

## Appendix: Cantrips

All cantrips are rank 1 by default.

A = Arcane; D = Divine; O = Occult; P = Primal

Spell	List	Effect
<b>Caustic Blast</b>	AP	●● Burst 1 within 6: 5 acid damage. <i>Heighten</i> : +5 damage at ranks 3, 5, 7 and 9.
<b>Void Warp</b>	ADO	●● Touch: 5 void damage (living creature) (Fortitude half; target rattled on a critical failure). <i>Heighten</i> (+2): +5 damage.
<b>Daze</b>	ADO	●● Ranged 12: 4 mental damage (Will half; target slowed on a critical failure). <i>Heighten</i> (+2): +4 damage.
<b>Electric Arc</b>	AP	●● Ranged 6 (one or two targets): 5 electricity damage (Reflex half). <i>Heighten</i> (+2): +5 damage.
<b>Guidance</b>	DOP	● Ranged 6: The creature gets a +1 status bonus on their attack roll, saving throw or skill check. Each creature can only benefit from this spell once per encounter.
<b>Ignition</b>	AP	●● Melee or Ranged 6 strike: 5 fire damage. <i>Heighten</i> (+2): +5 damage.
<b>Enfeeble</b>	ADO	●● Ranged 6: The target is rattled (Fortitude negates).
<b>Frostbite</b>	AP	●● Ranged 12 strike: 5 cold damage. On a critical success, the target is also encumbered. <i>Heighten</i> (+2): +5 damage.
<b>Figment</b>	AO	●● Ranged 6: An unoccupied square becomes concealing or opaque terrain (your choice) until the end of your next turn. <i>Sustain</i> ●
<b>Shield</b>	ADO	● Self: You gain the Shield Block reaction until the start of your next turn. <b>Shield Block</b> ☹ Take slashing, piercing or bludgeoning damage: Reduce damage by 5. If you use this reaction, you cannot cast <i>shield</i> again this encounter. <i>Heighten</i> (+2): Reduce damage by +5.
<b>Tangle Vine</b>	AP	●● Range 6 strike: The target is encumbered (on a critical hit, immobilized.)
<b>Telekinetic Projectile</b>	AO	●● Ranged 6 strike: 5 bludgeoning, piercing or slashing damage. <i>Heighten</i> (+2): +5 damage.
<b>Puff of Poison</b>	AP	●● Melee: 5 poison damage (Fortitude half). <i>Heighten</i> (+2): +5 damage.

## UNCOMMON

Spell	List	Effect
<b>Courageous Anthem</b>		● Emanation 6: You and allies receive a +1 bonus to attack rolls until the start of your next turn.
<b>Wilding Word</b>		●● Ranged 6: the target is charmed (cannot make attacks that target the caster or the space the caster is in; condition; Will negates). Condition ends immediately if the caster attacks the creature or a space occupied by the creature. Animals, fungus and plants suffer -1 penalty to the Will save.
<b>Triple Time</b>		● Emanation 6 aura: Until the start of your next turn, you and allies beginning their turn in the aura receive a +2 bonus to Speed.
<b>Uplifting Overture</b>		● Ranged 12: Your ally receives a +2 bonus to their next skill check.

