features

In general, when you take a new level in an archetype, you receive all the associated features with that level. However, some archetypes may have features that provide identical or very similar effects.

In such a case, you generally do not get multiple uses of that feature, and they do not stack. Instead, you may use the additional refined knowledge you gain to increase your arcane wisdom by 1. If you have multiclassed into the same archetype (see above), then this bonus is capped at +2.

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.

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 succesful (i.e. a spell has to hit its target, as well as be succesfully 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 13). 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 can be learned either by levelling up or given as gifts by external devices. Skills are key to learning new and more powerful magic, as well as unlocking useful abilities. Some skills may be taken multiple times, which increases the bonus provided by the skills.

The full list of skills is found on page 91.

Dice-Check Skills

Perhaps the most important skills are the ‘dice-check skills’, also known as the ‘magic skills’. These skills are associated with casting spells from each of the seven schools of magic (see page 53).

Magic School	Associated Skill
Charms	Sorcerer
Dark Arts	Necromancer
Divination	Clairvoyant
Illusion	Magician
Malediction	Battlemage
Recuperation	Aegistes
Transfiguration	Thaumaturgus

These skills each have 5 levels: **Beginner**, **Novice**, **Adept**, **Expert** and **Master**. The level of spells that you can cast in each school is tied directly to your level in the associated skill.

To cast Expert level Hexes and Curses, you need to be an Expert Battlemage, and so on. Increasing your level in each skill also grants you access to larger dice to perform spellcasting checks with, making your lower-level spells more and more powerful as you progress.

Unlike most skills, the 7 magic skills ‘level up’ on their own at a certain level. All species with access to magic start off with level 1 in the magic skills, and then gain new levels at each of the following character levels:

Skill Level	Acquiring Level
Beginner	1
Novice	5
Adept	10
Expert	15

Of course, a character may choose to manually take a level in this skill before this point, in order to gain access to more powerful magic earlier in their career (and note that *Master* level has to be taken manually). If a character reaches one of the milestones above and has already reached the specified level, they instead take a +1 casting bonus to **one** of the disciplines associated with each of the schools they have already levelled up in.

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, such as a Class Feature.

In addition, for multi-level skills, when you take a skill you cannot take another level in that skill until you level up twice.

If a character takes a skill at level x , then the prerequisite of the next level is that a character is level $x + 2$. This includes skills that are given by Class Features -- if you are given a level in a skill by a Class Feature at level 8, you must wait until level 10 to level up again. This also applies to the 7 magic skills given at character creation: you cannot achieve ‘Novice’ status until level 3.

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 4.

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 possess 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 is 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 32).

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:

		# Advantages		
# Disadvantages		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 out-

come. 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 95, 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 that 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 32. 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.

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 (Un-nature) 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*, the *Warding* and the *Occultism* 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 Spell-casting 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.

Whenever a spell causes damage, add your Power modifier to any Damage check which is performed, unless the spell specifies otherwise. 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 an 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 PER 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 32.

If the Slow or Normal pace is used, a member of your party 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 35.

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 + 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, you restore your FP to its maximum value,

unless you have a status effect which prevents regeneration. In addition, you recover d10 HP per hour spent resting, and some minor status effects may be alleviated.

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.

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. The d10 HP recovery rate per hour continues up to the 8th hour of rest, at which point your HP is considered fully restored (again: unless a major injury prevents this).

A long rest also allows you to recover from exhaustion: 8 hours sleep allows you to remove 1 level of exhaustion. If the long rest was preceded by a warm, substantial meal, you may remove 2 levels 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. You 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

you 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	1p
Moderate	Shopwork, guard	3p
Skilled	Teacher, performer, nurse	10p
Highly skilled	Artificier, surgeon	1g

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 48 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 1g 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.

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 29

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 23 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 30 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 58.

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 58. 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 40 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 giving 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 41.

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 40, or in the spell effect list found on page 60. 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.

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 42.

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 sus-

ceptible 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 30), 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 21. 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.

Statuses

Statuses are effects and conditions which alter a being's capability for the duration of their effect. Statuses can arise as a result of an enemies attack, a magic spell, or from an interaction with the environment.

The majority of statuses are negative - they impair the character. However, a few statuses 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 Statuses, 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 statuses 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 Statuses, such as *Burned* and *Frostbite* do have multiple levels of severity, which are listed as separate statuses.

The full list of Statuses, and the effects they have on a being can be found on page 93.

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 backpack, 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.
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.

The 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 Battleimages 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: Wiggeweld	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: Wiggeweld: 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
Omniscopes	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, though 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.

Omniscopes: A pair of high-resolution binoculars, capable of pausing, rewinding and replaying previous events. Omniscopes 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 precious 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 60. *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 ×25
Broomstick	Medium	Various
Climbers Kit	Medium	£8 ×15
Cooking Utensils	Medium	£3 ×10
Disguise Kit	Light	£3 ×10
First Aid Kit	Light	£13 ×15
Forgery Tools	Light	£2 ×20
Gaming Set	Medium	£3 ×10
Herbology Tools	Medium	£4
Jeweller's Tools	Light	£11 ×25
Lockpicking Tools	Light	£6 ×25
Musical Instrument	Various	£2
Navigator's Tools	Light	£3 ×10
Repair Kit	Medium	£5
Runic Tools	Light	£1 ×20
Smithing Tools	Heavy	£7 ×15

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.

Broomstick

The primary mode of travel for the wizarding world. Most everyone can use a broomstick to get from A to B if they need to. However, to perform any kind of advanced flying – to cast spells, perform evasive manoeuvres and so on – requires one to be proficient in the use of a broomstick.

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 magical 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 determine the authenticity of an item.

Lockpicking Tools

Whilst a wizard often relies on magical means to get past locks, 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. 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.

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 and 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 specify 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
𐌶	animus	The Astral rune: the domain of the spirit, the extraplanar and the Unliving.
𐌵	aqua	The Water rune: the domain of water, ice and other fluids.
𐌰	arbor	The Nature rune: the domain of plants, soil, leaves and the natural world.
𐌷	belua	The Beast rune: the domain of non-sapient beasts and animals
𐌹	caelus	The Air rune: the domain of wind, storms and flight.
𐌺	fabula	The Arcane rune: the domain of pure magical energies, spells and power.
𐌺	hominus	The Body rune: the domain of sapient creatures and their physical form.
𐌴	ignis	The Fire rune: the domain of flames, lava, and heat.
𐌹	locus	The Space rune: the domain of length, volume, speed and gravity.
𐌽	lux	The Light rune: the domain of light, darkness and illusions.
𐌸	morbus	The Cursed rune: the domain of poisons, curses, diseases and other evil and unpleasant things.
𐌽	pondus	The Matter rune: the domain of mass, objects and the physical world.
𐌺	sensus	The Mind rune: the domain of consciousness, dreams and the brain.
𐌹	tempus	The Time rune: the domain of the past, the future
𐌹	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 (𐌶)	clypus (𐌶)	aqua (𐌵)
lentus (𐌷)	imperum (𐌸)	caelus (𐌹)
	sarco (𐌹)	hominus (𐌺)
		ignis (𐌴)
		lux (𐌽)
		terra (𐌹)

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
dispos (𐌶)	cingo (𐌸)	arbor (𐌰)
	discite (𐌸)	belua (𐌷)
	genero (𐌹)	fabula (𐌺)
	muto (𐌹)	pondus (𐌽)
	perdero (𐌸)	sensus (𐌺)

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 (𐌷)	porto (𐌹)	animus (𐌶)
		locus (𐌹)
		morbus (𐌸)
		tempus (𐌹)

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 failed 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 $\mathbb{M}\mathbb{A}\mathbb{L}$ (*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 $\mathbb{M}\mathbb{B}\mathbb{L}$ 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: $\mathbb{X}\mathbb{Y}\mathbb{P}\mathbb{X}\mathbb{K}\mathbb{L}$ (which you could probably shorten to $\mathbb{X}\mathbb{Y}\mathbb{K}\mathbb{L}$).

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 ($\mathbb{I}\mathbb{A}\mathbb{K}$), but also allows you to read the minds of your enemies ($\mathbb{M}\mathbb{B}\mathbb{L}$). 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	$\mathbb{X}\mathbb{B}\mathbb{L}\mathbb{X}\mathbb{K}\mathbb{L}$ <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	$\mathbb{I}\mathbb{A}\mathbb{M}\mathbb{L}\mathbb{I}\mathbb{M}$ <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	$\mathbb{M}\mathbb{B}\mathbb{L}\mathbb{X}\mathbb{M}\mathbb{L}$ <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	$\mathbb{M}\mathbb{A}\mathbb{L}$ <i>Instant transmit</i> <i>matter</i>	The portkey performs a single simple purpose: teleport matter instantaneously upon activation.
Self-Erecting Tent	$\mathbb{M}\mathbb{Y}\mathbb{I}\mathbb{M}\mathbb{B}\mathbb{M}\mathbb{L}\mathbb{K}\mathbb{L}$ <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	$\mathbb{M}\mathbb{B}\mathbb{L}\mathbb{X}\mathbb{K}\mathbb{L}$ <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

Potion making is the art of mixing together ingredients into a magic potion. Potions can have a large variety of effects, from healing the drinker, to causing immense pain, invisibility, or even conferring superhuman good luck.

