# Sample Spells

## Death

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Assassin’s Cleanup | 14 | 3 | 6 | 1 | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| A spell to decay the body of a dead humanoid. Speak the incantation and smash the bone over the body. The body will decay within seconds to a fine powder | | * Decay (Death 1) | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Speak to the Dead | 14 | 3 | 8 | 1 | Short | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| On a moonlight night, prepare the body in a chalk circle and speak the name of the deceased. Repeat their name until the spirit has been called. The spirit may not wish to converse, but is forced to linger. | | * Call Spirit (Death 2) | | | * Cast Time: 10 minutes * Must be cast at night | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Rod of the Dead | 74 | 9 | 5 | Close | Medium | 1 Day |
| Description | | Effects/Features List | | | Requirements | |
| The finger of the decayed corpse must be lashed to the iron rod and a series of runes carved into the side. Upon completion, the rod can be used to raise the dead once per day. The rod will remain useful for 1 year. | | * Raise Dead (Death 3) * Enchantment * Recharge (1 Day, No Power, Infinite) | | | * 1 Hour Cast Time * 1 Assistant Required * Material Cost: Iron Rod (Uncommon) & Finger of a Corpse (Uncommon) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Contagion | 40 | 6 | 3 | 1 | Close | 1 Week |
| Description | | Effects/Features List | | | Requirements | |
| Your touch inflicts disease. | | * Inflict (Death 3) * Moderate Damage * Target Suffers -1 to 1 Def | | | * Cast Time: 1 turn * Must touch skin | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Animate Dead | 62 | 8 | 7 | Medium | Medium | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| Self explan | | * Raise Undead (Death 3) * Control Undead (Death 4) | | | * Material Cost: Polished Humanoid Skull (Rare) * Cast Time: 2 Turns | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Cloud of Pain | 45 | 6 | 6 | Short | Meidum | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Pain (Death 2) * Create (Elements 3) | | | * Material Cost: A Dead Animal (Common) * Target Limit: Must have Noses * Cast Time: 1 Turn | |

## Divination

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Item Reading | 27 | 5 | 6 | 1 | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| By holding a hand over an item and closing the eyes, this spell probes the nature of the item. The mage can learn the nature of the item and its entire history instantly. | | * Analyze (Divination 1) * History (Divination 2) * Subtle | | | * This spell can only be cast in a quiet room. | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Pellan’s Scrying Spell | 40 | 6 | 10 | Self | Close | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| The caster must focus their intention while staring unblinkingly at the mirror while uttering the incantation. This spell will not only find the targeted person, but they will appear in the mirror. Only the caster can see the target in the mirror. | | * Locate (Divination 4) * Scry (Divination 5) | | | * Material Cost: Mirror of Solid Gold (Very Rare) * Cast Time: 1 Minute | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Induce Visions | 16 | 3 | 8 | Self | Close | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| The assistant must paint a pattern on the casters face while the caster chants. Upon completion, the caster will fall unconscious and experience visions of the future that they will vividly remember when they wake. | | * Foresight (Divination 3) * Triggers when the caster falls asleep. | | | * Cast Time: 10 minute * Requires 1 Assistant | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Identify | 19 | 4 | 8 | 1 | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Analyze (Divination 1) | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Arcane Spy | 44 | 6 | 8 | 1 | Medium | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Scry (Divination 5) * Remote Detonation * Remote Relocation | | | * Cast Time: 1 Minute * Material Cost: A Carved Eye of Marble (Very Rare) | |

