



Old Bell School System
(OBSS)

Fantasy Adventure Game

Dedicated to the only woman ever loved, the one who accompanies me in my dreams every day

Never give up on your dreams, persevere until they become real.

Old Bell School System

Player and Storyteller's Manual

Fantasy Roleplaying Game Guide and Rules

of

Andres Zanzani



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Indice

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"May you make all your Saving Throws!" Frank Mentzer, Spring 1985. Master Player's Book

Introduction

You can find out more about a person in an hour of playing than in a year of conversation. (Plato)

OBSS is a tabletop role-playing game (RPG or Role Play Game in English) in which players create characters who will live fantastic and amazing adventures. The Narrator will take care of unraveling the story based on the choices of the characters. As in a narrative game, each character will actively contribute to the story with their choices, decisions and actions.

If you are a gamer you will soon realize that it is not an easy world, things are not given away nor are they simple. There will be more times they want to kill you and rob you than they want to buy you a drink.

This is a fantasy world full of monsters of the most varied abilities, yes strong, witty, charismatic wise! Always be prepared!

You will decide everything about your character, from his appearance, to his name, to his abilities and partly also what he possesses. Will he want to be a hearthrob pirate or a shy knight, a steppe barbarian or a sorcerer? Gold, honor, treasure, looting, your character's adventures will be punctuated by choices, battles and revelry. Your story will be sung by minstrels for centuries to come.

If you are the Narrator, however, you govern the world, the story, the adventure. Your role is to illustrate the scenario in which the players move and make decisions. Will you lead them into the depths of the earth in search of the forgotten Tome of Atmos or challenge the great Dragons for the crown of Omniscience?

Your task is not easy, use imagination, common sense and the main rule: **have fun**. When you're in difficulty, don't look for the precise rule, use your greatest ally: your imagination, add a pinch of common sense and try to amaze the players. The purpose is always and only one, to have fun together and grow, as players, as characters, as friends.



Typical RPG dice set

In addition to this manual you will also need some dice, the classics used in role-playing games. You will need the d4, d6, d8, d10, d12. They indicate a 4-sided die, a 6-sided die (you must have at least 3 or 4 of these!), an 8-sided die, a 10-sided die (they are usually sold in pairs, in order to obtain the d100) and the solitaire 12-sided die. Whenever you are asked to roll a die it will be written with the notation XdZ, that is, roll a die with Z faces X times. E.g. 4d6 indicates rolling the 6-sided die 4 times.

Even some miniatures may be necessary, otherwise even free snacks or chocolate eggs may be sufficient.

Inside this manual you will find everything you need, such as rules, to play, you (you) will need imagination, friendship, dice, a few sheets of paper and fun (sorry, chips and drinks are not included in the manual!)

Draw and use a map whenever the description and situation require accurate details and precise positioning, otherwise close your eyes and use your imagination, be accompanied by the voice of the Narrator and reconstruct the structures and locations in your mind.

Create and play the character that you like best, that you feel is yours and that makes you have fun, don't look for combinations of feats and abilities that give you more power otherwise sooner or later the character will get boring. The more you play, the more your character will gain experience and you will also play him better.

The Narrator will take care of telling you how much experience your character has gained, based on how you played, how you collaborated and helped the group, how much you contributed to the fun. He will keep you engaged in dangerous, often deadly battles, he will put your character to the test and as a group you will be able, perhaps not always, to resolve the intricate situations that the Narrator has prepared. Remember that the Storyteller always has the final say in any discussion.

This manual is complete, meaning inside you will find everything (except the dice!) to start playing!

You will also find many rules, yet many situations will have to be handled using the first rule: have fun. Common sense, experience and trust in the Storyteller will resolve any situation.

Whether you decide to be the Narrator or you decide to play a character, you need to read the following chapters carefully. It's important that you have a good understanding of the basic rules and, above all, that you know where to look for everything when you need it!

For experts...

At the base of OBSS is the dissatisfaction in playing the 5th edition of the famous role-playing game. The 5th flattens out the characters too much and the rules system, although truly efficient, does not allow the diversification, even if often exaggerated, that you could have in Pathfinder.

I needed a middle ground, a game still based on the d20 but which took the best of what had already been created and added what I liked from the

countless role-playing games I studied and played. Don't try to recreate the 5ed or Pathfinder classes, you won't succeed, nor does OBSS want to lend itself to this job! In OBSS classes do not exist and the characters acquire depth and abilities depending on what they learn to do. The skills are dictated by the chosen profession and do not lead to exaggerated scores. The combat does not reach the epic complexity of Pathfinder nor the flatness of the 5th edition, but rather tries to be quick and tactical, effective and spectacular. The Golden Rules, critical management, give that extra something that allows players to have fun every time a die is rolled.

Magic takes up the standard canons of 5e but revisits them profoundly. So many spells have lost focus and the concept of boosting a spell using a higher slot is no longer there. The Golden Rules also apply to spells and this allows you to diversify the outcome, adding more tension to each spell.

The approach to alignment has completely changed, now becoming a fundamental aspect for character construction; no longer two skimpy letters (LB, CB...) but a choice based on character, morality and ethics. The deities, sorry Patroni, have a dirtier and

more direct role, read them carefully, they are not the usual gods. The monsters are those of the 5th ed, modified to be tougher as there is no longer "bounded accuracy" you have better results on attack rolls and saving throws.

The License grants anyone the ability to create and produce wonderful adventures and expansions for OBSS.

The system wants to be more lethal than 5ed, more wounds, more suffering, without the concept of short or long rest or recovery of hit points based on hit dice. Enough hero characters anyway.

Good role-playing and teamwork will always guarantee excellent results, even in spells! Always participation and identification.

Finally, but I won't say it quietly, OBSS refers to the OSR movement, that is, it would like to be played according to those principles. Read the [burning chapter](#) (page ??).

Happy reading and have fun!

Andres Zanzani



The End of the Dragon - Henry Justice Ford

Although the masculine form of the appellation is typically used when listing the level titles of various character types, these names can easily be changed to feminine ones if desired. This is fantasy, what's in a name? In all cases *except some*(*correction mine*) gender makes no difference to ability! (Gary Gygax, Advanced Dungeon & Dragons Player Handbook)

Common Terms

*T*here are some terms and concepts that you will find repeated several times in the book.

Roundings: always down unless otherwise specified but with a minimum of 1. E.g. $7/2 = 3$, $9/4=2$, $1/2=1$

feats: are the particular abilities that the character has learned to use. They are often similar to magical abilities, allowing particular actions and even subverting the rules at times. They are taken at level passes.

Action: is what you do in an interval of time. Everything the character does is measured in Actions. Fighting, casting spells, lock-picking, drinking potions, moving... in each round you can perform 3 Actions.

Bonus: any modifier due to external, environmental, magical, circumstance factors or that the Storyteller decides is a bonus or penalty to be applied to the die roll or difficulty in the test.

Check/Test: a check (or check) is the roll of $3d6$ plus the score indicated by the characteristic and skill involved, modifiers given by skill and skill may be applied. circumstances.

Class: In OBSS there are no classes. Each character is built based on what he can do. So you won't find the word Class in the manual.

Critical Hit: when you roll 6s multiple times on the attack roll. Every two 6s, even following an Explosion of a 6, you apply only the extra weapon die to the damage caused.

Magic Test: the Magic Test can be due to particular situations, for example when the character is injured or distracted, but it can also be requested by the player.

The Magic Test allows the character to go further in casting the spell and try to draw on and exploit more magic.

Depending on the results you could get advantages or disadvantages.

Casting Spells under attack, threat, distraction..: when a spellcaster wants to use a spell but is disturbed, attacked, injured or otherwise distracted while casting a spell then he must make a magic check.

Difficulty Class (DC): indicates how difficult it is to succeed in a test. Can be used for skills (swimming..) as well as knowledge (poisons..). In spells it is the difficulty in resisting spells. Indicates what value to reach to pass and succeed in the test.

Competence (skill): competence tells us what we know and its value indicates the degree of knowledge of the same. May it be studying a language, climbing, noticing little things.

Weapon Proficiency (AC) (melee or ranged) is your ability to hit your opponent with melee weapons (swords, maces, fists..) or shooting/ranged (throwing daggers, bows, crossbows..)

Magical Expertise (CM): is your ability to use magic, the higher this value the more effective the spells will be, the more you will have available, the more you can throw.



Defense: Defense means the total value obtained from $10 + \text{Shield} + \text{Armor} + \text{Dexterity} + \text{various and any bonuses}$. It represents the ability to not get hit, the higher it is the more difficult it is to get hit.

+1d6 or -1d6: it is a bonus or penalty to a check. Add or subtract a die roll of 6 to the check. The maximum penalty brings the number of dice rolled to 0 and the maximum bonus to $+3d6$.

Distance: the distance, when it concerns combat, is measured in 1 meter squares.

Devotee: a character who has bonded with a Patron and has at least 3 Traits in common.

Follower: a character who has bonded with a Patron with 2 Traits in common

Explosion of 6: when you make the Attack Roll, Saving Throw, Expertise Check, Magic Check, Initiative (read the specifications in the dedicated chapter) or in any case every time it is indicated that the explosion of 6 is valid, which means that for every die rolled that results in a 6, the die must be marked and withdrawn. The result of the new roll must also be added and if you roll a 6 you continue to reroll as long as you continue to roll 6s.