To mix a potion requires a number of things:

- A safe place to mix it
- A fire to brew it
- A cauldron to brew it in
- Between 2 and 5 ingredients

- An empty container to store the potion.

Pepperup Potion

Bright blue gel, with a strong, spicy odour.

Cost	Mixing Time	Dose	Difficulty
5f	1 hour	3 doses	10

Ingredients: Chizpurfle Fang, Ginger, Tea Leaf

Restores FP by 10 points

Polyjuice Potion

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

Cost	Mixing Time	Dose	Difficulty
10G	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
10f	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
5f	1 hour	3 doses	10

Ingredients: Dittany, Horklump Juice, Wiggentree Bark

Restores HP 10 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 extra-planar 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 *Battlemages*.

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 remain focussed and unless stated otherwise, the FP cost is deducted once per turn as well.

Because you must remain focussed, no further spells can be cast for the duration of this spell, and all subsequent movement checks are 'minor', and no other actions (such as evasion) may be taken.

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 (usually) a Recuperation spell that affects a large area. A ward may be centred on a fixed point or object, or may be centred on a moving location or even a sentient being.

Wards, however, have an unfortunate habit of interfering with each other when used in unison. If two wards have a significant overlapping region of effect and the caster does not have the *Multivard* skill or an equivalent feat, there is a significant chance (determined by the GM) that both wards will collapse.

The interference only applies if the wards are similar in magnitude and intent. For example, Hogwarts castle is a heavily warded region, but a small ward could be placed in a room without problem. Interference would only become a problem when a new castle-wide ward was attempted.

Equally, interference only applies if the effects of the ward compound each other – if they lie in opposition, then the usual spell mechanics are applied. For example, a character with a personal shield ward touches a beartrap ward – neither ward collapses, but the beartrap ward is triggered, and the shield will attempt to protect the character.

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 misreading 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:

$$N = 8 - \text{Intelligence Modifier} \quad (\text{min } 2)$$

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	Spirit
Dark Arts	Necromancy	Evil
	Occultism	Intelligence

In addition, as well as an affinity based on their attribute scores, some beings possess proficiencies in various disci-

plines. 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					
Caster 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

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 30.

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 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

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	✍	Elemental Weapon	✍	Animate Earth	✍	Adjust Climate	☆	Fissure	✍
Create Fire	👁	Extinguish Flame	✍	Charge Region	👁	Erupt	✍	Tornado	👁
Create Water	👁	Hovering Light	✍	Cloudmove	☆				
Fresh Air	✍	Move Earth	👁	Floodlight	✍				
Gust	👁	Vortex Field	✍	Freeze	✍				
Illuminate Wand	👁			Lightning Bolt	✍				
Pebbledash	✍			Wind Tunnel	👁				
Tremor	✍								

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

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	☆		
Telepathic Bond	☆	Eavesdrop	👁	Speak in Tongues	☆	Scry			
		Night Vision	✍						
		Sense Traps	✍						

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

Transfiguration

Alteration									
Beginner		Novice		Adept		Expert		Master	Ascendant
Change Colour	✍	Fabricate Object	✍	Alter Aura	✍	Draconic Guardians	✍	Fearsome Guardians	✍
Magical Makeover	✍	Harden Object	✍	Alter Size	✍	Fix Transformation	☆	Selfshift	✍
Potion Mixing Spell	☆	Stoneskin	✍	Enchantment Ritual	☆	Internal Extension	✍		
Slip	👁	Thick Air	👁	Featherweight	✍				
Small Change Charm	✍			Ironmass	✍				
Transmutation	✍			Sculpt Matter	👁				
				Treacherous Terrain	✍				
				Undo Transformation	✍				

Conjuration									
Beginner		Novice		Adept		Expert		Master	Ascendant
Conjure Flowers	✍	Conjure Bubble	✍	Binding Ropes	✍	Banish	✍	Create Golem	☆
Launch Spike	✍	Eternal Flame	✍	Conjure Object	✍	Duplicate Object	✍	Dimensional Binding	☆
Shimmering Confetti	✍	Summon Snake	✍	Summon Birds	👁	Smoke Daggers	✍		
Silver Shield	✍			Vanish Object	✍				
Smokescreen	✍								

Dark Arts

Necromancy									
Beginner		Novice		Adept		Expert		Master	Ascendant
Instil Terror	✍	Blight	✍	Blood Barrier	🛡	Blood Moon	☆	Soul Snare	✍
Shadow Blast	✍	Crippling Fatigue	✍	Fiendfyre	✍	Contagion	✍	Word of Death	✍
Vicious Slash	✍	Dark Healing	✍	Plague of Insects	✍	Create Thrall	✍		
		Necrosis	✍	Torture	👁	Create Zombie	☆		

Occultism									
Beginner		Novice		Adept		Expert		Master	Ascendant
Blood Pact	☆	Abyssal Fluid	👁	Shadow Demon	✍	Commune with the Dead	☆	Coven's Protection	☆
Draw Power	☆	Eldritch Knowledge	☆	Solidify Ghost	☆	Summoning Circle	🛡		
Shroud of Darkness	✍	Shadowsight	👁	Voidsphere	👁				
Unfathomable Visage	✍								

Abyssal Fluid

Novice-level Dark Arts (Occultism)

Spell Type: Focus
Incantation: *sucus infernum*
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
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*

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*

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

Change how the object 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
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*
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
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

Expert-level Recuperation (Warding)

Spell Type: Ward
Incantation: *nonvidetus*
Duration: 1 week

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

Expert-level Recuperation (Warding)

Spell Type: Ward
Incantation: *prohibere incatatum*
Duration: 1 day

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

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

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
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.

Assist Ally

Beginner-level Divination (Telepathy)

Spell Type: Instant
Incantation: *auxilio*

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 lespum*
Duration: 15 seconds
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: 2 minutes

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*
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: *ambilofors*

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

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.

Banish

Expert-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *valeo fendus*
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
Negation: Blockable and Dodgeable

Causes the mucus in the target's nose to gain sentience, take the form of a 2 tiny bats, and then attack the target. Each bat-bogey does 1d6 points of acid damage per turn for the duration of the spell.

Gain an additional bat for every additional casting-level dedicated to this spell

Beartrap

Novice-level Recuperation (Warding)

Spell Type: Ward
Incantation: *ursa dentes*
Duration: 5 days
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.

Beguiling Totem

Adept-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *fascinare*
Duration: 1 day
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

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
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*
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

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.

Bless

Adept-level Recuperation (Healing)

Spell Type: Instant
Incantation: *benedicte*
Duration: 2 minutes

The target gets check advantage on all checks for the duration of the blessing.

The blessing lasts for an additional minute for every additional casting-level dedicated to this spell.

Blight

Novice-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *thanatos*
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: *confusanguui*

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

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

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

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*
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

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
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 checks for Focus spells for the duration.

Burst of Frost

Novice-level Maledictions (Hex)

Spell Type: Instant
Incantation: *isti*
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*

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

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: 3 turns
Resist: Willpower

If target fails to resist, they take the *Confused* status.

Celestial Burst

Novice-level Recuperation (Healing)

Spell Type: Instant
Incantation: *sol maxima*
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

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*
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*
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

Adept-level Charms (Elemental)

Spell Type: Ward
Incantation: *rarnus*
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 3d10 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

Beginner-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *quorum*
Duration: 1 hour
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*

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 posses.

Clean Surface

Beginner-level Charms (Kinesis)

Spell Type: Focus
Incantation: *pullundo*

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.

Cloudmove

Adept-level Charms (Elemental)

Spell Type: Ritual (30 minutes)
Incantation: *syneffo*

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.

Commune with Nature

Adept-level Divination (Telepathy)

Spell Type: Ritual (5 turns)
Incantation: *naturus amicus*

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*

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: *occulto*
Duration: 1 year

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
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
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

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

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

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 lead off 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*

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 electrical damage for each additional spell-level.

Contagion

Expert-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *vastantes*
Duration: 2 weeks
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 unaffected 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

Expert-level Divination (Temporal)

Spell Type: Instant
Incantation: *fortasse*

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.

Countercurse

Adept-level Recuperation (Healing)

Spell Type: Instant
Incantation: *finite maledictum*

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.

Coven's Protection

Master-level Dark Arts (Occultism)

Spell Type: Ritual (4 hours)

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.