## Elements

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Fireball | 57 | 8 | 8 | Close | Medium | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| Through the sheer force of will and pure magical power the mage summons a ball of flames and hurls it toward their enemies, creating a spectacular explosion that can devastate anyone caught in its area of effect. This spell is not for beginners and definitely not for the faint of heart. | | * Control (Elements 1) * Create (Elements 4) * Moderate Damage | | | * Cast Time: 1 turn | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Ice Prison | 40 | 6 | 10 | Close | Medium | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage pulls a large amount of water from a nearby body of water and brings it down upon her enemies, then immediately wills it to freeze; thereby trapping her enemies within a prison of ice. | | * Control (Elements 1) * State Change (Elements 2) | | | * Can only be cast with a body of water in range (uncommon). | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Smith’s Breathing Charm | 19 | 4 | 5 | Self | Close | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| The mage forms their hands into the outline of a ball shape around their head, transmuting the water into breathable air. The air bubble will then follow the mage around underwater as they move. | | * Transmute (Elements 3) * Control (Elements 1) | | | * Cast Time: 1 turn * Can only be cast when the caster is already underwater (Uncommon) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Purge | 64 | 8 | 8 | Short | Long | Immediate |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Create (Elements 4) * Control (Elements 1) * High Damage | | | * Target Limitation: Undead Creatures * Cast Time: 3 Turns | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Redirect Elements | 30 | 5 | 7 | 3 | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Control (Elements 1) | | | * Cast Time: Reaction | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Wind Tunnel | 51 | 7 | 10 | Close | Long | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Control (Elements 1) * Moderate Damage * Relocate | | | * Cast Time: 3 Turns * Focus: A Folding Fan | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Desert Travellers Water Charm | 28 | 5 | 6 | Close | Close | 1 Day |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Control (Elements 1) [Water] * State Change (Elements 2) | | | * Circumstance: Can Only be Cast in a Desert (Rare) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Stoneskin | 28 | 5 | 6 | Close | Close | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Control (Elements 1) [Earth] * Cast Time: Reaction | | | * Narrow: Solid Stone Only | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Meld Into Stone | 27 | 5 | 3 | Self | Close | 1 Day |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Major Manipulation (Life 4) [Major Form Change] * Transmute (Elements 4) [Earth] | | | * Cast Time: 1 Minute * Circumstance: Must be standing on solid stone (Rare) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Water Walk | 12 | 2 | 4 | 1 | Close | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Control (Elements 1) [Water] | | | * Target Limit: Liquid Water Only | |

## Forces

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Speed Correction | 22 | 4 | 6 | 1 | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| If the mage is caught in a vehicle that is traveling far too fast, they can force it to slow down with a touch and a subtle manipulation of the vehicle’s momentum. | | * Magnitude (Forces 2) * Subtle | | | * Can only be cast on vehicles | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Thief’s Step | 14 | 3 | 6 | Close | Self | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| The mage draws symbols on their feet or shoes and whispers an incantation to silence their feet and breath. | | * Magnitude (Forces 2) * Narrow (Sound of Footsteps & Breathing) | | | * Cast Time: 1 minute | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Wave of Force | 32 | 5 | 7 | 1 | Long | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| With a wave of the hand and an incantation, the mage summons a wave of power to smash the enemy and blast aside obstacles. | | * Create (Forces 4) * Moderate Damage | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| La Chancla | 45 | 6 | 8 | Medium | Medium | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| It only LOOKS like an unassuming wooden sandal. This bitch explodes. | | * Generate (Energy 3) * Create (Forces 3) * High Damage | | | * Cast Time: 1 Turn * Material Cost: Unassuming Sandal with a smiley-face flame on the bottom (Uncommon) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Arcane Armor | 43 | 6 | 6 | Self | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Magnitude (Forces 2) * Recharge (1 Round, Mana 4, 1 Day) * Trigger (You are Attacked, 1 Day) | | | * Cast Time: 1 Turn | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Hold Door | 29 | 5 | 8 | 1 | Short | 1 Day |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Shield (Forces 3) | | | * Focus: A Steel Bar (Common) * Target Limitation: Doors | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Burst of Speed | 13 | 3 | 6 | Self | Close | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Magnitude (Forces 2) | | | * Narrow: Movement Bonus Only | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Slow Fall | 36 | 6 | 6 | 4 | Medium | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Magnitude (Forces 2) * Shield (Forces 3) | | | * Material Cost: A Feather * Circumstance: Must be Falling | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Force Hex | 33 | 5 | 6 | 1 | Medium | Immediate |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Magnitude (Forces 2) [Speed] * Trigger (When Attacked, 1 Day) * Recharge (No Power, 1 Round, 1 Day) | | | * Focus: A Hex Doll (Rare) * Cast Time: 2 Turns * 1 Assistant * Target Limitation: Melee Weapons Only (Strict) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Flight | 62 | 8 | 6 | Self | Close | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Control (Forces 4) * Create (Forces 3) * Magnitude (Forces 2) * Redirect (Forces 3) * Investiture x4 | | | * Cast Time: 10 Minutes [Investiture] * Material Cost: Hawk Feather (Uncommon) [Investiture] * 1 Assistant [Investiture] | |