Initiative: is a Dexterity or Intelligence check. Establishes the order of actions in combat. Whoever has the highest test score goes first.

Level: The Level indicates the competence and power achieved by the character. It can indicate when the enemy is *strong*.

Spell level: indicates the scale (from 1 to 9) of the spell's magical power.

Enchanter, Magician: indicates any user of magic in any capacity.

Melee: Melee means contact combat, hand-to-hand, sword to sword, or when your character fights with a weapon that has no range (bow, crossbows, slingshots). ...) against an opponent. Any creature that the character can reach with his non-missile weapon is considered melee. A large creature (or one with a long weapon) might be in melee with the character but not vice versa.

Movement: movement represents the ability to move. A Move Action represents the character moving. The higher the Move value, the more meters a creature can move.



*Merlin dictating his prophecies to his scribe.
Robert de Boron's Merlin en prose (written ca 1200)*

Narrator: is the person who leads the adventure, establishes the rules and controls the elements of the story. The duty of every Storyteller is to entertain, be correct and use common sense. The Storyteller has the final say in all matters.

Ability Test: it is a Competence test that uses the value of a Characteristic, such as Strength, Charisma, as a bonus.

Patron: or deity. The Patron is a superior being who can grant powers and grant advantages.

Penalties/Malus: like the bonus, penalties or malus are values, numbers, which indicate unfavorable circumstances, penalizing spells or anything else that makes the test more difficult. Unfortunately, unlike bonuses, penalties, unless otherwise specified, always add to each other.

PC, Character: is the creature that is guided, managed, *roleted* by the player.

NPC: non-player character. They are particular characters, important or not, that the Narrator keeps to lead the adventure.

Experience Points/PX: every time you solve difficulties, riddles, face monsters or find treasures, you

play your character well and have fun you gain experience. These points accumulated over time establish the level and therefore the abilities of the character.

Ability Scores: also abbreviated to ability or statistics. Each character has 6 Characteristics: Strength (STR), Dexterity (DEX), Intelligence (INT), Wisdom (WIS) and Charisma (CH). The higher the score, the greater the value or ability of the character in that specific area.

Fate Points: or Beginner's Luck are points available that the player can transform into d6s to add to saving throws or attack rolls or rolls Skills. They are called Beginner's Luck because their number decreases as the character's level increases.

Hit Points (Hit Points): indicate the creature's vital energy, resistance and luck in resisting wounds. As long as the creature has 1 hit point it will fight at its best, without problems (but it may also decide to run away rather than die!).

With each level up you gain a certain number of Hit Points, established by the rules. Each wound subtracts from this accumulation of energy and when you reach 0 (zero) Hit Points you faint, unable to act. If you are further wounded and your Hit Points drop to 10 + double your Constitution then you die.

Damage Reduction (DR): Some creatures have innate resistance to damage and wounds. This resistance is denoted as DR.

Damage Resistance (DR), Resistance: : A creature may have resistance to one type of damage. In this case it is considered to automatically halve the damage taken before applying any saving throws.

Round: combat or actions are divided into rounds. A round represents a time unit of approximately 10 seconds. During the round each creature has the opportunity to act according to its initiative and perform up to 3 Actions.

Critical Success/Magic Critical Failure : in the case in which the player passes the Magic Test with critical points (two 1s or two 6s). Magical Critical Success leads to spectacular changes in the spell, otherwise bad things could happen to the caster.

Saving Throw (Save): When a creature is subjected to a particular effect, a saving throw is often granted to mitigate or negate the effects. The saving throw is an action that takes no time or actions.

Saving throws involve reflexes and dodging (Reflexes), resisting poisons/diseases or changes to the body (Fortitude), or resisting mental attacks and effects that affect agency and will (Will).

Critical Success/Critical Failure on Saving Throw : depending on the spell in case of a critical success on the saving throw (Critical Success Successful save and at least two 6's rolled) the effects are halved further while in case of a critical failure (you fail the save and roll two 1's or one 1 and two 2's) you suffer even more damage.



Jan Havicksz. Steen

Attack Roll (TC): is an Attack check (Weapon Proficiency + Strength/Dexterity + feat + ability data from the weapons list...) against Defense (armor + shield + feat + magic...). The attack roll can be melee (i.e. for creatures close to your weapon, at melee range) or ranged (for bows, crossbows, but also thrown daggers...). Read the combat chapter carefully.

Stroke: indicates a component of the character. Each character chooses 5 Traits to compose and build her personality.

Round: is 10 minutes, i.e. 60 rounds

One is bad luck: if you roll a 1 with the data you remove 1 from the total result. This does not mean that a rolled 6 becomes a 5, the explosion of the 6 remains... except that you remove 1 from the final result. Said differently, 1 is equal to 0.

The game of D&D (and OBSS) has no losers or winners, it only has players who love to exercise their imagination. Players and the DM (*Narrator*) share in creating adventures in fantastic lands where heroes abound and magic really works. In a sense, the game of D&D has no rules, only suggestions of rules. No rule is inviolate, particularly if a new or changed rule will encourage creativity and imagination. The important thing is to enjoy the adventure. (Tom Moldvay, 03/12/1980)

In the Manual you will find different types of boxes, each one has a precise meaning:

Example of box containing a quote or motivational phrase

Information for the player

Box containing information and clarifications for the Player.



Box containing indications and suggestions for the Narrator



Breeds

The true voyage of discovery does not consist in finding new territories, but in possessing other eyes, seeing the universe through the eyes of another, of hundreds of others: to observe the hundred universes that each of them observes, that each of them is. (Marcel Proust)

It is not the most intelligent of the species that survives; it's not even the strongest; the species that survives is the one that is able to adapt and adapt better to changes in the environment in which it finds itself. (Leon C. Megginson)

*Y*eru is a multifaceted world rich in diversity, cultural, natural and creatures. It is the creatures that make the planet vital and rich, each one nourishes, contributes and enriches the knowledge of all the others.

Breeds

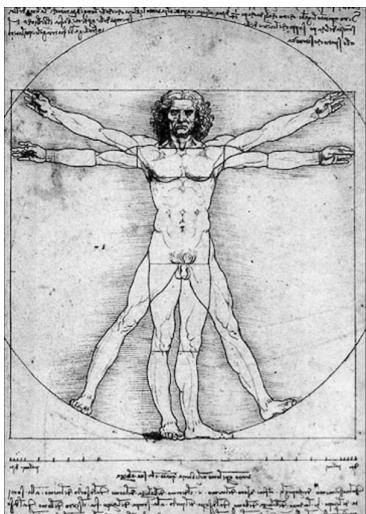
Humans

Humans with their desire for discovery, power, glory and violence and reproductive capacity are the dominant race.

The physical characteristics of humans are extremely varied like clothing, cultural and food traditions. The lifestyles can be the most disparate and original and everything only makes the character more *human*.

Leave racism out of Yeru, there are enough wars already, there's no point in creating new ones just because someone uses axes instead of swords.

Humans were the race created by Ljust and Calicante together so that with their chaotic, changing and vital drive they could do and undo, continually starting from scratch and continuously improving.



Vitruvian Man - Leonardo da Vinci

Racial modifiers: +1 to one characteristic of your choice

Physical characteristics: height 150-185 cm, 50-130 kg, life expectancy 65 years (50 + 2d10 years)

Dimensions: Medium

Speed: 9m

Languages: Common

Advantage: +1 Feat at first level. The first point assigned to AC or CM is doubled.

Elves

Elves are the race created directly by Ljust to lead the world with the elegance, intelligence and foresight of an immortal race.

After millennia of peace and life throughout Yeru, after natural and architectural beauty had spread harmoniously throughout the world, the creation of the new races and their expansionist drive led the elves to review their mission.

Suddenly from bearers of beauty, culture, passion and stimulus for the arts they became more reclusive, the fear that all that was beautiful could be lost arose in them.

They thus decided to isolate themselves more and more to preserve every form of art and beauty, from the written word to the arts, protected from those who could despise or make them ugly.

Their desire to preserve creation materializes in a pure fight against everything and everyone, against any creature that wants to live and create something new. Cattalm had poisoned their blood so profoundly that not even they had noticed.

What followed was a period of extremely nefarious and violent centuries dominated by the absolute will of the elves to destroy everything using any means. All nations and civilizations paid a very high price both in terms of lives and in terms of a return to barbarism.

It took almost 500 years and the annihilation of entire nations and civilizations until all the other peoples decided to form a united front against the elves in a last-ditch attempt at salvation.

In what is called the Week of Hatred, hundreds of thousands of creatures and almost all the elves perished.

A radical purge followed, every elf found was killed and so on for almost another century.

Just under 100 years ago a new elven Queen, Licenea, undertook a journey to the court of every nation, risking lynching numerous times. She managed to obtain a peace treaty that could safeguard the very few remaining elves.

The surviving elves, although *elderly*, have not lost their hatred, their blood remains tinged with Cattalm and they brood behind a treaty which they say prevents them from fulfilling their true destiny.

Fortunately the new elves, but not all, do not have this visceral hatred, their blood has not been stained by Cattalm and they would like to live a normal life in contact with all the other creatures even if they are well aware of how they are seen and treated by all others.

They are the young elves who not only want to preserve beauty but to live an almost infinite life where it itself is wonder.

Elves are generally taller and slimmer than humans. The eyes are always with light shades.

Elves value the written word and magic. They are a rational race, guided by a sharp mind and excellent senses, an interest in the extraordinary and in knowledge.