## Appendix: Spells

Spell	Rank	Effect
<b>Bane</b>	DO 1	<ul style="list-style-type: none"> <li>●● Emanation 2: the target is rattled (Will negates).</li> <li>● <i>Sustain</i></li> </ul>
<b>Breathe Fire</b>	AP 1	<ul style="list-style-type: none"> <li>●● Cone 3: 10 fire damage (Reflex half).</li> <li><i>Heighten</i>: 10 damage at rank 2, +15 damage at ranks 4, 6 and 8.</li> </ul>
<b>Charm</b>	AOP 1	<ul style="list-style-type: none"> <li>●● Ranged 6; the target cannot attack the caster or a space occupied by the caster (condition; Will negates). Condition ends immediately if the caster attacks the creature or a space it occupies.</li> </ul>
<b>Dizzying Colors</b>	AO 1	<ul style="list-style-type: none"> <li>●● Spray 3: Target is slowed and rattled (Will: just rattled).</li> </ul>
<b>Fear</b>	ADOP 1	<ul style="list-style-type: none"> <li>●● Ranged 6: Target is pushed 1 and rattled (Will negates rattled).</li> <li><i>Heighten (3<sup>rd</sup>)</i>: Target up to five creatures.</li> </ul>
<b>Grease</b>	AP 1	<ul style="list-style-type: none"> <li>●● Burst 2 within 6: The area becomes greasy until the end of the encounter. Creatures who move into or through the area fall prone (Reflex negates).</li> </ul>
<b>Grim Tendrils</b>	AO 1	<ul style="list-style-type: none"> <li>●● Line 6 spell: the target takes 5 void damage (Fortitude negates).</li> <li><i>Heighten (+1)</i>: +5 damage.</li> </ul>
<b>Harm</b>	D 1	<ul style="list-style-type: none"> <li>● Melee: 5 void damage (Fortitude half).</li> <li>●● Ranged 6: 5 void damage (Fortitude half).</li> <li>●●● Burst 4: 5 void damage (Fortitude half).</li> <li><i>Heighten (+1; any of the three options)</i>: +5 damage.</li> </ul>
<b>Summon Animal</b>	AP 1	<ul style="list-style-type: none"> <li>●● Ranged 6: Summon a creature with the animal trait of level -1 until the end of your next turn. It acts in all ways like a member of your warband, but takes its turns immediately after yours.</li> <li><i>Sustain</i> ●</li> </ul>
<b>Heal</b>	DP 1	<ul style="list-style-type: none"> <li>● Melee: Heal 5 damage.</li> <li><i>Heighten (+1)</i>: Heal +5 damage.</li> <li>●● Ranged 6: Heal 10 damage.</li> <li><i>Heighten (+1)</i>: Heal +10 damage.</li> <li>●●● Burst 4: Heal 5 damage.</li> <li><i>Heighten (+1)</i>: Heal +5 damage.</li> </ul>
<b>Illusory Object</b>	AO 1	<ul style="list-style-type: none"> <li>●● Burst 2 within 24: Must target unoccupied spaces. The area becomes your choice of concealing or opaque terrain. Any creature in or adjacent to the area can make a Will save as a free action to dispel the spell.</li> </ul>
<b>Force Barrage</b>	AO 1	<ul style="list-style-type: none"> <li>● Ranged 24: 4 force damage (no save or attack roll; it automatically hits).</li> <li>●● Ranged 24 (two missiles): 4 force damage per missile.</li> <li><i>Heighten (+2)</i>: +1 missile.</li> </ul>
<b>Runic Weapon</b>	ADOP 1	<ul style="list-style-type: none"> <li>●● Touch: The target gets a +2 bonus on their next attack roll.</li> </ul>
<b>Gentle Landing</b>	AP 1	<ul style="list-style-type: none"> <li>⌚ Ranged 12: If a creature is falling: They take no falling damage.</li> </ul>
<b>Gust of Wind</b>	AP 1	<ul style="list-style-type: none"> <li>●● Line 8: Immediately upon casting, Large or smaller creatures in the line are knocked prone (Fortitude negates, also pushed 4 squares on a critical failure). A creature that enters the line during its turn immediately experiences the same effect. While a creature is in the line it cannot move towards the origin point of the line (Fortitude negates).</li> <li>The line ends at the end of your next turn.</li> </ul>