## Light

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Darkness | 16 | 3 | 6 | 4 | Long | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| By burning a black candle, the mage is able to capture the light around them and reduce it to complete darkness, thereby plunging everything into complete dark. | | * Augment/Diminish Light (Light 1) | | | * Cast Time: 1 minute * Requires a black candle (uncommon). | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Spotlight | 26 | 5 | 2 | Close | Long | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| The mage invests power into a target. Whenever the invested character raises their hand with an open palm, a bright light will illuminate the area they point at. | | * Create Light (Light 1) * Investiture | | | * Cast Time: 1 minute | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Minor Illusion | 32 | 5 | 8 | 2 | Long | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
| The mage must focus a light source through a shard of glass and will the light to take a desired shape. The glass must remain in place or the illusion will fail, and will shatter after 1 minute. | | * Illusions (Light 3) | | | * Requires a shard of glass from a lamp or lightbulb (uncommon). * Can only be cast when there is a bright light source nearby (daily). | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Secret Mark | 50 | 7 | 3 | 1 | Short | 1 Month |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Illusions (Light 3) * Create Light (Light 1) * Secret * Subtle | | | * Focus: A Raven Quill * Circumstance: Must be cast at Nighttime * Target Limitation: Can Only be Cast on People | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Black Tentacles | 54 | 7 | 8 | Medium | Close | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Illusions (Light 3) * Magnitude (Forces 2) [Speed] * Control (Forces 4) | | | * Cast Time : 1 Minute * Material Cost; Black Crystal (Rare) * Circumstance: Only Works Indoors (Daily) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Burning Light | 36 | 6 | 10 | 1 | Medium | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Manipulate Light (Light 2) * Moderate Damage | | | * Focus: A Lens of Crystal (Rare) * Circumstance: Must be During the Day (Daily) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Wall of Light | 59 | 8 | 8 | Short | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Hardlight (Light 4) * High Damage * Recharge (Light 5, 1 Round, Linger 1 Day) * Trigger (Someone Walks Through, Linger 1 Day) | | | * Focus: A Lens of Crystal (Rare) * Material Cost: Fine Glass Dust (Uncommon) * Cast Time: 1 Minute * Circumstance: Must be Daytime (Daily) | |

## Life

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Heal | 19 | 4 | 6 | 1 | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage holds their hands over the injured person and channels healing energy into them, instantly closing wounds and alleviating pain. | | * Heal Injury (Life 2) | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Delia’s Anti-Burglar Charm | 35 | 5 | 6 | 10 | Long | 1 Day |
| Description | | Effects/Features List | | | Requirements | |
| This charm is cast on up to 10 doorways or windows on a building. Any living thing that passes through the doorways or windows will immediately alert the caster; in addition, the trespassers will suffer pain and damage that is meant to disincentivize them from continuing forward. | | * Sense Life (Life 1) * Minor Damage | | | * Cast Time: 1 hour * Limited to being cast on doorways or windows. | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Entangling Vines | 50 | 7 | 8 | Close | Medium | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| The mage sets a trap of dense vegetation that springs upon an unsuspecting victim, wrapping them up in vines that grow into a vice. | | * Manipulate Plants (Life 2) * Grow Plants/Animals (Life 3) | | | * Can only be cast over vegetation, grass, or earth (Daily). * Cast Time: 2 turns | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Sense Life | 41 | 6 | 6 | Short | Long | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| The mage can sense and analyze any living things or life mass within the area of effect or targets within the range of the spell. | | * Sense Life (Life 1) * Subtle | | | * Focus: Special Spectacles (Rare) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Detect Poison | 10 | 2 | 4 | 1 | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Sense Life (Life 1) | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Curse of Sleep | 38 | 6 | 12 | 3 | Medium | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Minor Manipulations (Life 3) [-6 Perception] | | | * Target: Only Humanoids (Small) * Circumstance: Targets Cannot be Hostile (Daily) * Material Cost: Valerian Root Powder (Uncommon) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Cat’s Eye | 26 | 5 | 3 | 3 | Medium | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Minor Manipulations (Life 3) [New Sense - Darkvision] | | | * Cast Time: 1 Minute | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Beast Form | 43 | 6 | 14 | Self | Close | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Minor Manipulations (Life 3) [+3 Damage to Melee Attack, +2 Dodge, +2 Toughness, Deadly to Melee) | | | * Material Cost: Vial of Animal Blood (Uncommon) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Death Ward | 21 | 4 | 6 | Self | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Heal Injury (Life 2) * Trigger (When Dying, Linger 1 Day) * Hardened | | | * Cast Time: 1 Minute | |