Racial modifiers: +1 Intelligence, +1 Dexterity, -1 Charisma

Physical characteristics: height 165-195 cm, 50-110 kg, life expectancy 60d100+ years

Dimensions: Medium

Speed: 9m

Languages: Elvish

Advantage: Twilight vision of 18 meters

Dwarves

The dwarves are a stoic and severe race accustomed to the purest communism, without a true concept of property but of pure community of goods according to the idea that each dwarf works for the community and not for himself.

Dwarves are compact and set, reaching a maximum height of around 140cm with a stocky build that gives them a massive appearance. Both males and females proudly wear long hair, and men often decorate their beards with various kinds of clips and intricate braids. It is also true that bald dwarves are common, but not without beards. Dwarf women have no beards or excess hair. Sex is free and socialist.

Dwarves are guided by honor, tradition, and communism. They are often seen as grumpy, but they have a strong feeling of friendship and justice, they

respect those who work hard and are committed to the community and the group.

Dwarves are the race created by Eronril with the help of Atmos.

They judge the Elves harshly because they were unable to complete and indeed betrayed the dictates of Creation and therefore they feel the task, the burden and the honor of forging creation and within creation the beauty and majesty of Eronril.



Racial modifiers: +1 Constitution, +1 Wisdom, -1 Dexterity

Physical characteristics: height 100-140 cm, 45-90 kg, life expectancy 450 years (400 + 1d100 years)

Dimensions: Medium

Speed: 6m

Languages: Dwarven

Advantage: Twilight vision of 18 meters

Gnomes

Gnomes are small beings but full of energy and life. Gnomes are a race that appeared just over 1000 years ago, no one knows exactly where from. In a short time, thanks to their innate curiosity, tenacity and inventiveness, they managed to create populous and rich cities, almost always within virgin forests.

Gnomes are deeply linked to nature, their relationship is almost symbiotic, a Gnome will never give up the sight of a tree and building with what nature provides.

The Gnomes have a deep respect for nature, the environment and animals, their perfectly functional and modern cities are built and created in the forest and never destroying it but rather enriching it.

Many Gnomes are inventors and builders capable of extraordinary imagination and ingenuity. Many of their inventions help and support the entire community and their social life is rich and supportive.

The most curious Gnomes often leave their communities, which are not closed to anyone who respects nature, and embark on a life of adventure to discover wonders and new works of ingenuity that they can pass on to the community.

A gnome forced to stay away from a natural environment suffers from the situation by becoming

sad and apathetic, his need for nature is something physical and innate.

Gnomes get along well with anyone who loves nature and doesn't abuse it.

Racial modifiers: +1 Intelligence, +1 Charisma, -1 Strength

Physical characteristics: height 70-110 cm, 30-50 kg, life expectancy 650 years (600 + 1d100 years)

Dimensions: Small

Speed: 6m

Languages: Gnomish, Silvanus

Advantage: Druidic Artifice 1 per day.

Speed: 9m

Languages: Common or Elvish

Advantage: Twilight vision of 9 meters

Half-orc

In the eyes of civilized cultures, half-orcs are monstrosities, the result of perversion and violence and are rarely the result of romantic unions, as such they are usually forced to grow up fast and hard, continually struggling to protect themselves or make a name for themselves. Some half-orcs spend their entire lives proving to full-blooded orcs that they are just as ferocious as them.

Half-orcs average 6 feet tall, with a powerful physique and greenish or gray skin. In males the canines often grow quite long until they protrude from their mouths and these *fangs*, combined with a sometimes broad forehead and somewhat pointed ears, give them that well-known *bestial* appearance. In females the orc traits are much less marked and this often causes violence on the part of human males.

Despite these obvious orcish traits, half-orcs are as diverse as their human parents.

While within the orc tribes they must continually earn the respect of the *purebloods*, things are no better in human society. Mocked, mocked, excluded and abandoned, half-orcs often find refuge in crime.

The orcs were created directly by Cattalm with the help of Calicante. Much of their creator's chaotic and destructive tendencies remain in the nature of half-orcs.

Half-orcs are constant victims of prejudice.



Racial modifiers: +1 to one Characteristic of your choice

Physical characteristics: height 160-210 cm, 60 - 140 kg, life expectancy 70 years (50 + 5d10 years)

Dimensions: Medium

Racial modifiers: +2 Strength -1 Charisma

Physical characteristics: height 160-210 cm, 60 - 140 kg, life expectancy 70 years (50 + 5d10 years)

Dimensions: Medium

Speed: 9m

Languages: Common or Orcish

Advantage: Twilight vision of 9 meters

Nibali

The Nibali are a race magically created to be slaves to the great spellcasters of the north.

Legend says that the terrible ice wizards, starting from a couple of humans (after thousands of them

had died atrociously in previous experiments) managed to create by manipulating with magic, a more robust, stronger, more intelligent and at the same time more docile and disciplined with the honor that every child generated would be absolutely identical physically to the father or mother.

These things happened more than 2000 years ago and the kingdom of eternal evil collapsed under its own inability to evolve and understand the new challenges (and probably also thanks to the intervention of some Patron).

The Nibali continued to prosper and, taking advantage of what the ice kingdom had left them, they created one of the most modern, democratic and civilized civilizations in the world.

For many, the extreme efficiency and dedication of the Nibali is hateful, a yoke that leaves no room for personal freedom, for the Nibali it is just a natural way of progressing.

All Nibali are equal to each other with the same sex but the fact that they cannot have children with other races does not make them a closed or racist people, on the contrary, absorbing the best of each culture makes them better and also excellent diplomats. What really distinguishes one Nibali from another is the hairstyle, the tattoos, the clothing, being oneself. Respect for others and the Law are inextricably linked to their nature and yet there is nothing freer than a Nibali.

For a Nibali, rules and laws must promote peace and freedom, they must be just and those who maintain them must be understanding and wise. For a Nibali, freedom is not doing what you want but the right to do what you must.

The male Nibali is bald and has bright blue skin, and his eyes are purple. The women have amber skin, brown hair with blonde highlights, green eyes.

Racial modifiers: +1 Constitution, +1 Intelligence, -1 Wisdom

Physical characteristics: height 183cm males, 170cm females, 50 - 120kg, life expectancy 130 years

Dimensions: Medium

Speed: 9m

Languages: Common

Advantage: Every round you reduce your Bleed damage by 1.

Different

Blessed or cursed, the Different are not like us. A Different is the result of a corrupt union. If the Patrons cannot act directly in Yeru, or at least this is what Grah tries to avoid, they often instead use their powers to create a lineage loyal to them.

A Different is faithful to his Patron and cannot do otherwise. Luckily they are sterile with humans, otherwise they would have already dominated the world.

A Different is more robust and more intelligent. Unfortunately their hectic life is marked by a short

duration. Usually a Different person does not exceed 50 years of age.

A Different is marked, somewhere on his body there is the symbol, a birthmark, of his Patron. Almost all (15/18) the Different have 3 or more concentric golden circles on the left wrist which can indicate the Patron (or Patrons in very rare cases) of whom they are *children*.

Different is an attribute that can be given to any race. The racial modifiers are replaced with those of the Different and the life expectancy is halved (in the example below it refers to a Human). The original racial advantages remain valid and the Special one for the Different is added.

Racial modifiers: +1 to two Characteristics of your choice

Physical characteristics: height as original breed, life expectancy halved compared to original breed

Dimensions: as original breed

Speed: as original breed

Languages: as original breed

Special: Must identify a Patron and have at least 3 common Traits. He gains access to the Trait 5 sum power even if he has fewer points.

Sornelian

The genesis of the Sornelian is due to **Efrem** (page ??), its only known victory in the Thousand Year War. Efrem decided that nature should have a greater say in human affairs and decided that anthropomorphic creatures should be created to rebalance the excessive power of humanoid creatures.

A Sornelian has a head similar to that of an anthropomorphic animal but the body is more like a humanoid biped. Depending on the animal the Sornelian may also have fur, feathers, scales and claws. The size of a Sornelian depends greatly on the original animal ranging from small to large. The size does not grant specific advantages. The anthropomorphic appearance of a Sornelian is as varied as the animals they resemble.

Racial modifiers: +1 to one Characteristic of your choice

Physical characteristics: life expectancy depends on the longevity of the species, usually around 60+6d10 years.

Dimensions: depends on the original species, from 50cm to 270cm, from small to large.

Speed: 6 metres

Languages: Common. He gains +1d6 on checks to interact with animals of his bloodline.

Special: Upon creation the player chooses 2 abilities from those listed that best characterize his Sornelian. Some example animals are indicated in parentheses. The player can deal with the Storyteller to best create his Sornelian.

- *Climber* (bear, cat, lizard, squirrel). You have hooked claws, sharp nails, or a serpentine tail. You have a climbing speed equal to your Speed.

- *Predator* (bear, feline). Your natural attacks cause 1d6 lethal damage, and you are considered proficient in using them. You can use the Dark and Hatchet Weapon List to determine your abilities with natural attacks.

- *Flying* (bat, eagle, owl, crow). You have vestigial wings. When you fall from at least 3 meters you can use a Reaction to glide and land safely, as a Feather Fall spell (p. ??), without taking damage from the fall. When you make a Long or High Jump check, you roll an extra 1d6.

- *Runner* (deer, dog, horse, velociraptor). When you perform the Run Action you complete your Movement 3 times. Your Speed is 30 feet.