Create Fire

Beginner-level Charms (Elemental)

Spell Type: Focus
Incantation: *incendio*
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

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

Ascendant-level Dark Arts (Necromancy)

Spell Type: Ritual (1 day)

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*
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 Charms (Kinesis)

Spell Type: Ward
Incantation: *dolus*

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*
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: *inferi exorior*

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*
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*
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 associated *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*

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: *maledicto*
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
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.

Cushion Fall

Adept-level Charms (Kinesis)

Spell Type: Instant
Incantation: *sofus*

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*
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 exceptionally sharp knife, dealing 2d4 slashing damage.

Dark Healing

Novice-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *tenebrosa sudarium*
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.

Delayed Effect

Adept-level Maledictions (Curse)

Spell Type: Instant
Incantation: *mora maledictus*
Duration 1 hour
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
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.

Detect Casting History

Novice-level Divination (Temporal)

Spell Type: Ritual (1 minute)
Incantation: *priori incantatem*
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*

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*
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*
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.

Dimensional Binding

Master-level Transfiguration (Conjuration)

Spell Type: Ritual (5 turns)
Incantation: *subjungus*
Duration: 1 day
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*
Resist: Strength
Negation: Dodgeable

A streak 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*
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*
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*
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.

Draconic Guardians

Expert-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *draconifors*
Duration: 1 hour

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: *delcрус*
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

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.

Duplicate Object

Expert-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *geminio*
Duration: 12 hours

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*
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*
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*

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 Maledictions (Hex)

Spell Type: Focus
Incantation: *electrum maxima*
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*

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

Enchantment Ritual

Adept-level Transfiguration (Alteration)

Spell Type: Ritual (1 day)

The enchantment ritual used to imbue items with magical effects. See page 48 for details.

Endure Environment

Novice-level Recuperation (Healing)

Spell Type: Instant
Incantation: *omnium*
Duration: 1 day

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
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*
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

Summon a minor fire spirit. If you have a glass container, you may use it to 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
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.

Extinguish Flame

Novice-level Charms (Elemental)

Spell Type: Instant
Incantation: *sitim*

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

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*

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 maxmius*
Duration: 1 hour
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 of 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

Master-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *piertotom locomotum*
Duration: 1 day

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

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.

Feign Death

Expert-level Recuperation (Healing)

Spell Type: Ritual (30 minutes)
Incantation: *fautis*
Duration: 3 hours

When cast upon a willing living being, they are placed into a state of suspended animation which perfectly replicates the outward appearance of death.

The target is *Unconscious* for the duration, awakening only when the spell duration finishes, or the original castr expends a major action to reawaken them.

Fidelius Ward

Ascendant-level Recuperation (Warding)

Spell Type: Ritual (2 weeks)
Incantation: *onsigno scientia*

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
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

Master-level Recuperation (Healing)

Spell Type: Instant
Incantation: *requiescat in pace*
Negation: Blockable and Dodgeable

If this spell strikes a Ghost, Inferi, or other Unliving that once used to be a living creature, deal 10d10 celestial damage, as the sound of an angelic choir sings out.

Fireball

Adept-level Maledictions (Hex)

Spell Type: Instant
Incantation: *confringo*
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*
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

Expert-level Transfiguration (Alteration)

Spell Type: Ritual (30 seconds)
Incantation: *perpetuus*

When cast on any transfigured or conjured object, makes the transformation permanent and removes the time constraint. When a counterspell is used, this spell is removed and the countdown resumes.

Floodlight

Adept-level Charms (Elemental)

Spell Type: Instant
Incantation: *caecus*
Duration: White beam
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*

This spell erects an impenetrable, ethereal shield in front of the caster which absorbs incoming attacks. This shield has a health of 10HP. If an attack is blocked which would cause the shield to drop to 0HP, the shield fails, and half the remaining damage is dealt to the caster. The caster is not considered *Distracted* when casting this spell, unless attacked by an enemy that they cannot see.

The shield gains an additional 10HP for every additional spell level used to cast the shield

Foresight

Adept-level Divination (Temporal)

Spell Type: Instant
Incantation: *providentia*
Duration: 1 turn

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*
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: *klinnerat*

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
Resist: Compassion

Target performs a Resist check, if they fail, target flies into a mindless rage and begins attacking all those around them.

General Counterspell

Expert-level Charms (Kinesis)

Spell Type: Ritual (30 seconds)
Incantation: *finite incantatem*

End the effects of any active spell. If the spell was cast by anyone other than yourself, the counterspell must be cast at a level exceed the original casting. This spell does not work on enemy shields, curses or spells which are still being cast.

Glamour

Novice-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *lux stultium*
Duration: 1 hour
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*

Get a fleeting glimpse into the future. Choose one of the following:

- 4+PP bonus to dodge next turn
- 4 + PP bonus to accuracy next turn

Gust

Beginner-level Charms (Elemental)

Spell Type: Focus
Incantation: *vente*

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*
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
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

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*

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.

Heat Object

Adept-level Maledictions (Hex)

Spell Type: Instant
Incantation: *flagrante*
Duration: 3 turns
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.

Holy Ward

Expert-level Recuperation (Warding)

Spell Type: Ward
Incantation: *pervetutem luminis*

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.

Hovering Light

Novice-level Charms (Elemental)

Spell Type: Instant
Incantation: *globus*
Duration: 1 minutes

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
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
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.

Identify Object

Beginner-level Divination (Temporal)

Spell Type: Ritual (5 minutes)
Incantation: *dicemi*

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.

Illuminate Wand

Beginner-level Charms (Elemental)

Spell Type: Focus
Incantation: *lumos*

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.

Induce Anxiety

Beginner-level Divination (Telepathy)

Spell Type: Instant
Incantation: *falciparum*
Resist: Logic

You allow yourself to be caught riflign 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
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

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*
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
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.

Ironmass

Adept-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *ferrus gravitas*
Duration: 1 hour

Make the target non-sapient object up to 50kg in weight so heavy that it cannot be lifted by a single individual. Multiply the mass of an object by 100.

Ironwall

Expert-level Recuperation (Warding)

Spell Type: Ward
Incantation: *ferromurum*
Duration: 1 day

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: *locomotor wibbly*
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.

Knockback

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *flipendo*
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.

Knockout

Expert-level Maledictions (Curse)

Spell Type: Instant
Incantation: *stupefy*
Duration: 20 seconds
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.

Launch Spike

Beginner-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *voco dens*
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.

Spikes 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*

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

Target may leap up to 5m in any direction as a major action, and land safely whilst the spell is active.

Add an additional 5m 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*

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

Novice-level Charms (Kinesis)

Spell Type: Focus
Incantation: *wingardium leviosa*

Cause an object of 1kg 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*
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.

Locate Being

Adept-level Divination (Temporal)

Spell Type: Instant

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*

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*

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

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

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.

Major Healing

Expert-level Recuperation (Healing)

Spell Type: Instant
Incantation: *sana*

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

Mark Surface

Beginner-level Charms (Kinesis)

Spell Type: Focus
Incantation: *stylum*

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: *falsarium maxima*
Duration: 12 hours
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*

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 OHP, all negative status effects are removed.

Mass Kinesis

Ascendant-level Charms (Kinesis)

Spell Type: Focus
Incantation: *ballatutti*

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
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*

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 turns
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*
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
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*

Your wand emits healing rays which close small wounds as you pass your wand over them. Heal for 1d6 points per turn. 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 1d6 damage for every additional spell level dedicated to it.

Mists of Time

Expert-level Divination (Temporal)

Spell Type: Ritual (1 hour)
Incantation: *momento aeternitatis*

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: *obliviate*
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.

Move Earth

Novice-level Charms (Elemental)

Spell Type: Focus
Incantation: *wykopat*

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.

Necrosis

Novice-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *carnes mortis*
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

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

Novice-level Divination (Telepathy)

Spell Type: Instant
Incantation: *aspectu*
Duration: 2 hours

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

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*
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

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*
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*
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
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
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*
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

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.

Planemeld

Master-level Divination (Temporal)

Spell Type: Ritual (1 hour)
Incantation: *cogitosum*
Duration: 1 hour

By entering into a deep trance for 1 hour, you may bring yourself into resonance with a higher power. At any point in the next 24 hours, you may use a major action to channel these energies into a warded region that surrounds you in a cylinder 20 metres in radius. The energies of the plane infuse this warded region, as if the dimension had merged into the normal one.

The caster may choose if they are affected by the planemeld at first, but once they exit the region, they will feel its effects when they re-enter. You may choose from one of the planes found on page 98, which also details the planemeld effects for each plane.

Within the Astral Realm, the site of a Planemeld manifests itself as a portal to the relevant Plane of Existence. This portal exists for a year and a day after the invocation of a planemeld.

Potion Mixing Spell

Beginner-level Transfiguration (Alteration)

Spell Type: Ritual (5 turns)

Used to mix a potion. See page 48 for details.