## Energy

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Blowout | 30 | 5 | 10 | 1 | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage places their hand on a piece of electrically powered technology and increases the flow of electricity to the device in the hopes of causing an electrical blowout. | | * Strength (Energy 2) | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Heat Vision | 22 | 4 | 4 | Short | Self | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
| The mage must wear the pair of spectacles and cast this spell. The mage can then see any heat sources highlighted through the glasses. | | * Analyze Energy (Energy 1) | | | * Requires a pair of glasses made with red lenses (uncommon). | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Lightning Bolt | 50 | 7 | 8 | 1 | Medium | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage holds out their hand and releases a frighteningly powerful and deadly bolt of electrical energy to devastate a single enemy. | | * Generate (Energy 3) * High Damage | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Heat/Cold Endurance | 43 | 6 | 6 | 4 | Medium | 1 Day |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Protect (Energy 4) [Heat] * Protect (Energy 4) [Cold] | | | * Cast Time: 10 Minutes * Circumstance: Must be in a Hot or Cold Environment above Intensity 3 (Rare) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Touch of the Moon | 45 | 6 | 10 | 1 | Close | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Generate (Energy 3) * High Damage | | | * Circumstance Limit: Can Only Be Cast on a Clear Night (Uncommon) | |

## Metamagic

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Detect Magic | 32 | 5 | 8 | Close | Self | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
| The mage casts this spell and peers through the glass, revealing the floes of magic and its sources around them. | | * Analyze Magic (Metamagic 1) | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Spellbreaking | 28 | 5 | 10 | 1 | Short | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage speaks the incantation and focuses all of their energy onto the targeted spell. Slowly, the mage pulls it apart with their mind strand by strand | | * Dispel Magic (Metamagic 3) | | | * Cast Time: 1 minute | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Tamara’s Trace | 25 | 4 | 8 | 1 | Medium | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage closes their eyes and focuses on the floes of magic, tracing each strand to its end and tugging it to sense its harmonies until they find the strand that leads to the caster. | | * Trace Magic (Metamagic 3) | | | * Cast Time: 1 minute | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Arcane Shield | 26 | 5 | 8 | 1 | Medium | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| The mage creates a shield around a target that protects them from the effects of magical energies. | | * Resist Magic (Metamagic 2) | | | * Cast Time: 1 Minute | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Countermagic | 39 | 6 | 10 | 1 | Medium | Immediate |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Dispel Magic (Metamagic 3) * Cast Time: Reaction | | | * Focus: A Magic Wand (Rare) * Target Limit: Humanoids Only (Small) | |

## Mind

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Mind Reading | 27 | 5 | 8 | 1 | Medium | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage sits in a quiet place and focuses on their targets mind intently. Pulling away barriers and slowly tugging on the targets thoughts like a thread. The mage will immediately receive a snapshot of the targets mind that they can explore. | | * Read Emotions (Mind 1) * Read Thoughts (Mind 2) * Subtle | | | * Cast Time: 1 minute * Must be cast in a quiet space (daily) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Suggestion | 42 | 6 | 8 | 1 | Medium | Immediate |
| Description | | Effects/Features List | | | Requirementst | |
| The mage plants a thought in their targets mind, reading it out like and forcing it to consume the targets attention. | | * Edit Thoughts (Mind 3) * Subtle | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Psychic Scream | 45 | 6 | 10 | Close | Close | Immediatet |
| Description | | Effects/Features List | | | Requirements | |
| The mind mage unleashes a wave of psychic energy to anyone close to them, inspiring utter terror and shredding the psyche of all affected. | | * Edit Emotions (Mind 2) * Moderate Damage | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Leo’s Drugz | 50 | 7 | 8 | Medium | Close | 1 hour |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Edit Emotions (Mind 2) * Edit Thoughts (Mind 2) | | | * Focus: Smoking Pipe with special Runes carved in (Rare) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Fear | 33 | 5 | 8 | Short | Close | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Edit Emotions (Mind 2) * Minor Damage | | | * Material Cost: A Burnt Bone (Uncommon) * Cast Time: 1 Turn | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Charm | 30 | 5 | 8 | 1 | Short | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Edit Emotions (Mind 2) * Subtle | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| The Floor Is Lava | 45 | 6 | 8 | Medium | Medium | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| The caster enchants a hallucinogenic mushroom, which is then thrown on the ground. Emanating from that location is illusory terrain utterly believable to the viewer | | * Augment Mind (Mind 5) * Enchantment | | | * Cast Time: 1 minute * Hallucinogenic mushroom (rare) * Simple Assistant | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Dispel Fear | 27 | 5 | 6 | 3 | Medium | Immediate |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Edit Emotions (Mind 2) * Trigger (When an ally becomes afraid, Linger 1 Day) | | | * Narrow: Only Removes Fear | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Memory Shard | 42 | 6 | 6 | 1 | Close | 1 Year |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Edit Memories (Mind 4) * Kill Switch: Crystal is Shattered (Uncommon) | | | * Material Cost: Pure Crystal (Rare) * Cast Time: 10 Minutes * Circumstance: Must be Cast in a Quiet Room (Daily) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Ignore Me | 57 | 8 | 8 | 3 | Long | 1 Day |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Edit Thoughts (Mind 3) * Edit Memories (Mind 4) * Trigger (You Are Seen, Linger 1 Day) * Recharge (No Power, 1 Round, Linger 1 Day) | | | * Cast Time: 1 Hour * Material Cost: Fairy Dust (Very Rare) * 2 Assistants Required | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Tongues | 27 | 5 | 1 | 1 | Close | 1 Day |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Edit Memory (Mind 4) | | | * Focus Cost: A Book of Languages (Uncommon) | |