- *Swimmer* (crocodile, dolphin, frog, shark). You can hold your breath for up to an hour, you have a swimming speed equal to your Speed. You have Cold Damage Reduction of 4.

- *Nocturnal creature* (cat, lizard, bat, dolphin, owl). You have low-light vision 30 feet.

- *Excellent Senses* (hearing, sight, smell...) (dog, bat, owl). You have a +4 bonus on sense-based Awareness checks.



Harpy, bird woman, usually very angry...

Golian

The Golians, like the Sornelians, descend from the will of **Eronril** (page ??) and **Gaya** (page ??) or from the desire to have creatures that could represent the majestic giants, their little children.

Golians have physical characteristics that resemble the giants of their family lines. Some Golians have gray or almost marbled skin like stone giants, others shoot sparks when they snap their fingers like fire giants, still others have blue skin like sky giants.



Farnese Hercules, National Archaeological Museum of Naples

Racial modifiers: +2 to Strength, -1 to one Characteristics of your choice

Physical characteristics: approximately 180/210cm tall. Life expectancy approximately 80 years (60+2d10)

Dimensions: medium size

Speed: 9 metres

Languages: Common, Giant of their lineage.

Large Form: starting from CM+CA at least 5 the Golian has the ability to enlarge and become large once a day every (CM+CA)/5. This transformation lasts 1 minute, Strength-based attack rolls and damage increase by 1d6, movement speed increases by 3 feet, reach increases to 6 feet.

Stable. You are considered Large to withstand tests of being grabbed or pushed.

Special: Each Golian descends from a line of giants and inherits peculiar powers from this. The indicated power is usable (CM+CA)/3, rounded up, per day.

- *Cloud Giant.* A step in the sky. For the cost of two Actions you magically teleport up to 10 meters to an unoccupied space you can see.

- *Fire Giant.* Burning embers. When you hit a target in melee you can deal 1d10 fire damage to that target. Cost 1 Reaction.

- *Frost Giant.* Deep frost. When you hit a target in melee you can deal 1d6 cold damage and the creature's movement speed decreases by 10 feet until the end of your next round. Cost 1 Reaction.

- *Hill Giant.* Angry blow. When you critically hit a creature your size or smaller in melee, it falls prone. It is a Reaction that costs 1 Action.

- *Stone Giant.* Stone Skin. When you take damage you can harden your skin to the point of stone. Reduce damage taken by (AC or CM + Constitution)/2. Cost 1 Reaction.

- *Storm Giant.* Thunder Resonance. When you take melee damage you can send out a shockwave that deals 1d10 Sound damage to the person who caused you damage. Cost 1 Reaction.

Sulian

The origin of the Sulians is not clear, some say they descend from elemental spirits, other less insistent rumors say that they are the children of [Ledyal or Lay-del](#) (page ??) due of their changing appearance and character.

The power, energy and vitality of the elements flows in the Sulians, whether it be a single type or multiple elements.

The Sulians are very similar to humans but the primordial energy that characterizes them can be seen flowing in their eyes and often on their skin.

Racial modifiers: +1 to one Characteristic of your choice

Physical characteristics: approximately 150-190cm tall. Life expectancy approximately 180 years (160+2d10)

Dimensions: medium size

Speed: 9 metres

Languages: Common. They can understand the elemental language of their bloodline but cannot speak it.

Special: Each Sulian descends from one or more elemental lines and from this they inherit unique powers and abilities. At the first point of AC or CM assigned and then every eighth point assigned in total (CM+AC=1,8,16...), the Sulian upgrades his elemental bloodline and selects a power or unlocks another elemental line present in him to choose different powers.

The indicated power is usable $(CM+CA)/3$ per day.

- **Primordial Discharge:** the Sulian can discharge part of his elemental energy at the cost of 1 Reaction

when he is hit or hits in melee. The damage is equal to 2d6 times this power is selected.

- *Access to the Magic List:* through this power the Sulian can access an Elemental List. Each time he takes this power he spontaneously knows up to 3 spells on that list with a maximum spell level equal to the times he took this power on the same list -1 (the first time he only casts cantrips). The Sulian does not make Magic Tests nor can he be considered distracted when he casts the spell. For possible factors, the CM is considered to be equal to the sum of CM+AC and Adept of Magic has been taken a number equal to the times this power has been taken.

- *Elemental Resistance:* through this power the Sulian acquires Resistance to the chosen element.



Undine Rising from the Waters, approx.

1880–1892, by Chauncey Bradley Ives (1810–1894), in the Yale University Art Gallery

Note on Benefits

The player, in agreement with the Storyteller, can choose an advantage or power different from the one indicated as long as it is consistent with the character's story.

Note on Breeds

No description of a race will ever be able to harness and subdue a character. Each player is free to create the character of their favorite race (granted by the Narrator) and describe it, frame it, feel it, make it come alive as they like.

Don't limit yourself to the descriptions proposed here, they are meant to be just ideas, don't feel limited in your choices because your race says this or that. Create the most beautiful and complete characters possible.

Each character is alive and is a person and as such will always be different from each other, each fantastic in a different way despite any race and prejudice.

Note on Sex

In case you were so obtuse, I reiterate that there is no difference in abilities or characteristics based on sex. Each player is invited to play the character of the sex (or not) that she prefers.

If the topic is not fun for you, clarify it with the Narrator, he will be able to orchestrate the adventure in a suitable way.

Special Features

Having eyes is not enough to see (anonymous)

*O*n every creature is special and unique and yet there are beings even more unique and special due to their characteristics. These are the peculiarities of some of these.

Light Vision

What for many is darkness, for those who have twilight vision is seeing well as long as there is a minimum source of light.

Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as he has even the dullest candle nearby as a source of light.

Characters with low-light vision can see outward on moonlit nights as if they were in daylight. In the absolute lack of light, twilight vision does not help, it remains impenetrable pitch darkness.

Darkvision

Darkvision is the extraordinary ability to see without light sources, up to a maximum distance indicated for each creature.

Darkvision is black and white only (it does not allow the creature to distinguish colors). It doesn't allow characters to see anything they couldn't otherwise see: Invisible objects are still Invisible, and Illusions are still visible as they appear to be.

Likewise, darkvision makes a creature susceptible to gaze attacks normally. The presence of light does not alter darkvision. Making a Survival check to look for traps or a visual-only Awareness check takes a 1d6 penalty.

Nose

This special quality allows a creature to use its sense of smell to detect hidden or approaching enemies and to follow their tracks. Creatures with a sense of smell can identify familiar odors by smell as humans do by sight.

The creature can detect creatures within 20 feet by smell. If the opponent is downwind, the range increases to 18 meters; if it is upwind, the radius decreases to a distance of 3 meters. Stronger odors, such as smoke, garbage or decaying bodies, can be detected at double the above range.

When a creature detects a scent, the exact location of its source is not revealed, only its presence within range. The creature can use an Action to locate the direction the smell is coming from. When within melee range of the source, it pinpoints its location.

A creature with scent can track using smell, making a Track check to find and follow a trail. The typical DC of a fresh track is 10 (regardless of the surface the track is on). The DC increases or decreases depending on the intensity of the track, the number of creatures leaving it, and the time that has passed since it was left. For every hour that passes the DC increases by 2.



John D. Batten

Otherwise, this ability follows the rules of the Survival skill. Creatures that track by scent ignore the effects of tracking surfaces and poor visibility.

Water, and especially running water, denies creatures' ability to track.

Some strong odors can easily mask others. The presence of such an odor makes it impossible to precisely locate or identify a creature by scent; the base DC of the Survival skill for following tracks in the presence of covering odors changes from 10 to 20.

Blind View

Using a variety of senses other than sight, such as the perception of vibrations, a sensitive sense of smell, keen hearing, or sonar, a creature with blindsight moves and fights as well as a creature with sight.

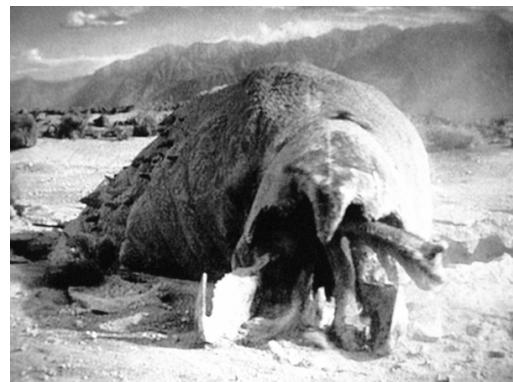
Invisibility and darkness are irrelevant, although the creature with blindsight must have line of effect to notice a given creature or object.

A creature with cover still has its Defense advantage.

The range of the ability is indicated in the creature's description. The creature generally does not need to make Awareness checks to notice creatures within range of its blindsight.

Unless otherwise indicated, blindsight is always active and the creature must take no action to activate it. Some forms of blindsight must be activated as an immediate action. In this case, it is indicated in the creature's description.

An ethereal creature is not visible to blindsight.



Grabroid. Also known as Grabbers. Tremors (Film)

Telluric Sense

A creature with Telluric Sense is sensitive to vibrations in the ground and can automatically detect anything in contact with the ground within the radius specified by the Tell Sense.

Aquatic Creatures with Telluric Sense (echolocation) can sense the location of creatures in contact with water.

The range of the ability is specified in the creature's descriptive text.