<b>Thunderstrike</b>	AP 1	<ul style="list-style-type: none"> <li>●● Touch: 10 electricity and sonic damage (Reflex half).</li> <li><i>Heighten (+1)</i>: +10 damage.</li> </ul>
<b>Sleep</b>	AO 1	<ul style="list-style-type: none"> <li>●● Burst 1 within 6: The target is stunned (Will negates). If it takes damage or is the target of an attack, the stunned condition ends immediately.</li> <li><i>Heighten (4<sup>th</sup>)</i>: The targets also fall prone.</li> </ul>
<b>Sure Strike</b>	AO 1	<ul style="list-style-type: none"> <li>● Self: The next attack you make this turn, roll the attack roll twice and use the better result. You do not need to make cover or conceal checks for this attack.</li> </ul>
<b>Calm</b>	DO 2	<ul style="list-style-type: none"> <li>●● Burst 1 within 24: the target cannot make attacks (condition; Will negates). Condition ends immediately if the creature takes damage or is the target of an attack.</li> </ul>
<b>Entangling Flora</b>	AP 2	<ul style="list-style-type: none"> <li>●● Burst 3 within 24: The area becomes difficult terrain until the end of the encounter and the caster gains the following action.</li> <li><b>Command Tangle</b> ●: Creatures in the area are encumbered (Reflex negates; on a critical failure, they are immobilized instead).</li> </ul>
<b>See the Unseen</b>	ADO 2	<ul style="list-style-type: none"> <li>●● Self: You gain Truesight until the end of the encounter.</li> </ul>
<b>Darkness</b>	ADOP 2	<ul style="list-style-type: none"> <li>●● Burst 3 within 24: Terrain becomes concealing terrain.</li> <li><i>Heightened (4<sup>th</sup>)</i>: Terrain becomes opaque terrain instead if you prefer.</li> </ul>
<b>Dispel Magic</b>	ADOP 2	<ul style="list-style-type: none"> <li>●● Ranged 24: Cancel a spell effect if you succeed on Will save vs caster's Power.</li> <li>●● Ranged 24: Nullify a magic item a target is equipped with until the end of the encounter if you succeed on Will save vs target's Power.</li> </ul>
<b>Revealing Light</b>	ADOP 2	<ul style="list-style-type: none"> <li>●● Burst 2 within 24: The target is dazzled and if it was invisible, it cannot become invisible for the rest of the encounter (Reflex negates all).</li> </ul>
<b>Laughing Fit</b>	AO 2	<ul style="list-style-type: none"> <li>●● Ranged 6: Target must be living. The target is slowed (Will negates; on a critical failure the target also falls prone).</li> </ul>
<b>Invisibility</b>	AO 2	<ul style="list-style-type: none"> <li>●● Touch: The target becomes invisible until the end of the encounter or until they make an attack.</li> <li><i>Heighten (4<sup>th</sup>)</i>: The target does not cease to be invisible when they make an attack.</li> </ul>
<b>Lightning Bolt</b>	AP 3	<ul style="list-style-type: none"> <li>●● Line 12: 25 electricity damage (Reflex half).</li> <li><i>Heighten (+1)</i>: +5 electricity damage.</li> </ul>
<b>Resist Energy</b>	ADOP 2	<ul style="list-style-type: none"> <li>●● Touch: The target gets resist 2d6 to one of acid, cold, electricity, fire or sonic until the end of the encounter.</li> <li><i>Heighten</i>: 2 targets, resist 4d6 at rank 4; 5 targets, resist 6d6 at rank 7.</li> </ul>
<b>See Invisibility</b>	ADO 2	<ul style="list-style-type: none"> <li>● Self: The caster gains See Invisibility.</li> </ul>
<b>Stupefy</b>	AO 2	<ul style="list-style-type: none"> <li>●● Touch: The target is sickened (Will negates).</li> </ul>