## Space

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Pull | 18 | 3 | 6 | 1 | Long | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage reaches out and grasps at an object with their mind, then wills it into their hands by folding the space between. | | * Move Object (Space 2) [Size -1 or Smaller] | | | * Can only pull objects to the caster. | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Spatial Distortion | 32 | 5 | 6 | Self | Long | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage must focus their will to materialize themselves at another location that they can see. Through this, and the application of sheer will, the mage bends space to transport themselves instantly across distance. | | * Move Creatures (Space 3) | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Terrain Analysis | 33 | 5 | 6 | 3 | Distant | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage focuses the spell and points to 2 locations they can see. They will learn the elevation and distances between those places and their own location. | | * Analyze Space (Space 1) | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Magic Map | 53 | 7 | 6 | Distant | Close | 1 Day |
| Description | | Effects/Features List | | | Requirements | |
| This map is wrought with enchantments to, at a command, map out the entire surrounding area with intricate detail. | | * Analyze Space (Space 1) * Enchant | | | * Material Cost: Parchment Sheet (common) * Cast Time: 1 Hour | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Transport | 37 | 6 | 8 | 2 | Medium | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage transports the location of up to 2 willing or unwilling creatures within range; A useful spell for conveniently moving people off the edge of a cliff. | | * Move Creatures (Space 3) [Max Size 1] | | |  | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Smush | 45 | 6 | 9 | 3 | Short | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
| Make it smush | | * Manipulate Spaces (Space 5) | | | * Cast Time: 1 Turn * Material: Pocket Sand | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Bag of Holding | 39 | 6 | 7 | 1 | Close | 1 Year |
| Description | | Effects/Features List | | | Requirements | |
| This bag has an interior space considerably larger than its outside dimensions. | | * Null Space (Space 3) * Enchantment | | | * Cast Time: 6 hours * Material: A medium bag (common) | |

## Time

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Detect Anomaly | 26 | 5 | 4 | Medium | Close | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| The mage focuses on the ticking of a clock or pocket watch until it fills their thoughts. Through this and the effects of the spell, the mage can sense any defects in the flow of time around them. | | * Analyze Time (Time 1) | | | * Focus: Functional clock or watch (common) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Mass Haste | 27 | 5 | 4 | 4 | Medium | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
| By throwing a pinch of the finest sand in the air, the mage conjures the sands of time to slow the world from the perspective of the mage and his allies - thus allowing them to act at a blinding speed. | | * Time Dilation (Time 3) | | | * Requires all 4 targets to be standing still. * Material: Pinch of Sand (common) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Stasis | 38 | 6 | 6 | 1 | Medium | 1 Hour |
| Description | | Effects/Features List | | | Requirements | |
| The mage must channel time energy into a target but cannot move a single muscle during the channeling phase. The mage blasts away time itself from around the target, thus putting them into a timeless zone until time can reset itself and reinvade the space. | | * Time Stop (Time 4) | | | * Cast Time: 1 turn | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Temporal Shunt | 50 | 7 | 8 | 5 | Long | 1 Miunte |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Time Stop (Time 4) * Trigger (You are Attacked, Linger 1 Day) | | | * Cast Time: 1 Minute * Material Cost: A Clock (Common) * Target Limit: | |