Argus Panoptes Guarding the Heifer (Io), Red Figure pitcher, c. 460 BC Museum of Fine Arts, Boston

The Features

Living is not breathing: it is acting, it is making use of the organs, the senses, the faculties, of all those parts of ourselves through which we have the feeling of existing. (Jean-Jacques Rousseau)

Each character has 6 Characteristics (also called Statistics) which represent his basic attributes and constitute his potential talent and ability innate.

While it is not common for a character to make a check using only one of their Ability, Ability scores affect virtually every aspect of the character's abilities and proficiencies.

Description of Features

The Characteristics score is not everything in a character, much less in a monster.

The more *instinctive* and aggressive monsters will probably have negative Intelligence scores, but that doesn't make them *stupid*, they simply act according to their natural patterns. At the same time, creatures with low Constitution values are not about to die but are only *fragile*.

Strength

Ah, it is excellent to possess the strength of a giant, but to use it like a giant is tyrannical! (William Shakespeare, Isabella: from "Measure for Measure", act II, scene II)

Strength measures physical power, athleticism, and the limits of brute force you can express. Strength applies to melee damage and hand-fired weapons.

A Strength check can be used for any attempt to lift, push, pull, or break something, to push your body into a space, or any other application of brute force.

A monster with Strength -4 is not close to dying, it simply has very little strength (imagine giving a Strength value to a mouse or a squirrel if not to a small spider..)

A character with a Strength score of -5 is dead.

Dexterity

Tired barking. Strength means nothing in life. Knowing how to dodge is what matters. (Daniel Pennac)

Dexterity measures agility, reflexes, balance and coordination; determines Defense and attack rolls with thrown weapons.

A Dexterity check can be used for any attempt to move nimbly, to avoid losing your balance or pickpocketing.

A character with a Dexterity score of -5 is unable to move and is completely immobile (but not unconscious).

Constitution

A little health every now and then is the best remedy for the sick. (Friedrich Nietzsche)

The Constitution measures health, vigor and vital force as well as resistance to effort.

A Constitution check can be used for attempts to push you beyond your body's normal limits and for tests of endurance and endurance.

A character with Constitution -5 no longer has control of his body and is dead.

Intelligence

Strength without intelligence collapses under its own weight. (Horace)

Intelligence measures mental acumen, the accuracy of memories, and the ability to reason. An Intelligence check comes into play when you need to rely on logic, education, memory, or deductive skills.

Your Intelligence checks measure your ability to remember information about spells, magical items, esoteric symbols, magical lore, the planes of existence, and the inhabitants of those planes. Rummaging through ancient scrolls in search of a fragment of knowledge may require an Intelligence check.

A character with an Intelligence score of -5 is comatose.

Wisdom

Strength does not come from physical ability. It comes from an indomitable will. (Mahatma Gandhi)

Wisdom reflects your attunement to the world around you and represents insight, intuition, willpower and common sense.

A Wisdom check reflects an effort to interpret body language, understand someone's feelings, notice details of the environment, or heal an injured person.

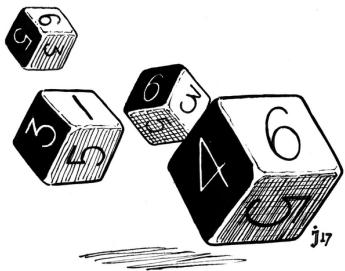
A character with a Wisdom score of -5 is incapable of rational thought and is unconscious.

Charisma

Kogami, do you know what charisma is?
 - As I see it, it is an innate attitude, like that of a hero or a leader.
 - [...] There are three elements that identify charisma: the innate nature of heroes and prophets, the ability to instill well-being in others with just their presence and a culture that allows you to have a brilliant conversation on any topic. (Psycho Pass)

Charisma measures your ability to interact effectively with others. It includes factors such as confidence and eloquence, it can represent a charming or authoritative personality.

A Charisma check may be called for when you try to influence or entertain other people, when you try to make an impression or tell a lie, or when you have to navigate a complicated social situation.



Typical situations in which Charisma is used include attempts to fool a guard, defraud a merchant, earn money by gambling, pass off as someone else through a disguise, allay someone's suspicions with false reassurances, or maintain an imperturbable face while telling a blatant lie.

A character with a Charisma score of -5 is unconscious.

Read the Feature scores

Each Ability score typically ranges from 0 to 3, a good Ability score is 1, 2 is excellent, 0 is "normal", 3 is judged *exceptional*.

A score of -1 is considered weak, a -2 is subnormal, a -3 is severely problematic, a -4 almost leads to non-use of the characteristic, a -5 is appropriate for him to just stay in bed (if he is not already in a coffin).

Optional – Age of the character

The character's age affects physical and mental characteristics.

Period	STR	DEX	COS	INT	WIS
Young			+1		-1
Adult			-1		+1
Mature			-1		+1
Elder	-2	-1	-1	+1	+1
Venerable	-1	-1	-1	-1	+1

The indicated modifiers are cumulative.

Feature scores

Ability scores play an important but not critical role. The player must understand that a low score does not mean having a bad character, but rather he will have more fun playing him by leveraging his specific Feats, abilities and abilities, using ingenuity and wit. Multiple systems for pulling features are presented.

Personally I suggest the **Basic Mode** approach. In OBSS the characters are not heroes, they are not the chosen ones who stand up as defenders of the planet. The characters are normal people often involved in situations that are borderline if not beyond survival.

The undoubtedly advantage of putting the values in order of the characteristics is that it allows you to mix up the schemes and avoid *builds* done on the table.

It is likely that the results you hoped for will not be achieved or even features that you were not interested in will be achieved. That's fine. Change your mind, be inspired by the values obtained! Have fun with the new character, build something new and different, let yourself be amazed.

The **Ability rolls are made in order**, so the first roll is for Strength, then Dexterity, Constitution, Intelligence, Wisdom and finally Charisma.

Finally, remember that OBSS is a role-playing game where character death happens, even more often than in other role-playing games. Create good, concrete characters and let the adventure shape the details.

Racial modifiers cannot raise or lower scores beyond +4/-4.

Basic mode

The player rolls 3d6 for each characteristic and in order, he can only reroll a 1 per triplet (3d6) once. He then rolls a seventh triplet which he can replace with another triplet. For each characteristic rolled, check the sum of the dice rolled with the **Table: Characteristics Roll**.

Traditional Mode

Each player rolls 4d6 6 times and adds the best 3 results each time. The result obtained is checked with the **Table: Characteristics Roll** and assigned in order.

Optional mode (for cowards!)

Each player distributes 5 points among the 6 Characteristics, each Characteristic must have a mini-

imum score of -1 and a maximum of 2 before racial modifiers.

Let's take a look at the features of Tups

First triplet: 1,1,4,3 total 8. Strength is -1
Second: 5,6,6 total 17. Dexterity is +2
Third: 1,2,1,4 total 7. Constitution is -1
Fourth: 6,6,6 total 18. Intelligence is +3
Fifth: 3,4,2 total 9. Wisdom is +0
Sixth: 3,4,4 total 11. Charisma is +0
Seventh: 3,5,2 total 10. Which replaces Strength (from -1 to +0)
As a Human **Different**, Tups gets +1 Constitution and +1 Intelligence

Table: Characteristics Roll

The sum of the dice rolled for the Characteristics should be compared to this table to determine the actual Characteristic values.

Val. pulled	Features	Val. pulled	Features
3 (or less)	-3	13-14-15	+1
4-5	-2	16-17	+2
6-7-8	-1	18 (or more)	+3
9-10-11-12	+0		

Remember to apply racial modifiers!

Increase Features

Through the **Supreme** Feat (page ??) you can increase a Characteristic by one point, up to a maximum value of 4 + the racial bonus, or penalty, of the characteristic.

The Ultimate Feat can be taken whenever the sum of CM+AC is at least 4 points higher than the previous time it was taken.

To increase beyond this value requires magical items or spells. The increase in Characteristics has a retroactive effect only for increases in Constitution, affecting the maximum Hit Points.

The increase in Characteristics immediately applies the modifier to Saving Throws, Attack Rolls and Initiative, the increase in Intelligence has repercussions in the next level in the number of Feats acquired.



Brian Boru, High King of Ireland



Players will still complain about the Characteristics rolls, it's normal, especially the more inexperienced players. Try to make him understand that he shouldn't just look at the Characteristics but see the general whole of the character. Suggest Feats that can help him overcome his characteristics.

The Character sucks! - Low Features

Having low Characteristics is not the death of the character! Instead, try to play so that it is not necessary to roll dice or take tests! Strive to be witty, intuitive, proactive, clever... in short, everything that can help you resolve the situation without necessarily having to roll dice. In OBSS the Storyteller rewards players who describe and get excited about what the character does!

Hit Points

Whoever doesn't value life doesn't deserve it. (Leonardo da Vinci)

*H*it Points represent the character's vital energy but also the character's skill, luck, ability to resist and fight. As long as the character/opponent has at least 1 Hit Point (HP) he will fight and fight to the best of his ability.

- Each character starts with 4 Hit Points at first level + the Constitution score.
- At each level beyond the first, he gains 1d4 Hit Points + his Constitution score.

Each point taken in Weapon Proficiency increases the Hit Points taken by 3. Additional Feats can increase the Hit Points.

Mark the maximum Hit Points you have on the sheet and indicate the current value each time you lose or recover them. Always note on the sheet what the current amount of hit points is, after each hit or damage. Maximum Hit Points are the amount of Hit Points when the character is *perfectly healthy*.

