**Alteration**

***Mimic -*** *“I have no idea why someone would have taken the time to make this spell. To be chair? Why?”*

**Upkeep, Unconventional**

| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** | 9 | 14 | 20 | 26 | 32 | 38 | 44 |
| **Options** | Tiny, Simple, Immobile | Small, Simple, Immobile | Medium, Simple, Immobile | Large, Simple, Immobile | Giant, Simple, Immobile |  |  |
|  |  | Tiny, Simple, Mobile | Small, Simple, Mobile | Medium, Simple, Mobile | Large, Simple, Mobile | Giant, Simple, Mobile |  |
|  |  | Tiny, Complex, Immobile | Small, Complex, Immobile | Medium, Complex, Immobile | Large, Complex, Immobile | Giant, Complex, Immobile |  |
|  |  |  | Tiny, Complex, Mobile | Small, Complex, Mobile | Medium, Complex, Mobile | Large, Complex, Mobile | Giant, Complex, Mobile |

Caster is magically transformed into an inanimate object of their choice for 2 minutes. The caster must have seen the object before. It is up to GM discretion to place objects on the table above.

***Prestidigitation -*** *For the times when you need to do something ‘magical.’”*

**Direct**

| **Level** | **1** | **-** | **3** | **-** | **-** | **-** | **-** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** | 1 | - | 3 | - | - | - | - |
| **[Spell Str]** | - | - | - | - | - | - | - |

At the 1st level, the caster creates an instantaneous and harmless magical effect, like cleaning a robe or making a flash of light. At the third level. The caster creates a harmless effect on an object (or character) that persists for an hour, such as changing its color or the sound it makes.

***Polymorph -*** “*You don't need to take your opponent as a serious threat if they're a chicken.”*

**Direct, Upkeep**

| **Level** | **-** | **-** | **-** | **-** | **5** | **6** | **7** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** | - | - | - | - | 30 | 35 | 40 |
| **[Spell Str]** | - | - | - | - | +20 | +0 | -20 |

The caster transforms an unwilling creature into an animal of their choosing for one minute. The target must pass a [Spell Str] Wp test to resist the transformation. The target may reroll their test any time they take damage or when the spell is up kept (using their original Wp stat). If the creature is reduced to 0 hp, it transforms back to its original form with 1 hp remaining and suffers a point of fatigue.

**Conjuration**

**Destruction**

***[Type] Rush -*** *“Perfect for when your enemies line right up for you.”*

**M Attack, Movement (Speed), [Fire, Frost, Shock], Overload (+WpB to Dmg)**

| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| **[Spell Str.]** | 1d4 | 1d6 | 1d8 | 1d10 | 2d6 | 2d8 | 2d10 |

The caster moves forward in a straight line up to your movement speed, dealing [Spell Str.] [Type] damage to all enemies they pass through.

***[Type] Brand -*** *“Just enough to give your weapons that extra kick without investing in costly enchantments”*

**Upkeep, [Fire, Frost, Shock]**

| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** | 5 | 7 | 9 | 11 | 13 | 15 | 17 |
| **[Spell Str.]** | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

The caster imbues their weapons with magic of [Type] and deals [Spell Str.] extra damage with each hit for 1 round.

**Illusion**

***Merriment -*** *“Sometimes it’s simpler to share a drink with your enemies rather than fight. This spell is for when your enemies don’t agree with that philosophy.”*

**Direct**

| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** | 5 | 7 | 9 | 11 | 13 | 15 | 17 |
| **[Spell Str.]** | +20 | +10 | +0 | -10 | -20 | -30 | -40 |

The target within 50m must take make a Merriment save (described in the table below) with the above modifier applied.

**Merriment Effects**

| Roll (d100) | Effect |
| --- | --- |
| 01-30 | The target laughs hysterically and cannot take any actions for 1 turn |
| 31-60 | The target dances furiously and cannot take any actions for 1 turn |
| 61-90 | The target sings passionately and cannot take any actions for 1 turn |
| 91-95 | The target is compelled to find any mind altering substance and consume it. This effect lasts until they consume one such substance or for 2 turns. |
| 96-100 | The Target spends the next 3 turns partying in anyway they can |

***Create Illusion -*** *“This spell does what laymen think the entirety of this school does, makes illusions.”*

**Upkeep**

| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** | 5 | 7 | 9 | 11 | 13 | 15 | 17 |
| **[Spell Str.]** | 1 | 2 | 3 | 5 | 7 | 9 | 11 |

The caster creates an illusion at a point up to 50m away that they can see. The details of the illusion and the spell level required to create it are discussed by the GM and player. A general idea of the illusions available at each spell level is given by spending [Spell Str] “points” in the Create Illusions table.