## Summoning

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Pel’s Outsider Scanner | 43 | 6 | 10 | 1 | Medium | Immediate |
| Description | | Effects/Features List | | | Requirements | |
| This wand can be pointed at a suspected outsider or world travel creature to thoroughly analyze the creature. Crafting it requires an intricate set of runes that no mage alive today can fully read. | | * Analyze Worlds (Summoning 1) * Enchant * Recharge (3 Days, No Power, Linger 1 Month) | | | * Cast Time: 1 Hour * Material: A Polished Wood Dowel/Shaft (uncommon) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Spirit Weapon | 23 | 4 | 4 | 1 | Short | 1 Minute |
| Description | | Effects/Features List | | | Requirements | |
| The mage imbues a weapon they or an ally hold with the power to strike through the veil of worlds and harm otherworldly entities such as ghosts or spirits that may be immune to physical weaponry. | | * Reach Through the Veil (Summoning 3) * Enchant | | | * Can only be cast on weapons. | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Dimensional Anchor | 34 | 5 | 8 | 1 | Close | 1 Month |
| Description | | Effects/Features List | | | Requirements | |
| The mage weaves a pattern of dimensional energy into a protective ward around an object. Thereby foiling any summoners from other worlds who may attempt to target and steal the object. | | * Anchor Object (Summoning 3) | | | * Cast Time: 1 Hour | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Banishment | 17 | 3 | 10 | 1 | Long | Immediate |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Banish (Summoning 4) | | | * 1 Assistant Required * Focus: A Rune Carved Orb with the Sigil of Nexus (Extremely Rare) | |

| Name | Complexity | Cast DC | Power | Targets/AoE | Range | Duration |
| --- | --- | --- | --- | --- | --- | --- |
| Gates of Hell | 57 | 8 | 15 | 1 | Short | Infinite |
| Description | | Effects/Features List | | | Requirements | |
|  | | * Summon (Summoning 4) * Planar Binding (Summoning 5) * Hardened | | | * Cast Time: 6 Hours * Requires 7 Assistants * Circumstance: Must be a Lunar Eclipse (Very Rare) | |

# Sample Inventions

## Biology

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Miracle Cure |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | | * Healer x4 (Biology 2) * Poison Cure x3 (Biology 2) | | |  | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | |  | | |  | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Miracle Cure | 17 | 2 Hours | | Device | Close | | 1 | | -3 | Immediate |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This miraculous poultice of mashed herbs requires only basic herbal preparation tools and a slow boil, but its complex interaction of healing chemicals closes wounds and cures poisons in minutes! | | | * Healer x4 (Biology 2) * Poison Cure x3  (Biology 2) | | | * Biomass x22 | | * Requires hand tools | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| The Hart Protocol | 12 | 10 Minutes | | Procedure | Close | | 1 | | N/A | Immediate |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| Simply apply the oils to the body, examine the muscles described in the procedure, and reference the findings to the provided manual. Even the dullest rube can determine the age and health status of any patient quickly and accurately! | | | * Life Signs (Biology 1) * Age Analysis  (Biology 1) | | | * Biomass x10 | |  | | |

## Chemistry

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Veil Gazer | 29 | 4 Hours | | Device | Close | | 1 | | -4 | 1 Hour |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This special compound must be spun, boiled, and crystallized to produce a black powdery substance. Once ingested through the nose or mouth, the imbiber is granted the ability to see through the veil of worlds, peering into the realm of spirits and otherworldly entities. | | | * Dimensional Sight (Chemistry 3) * Dimensional Analyzer (Chemistry 2) | | | * Reagents x11 | | * Requires bench tools | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Milk-White Gas | 30 | 4 Hours | | Device | Close | | Close | | -3 | 1 Minute |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This dangerous gas can only be produced at special laboratories, but once bottled is a frightening substance. The pain is immense but brief, with a burning in the lungs and the eyes akin to a bonfire. Death is likely as the gas is known to cause heart failure in all but the hardiest of individuals. | | | * Pain x5 (Chemistry 3) * Damage x14 | | | * Reagents x15 | | * Requires workshop tools | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | |  | | |  | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | |  | | |  | | |

## Electricity

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Electro-Thrower | 37 | 6 Hours | | Device | Medium | | 2 | | -2 | Immediate |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This large handheld device is powered by a magnificently powerful batter. By pressing a button on the side, the device will unleash a bolt of power at whatever targets the user wishes. | | | * Electricity x5 (Electricity 3) * Damage x8 * Repeatable x3 | | | * Electrical Scrap x25 | | * Requires bench tools | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Overload Spike | 19 | 2.5 Hours | | Device | Close | | 1 | | -5 | Immediate |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This very small device can be placed onto any electrical device to deliver an incredible amount of power to the device in the hopes of overloading it and destroying it. | | | * Power x10 (Electricity 1) * Subtle | | | * Electrical Scrap x20 | | * Requires hand tools | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | |  | | |  | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | |  | | |  | | |