I'm about to die!

ESCAPE! Retreat, hide, exit the fight. There is no glory in being dead. Better a retreat than a TPK (Total Party Kill or death of the entire group).

The **Hit Points are recovered** in several ways:

- for each night of rest (at least 8 hours) you recover in Hit Points the value of Constitution + 2*AC + CM (with a minimum of 1)
- through healing magic (spells, potions... or other magical effects)
- competence **First Aid** (page ??), through more or less long treatments

Hit Points can also be **temporary** or added or removed temporarily from your current ones.

A spell that grants +10 temporary hit points will raise your current hit points by 10, if you take 8 damage you will have 2 temporary hit points left. If you instead suffer 13 damage, in addition to losing all your temporary hit points, you will also suffer 3 hit points *normal*.

- When you gain temporary Hit Points you must choose whether the effect replaces the previous one. Temporary Hit Points do not stack and cannot exceed half your maximum Hit Points. A healing spell restores normal HP, not lost temporary HP.

- At the end of the effect that grants temporary hit points, they disappear, leaving the creature with its previous hit points.

- Unless otherwise stated, Temporary Hit Points disappear one hour after they were added.

- Temporary Hit Points are removed first when you are wounded.

A weapon or effect that causes nonlethal damage means it causes **temporary wounds**.

Fate Points

If fate is against us, so much the worse for him. (motto of the 1st Carabinieri Parachute Regiment "Tuscania")

*I*n a not easy world Beginner's Luck helps those who have no experience. Each character has a number of Fate Points equal to $(20 - \text{Level})/5$, with a minimum of 1. Fate Points are counted per game session. You recover a Fate Point every time you roll at least three 1s in a test.

At each session they are reset and recalculated, it follows that Fate Points are not accumulated between one game session and another. E.g. a level 6 character has: $20-6 = 14/5 = 3$ (round to the nearest integer) Fate Points to use in the session.

A Fate Point is used as an Immediate or Reaction Action and the character can use Fate Points to:

- add 1d6 to a Saving Throw, Attack Roll, or Expertise Check. To be declared before rolling the dice. The added die can explode according to the Golden Rules. 1 or more Fate Point

- reroll 1d6 (which maybe made 1...). 2 Fate Point
- recover 3 Hit Points even if they are negative. 1 Fate Point
- negate a weapon critical roll immediately. 1 Fate Point

Using all the Fate Points available it is possible to retract a test, accepting only the new result obtained. Does not use Actions.

Optional – Chaos Points

One way to add tension is to manage a set of Fate Points shared between characters and opponents instead of those of the individual player. A container, a small bowl, is placed in the center of the table with a number of d6s inside equal to the number of characters.

Each player is free to take one die at a time and use it as if they were Fate Points.

The chaos is given by the fact that these dice are then moved to another container that the Narrator, always maximum one at a time per opponent, will use at *his benefit*. Once the Storyteller has used the die he puts it back in the players' container.

The Traits

Whoever therefore knows how to do good and does not do it, commits a sin. (James the Just 4.17, Epistle of James)

It is a natural right to satiate one's soul with revenge. (Attila)

East Sularus Oth Mithas. ("My honor is my life", Oath of the Knights of Solamnia)

In OBSS there is no clear distinction between good and evil, law and chaos, between what is right and what's wrong.

In OBSS there are Traits, aspects and character nuances that contribute to the character's background, help the player to role play better and can provide him with guidelines to more correctly interpret the character he wanted to create.

A Trait is a detail that helps better frame the character, outlines the main characters, granting them different nuances.

Each player chooses 5 Traits for their character at character creation. These will be the *moral, ethical and behavioral compasses* that will guide the character in acting and making choices.

Choose Traits

The Traits are not the character, they do not block him or fix him eternally in time. A character is always constantly evolving and so is his character, morals, behavior and desires. Don't be rigid but use the Traits to give you suggestions to inspire you.

At first level choose a Trait most characteristic for the character, this will have a value of 1, the other 4 Traits will have a value of 0.

As time and adventures pass, the Traits will increase in value or can be replaced, in agreement between the Narrator and the player based on how played, by other Traits. **The higher the Trait value, the more present and permeating it is in the character's choices.**

During the adventures, the Narrator, following particular scenes and acting, will be able to increase a character trait by one point, or a fraction of a point.

For example, following a particular situation and adventure climax, the Narrator could grant everyone or someone the Courageous Trait or give a +1 to Courageous to those who already have this Trait. For Traits not taken, the base value in points of -1 is considered, i.e. the first point is used to take the Trait and the following ones to emphasize them.

While it is *relatively* easy to acquire new Traits it is extremely difficult to change existing ones. Talk

about it with the Narrator, he will be able to prepare situations and adventures that will help you understand how to evolve the character and possibly change the chosen Traits.

In the form you will find **check** to be placed next to the Traits, these are marked following actions suitable for increasing the value of the Trait; once 10 checks have been reached, the Trait will increase by 1 point and a new ten will begin to be scored again.

During the adventure, the Narrator will tell you when to score, or cancel, partial points. **In principle it is assumed that a character acquires at least one Trait point per level.**

Each particularly important action where the character has followed a Trait brings the character closer to the **Patron** (or Patrons) competent for that Trait.

As the value of the sum of Traits in common with the Patron increases, the character will be able to acquire powers, regardless of whether he is a believer (Follower or Devotee) or not of that Patron.

- At **5** points you can start to feel the presence of a Patron

- At **10** points you can feel the closeness of a Patron

- At **15** points you are tied to Patron

- At **20** points you are a Patron champion

It is not necessary to believe in a Patron to feel close to him, to be tied to him or his champion, it is simply one's nature (one's Traits) that is similar to the Patron, whether one wants it or not.

Since the goal of a Patron is to have his Traits dominate over others, having people of high status and power who are so akin to him will come in handy in the 1000 year judgment. Use the Traits and the bond that the Patron will establish with you to your advantage.

To identify the most similar Patron, check your highest value Trait on the [Patron Link - Trait Table](#) (page ??) and identify the Patron with whom you share it, if the Trait was shared between multiple Patrons, check the other Traits and choose the Patron based on the similarity. Then check in [Cosmologia](#) (page ??) the powers granted by the Patron. This check should be done every time the Trait value increases.

The Narrator is free to insert new Traits as he wishes or requested by the players, it is suggested to attribute these new Traits also to the Patrons.

Trait Table

Habitual	Clement	Imaginative	Unreasonable	Stubborn	Grumpy
Accumulator	Stubborn	Fatalist	Irritable	Optimistic	Grumpy
Easy going	Coward	Cold	Instinctive	Pacific	Simple
Loving	Combative	Furious	Complaining	Paranoid	Sensitive
Reliable	Compassionate	Gallant	Fair	Passionate	Serious
Aggressive	Competitive	Jealous	Legal	Bungling	Unrestrained
Cheerful	Comprehensive	Generous	Lethargic	Scary	Safe
Haughty	Conformist	Joyful	Liberal	Patient	Silent
Unselfish	Confusing	Right	Licentious	Perfectionist	Sincere
Ambitious	Checked	Idealist	Quarrelsome	Prickly	Unfair
Friendly	Brave	Immature	Talkative	Crybaby	Snob
Anarchist	Correct	Immoral	Moody	Planner	Sober
Anxious	Corrupt	Awkward	Lustful	Pompous	Sociable
Nonconformist	Courteous	Impartial	Rude	Pragmatic	Dreamer
Unfriendly	Creative	Impassive	Melancholy	Caring	Solitary
Apathetic	Gullible	Impatient	Mischiefous	Bossy	Suspicious
Angry	Dark	Impetuous	Evil	Conceited	Carefree
Arrogant	Curious	Implacable	Martyr	Foresight	Ruthless
Careful	Weak	Imprudent	Masochist	Protective	Spontaneous
Bold	Decided	Uncertain	Maternal	Provocateur	Naive
Austere	Determined	Unsatisfiable	Wacky	Prudent	Stoic
Reckless	Devoted	Inconstant	Petty	Angry	Extravagant
Greedy	Distrustful	Indifferent	Meticulous	Rational	Superb
Belligerent	Disciplined	Undisciplined	Merciful	Reactionary	Superficial
Borious	Dishonest	Indomitable	Measured	Rebel	Susceptible
Brutal	Dishonorable	Indulgent	Mild	Thoughtful	Tenacious
Jester	Messy	Industrious	Moderate	Rigid	Shy
Liar	Detached	Childish	Modest	Relaxed	Traitor
Good	Destructive	Misleading	Worldly	Reserved	Traditionalist
Grumpy	Docile	Naive	Moderate	Respectful	Calm
Joker	Double agent	Insensitive	Narcissist	Resolute	Sad
Computer	Educated	Insolent	Negligent	Know-it-all	Crook
Calm	Selfish	Integer	Nervous	Sadistic	Humble
White	Emotional	Intolerant	Neutral	Sadomasochist	Vain
Chaotic	Empath	Enterprising	Non-violent	Sarcastic	Valiant
Charitable	Enthusiastic	Introvert	Shady	Skeptical	Vengeful
Casino player	Expansive	Jealous	Honorable	Joking	Violent
Chaste	Outgoing	Hypocritical	Tidy	Outspoken	Fickle
Bad	Exuberant	Angry	Observer	Evasive	
Cynical	False	Ironic	Hostile	Reckless	

If a player does not role the character's Traits he will not have the character acquire experience points.