| **Create Illusion Effects Table** | | | | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Senses** | **Visual** | **Auditory** | **Tactile** | **Olfactory** | **Taste** |  |
| **Cost** | 1 | 1 | 1 | 1 | 1 |  |
| **Complexity** | **Very Simple** | **Simple** | **Moderate** | **Complex** | **Very Complex** |  |
| **Cost** | 0 | 1 | 2 | 3 | 4 |  |
| **Size** | **Tiny** | **Small** | **Standard** | **Large** | **Huge** | **Massive** |
| **Cost** | 0 | 1 | 2 | 3 | 4 | 5 |
| **Duration** | **1 Round** | **1 Minute** | **10 Minutes** | **1 Hour** | **1 Day** | **Forever** |
| **Cost** | 0 | 1 | 2 | 3 | 5 | 7 |

***Doppelganger -*** “*There is nothing more infuriating than going in for a killing blow and realizing you've wasted it on an illusion. Make your enemies feel that frustration.”*

**Upkeep**

| **Level** | **-** | **-** | **3** | **-** | **5** | **-** | **7** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** | - | - | 17 | - | 27 | - | 38 |
| **[Spell Str]** | - | - | - | - | - | - | - |

The caster creates a perfect illusion of themself at a point they can see in 10m for 1 minute when the spell is cast, everyone must make an observe test (situational modifiers decided by the GM) to see if they know which is the copy and which is the original. The illusion is not physical and any physical contact with it destroys it. At 3rd level, this clone can only move, but not speak or take any action. At 5th level the clone can speak and take one action. The action does not practically do anything (cast magic, attack, etc) but is convincing enough to provoke a defensive reaction if the target believes the doppelganger is real. At 7th level, the illusion is now physical and can stand up to light contact. If it is hit with an attack or grappled, it will still disappear, but light contact will not destroy it. It also has the same number of action points as the caster. Its attacks still do not do damage, and it cannot actually cast spells, but if it successfully makes a melee attack, makes a melee attack that is blocked or parried, or blocks or parries an incoming attack, it will not be destroyed. In any case, the illusion acts simultaneously to the caster's turn.

***Taunt -*** *“For those of you with a more robust constitution or a propensity for wearing heavy armor, it may make sense to draw attention away from your allies. When strong words aren’t enough, use this spell.”*

**Upkeep, Direct**

| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** | 5 | 7 | 9 | 11 | 13 | 15 | 17 |
| **[Spell Str.]** | +30 | +20 | +10 | +0 | -10 | -20 | -30 |

The target must make a [Spell Str.] Willpower test. on a success, nothing happens. On a failure, the target must attack the caster, and take no actions other than to attack the caster for one round. If someone else is in the way of the target on their path to get to the caster, they may make attacks against that creature at a -30.

**Mysticism**

***Blink - “****Mark and recall may be great for travelling long distances, but when you find yourself surrounded by enemies, this spell can be a life saver.”*

| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** | 10 | 14 | 17 | 20 | 23 | 25 | 28 |
| **[Spell Str]** | 6 | 8 | 10 | 12 | 14 | 16 | 18 |

The caster moves to a place they can see within [Spell Str]m without provoking an attack of opportunity (the casting of the spell may still provoke an attack of opportunity).

***Combat Telekinesis - “****Sometimes the best course of action is to fling your enemies away from you, or to knock them to the ground.”*

**Direct, Overload (Wpb\*2), (R Attack)**

| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** | 10 | 14 | 17 | 20 | 23 | 25 | 28 |
| **[Spell Str]** | +20 | +10 | +0 | -10 | -20 | -30 | -40 |

The caster chooses a target in 50m and an effect. Push: the target is thrown 10m away from the caster in a straight line. Pull: the target is wrenched towards the caster in a straight line, up to 10m. Slam: the target is thrown to the ground and knocked prone. Any of these effects can be resisted by a [Spell Str] End test. If the spell is overloaded, it counts as an attack and deals 2\*WpB physical damage. This attack cannot be defended against, but the damage is negated if the effect is resisted.

***Nether Swap -*** “*Useful for when you opponent has the high ground - and you want it.”*

**Direct**

| **Level** | **-** | **-** | **3** | **-** | **-** | **-** | **-** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Cost** |  |  | 17 |  |  |  |  |
| **[Spell Str]** |  |  | +0 |  |  |  |  |

The caster chooses a target within 50m. That target, if unwilling, must make a [Spell Str] Wp test. If they fail the test or are willing, the caster and the target switch places. otherwise, nothing happens

**Restoration**

**Necromancy**