## Smithing

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sharpsword Technique | 12 | 10 Minutes | | Procedure | Close | | 1 | | -3 | 1 Day |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This special blacksmithing technique is made possible through the application of modern measuring tools and the extreme precision they afford. Any sword that this is applied to will cut like a hot razor through butter! | | | * Weapon Damage x5 (Smithing 3) | | | * Scrap Metal x25 | | * Requires hand tools * Limited to bladed weapons. | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Elite Armor Plate | 33 | 5 Hours | | Device | Close | | 1 | | -2 | 1 Hour |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| Through advanced metal forging techniques and precise chemical balances as prescribed in this schematic, a smith should be able to turn even rusty scrap into effective armor plating strong enough to stop bullets! | | | * Armor Rating x2 (Smithing 3) * Armor Load x2 (Smithing 3) * Add-On (To armor) | | | * Scrap Metal x28 | | * Requires workshop tools | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | |  | | |  | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | |  | | |  | | |

## Gunsmithing

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Elite Scope | 18 | 2 Hours | | Device | Close | | 1 | | -3 | 1 Hour |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This weapon scope can allow any shooter to view and attack at ranges far beyond their normal capabilities. | | | * Weapon Range x2 (Gunsmithing 3) * Add-On (To guns) * Repairable | | | * Scrap Metal x16 | | * Limited to guns. * Requires bench tools | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Fine Revolver | 50 | 6 Hours | | Procedure | - | | - | | -3 | 1 Month |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| A full and complete schematic incorporating all of the latest in gunsmithing technology, this procedure will produce a fine revolving pistol with power and range beyond any of the mass-produced dross. | | | * Weapon  (Gunsmithing 2) (Light Ranged Weapon) * Weapon Damage x3 (Gunsmithing 3) * Weapon Range x1 (Gunsmithing 3) * Repairable | | | * Scrap Metal x43 | | * Requires Workshop Tools | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | |  | | |  | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | |  | | |  | | |

## Machinery

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Razor Wire Trap | 15 | 1.5 Hours | | Device | Close | | Close | | -1 | 1 Minute |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This deadly and bloody device is set with a pressure plate and, when activated, explodes with a tangle of razor wires. The trap will cut the poor sap who set it off grievously, and then hold their ravaged form still for an easy coup de grace. | | | * Entangle x5 (Machinery 3) * Damage x7 * Triggered by someone stepping on it | | | * Machine Scrap x30 | | * Requires hand tools * Requires 1 Assistant | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Clockwork Skeleton Key | 19 | 2.5 Hours | | Device | Close | | 1 | | -4 | Immediate |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This miraculous but devious little device contains four spring loaded lock breaking devices that can overcome any keyed lock in seconds. What once took months of training to learn for footpads of the past now requires no skill at all! | | | * Unlock x8 (Machinery 1) * Repeatable x3 | | | * Machine Scrap x24 | | * Requires hand tools | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Grapple Glove | 29 | 4 Hours | | Device | Medium | | 1 | | -3 | Immediate |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This glove that fits neatly over one hand holds a strong cable that can extend to any rooftop or across gaps, and pull your entire weight with ease. Ladders are a thing of the past! | | | * Kinesis x3 (Machinery 2) * Repeatable x4 * Repairable [DC 2] | | | * Machine Scrap x15 | | * Requires Bench Tools | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | |  | | |  | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
|  | | |  | | |  | | |