Prevent Movement

Novice-level Maledictions (Curse)

Spell Type: Focus

Incantation: *impedimentia*

Duration: 15 seconds

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

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

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

Psychosomatism

Expert-level Illusion (Psionics)

Spell Type: Focus

Incantation: *animo materia*

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: *verdimillions*

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)

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*

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.

Regenerate

Master-level Recuperation (Healing)

Spell Type: Instant

Incantation: *regus*

Duration: 5 minutes

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*

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

Novice-level Recuperation (Healing)

Spell Type: Instant

Incantation: *relashio*

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: *legilimens*

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*

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.

Runic Shield

Novice-level Recuperation (Warding)

Spell Type: Ward

Incantation: *scutum*

Duration: 1 hour

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.

Scry

Expert-level Divination (Telepathy)

Spell Type: Concentration

Incantation: *videro*

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*

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 sculpt the matter at will.

Selfshift

Master-level Transfiguration (Alteration)

Spell Type: Instant

Incantation: *muto*

You assume the form of any object or animal you wish, provided it has approximately the same size as you.

You take on the physical attributes and abilities of your new form, though you keep your intellect and consciousness intact.

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.

Sense Humans

Adept-level Divination (Telepathy)

Spell Type: Focus

Incantation: *hominim revelio*

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*

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*
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 umbradors*
Duration: 1 minute
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: *iuertus*

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*

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: *contidus*

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*
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*
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.

Shimmering Confetti

Beginner-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *chamak*
Duration: 3 seconds
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 *Distressed* 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*
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.

Shroud of Darkness

Beginner-level Dark Arts (Occultism)

Spell Type: Instant
Incantation: *tenebrosa*
Duration: 2 minutes
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
Resist: Willpower

If the target fails to Resist, they may not speak or otherwise vocalise for the duration of the spell.

Silent Illusion

Adept-level Illusion (Bewitchment)

Spell Type: Focus
Incantation: *lux*
Resist: Observation

Create an illusion, a construction of light. 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, however the illusion becomes fixed after Focus is broken. An observer may determine that the illusion is not real by performing a Resist check as a major action.

Silver Shield

Beginner-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *argentipus*
Duration: 1 hour

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
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*
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*

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*
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

Beginner-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *fumus interio*
Duration: 20 seconds

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

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 ethereal 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 Snare

Master-level Dark Arts (Necromancy)

Spell Type: Instant
Incantation: *nerco decipula*

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.

If this spell is cast as an Ascendant level spell, you may the soul to cast an Ascendant level spell.

Spare the Wounded

Beginner-level Recuperation (Healing)

Spell Type: Instant
Incantation: *clementia*
Duration: 1 day
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)

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

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.

Sphere of Immobility

Ascendant-level Charms (Kinesis)

Spell Type: Instant
Incantation: *stabit maxima*
Duration: 1 minute

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

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.

Stabilise Patient

Beginner-level Recuperation (Healing)

Spell Type: Instant
Incantation: *firum*

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

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.

Sting

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *ictus*
Resist: Vitality
Negation: Blockable

A blast of purplish energy rockets from your wand, seeking to strike the enemy in the face. Stings the target for 2+1d4 poison damage, halved on a successful Resist.

Gain an additional 1d4 poison damage for every additional casting-level dedicated to this spell.

Stoneskin

Novice-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *lapis pellium*
Duration: 5 minutes

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*
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: *saeclyfors*
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

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
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
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*

Summon non-shielded objects within a 500m radius. 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

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

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
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.

Taboo

Ascendant-level Maledictions (Curse)

Spell Type: Ritual (1 week)
Duration: 1 year

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.

Telepathic Bond

Beginner-level Divination (Telepathy)

Spell Type: Ritual (2 turns)
Incantation: *conanimus*
Duration: 2 days

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*

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*
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.

Temporal Vortex

Adept-level Divination (Temporal)

Spell Type: Focus
Incantation: *qortina*

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.

Thick Air

Novice-level Transfiguration (Alteration)

Spell Type: Focus
Incantation: *temporio*
Duration: 1 minute
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

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: *ventrilofores*

Cast your voice such that it appears to be coming from somewhere up to 5 metres away.

Timeslip

Expert-level Divination (Temporal)

Spell Type: Instant
Duration: 2 minutes
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*
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.

Torture

Adept-level Dark Arts (Necromancy)

Spell Type: Focus
Incantation: *Crucio*
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
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

Adept-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *transgresso*
Duration: 2 hours

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*
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*
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: *stultuvisus*
Duration: 1 hour
Resist: Observation

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. 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

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.

Undo Transformation

Adept-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *reparifarge*

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

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*

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*

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.

Vanish Object

Adept-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *evanesco*
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

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*
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
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
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
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

Adept-level Illusion (Psionics)

Spell Type: Focus
Incantation: *oneiro*
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

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.

Weld Objects

Novice-level Charms (Kinesis)

Spell Type: Instant
Incantation: *obharesco*

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.

Wind Tunnel

Adept-level Charms (Elemental)

Spell Type: Focus
Incantation: *vente polus*
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.

Wither

Master-level Maledictions (Curse)

Spell Type: Instant
Incantation: *unis*
Duration (4+PP) turns
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*
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.

20: Potion List

Alchemic Grenade

Looks like a small grey orb, which occasionally sparks with energy.

Cost	Mixing Time	Dose	Difficulty
15f	2 hours	3 doses	15

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 2 metres

Alihotsy Draught

A blue liquid which emits a powerful liquorice smell

Cost	Mixing Time	Dose	Difficulty
10f	2 hours	3 doses	10

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	Difficulty
6g	12 hours	1 dose	15

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	Difficulty
10f	2 hours	3 doses	10

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	Difficulty
5f	1 hour	3 doses	10

Ingredients: Bezoar, Mandrake Root
Reduce the remaining time left on an ongoing poison 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	Difficulty
15f	4 hours	3 doses	10

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 acrid.

Cost	Mixing Time	Dose	Difficulty
10f	3 hours	3 doses	10

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	Difficulty
2g	12 hours	3 doses	15

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	Difficulty
2g	12 hours	3 doses	15

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	Difficulty
5f	1 hour	3 doses	10

Ingredients: Doxy 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	Difficulty
5f	1 hour	3 doses	10

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	Difficulty
3g	1 day	3 doses	15

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	Difficulty
10f	2 hours	3 doses	10

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	Difficulty
10f	2 hours	3 doses	10

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	Difficulty
65g	1 week	1 dose	20

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	Difficulty
10g	1 day	1 dose	15

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	Difficulty
10f	3 hours	3 doses	10

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	Difficulty
3g	1 day	3 doses	15

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	Difficulty
3g	5 hours	1 dose	15

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	Difficulty
2g	12 hours	3 doses	15

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	Difficulty
15f	5 hours	3 doses	10

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	Difficulty
28¢	3 days	1 dose	15

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	Difficulty
15¢	1 hour	3 doses	15

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	Difficulty
5¢	5 hours	3 doses	15

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	Difficulty
127¢	2 weeks	1 dose	20

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	Difficulty
65¢	1 week	1 dose	20

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	Difficulty
19¢	6 days	3 doses	15

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	Difficulty
10¢	1 day	1 dose	15

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	Difficulty
3¢	1 day	3 doses	15

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	Difficulty
29¢	3 days	1 dose	20

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	Difficulty
2¢	12 hours	3 doses	15

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	Difficulty
10¢	2 hours	3 doses	10

Ingredients: Daisy, Honeywater, Puffskein Tongue, Silver
Charisma bonus 2 Points

Gilly Concoction

Green-blown sludge. Looks and taste disgusting.

Cost	Mixing Time	Dose	Difficulty
0¢	0.5 hour	1 dose	10

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	Difficulty
10¢	1 day	1 dose	15

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	Difficulty
5¢	1 hour	3 doses	10

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	Difficulty
5¢	5 hours	3 doses	15

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	Difficulty
10¢	2 hours	3 doses	10

Ingredients: Bundium 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	Difficulty
10¢	2 hours	3 doses	10

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	Difficulty
3¢	1 day	3 doses	15

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	Difficulty
15¢	5 hours	3 doses	10

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	Difficulty
4¢	2 days	3 doses	10

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	Difficulty
6¢	2 days	3 doses	15

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	Difficulty
19¢	2 days	1 dose	15

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	Difficulty
96¢	2 weeks	1 dose	20

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	Difficulty
3¢	1 day	3 doses	10

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	Difficulty
15f	12 hours	3 doses	10

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	Difficulty
0f	3 hours	3 doses	15

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	Difficulty
5f	1 hour	3 doses	10

Ingredients: Chizpurfle Fang, Ginger, Tea Leaf
Restores FP by 10 points

Philosopher's Stone

A ruby-red rock, which glows with an internal light

Cost	Mixing Time	Dose	Difficulty
9669g	3 years	1 dose	30

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	Difficulty
10g	1 day	1 dose	15

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	Difficulty
10f	2 hours	3 doses	10

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	Difficulty
6g	2 days	3 doses	15

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	Difficulty
10g	3 days	3 doses	20

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	Difficulty
46g	5 days	1 dose	15

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	Difficulty
10g	1 day	1 dose	15

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	Difficulty
6g	2 days	3 doses	15

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	Difficulty
5f	5 hours	3 doses	15

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	Difficulty
10f	8 hours	3 doses	15

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	Difficulty
15f	12 hours	3 doses	10

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	Difficulty
15f	5 hours	3 doses	10

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	Difficulty
19g	2 days	1 dose	15

Ingredients: Centaur Hoof, Galanthus Nivalis, Hippocampus Hair
When consumed, helps aid recollection. Target remembers 2 things they forgot

Solution of Vulnerability

Colour varies with the choice of active ingredient, but the smell is always the same: burned parsnips.