If a traveler doesn't bring back something to share, he's not a *Hero* but an imposter, an egotist without wisdom. (The Hero's Journey, Christopher Vogler)

Skills

Whoever says that something is impossible should not disturb whoever is doing it. (Albert Einstein)

You haven't truly understood something until you can explain it to your grandmother. (Albert Einstein)

*L*e Skills represent what you know and what you know how to do. Their scores represent how well the skill is known and therefore the higher the value, the more expert one is.

Each character has an initial profession, a life and work path that led him to learn certain skills or what he did (and continues to do if he wants) before engaging in dangerous adventures.

Some Professions and their related skills are listed, the character acquires these skills with the score indicated in the table.

The initial profession and the skills acquired must be marked on the sheet. In agreement with the Narrator it is possible to select different skills and also choose different professions!

Basic Skills

Studying is for losers! (Lobo)

Table: List of Professions and related Skills

Profession	1 point	2 points	2 points	3 points
Acolyte	Occult	History or Geography	Arcana	Religion
Alchemist	Evaluate	Nature	Herbalism	Arcana
Breeder	Survival	Tracking	Managing animals	Nature
Apprentice magician	History and Geography	Occult	Myths and Legends	Arcana
Gets it right	Evaluate	Deceive	Perceive Emotions	Diplomacy
Librarian	Nature and Geography	Local traditions	Religion and Arcana	History
Woodcutter	Using rope	Nature	Orientation	Survival
Hunter	Stealth	Tracking	Survival	Nature
Caravaners	History or Geography	Evaluating	Riding	Orientation
Theatrical	Perceiving emotions	Languages	Entertaining	Acrobatics
Herbalist	Myths	Geography	Nature	Herbalism
Card Player	Perceive Emotions	Evaluate	Entertain	Deceive
Guard	Sense Emotions	Knowledge Law	Ride	Intimidate
Guide	Myths	Dungeons	Nature	Geography
Pickpocket	Disable Devices	Escape Artist	Stealth	Fairy Hands
Thug	Survival	Ride	Evaluate	Stealth
Innkeeper	First aid	Evaluating	Perceiving Emotions	Diplomacy
Merchant	Languages	Local Traditions	Evaluate	Deceive
Miner	Using ropes	Evaluating	Orientation	Dungeon
Fisher	Orientation	Swimming	Using ropes	Nature
Soldier	Swimming	Animal handling	Athletics	Riding
Cart driver	Local Traditions	Orientation	Handling Animals	Riding
Medicine man	Myths	Nature	Herbal medicine	First aid
Forest ranger	Myths	Herbal medicine	Riding	Nature
Farmer	Survival	Herbalism	Managing Animals	Nature

A profession is not expressed in just 4 skills but these are the ones that will most come into use during the adventures, the Narrator will be helped by your profession to understand how your character can resolve situations and how he will interact with other characters.

Although undoubtedly the desire to know is natural for all men, the desire to learn is not something for everyone... (Richard de Bury)

Below is the **Skills list table** from which to choose for any new professions or customizations of the same.

Customize Skills and Profession

For each new profession that you create, 4 skills taken from this list will be associated, one skill will start with a score of 1, two skills will start with a score of 2 and the most specific and professional one will start with a score of 3.

In agreement with the Narrator it is also possible to change the order of the Skills for the Professions already listed, making the character more capable in some skills rather than others.

Character's Skills and Background

When creating the character, the player can decide to take a +1 to an already known skill or take a new skill, linked to the character's history, with a score of 1.

The player increases the score of a Characteristic that is linked to the Profession or background

by 1 up to the maximum value of 4+racial modifications. It could be Intelligence for an Apprentice Wizard, but if this one is a bodybuilder as a hobby it could also be Strength.

Profession ???

Don't underestimate the choice of profession! Not everything can be solved with axes or magic. Knowing how to untangle knots, follow tracks, recognize herbs or diseases make the character an expert, create a profession. You must not define the character only based on the skills he has but based on what and how well he knows how to do it. A low level but experienced survival character will always be more useful than an expert fighter when it comes to crossing a desert.

Table: List of skills and related usage feature

Strength	Dexterity	Intelligence	Wisdom	Charisma
Climbing	Acrobatics	Arcana	Riding	Diplomacy
Athletics	Escape Artist	Crafts	Awareness	Entertaining
Intimidate	Stealth	Knowledge	Animal Handling	Deception
Swimming	Fairy hands Using rope	Deactivating devices Herbalism Falsifying Evaluate	Nature Orientation Perceiving Emotions First aid Following tracks Survival	Local traditions

The **Knowledge** must be explained on which topic it concerns: Dungeons, Law, Languages, Plans, Occult, Architecture and Engineering, Nobility and Heraldry, Myths and Legends, Religion, History, Geography ...

For each **level after the first** distribute a number of points equal to half the Intelligence score +1, $[(\text{Int}/2)+1]$, with a minimum of 1 point, among the skills already known or perfected in the adventure or learned from scratch.

No Basic or Active proficiency can have a score higher than character level+3.

Awareness

A skill that all characters have is **Awareness**, which is the ability to perceive the environment around them. This skill has a fixed score equal to 1/3 of the character's level (rounded up) plus Wisdom. The character cannot assign points to this skill, but can choose certain skills to raise his score.

Rather than using Awareness to search for information, players should ask questions, investigate, snoop, infer hypotheses and compare notes and not simply ask for an Awareness roll to find something.

Learn new skills, professions

A character can learn a new skill or improve it with study/practice of at least 4 hours a day for at least 4 months with a teacher who has a higher proficiency score than the character is aiming for. After this period of time the player can assign a point to the basic skill for which he applied.

To learn a new profession, you must spend at least 6 months for 6 hours a day with those who practice that profession. After 6 months the character acquires the 4 skills of the profession. Any Skills already known will increase by 1 point.

Skills and their areas of use

The Skills and their usual uses are briefly described. The number of Actions necessary to carry out the typical test is also indicated, more complex uses require more time and Actions.

The Actions necessary for the test may vary depending on the character's ability and the complexity of the test.

In any case, always remember to carefully evaluate how the player claims to carry out the actions to understand their duration and effects.

Skills with a * suffer the penalties due to the **armor** worn (page ??).

Acrobatics* (DES): This skill is used to maintain balance on narrow or precarious surfaces, to dive, roll, do somersaults, somersaults, overcome obstacles as well as fall and not get hurt. 1 Action.

Arcana (INT): With this proficiency you are an expert in magic and spells, magical objects and are able to identify the spells that are cast. 1 Action.

Climb* (FOR): With this skill you can climb vertical surfaces, from city walls to rock faces. It is linked to the Movement Action. With 8 points the Climb movement is only halved.

Crafts (INT): It is necessary to specify the type of Craft in which you are competent. You are competent, but not at Profession level, in a form of craftsmanship.

Escape Artist (DES): With this skill you can free yourself from bindings and handcuffs. 1 Action for every 10 of DC. With 6 points the time is 1 Action every 15 DC, with 12 it is 1 Action every 20 DC.

Athletics* (FOR): With this skill one is an expert athlete, capable of prodigious jumps and exceptional feats of Strength. 1 Action.

Ride (SAG): With this skill you can ride professionally and give commands to your mount. 1 Action.

Awareness (SAG): to search, notice, notice. It's something active. 2 Shares. **Using 1 Action imposes a -1d6 penalty on the check.**

Knowledge of Architecture and Engineering (INT): You are an expert builder and know how to evaluate the structure of buildings. You also know how to recognize architectural styles and create interior and furnishing projects. 1 Action.

Dungeon Knowledge (INT): With this proficiency you have knowledge of Aberrations, caves, underground exploration, Oozes. 1 Action.

Knowledge of Geography (INT): With this skill you have knowledge about the climate, population, land, territories, nations and borders. 1 Action.

Knowledge of Law (INT): With this skill you know the Law of a region. You are an expert in knowing the rules and quibbles. You know how to cite cases and you know other guessers and judges. 2 Shares.

Language Knowledge (INT): Each point in this skill allows you to learn a new written and spoken language. A good Language score helps you understand unfamiliar languages and make yourself understood. It is also used to understand complex texts. Variable cost.

Knowledge of Myths and Legends (INT): You have a real passion for traditional and more remote myths and legends. Learn about locations, history and legendary creatures. 1 Action.

Knowledge of Nobility and Heraldry (INT): Know noble lines, families, rumors, coats of arms,

personalities and major possessions and treasures. It also applies to famous and important people. 1 Action.

Knowledge of the Planes (INT): With this proficiency you are an expert on the Planes and their inhabitants. 1 Action.

Occult Knowledge (INT): With this proficiency you are an expert in the occult, fiendish creatures. 1 Action.

Religious Knowledge (INT): With this skill you have knowledge about Patrons, mythology, Celestials, Undead, sacred symbols, ecclesiastical tradition, liturgical celebrations and celebrations. 1 Action.

Knowledge of History (INT): With this skill you have knowledge of History such as wars, migrations, colonies, foundations of cities, important events.. 1 Action.

Diplomacy (CAR): With this skill you can resolve disputes, and gather valuable information and rumors from people. Competence is also used to negotiate effectively with the right etiquette and conduct suited to the disputed situation. Variable cost.