## Mixed

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Electro-Grapple Gun | 37 | 6 Hours | | Device | Medium | | 1 | | -2 | Immediate |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This nifty handheld launcher can throw an electrified rope to not only wrap the legs of your opponent, but deliver a powerful shock to them as well! | | | * Entangle x6 (Mechanics 3) * Electricity x5 (Electricity 3) * Repeatable x3 | | | * Machine Scrap x24 * Electrical Scrap x20 | | * Requires bench tools | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Workman’s Harness | 38 | 4 Hours | | Procedure | - | | - | | 1 | 1 Year |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| The workhorse of the docks! This exoskeletal harness can be worn by any average sized humanoid to greatly increase their lifting and carrying capacity to the superhuman. Heavy equipment no longer needs bulky lifters and steam-powered jacks; instead, the worker can throw these pieces around with ease. | | | * Harness (Smithy 2) * Load x20 (Mechanics 2) * Integrated Tool (Electricity 1) [Light x4 (Electricity 1), Close AoE, Medium Range] * Repairable | | | * Scrap Metal x5 * Machine Scrap x40 * Electrical Scrap x11 | | * Requires Workshop Tools | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spy Ball | 30 | 4 Hours | | Device | Close | | Close | | -3 | 1 Hour |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| Just toss this little ball into a room, and it will record an hour’s worth of video and sound discretely. It can be picked up and played back later in clear and stunning detail. | | | * Recording x2 (Electrical 1) * Playback x2  (Electrical 1) * Magnify x3 (Mechanical 2) * Subtle | | | * Mechanical Scrap x9 * Electrical Scrap x16 | | * Requires Hand Tools * Requires 1 Assistant | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Truth Toxin | 24 | 3 Hours | | Device | Close | | 1 | | -5 | 1 Hour |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This toxic substance is not harmful to the human system, but renders those infected unable to speak a falsehood no matter how much they struggle! Liars and cheats beware! | | | * Toxin x5 (Chemistry 3) * Truth x5 (Medicine 3) | | | * Biomass x20 * Reagents x20 | | * Requires Bench Tools * The targets heart rate must remain slow the entire time (Rare). | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Healing Dart Gun | 44 | 5 Hours | | Procedure | - | | - | | -1 | 1 Week |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| Though this gun may seem large due to the reserve of darts held in a drum magazine, it is indeed a life-saver! An accurate gunman can deliver healing darts to an exceptionally long range which will inject a powerful chemical substance to invigorate the body and close wounds quickly. | | | * Weapon [Light Ranged Weapon] (Gunsmithy 2) * Weapon Range x2 (Gunsmithy 3) * Added Effect  (Biology 1) * Healer x4 (Biology 3) * Repairable | | | * Scrap Metal x20 * Biomass x20 | | * Requires a biology kit setup and gunmaking tools (workshop tools) | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
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| Description | | | Modules/Features | | | Other Requirements | | |
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| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
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| Description | | | Modules/Features | | | Other Requirements | | |
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| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
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| Description | | | Modules/Features | | | Other Requirements | | |
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| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
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| Description | | | Modules/Features | | | Other Requirements | | |
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| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mage-Breaker Bomb | 46 | 12 Hours | | Device | Close | | Short | | -3 | 1 Minute |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This device is a dastardly weapon for a cunning foe! Roll this grenade at the foot of a mage and watch as they are blown backwards with great force, delivered a painful shock, and prevented from working their magic all in one glorious explosion! | | | * Air x5 (Chemistry 3) * Electricity x5 (Electricity 3) * Flow Disruptor x3 (Chemistry 5) | | | * Reagents x44 * Electrical Scrap x20 | | * Requires Advanced Workshop Tools | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Breaker | 35 | 5 Hours | | Device | Close | | 1 | | -4 | Immediate |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This glove, when worn over the hand, delivers a powerful spike that clamps to armor and expands rapidly, tearing it apart! | | | * Melt x10 (Machinery 1) * Repeatable x5 * Repairable * Damage x8 | | | * Machine Scrap x20 | | * Requires Bench Tools | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Electric Whip | 38 | 6 Hours | | Device | Short | | 1 | | -3 | Immediate |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| A whip crafted of fine metals and electrical wires that will wrap and electrify an unwitting villain. You hardly need to swing at all, let the electrical current do the work for you. | | | * Entangle x3 (Smithing 2) * Electricity (Electrical 3) * Damage x5 * Repeatable x2 * Repairable | | | * Metal Scrap x16 * Electrical Scrap x16 | | * Requires Bench Tools | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Heavy Combat Gauntlets | 45 | 5 Hours | | Procedure | - | | - | | -3 | 1 Month |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| A set of heavy combat gauntlets made of dense metal that resonates at the frequency of the skull. Gives ‘em a head ringer every time! | | | * Weapon (Light Melee Weapon) (Smithing 2) * Weapon Damage x2 (Smithing 2) * Added Effect (Smithing 1) * Disorient x4 (Smithing 2) * Repairable | | | * Scrap Metal x26 | | * Requires Workshop Tools | | |

| Name | Complexity | Build Time | | Form | Range | | Targets/AoE | | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Electric Disruption Device | 26 | 4 Hours | | Device | Close | | Medium | | -4 | 1 Minute |
| Description | | | Modules/Features | | | Materials | | Other Requirements | | |
| This handheld device will, when activated, release a wave of magnetic energy that can overcharge and disrupt many types of common electric machines. | | | * Electricity x5 (Electrical 3) | | | * Electrical Scrap x20 | | * Requires Bench Tools * Only affects electrically powered non-living objects | | |

| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
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| Description | | | Modules/Features | | | Other Requirements | | |
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| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
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| Description | | | Modules/Features | | | Other Requirements | | |
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| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
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| Description | | | Modules/Features | | | Other Requirements | | |
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| Name | Complexity | Materials | | Form | Targeting | Range | Size | Duration |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  | |  |  |  |  |  |
| Description | | | Modules/Features | | | Other Requirements | | |
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