Cost	Mixing Time	Dose	Difficulty
3g	1 day	3 doses	15

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, piercing). Effect lasts for 5 minutes

Stew of Near-Invisibility

An invisible liquid, can be felt but not seen.

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

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	Difficulty
3g	5 hours	1 dose	15

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	Difficulty
9g	3 days	3 doses	10

Ingredients: Dragon Blood, Salamander Blood, Slug Slime
Acts as a substitute for human blood for a vampire. Sate the drinker's need for blood for 2 days

Veritaserum

Colourless, odourless liquid. Indistinguishable from water.

Cost	Mixing Time	Dose	Difficulty
63g	1 week	1 dose	15

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	Difficulty
10f	2 hours	3 doses	10

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	Difficulty
3g	1 day	3 doses	15

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	Difficulty
5f	1 hour	3 doses	10

Ingredients: Dittany, Horklump Juice,
Wiggentree Bark
Restores HP 10 points

Wolfsbane

A yellow-green solution with the odour of rotting eggs.

Cost	Mixing Time	Dose	Difficulty
29g	3 days	1 dose	18

Ingredients: Aconite, Eye of Newt, Mackled
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 Maledictions or Illusion schools.

Skills: Choose any two from Strength, Speed, Vitality, Chicanery, Conviction & Willpower.

Weapons: Wands, Simple Weapons

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

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	Novice	True Expertise, Advanced Spellcasting

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

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.

Advanced Spellcasting

By level 3, you discover that your knowledge of spellwork has advanced faster than is normally expected of a student.

You gain access to Novice level spells one level early, to reflect your rapid progress.

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	Career Ambitions, 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

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.

Career Ambition

When you reach 3rd level, you may nominate a career you wish to enter into: or the Archetype that you will multiclass into next level.

If you find a being which is already a member of that Archetype and convince them to become your mentor, you can accelerate your progress to achieving your goal. Gain 50% more experience points on every day during which you meet your 'mentor'.

If you fail to multiclass into the nominated role the next time you level up, you find all your experience was in vain, and you lose all experience, aborting the level-up procedure.

Sly Action

On a turn in which no beings attacked 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	Features
1	+2	Beginner	Artificer's Augmentations
2	+2	Beginner	Rune Experimentation
3	+2	Beginner	Renew Bindings, Expert Enchanter
4	+3	Novice	—
5	+3	Novice	Appraising Eyes
6	+3	Novice	—
7	+3	Novice	Enchantment Affinity
8	+4	Adept	Tweak Enchantment
9	+4	Adept	—
10	+4	Adept	Imbue Sentience
11	+4	Expert	—
12	+5	Expert	Runecasting
13	+5	Expert	—
14	+5	Master	Networked Augmentations
15	+5	Master	—
16	+6	Master	Empowered Sentience
17	+6	Master	—
18	+6	Ascendant	Enchantment Affinity II
19	+6	Ascendant	—
20	+7	Ascendant	Shared Soul

Class Statistics

As an 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, Conjunction & Warding.
- Skills:** Choose any two from Arcane, History, Logic, Willpower and Investigation.
- Weapons:** Simple Weapons
- Tools:** Runic Tools and one of Jeweller's tools, Repair Kit and Smithing 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 Augmentations

From first level, you learn how to use *Augmentations*.

An Augmentation is a temporary, rather weak enchantment that can be placed on an item by pressing a wax *signum* into it. Each *signum* has a runechain already inscribed upon it, and as the artificer begins the augmentation process they describe how those runes should be interpreted, as they would in the normal enchanting process.

If the artificer doesn't exceed the capabilities of the *signum*, then the item is temporarily imbued with the described effect. An augmentation typically lasts for one hour, with minor degradation to the effect quality as it wears off.

Each *signum* takes 12 hours to recharge, during which time it cannot be used again. You may use multiple *signii* inscribed with the same runechain to produce different effects, provided they would fall under the same 'umbrella', as described on page 48. You cannot place a *signum* on item which already possesses an augmentation, but you can augment traditionally enchanted items.

The number of *signii* that you may have at any one time is equal to your Artificer level. You may take 6 hours to produce a new set of *signii*, with your chosen runes inscribed upon them. When you do so, your old set crumbles into dust.

The effects produced by augmentations will always be less potent than those which you are able to produce through the traditional enchantment ritual. As an example, whilst a Beginner-level enchanter could use the runechain *TYZ* to produce a Sword of Fire capable of inflicting an additional 1d6 Fire damage, a sword augmented with this runechain would be limited to 1d4 fire damage. As your spellcasting (and hence enchanting) abilities increase, so to do your augments.

Rune Experimentation

At second 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.

Expert Enchanter

From 3rd level, you may double your expertise bonus on enchanting checks, and enchanting rituals take half as long as normal.

In addition, whenever you fail an enchanting check, you get the chance to 'rescue' the enchanting with a second check.

Renew Bindings

At 3rd level, you learn how to re-energise an existing nexus, effectively 'recharging' a the enchantment in an item. The ritual takes approximately 1 hour, and costs 10FP to perform.

You may 'recharge' a number of items in a single ritual equal to half your enchanter level.

Appriasing Eyes

At 5th level, your eyes have become accustomed to the magical aura of enchanted items. You can tell at a glance if an item is enchanted, and may take a major action to perform an investigation check. On a success, you may discern the runechain (but not the exact effect) present on an item.

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.

At 18th level, this understanding extends even to items that others have enchanted: you are considered proficient in all enchanted weapons and armour.

Tweak Enchantment

Upon reaching 8th level, you gain the ability to place small runes at specific points along the magical nexus of an existing magical item, subtly altering the effects.

Tweaks can be simple aesthetic changes (i.e. change the fire flickering along the blade from red to blue), provide exceptions (i.e. sleep effects do not work on blonde individuals) and other such minor effects. Attempting to alter the effects too much from their intended purpose can fragment the magical nexus, destroying the item, and probably taking out a few nearby buildings.

This action takes 10 minutes to complete, and cannot be used again until completing a Short Rest.

Imbue Sentience

The creation of a true Mind, a being possessing consciousness and original thought is a closely guarded secret amongst the Artificer's guilds. By 10th level, you have learned these secrets for yourself.

The runechains for such a feat are horrifically long and complicated, necessitating a DV20 enchanting check to produce and 24 hour of work. At the end, however, you produce an artificial sentient being.

If you had previously created such an artefact, that consciousness transfers into the new item, with the old housing crumbling into dust.

The consciousness within the item can perceive the outside world with perfect darkvision, and can hear as well as any human, and has a perfect memory. It also has a limited amount of control over its physical form - often manifesting a face with which to talk by selectively crumpling the fabric it resides in-

side, or appearing in the imperfections of a gemstone, for example.

When manifesting a face, the sentience can communicate verbally, and it may always communicate telepathically with a being in contact with the item it resides within. The sentience is created with a friendly disposition towards its creator, and as such may dispense advice and knowledge, or warn them of unseen threats.

Runecaster

At 12th level, you begin to realise that enchanting (and the use of runes) is no different than normal spellcasting, and you learn to utilise your knowledge of the Enchanting Runes to form a magic spell from the endless chaos of primordial magic.

As with the usual enchanting process, you must trace the runes out in the air over the course of a major action, describing what effect you would like this runechain to have. The GM then decides the spellschool and the difficulty of the described spell, based on the magnitude of the effect you are trying to create. You must then perform a casting check to realise the runecast.

Runecasting is almost always weaker than a spell cast using the normal methods, though it provides much greater flexibility. You cannot runecast to exactly replicate the effects of an existing spell.

Networked Augmentations

At 14th level, you learn how to modify your Augmentations to form a psychic network, along which both messages and Sentiences can travel.

Any being touching an item currently bearing an active augmentation (anywhere in the multiverse) may communicate with you, or with any other being touching such an item, and you may communicate with them.

If you bear an item containing a Sentience, it may also traverse this psychic network to temporarily inhabit augmented items. It will act as if it is in its 'home' object, and will always return before the Augmentation wears off. Moving along the network takes a minor action.