<b>One With Plants</b>	P 2	●● Self: The caster's AC becomes 20 while the spell is sustained. <i>Sustain</i> ●●
<b>Enthrall</b>	AO 3	⌚ A creature within sight could have chosen the caster as a target but did not: The creature must choose the caster as a target (it may choose other targets as well if it is eligible to).
<b>Enlarge</b>	AP 2	●● A willing creature of size Medium or smaller: The creature becomes Large until the end of the encounter. Its melee strikes do +2 damage and its reach increases by 1. <i>Heightened (4<sup>th</sup>)</i> : Can target a willing creature of size Large or smaller: The creature becomes Huge until the end of the encounter. Its melee strikes do +5 =damage and its reach increases by 2. <i>Heightened (6<sup>th</sup>)</i> : Can target up to 10 willing creatures with either the rank 2 or rank 4 versions.
<b>Fireball</b>	AP 3	●● Burst 3 within 20: 20 fire damage (Reflex half). <i>Heighten</i> : +5 damage per rank.
<b>Levitate</b>	AO 3	●● Touch: The target gains fly speed until end of target's next turn. Alternatively, can move a touched object up or down 2. This generally has no effect, unless a specific scenario suggests otherwise.
<b>Earthbind</b>	AP 3	●● Ranged 24: The target cannot use Flight for the rest of the encounter (Fortitude negates).
<b>Slow</b>	AOP 3	●● Ranged 6: The target is slowed (Fortitude negates; on a critical failure, it is stunned instead). <i>Heightened (6<sup>th</sup>)</i> : Target up to 5 creatures.
<b>Wall of Thorns</b>	AP 3	●● Ranged 12: Place up to 3 thorny barriers (2 squares long by 1 square wide) in a straight line. Creatures entering or passing through the barrier take 10 piercing damage. Each thorny barrier has Armor 10, hardness 10 and 5 hit points. If the caster casts this spell again, remove thorny barriers from previous casting. <i>Heightened (4<sup>th</sup>)</i> : Damage of 10 instead. <i>Heightened (+2 ranks after 4<sup>th</sup>)</i> : Damage +5; HP +10.
<b>Translocate</b>	AO 4	●● Self: Teleport 24 to an unoccupied space in sight.
<b>Fly</b>	ADOP 4	●● Self or touch: The target gains Flight.
<b>Mountain Resilience</b>	AP 4	●● Touch: The target gains resist 5 bludgeoning, piercing and slashing damage until the end of the encounter. <i>Heighten (+2)</i> : Resist +5.
<b>Control Water</b>	AP 5	●● Ranged 48: Increase or decrease the radius of a water terrain piece of no more than 10x10 by 1 square. Creatures with the water trait within the terrain piece are slowed (Fortitude negates; on a critical failure, they are stunned instead).
<b>Suggestion</b>	AO 4	●● Range 6: The target is slowed and on its next activation, it does what the caster wants, but cannot make attacks (Will negates).
<b>Howling Blizzard</b>	AP 5	●● Cone 6: 40 cold damage (Reflex half). ●●● Burst 4 within 24: 40 cold damage (Reflex half). <i>Heighten (+1)</i> : +5 damage.
<b>Wave of Despair</b>	AO 5	●● Cone 4: The target is slowed (Will negates). <i>Heighten (7<sup>th</sup>)</i> : The area becomes Cone 6.
<b>Nature's Pathway</b>	P 5	●● Self: Must be adjacent to a tree or other Medium or larger plant. Teleport to any other tree or other Medium or larger plant (whether or not in sight).
<b>Magic Passage</b>	AP 5	●● Burst 2: Remove terrain in the area, replacing it with open ground. <i>Heighten (7<sup>th</sup>)</i> : Burst 4. If you wish, the terrain is only removed for the purposes of your warband – other warbands are still affected by the terrain.
<b>Safe Passage</b>	ADO 3	●● Line 8 (traps, hazards and terrain): Until the end of the encounter, you and your allies do not trigger the targeted traps or hazards, and are not affected by the targeted hazardous terrain. If a targeted trap or hazard is triggered, you and your allies receive a +2 bonus to Armor and saves against it. The spell affects the whole of a trap, hazard or terrain piece provided any part of it is within the line.

## UNCOMMON

Spell	Rank	Effect
<b>Counter Performance</b>	1	⌚ Self or an ally within 12 subject to an effect that requires a Will save: Caster makes a Performance check. Target(s) of the effect can use the Performance check as their Will save result if it is better.
<b>Cry of Destruction</b>	1	●● Cone 3: 5 sonic damage. <i>Heighten (+1)</i> : +5 damage.
<b>Earthworks</b>	1	● Burst 1 within 12: The area becomes difficult terrain. A creature can Interact (1 AP) with a square to clear it of difficult terrain. ●● Burst 2 instead. ●●● Burst 3 instead. <i>Heighten (4<sup>th</sup>)</i> : The squares are also difficult terrain for creatures with Flight.
<b>Needle of Vengeance</b>	1	● Ranged 6: The next time the target attacks the caster, it takes 10 mental damage.
<b>Lingering Composition</b>	1	○ Self: Choose a cantrip you cast on your last turn. The cantrip cannot be one that does damage. Cast that cantrip again.
<b>Agile Feet</b>	1	● Self: You get Speed +1 and ignore difficult terrain until the end of your turn. As part of casting the spell, you can Step, Stride or Tumble Through.