Empowered Sentience

At 16th level, you learn how to modify your sentience-inducing runes to allow the channeling of magical power. You may teach the Sentience up to 3 Beginner or Novice-level spells which you have memorised.

The Sentience is then able to cast these spells at will as major actions, from whichever item it is currently inhabiting. The Sentience has a +4 to accuracy checks, and has a subjugation value of 13.

Every time you re-create the sentience from scratch, it forgets the spells it learned in its previous incarnation.

Shared Soul

At 20th level, you have learned one of the most dangerous secrets of all: how to cheat death.

When you create a sentience, enough of your personality and soul mingles with that of your creation for it to be viable to use the sentience to rebuild your personality after your death.

Normally the *Spark of Life* spell requires a being to have been dead for less than 24 hours, and with a relatively intact body, in order for it to be viable for the soul to be clinging on.

However, if you die whilst connected to your Sentience through the psychic network, your soul may reside in the network for a year and a day, before it moves on to the other side. As long as the enchanted item remains intact, your body can be repaired and your soul returned to it within this timeframe.

After using this skill, your soul can become fragile. You may only use this skill to cheat death once.

Unlike Horcruxes, no dark or unspeakable magic is involved, and your soul remains intact throughout. You cannot permanently cheat death - only delay it slightly.

Warrior

An intro bit of text

Warrior			
Level	Expertise	Spells	Features
1	+2	Beginner	Fighting Paradigm, Paradigm Feature I
2	+2	Beginner	Through Gritted Teeth
3	+2	Beginner	Combat Stratagem
4	+3	Novice	Paradigm Feature II
5	+3	Novice	—
6	+3	Novice	Stratagem Improvement I
7	+3	Novice	—
8	+4	Adept	Paradigm Feature III
9	+4	Adept	Stratagem Improvement II
10	+4	Adept	—
11	+4	Expert	Firm Grip
12	+5	Expert	—
13	+5	Expert	Paradigm Feature IV
14	+5	Master	Stratagem Improvement III
15	+5	Master	—
16	+6	Master	Critical Striker
17	+6	Master	—
18	+6	Ascendant	Stratagem Improvement IV
19	+6	Ascendant	—
20	+7	Ascendant	Paradigm Feature IV

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

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 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.

Critical Striker

At 16th 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.

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:

Disarming Strike, Battlefield Commander, Distraction Tactics, Fancy Footwork, Fortified Brace, Feint, Terrifying Onslaught, Lunge, Riposte, General's Eye 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.

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, Fortified Brace, Feint, Terrifying Onslaught, Riposte, General's Eye, Trail of Blood and *Masked Incantation*

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.

Duelist's Signature

At 20th level, you are amongst the mightiest duellist 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 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 Wand, you may use the following Stratagems:

Battlefield Commander, Distraction Tactics, Fancy Footwork, Fortified Brace, Extend Shield, Explosive Defence, General's Eye, Trail of Blood and *Masked Incantation*

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.

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

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.

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.

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.

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.

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.

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.

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.

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.

Extend Shield: You may expend a strategy die 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.

Riposte: When you 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.

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.

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.

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.

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.

2: 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.

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

Runecaster

Once per day, you may utilise your knowledge of the ancient *Enchanting Runes* to form a magic spell from the endless chaos of primordial magic.

As with the usual enchanting process, you must trace the runes out in the air over the course of a major action, describing what effect you would like this runechain to have. The GM then decides the spellschool and the difficulty of the described spell, based on the magnitude of the effect you are trying to create. You must then perform a casting check to realise the runecast.

Runecasting is almost always weaker than a spell cast using the normal methods, though it provides much greater flexibility. You cannot runecast to exactly replicate the effects of an existing spell.

After successfully performing a Runecast, you may spend 6 hours translating the runechain into a conventional incantation-based spell, with the discipline and DV set by the GM. You may then memory-cast this spell, and others may book-cast it, as they would any other spell.

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.

Surge

You may take one extra major action in your turn. This skill cannot be used again until you complete a 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

Prerequisite: Ability to cast magic

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 barehanded 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.

Broken Wand

- All casting checks using the wand take a -5 penalty.
- Spell failures are particularly severe
- Wand needs repairing by a master of wandlore.

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.

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 35. 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
- 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.

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: Cosmology

Though little of it is talked about in the Wizarding World, for the study of it is highly restricted, and confined almost entirely to the Department of Mysteries (and its various international variants), the universe is not as simple as it might first seem. Throughout most of the modern history of the Western world, it has been held that there are three planes of existence: the Mortal world, where we reside, and then two higher planes: Heaven and Hell. In contrast, modern atheism holds that there is but one plane, and some adherents of a particular interpretation of Quantum Mechanics believe that there are an infinite number of copies of the Mortal plane. It seems unlikely that the true nature of these 'Planes' will ever be understood by mortal minds.

The Department of Mysteries, however, was created with the primary goal of studying these 'Planes of Existence'. The Department has established that there are in indeed multiple 'realms', or planes of existence. The total number of planes is actually unknown, for they are difficult to map, but the Department has so far managed to place them into 5 categories.

1. **The Mortal World**
2. **The Astral Realm**
3. **The Higher Planes**
4. **The Eldritch Domain**
5. **The Void**

It seems that there is some form of notion of 'distance', although given the multidimensional nature of the realms, it is not what you or I would recognise as distance, but some realms are 'further' away from the mundane reality that we exist in, and it takes significant effort to traverse this 'distance'. The 'closer' a Plane is, the easier it is to access. Roughly speaking, as you traverse down the above list, you get further and further away from our reality.

The Mortal World

The Mortal World is the universe that we see around us. It contains every star in the sky, and is seemingly infinite in extent.

Events in this World follow well-established rules, what the Muggles call 'the laws of physics', though these 'laws' may be tweaked somewhat by the use of magic.

Most Sapient beings go their entire life without knowing that there is anything besides the Mortal World in existence.

The Astral Realm

The Astral Realm is probably the plane that lies closest to the Mortal World, and is often imagined by those who study it as a blanket, lying over the top of the mortal realm.

Every point in the Mortal World has a corresponding point in the Astral Realm, however, the notions of space and time that we are comfortable with do not seem to apply in the Astral Realm. Past, present and future coexist all at once, and paths through the astral realm have a habit of not ending up where you'd expect them to.

It is from the astral realm, therefore, that seers are able to glean information about the future. It is also speculated that when a wizard apparates, they actually briefly enter into the astral realm, traverse a path that either takes no time at all,

or perhaps has no length at all (or maybe both?), and then exit again, finding themselves to have instantaneously transported.

Visually, the Astral realm looks like a translucent mimicry of the mortal realm, filled with drifting mist, thick fog and ghost-like figures. One may therefore observe what is going on in the Mortal Realm from the Astral, but not the other way around without special training.

The Higher Planes

The Higher Planes is the collective name given to the realms which lie between the Astral Realm and the insanity-inducing Eldritch Domains.

Unlike the Astral Realm, the Higher Planes are far enough away from the Mortal World that most of them do not have a 1:1 correspondance with spatial point. Some of the Planes are as large as our universe, others may encompass only a single planet, or even a single room in extreme cases.

Most of the Planes in this category find themselves devoted to some elemental or conceptual aspect found in the real world – be it the the Plane of Fire (Vulcan), or the Plane of Order (Machina). It is hypothesised that entities from these Planes that found their way to the Mortal Realm in the distant past were often mistaken for Gods.

Generally speaking, the only way to travel to one of the Higher Planes is by creating a Portal, and act that requires punching a hole through the walls of reality. This is an act so potentially destructive to all life on Earth that it is classified as a Dark Art, and should only be attempted by the most skilled wizards. A list of Planes that have previously been visited is found at the end of this section.

The Eldritch Domains

Little is known about the Eldritch Domains. It is thought that they are similar in structure to the Higher Planes, but are instead home to entities that have been dubbed *the Eldritch Horrors*. Only one Sapient – a muggle child in the late 1890s – has ever even glimpsed an Eldritch Domain and not been driven to complete insanity, and it is evident from his subsequent career as an author that he was not unscarred by the experience.

The Eldritch Horrors are entities beyond human comprehension, and go by many names: the Chaos Gods, The Great Old Ones, Devourer of Stars, Harbingers of Apocalypse to name but a few. They are not inherently evil, and are in fact so utterly alien that the concept of good and evil is barely applicable to beings of such cosmic power.

The Void

The Void is, unlike the other realms, omnipresent. It is simultaneously the closest Realm to the Mortal World, and yet also the most distant. It is thought that the Void is the hyper-dimensional space in which all the other Planes move, the glue that holds the universe together.

The Void possesses at least 16 spatial dimensions, and 4 temporal dimensions, which means that even objects that enter the Void simultaneously (from the point of view of another

plane) will end up dispersed across the 20-dimensional manifold that represents the void.

Utterly, completely empty, the Void is the true vacuum of the multiverse. So black that empty space seems like a thick soup, and so dark that no light may propagate. The Void truly lives up to its name.

Higher Planes

Abyss: The Plane of Terror

Abyss is a plane that warps itself according to the fears of those who enter it. Formed from an endless, parched wasteland under a black sun, at the centre of which lies an sinkhole so deep it seems to have no end. Embedded into the walls of the sinkhole, spiralling infinitely downwards are thousands – millions – of doors, each with an individual's name inscribed upon it.

Behind every door lies a room of indeterminate size, containing the thing that most terrifies the being named on the door, be it an infinite maze, a posse of evil clowns, or an ocean populated by bloodthirsty sharks. Once inside a room, it is impossible to leave until you conquer your fears.

When entering Abyss, each individual is teleported into the room bearing their own name, and upon escaping, formless beings of shadow and darkness will attempt to force you back inside.

Planemeld Effect: when melded with the mortal plane, Abyss causes all entities in the region take the Terrified status.

Aeolus: The Plane of Storms and Winds

A plane of infinite expanse, filled with swirling air, floating clouds and drifting chunks of earth, Aeolus is the Plane associated with the element of Air.

There is no solid ground to be found in Aeolus, the civilisations found within are built upon the floating mountains that dot the skyscape, or perhaps carved out of condensed and harness cloud. These civilisations live a nomadic life as they drift through the endless sky, never fixed in one place.

Current-charts, which map the airflow and allow you to plot a route through the sky, are the most valued currency in this domain, as are Storm-warnings, for the skies of Aeolus are often split apart by vicious storms that can last a century or more.

Aeolus is home to powerful wind-mages, who can calm the skies with a word, or whip up a brisk wind with a wave of their hand. It is these wind-mages who first constructed the Storm Avatars, and from Aeolus that Mortal wizards draw the stormclouds to construct their own facsimiles of the Avatars.

Planemeld Effect: when melded with the mortal plane, Aeolus causes a stormcloud fill the region giving severe obscuration, and targets inside take 2d10 electric damage per turn.

Eden: The Plane of Nature

A druidic paradise, Eden is a single, enormous garden that lies behind an enormous wall, which forms the boundary between this realm and the Void. Every single species of plant and animal life across the multiverse can be found living in perfect balance in Eden – the circle of life made manifest in a single region, for all of eternity.

No artificial structure can be built in Eden (outside of the Wall, of course), so no true civilisations are found within. The

denizens of this realm – the Gardeners – instead tend to the wildlife, curing the sick and resolving conflicts, and are rewarded with fruit and wool, in return for their role in the Circle.

Planemeld Effect: when melded with the mortal plane, Eden gives the caster the ability to manipulate all plant life at will, causing them to grow as desired.

Elysium: The Plane of Blessings

Appearing as a gigantic city, constructed out of gleaming silver and shining marble, populated by beings that can only be described as Angels, it is said that Elysium is the place where dreams come true.

Indeed, one has to merely wish for something out loud, and a nearby Angel will promptly hand you the focus of your desires. Equally, the air in Elysium seems to be suffused with magic and positive energy, for every action that one attempts (even the most absurd), will succeed without question.

Of course, there is a price for such a blessed existence: an entity known as the Scribe – the chief angelic being – sits atop the highest tower in Elysium, judging the actions of all the inhabitants. If they fail her test, they are expelled from the Silver City.

Planemeld Effect: when melded with the mortal plane, Elysium grants all beings in the region check-advantage.

Hades: The Plane of Death

Like the astral plane, Hades appears as a mimicry of the Mortal World, albeit with a few alterations. The landscape is dotted with bomb-craters, bubonic plague pits, collapsed buildings and nuclear winter. Every single grotesque form of death is represented, somehow, in the environment, in a violent, deadly parody of the living world.

Populated entirely by ghosts, echoes of the living, no one is quite sure what causes a soul to be left in Hades. Some lucky souls are able to escape through the cracks and back to the Mortal Realm, forming the ghosts that wizardkind are aware of, but these are only a fraction of the ghosts found in Hades. The living cannot spend much time in Hades, as the aura of death and decay seeps into their bones, and seeks to turn them into one of the ghouls that haunts its shattered landscape.

The Ministry of Magic possesses a portal to Hades, it lies deep beneath the Ministry itself, at the heart of the Department of Mysteries. However, this portal is one-way, so anyone who enters it without the ability to return home will surely perish.

Planemeld Effect: when melded with the mortal plane, Hades forces all beings below 50% health to pass an ATH(health) check (DV 10) or die instantly.

Hyperborea: The Plane of Ice

A land of endless glaciers and towering crystal-clear castles, Hyperborea is the Elemental Plane of Ice. Due to the freezing temperatures, the Hyperborean species tend to be much larger than their counterparts in other dimensions, to best preserve the heat. They also tend to be fiercely tribal – gathering together for warmth, but deeply fearful of outsiders.

The landscape of Hyperborea is sporadic, with vast featureless plains, interspersed with enormous mountain ranges, and fields of icebergs floating on highly-salted oceans.

Every time a wizard in the Mortal World summons an Avatar of Ice, he first begins by summoning a single snowflake from Hyperborea.

Planemeld Effect: when melded with the mortal plane, Hyerborea lowers the temperature in the region to -150 degrees Celsius, doing 3d8 cold damage per turn.

Machina: The Plane of Order

In Machina, everything is always in its correct place, for Machina is the Plane of Order, where chaos and randomness are abhorred and reviled. Over the millenia, the denizens of Machina have constructed enormous machines that enable them to control every aspect of reality down to the microsecond. The sun always rises at the same time every day, every coin toss lands on the same side, and the same events occur every single day.

Fearing the chaos inherent in biological systems, the denizens of Machina have also gradually replaced their organic components, until they are almost entirely mechanical in nature. The great cities that dot the moulded landscape – tracing out perfectly tessellating grids – are split into three sectors, depending on the modifications that the denizens have made to their bodies, and hence their preferred method of keeping order: clockwork, electronics and magic.

It is said that the first wizard to create a Golem learned the technique from the inhabitants of Machina.

Planemeld Effect: when melded with the mortal plane, Machina imposes order on the region, forcing all beings into their true form. Illusions shatter, transfiguration spells fail and astral effects are nullified.

Nirvana: The Plane of Peace

Nirvana is an alien landscape to those who first arrive – it is seemingly an endless white expanse, with no up or down, and no floor. Individuals move simply by willing themselves in a certain direction. The entire domain is suffused with an aura of complete contentment. All desire and anger are stripped from your body, leaving you completely at peace with your place in the universe.

Those who spend time in Nirvana, however, claim that the whiteness is not perfectly uniform, and that they can see shapes within it. After a significant time, individuals believe that they can make out entire cities, floating in the endless expanse. Eventually, they themselves begin to merge into the whiteness, until they are one with Nirvana. Even if they leave before this happens, so much of Nirvana has infused into their bones that they are incapable of aggression or violence.

When it was first discovered, Nirvana was proposed as a humane alternative to the wizarding prison of Azkaban, as it removed the threat of further violence completely. However, a combination of a desire for punishment and the question mark of what *exactly* happens when they merge with Nirvana meant that Azkaban was retained.

Planemeld Effect: when melded with the mortal plane, Nirvana imbues the region with peace, forbidding any being from taking combat actions in the region.

Pandæmonium: The Plane of Chaos

As the name suggests, Pandæmonium is a realm of pure unadulterated chaos, a whirling soup of matter, energy and magic.

A calm ocean sits metres away from a typhoon, which warps into a lake freezing in a bed of lava. Fragments of stable landscapes drift through the chaotic world, being destroyed and reformed by the whirling chaos that infuses this dimension. Even gravity is not a constant, sometimes normal, sometimes

twice the usual strength, sometimes even negative.

Pandæmonium, however, will respond to an individual imposing their will on it. A simple individual may be able to impose normalcy on a region just large enough to prevent their atoms from shredding as the laws of physics morph. A particularly strong-willed individual, however, can impose order amongst the chaos – potentially for many dozens of metres, creating a safe haven for themselves. As soon as their will is broken, however, Pandæmonium will reclaim the land into its everlasting chaos.

Planemeld Effect: when melded with the mortal plane, Pandæmonium forces all beings in the region to pass a SPR(endurance) Resist check (DV 10), or be *True Shapeshifted* into a random animal for 1 minute.

Scholomancia: The Plane of Knowledge

Scholomancia is probably the smallest of the main Higher Planes, consisting as it does of a single reading room about 15 metres by 15 metres, lined with bookshelves stocked with ancient tomes. Comfortable leather furniture dots the rest of the room, which has a single inhabitant; the Librarian.

It is rumoured that, despite its small size, the bookshelves in Scholomancia contain every book ever written (and some that weren't), and that by providing new information to the Librarian, he will lead you to the knowledge you desire.

Planemeld Effect: when melded with the mortal plane, Scholomancia grants all beings in the region a temporary +4 bonus to the Arcane, History and Research proficiencies.

Tartarus: The Plane of Torture

The home of beings that truly enjoy causing *pain* on other living beings, Tartarus is perhaps the most unpleasant plane for a mortal to visit.

Tartarus appears as a neverending maze, with corridors dripping with blood and skeletons of previous victims. The demonic residents of Tartarus move freely through the walls, hunting their prey. If they catch their prey, they torture their victims for as long as possible. Advancement through their terrifying society is achieved by inventive new torture methods, particularly excruciating torture, or for keeping a victim alive longer than expected.

If you find yourself in Tartarus, the general advice is to leave as quickly as possible.

Planemeld Effect: when melded with the mortal plane, Tartarus Causes all beings to suffer as if the *Incomprehensible Torture* spell had been cast on them with 2PP.

Valhalla: The Plane of Bravery

Viking mythology tells that at the heart of Asgard, lies the great Mead Hall of Heroes; Valhalla. It is from this myth that the Plane of Bravery gets its name. Societies in Valhalla hold bravery and conquest up as the mightiest virtue, and fear to be the greatest weakness. At the heart of Valhalla, lies a stone henge – a series of portals to other plains. As a rite of passage to be considered an adult, every individual must pass through a random portal, and bring back some plunder. The greater the plunder, the more respected in society that that individual is.

As a result of this somewhat primitive plunder-centric economy, the civilisations of Valhalla are not technologically advanced, and mostly resemble the Middle Ages of the Mortal World, albeit studded with advanced technology and magics that have been stolen from other planes.

Most of the great adventures in the multiverse begin their story in Valhalla.

Planemeld Effect: when melded with the mortal plane, Valhalla grants a temporary +5 bonus to Willpower and Endurance proficiencies.

Vulcan: The Plane of Fire

Visually, Vulcan most resembles typical depictions of the Christian Hell, with enormous pools of lava, gouts of fire twenty feet high, and patrolled by demons with pools of flame for eyes. However, this domain is simply the Plane associated with Elemental Fire, not with righteous torture of the evil.

Outside of the volcano-top castles and their pools of lava, the land is covered in a fertile ash, and populated by ruby-red trees that can only distribute their seeds when the tree is consumed by fire. Diverse species of dragon, from tiny lizard-like creatures to formidable goliaths patrol the skys. The fire of this realm serves not simply to destroy, but to cleanse and refresh and as such, though Vulcan is quite alien to us mortals, it has been home to several thriving and prosperous civilisations.

At the core of every summoned Avatar of Flame, lies a single ember drawn across the multiverse from Vulcan.

Planemeld Effect: when melded with the mortal plane, Vulcan ignites everything in the region, doing 3d12 fire damage per turn.

25: Magic Cheat Sheet

This section contains a brief summary of the tables needed for spellcasting. This serves as a useful printout to have on hand, to avoid arduous page-flipping.

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 then perform a check by rolling the relevant dice, and then compare this value with the Difficulty Value (DV) of the spell, and then finally deduct the appropriate FP cost.

Memory

Spells can be cast in one of two ways: either from memory, or from the pages of a spellbook.

Spells cast from memory are considered 'default', and most rules are written assuming that this is how they are being cast.

Of course, you must first learn a spell, before you can memorise it. This is what spellbooks are for. You may cast a spell from a spellbook if you have the spellbook open in front of you. Casting in this fashion takes twice as long as normal, leaves you vulnerable to attack, as well as costing more FP to cast.

When you have book-cast a spell a certain number of times, it is considered 'memorised', and you may cast it from memory in future. The formula to calculate the number of book-casts is:

$$N = 10 - (\text{INT modifier} + \text{Arcane Proficiency})$$

Accuracy & Resisting

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:

$$\text{Dodge} = 10 + \text{Finesse modifier} + \text{bonus}$$

$$\text{Block}^* = 10 + \text{Athletics modifier} + \text{bonus}$$

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. This allows you to increase the value of Dodge or Block respectively by the value of a standard Resist check.

You may also be asked to perform an accuracy check when casting against an object which is particularly far away or small.

'Resisting' allows you to grit your teeth and power through the effects of a spell. Some spell effects can be overcome by a particular force of will. To do so, you roll your Resist dice (determined by the *Withstand* skill), and check against the DV set by the spell effect.

Check Type

Every spell belongs to one of the Disciplines, which determines the character attribute to use when casting that spell. Appropriate Proficiencies may be added onto spellcasting checks as determined by character skills, or by GM's consent that it is applicable to the spell being cast.

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	Spirit
Dark Arts	Necromancy	Evil
	Occultism	Intelligence

Check Difficulty

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:

	Beginner	Novice	Adept	Expert	Master
DV:	5	8	12	15	20

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
Memory	5	8	12	15	20
Book	8	12	18	23	30

FP Regenerates at a rate of 2FP per turn cycle in which no FP was deducted.

26: Changelog

Changes in V4.0β

Changes to Artificing

An entirely new artificing system was introduced, both for enchanting and potion making.

Artificing is now made up of a rune-based enchanting system riffed from *Ars Magica*, and an ingredient-plus-flair alchemy system.

Spellcasting Changes

- A drastic overhaul to the spellcasting system.
- Dice no longer increase in size: spellcasting is a d20 skill, with the DV changing
- The associated 'magic skills' have been removed.
- Power Points have been removed, and a 5e style 'upcasting' system implemented to replace it.
- Spell Schools split into 2 disciplines each with the spellcasting skill set by the discipline
- FP costs fixed on a per-level basis
- Spell Resist DVs set by a 'subjugation' value which increases with Power.
- Focus spell mechanic changed
- Casting checks now only need to be performed for non-memorised spells.
- Some spells have an accuracy check associated with them.

Changes to Character Attributes

- Empathy renamed to Perception (better gameplay mechanic)
- Athletics renamed to Fitness (to encompass the general physical health aspect)
- Finesse changed to Precision (simply because FIT and FIN were too similar!)
- The Attribute proficiencies have been shifted around and a few new ones renamed.

Dodge, Block and Accuracy

- A new accuracy system has been implemented
- Single (bad) AC-style system was changed into the *Instinct* system.
- *Dodge* is your ability to dodge out of the way, bolstered by the *Evade* action.
- *Block* is your ability to deflect or absorb an attack, bolstered by the *Brace* action.
- The bolstering actions also improve your Resist scores, so Resist-spells cannot totally overpower a being.

New Action Mechanics

- The *Evade* and *Brace* minor actions were introduced in line with the AC overhaul
- Rules for Group checks and assistance were introduced.
- A multiple-attempt table was added on page 95 to rapid iteration of attempts.
- The 'non-combat' section has been revamped and called 'everyday actions', including rules for swimming, climbing, social actions and downtime
- Added cover and blindfighting rules

Archetypes

The changes enumerated elsewhere in this section required a total overhaul of the Archetype system.

- The alpha/beta branch system has been removed as overwrought and unfun
- The Student House Archetypes have been reduced to 3 levels each
- The classes have been altered to the following list:
 - 4 House Archetypes (unchanged)
 - Acolyte
 - Artificer
 - Berserker
 - Druid
 - Healer
 - Outlaw
 - Recluse
 - Scholar
 - Spellsinger
 - Warrior
- Of these, the following have been completed:
 - 4 House Archetypes
 - Artificer
 - Warrior

Expertise

Previously called 'Arcane Wisdom', the Expertise mechanics has been brought in as a similar device to the DnD 5e 'proficiency bonus'. Previously, I was trying to do something different for the sake of being different. But why fix what isn't broken?

Proficiencies

- Previously, proficiencies were treated as additional bonuses, each with their own numerical score. In line with the Expertise mechanic being brought in, they are instead replaced with checkboxes: you add your proficiency bonus to related checks, rather than having individual values associated with each.

Spell Changes

- Spell damage reworked and balanced slightly ('cudv' spells, which increased as your casting check increased, have been removed)
- Some spells have shifted schools as the discipline system made it more obvious where they lay.
- Some renaming: 'Hexes and Curses' became 'Malediction'.
- A large number of new spells, at all levels, have been added.
- Almost all spells have had their effects 'tweaked' slightly in order to balance them.

Cheat Sheet

A 'cheat sheet' has been added, allowing for a simple printout to serve as a reference for nearly all spellcasting.

Item Changes

- The actual Harry Potter currency system has been implemented - ₤29 to £1, £17 to ₤1. I fixed the value of ₤1 at £50.
- Most items had their prices adjusted + fitted into this new scheme. A few outliers are still using the old system.
- Weapons were overhauled
- A new + better armour system has been put in place.

Meta-Changes

A meta-change: this changelog was included!

To Do List

- Add spell-range
- Add additional spell types
- Completely rework Archetypes