Disable Devices (INT): With this skill you can disarm traps and open locks, sabotage simple mechanical devices, such as catapults, wagon wheels or doors. 1 Action for every 10 of DC. With 6 points the time is 1 Action every 15 DC, with 12 points it is 1 Action every 20 DC.

Herbalism (INT): With this skill you have knowledge of how to recognize and prepare potions and natural poisons. The score applies to checks to brew potions. Recognize Natural Potions 1 Action per 10 of DC. With 6 points the time is 1 Action every 15 DC, with 12 points it is 1 Action every 20 DC.

Forgery (INT): With this skill you know how to forge art objects, maps, signatures... Variable cost.

Handle Animals (SAG): With this skill you can train and tame animals. 1 minute every 5 of DC. With 6 points the time is 1 minute every 10 DC, with 12 it is 1 minute every 15 DC.

Intimidate (FOR): Intimidate is based on physical approach to convince the interested party. 2 Shares. With a score of 12 it costs 1 Action.

Deceive (CAR): The Deceive skill can be used to Deceive (thus telling lies) or Persuade (adapting the truth) in order to convince the interested party of one's words. Variable cost.

Entertain (CAR): With this skill you are an expert in artistic expression, from singing to acting, from dancing to playing musical instruments. It is necessary to specify the form of entertainment. Variable cost.

Fairy Hands* (DEX): With this skill you can pickpocket, draw a hidden weapon, or perform other actions without being noticed. 1 Action.

Stealth* (DEX): With this skill you are able to move without causing noise or hiding in shadows. 1 Action.

Nature (SAG): With this skill you have knowledge of Animals, Fairies, seasons and cycles, weather, plants. 1 Action.

Swim* (STR): With this proficiency you are able to swim, even in stormy waters. Without skill you know how to stay afloat in placid water. Linked to the Movement Action.

Orientation (SAG): With this skill you have a sense of direction and orientation making it impossible to get lost regardless of the environment you find yourself in. 2 Shares.

Sense Emotions (SAG): With this skill you can understand if someone is lying or you can guess their true intentions. 1 Action.

First Aid (SAG): With this skill you can treat wounds and illnesses. Variable cost.

Following Tracks (SAG): With this skill you know how to follow tracks left in the environment. 1 Action for every 10 of DC. With 6 points the time is 1 Action every 15 DC, with 12 points it is 1 Action every 20 DC.

Survival (WIS): With this skill you can survive and find your way in the wilderness. The proficiency is also used to actively search for traps and pits. 1 minute to search for traps in 3x3 metres, with a score of 6 it costs 3 rounds, with a score of 12 it costs 1 round, with a score of 18 it costs 1 Action.

Local traditions (CAR): With this skill you have knowledge of the (best known) inhabitants, customs, legends, laws, personalities, traditions. It is necessary to specify a geographic region where the knowledge is applicable. 1 Action.

Use Rope (DES): With this skill you are expert in ties and knots to secure and secure objects or people. 2 Shares.

Evaluate (INT): With this skill you can estimate the monetary value of an object. 1 Action for every 5 of DC. With 6 points the time is 1 Action every 10 DC, with a score of 12 it is 1 Action every 20 DC.

Optional – Don't use Basic Skills

Have players choose their profession and do not record any scores or base proficiency values. Think with an open mind and understand, both you Narrator and you Player, for each situation who has the profession and skills that best suit the test. The test, if relevant to the profession, is resolved with a $3d6+Wisdom+1/2LV$, if it is not relevant the Narrator will reduce the bonus given by the level, using the most appropriate Characteristic. Better yet, the outcome will be decided based on the description of how the test is carried out.

Active Skills

The character takes 1 point, at each level, to distribute among the Active Skills or attribute it to the Basic Skills..

The **Active Skills** are: Magical Proficiency, Weapon Proficiency, Saving Throws (Reflexes, Fortitude, Willpower).

- **Magical Expertise (CM):** indicates the ability and competence in casting a spell.

- **Weapon Proficiency (AC):** is the ability and skill to fight with a melee or ranged weapon.

- **Saving Throws** are increased by the chosen Skills.

Attributing the Active Skills point to **Basic Skills** means distributing 4 additional points on at least 3 Basic Skills as desired.

There is only one way to train: the right way. (Carl Lewis)

Wang Chi: Are you ready?

Jack Burton: I was born ready! (Big Trouble in Chinatown, Film 1986)

Saving Throws

The **Saving Throws** (abbreviated to ST) are used when the character is subjected to an effort, either physical or mental resistance or exceptional agility. The scoring of saving throws is based on the chosen Feats. More physical Feats will tend to improve the character's resistance aspect, more athletic or attention Feats will increase reflexes, purely mental Feats will strengthen the character's will.

The **Fortitude Saving Throw** indicates how much you are able to withstand physical suffering or attacks against your vitality and health. The **Constitution** score is added to the value of Fortitude saving throws.

The **Will Saving Throw** indicates resistance against mental influence and other magical effects, which wants to modify your free will in choices and actions. A score of **Wisdom** is added to the value of Will saving throws.

The **Reflex Saving Throw** indicates how agile and ready you are to avoid obstacles or spells. The score of **Dexterity** is added to the value of Reflex saving throws.

When a saving throw is asked it means making a check on the required Active Proficiency, be it Willpower, Fortitude or Reflexes. The test will be performed by rolling $3d6 +$ the value of the required Active Competence or the score in the Willpower, Reflex or Fortitude saving throw + the value of the Characteristic linked to the type of Active Competence (Wisdom, Dexterity or Constitution) + Feats + magical bonuses (objects which affect the saving throw) and various modifiers present.

Non-standard saving throws

It is possible that saving throws with different modifiers are required, i.e. a Fortitude save with a Strength modifier or a Will save with a Charisma modifier. The Storyteller will tell you when a different modifier applies.

If you roll **three times 6 on the saving throw** the same is successful, regardless of the final result.

Weapon Proficiency

The **Weapon Proficiency** (abbreviated to **CA**) indicates the ability and Feat in using a weapon. Proficiency is directly reflected in checks to hit the opponent with weapons.

The **Attack roll for melee weapons** is resolved with a Weapon Proficiency check (**AC**) + **Strength** + any Feats + bonuses from the Weapons List, magical bonuses and modifiers against the opponent's Defense (Dexterity + armor/shields/modifiers).

The **Attack roll with ranged weapons** (bows, crossbows, throwing daggers, javelins, stones..) is resolved with a Weapons Proficiency check (**AC**) + **Dexterity** + bonus from Weapons List + any abilities, magic bonuses and modifiers against the opponent's Defense (Dexterity + armour/shields/modifiers).

When assigning a point to **CA** it must always be specified which group of weapon you take, if you do not declare it then it is as if you took it in the Simple Weapons group. Check the list [Weapons by Homogeneous Type](#) (page ??).

The character can decide to assign his point to a type of weapon that he already knows, thus improving his ability and talent in using it or learn another type of weapon.

The higher the score in a type of weapon, the more easily he can take advantage of advantages in it, but he will know fewer weapons.

If the player has not assigned any points in the **CA** he can use only the weapons grouped as Simple Weapons without penalty on hitting.

A character who uses a weapon present in the Weapon Lists he knows or in the Simple Weapons will always apply his Weapon Proficiency (AC) value to the attack roll, only when he uses an unknown weapon will he have penalties (-1d6).

The **Simple Weapons** are: Dagger, Light Mace, Club, Spiked Mace, Staff, Crossbow (Light), Javelin

Using a **Weapon without the appropriate proficiency** in the group it belongs to imposes a -1d6 on the attack roll.

To be able to use **Light Armour** and **Light Shields** you must have at least one point in Weapon Proficiency or Strength at least -1.

To be able to use **Medium Armours** and **Medium Shields** you must have at least 2 points in Weapon Proficiency.

With at least 3 points in Weapon Proficiency and 1 in Strength you can use **Heavy Armour** and **Heavy Shields** without penalty.

Using **Armor without the appropriate proficiency** prevents you from using the Dexterity value in Defense and the bonus given by the armor to Defense is reduced by 1.

Using a **Shield without the appropriate proficiency** worsens the attack roll by 1 and the shield grants a maximum bonus to Defense of 1.

Magical Expertise

The **Magical Expertise** (abbreviated to **CM**) allows the character to be able to know more spells, more powerful, more effective and more easily.

A character with high **Magic Proficiency** can manipulate more spells and with better results.

The Magical Expertise value establishes, together with the Adept of Magic Feat, the maximum level of spells that can be cast.

Tups reaches the 4th level!

Tups has reached the 4th level! Here's how he distributed the Active Feats points.

1 level: +1 Weapon Proficiency, Feats: Devoted Armor (+2 Will, +1 Reflex), Weapon Focus (+1 Reflex, +1 Fortitude)

2nd level: +1 Magical Expertise, Feat: Powerful Strikes (+2 Fortitude)

3rd level: +1 Magical Expertise, Feat: Faithful (+2 Will, +1 Fortitude)

4th level: +1 Weapon Proficiency, Feat: Cautious Spellcaster (+2 Reflexes, +1 Fortitude)

Total: +2 AC, +2 CM, +5 Reflex save, +5 Fortitude save, +4 Will save

Each point awarded in Basic Feats or Weapon or Magical Proficiency allows you to benefit from +1 in the relevant test (Attack Roll, Magical Proficiency)

Optional – Feats as Active Skills

Upon the player's request, the Storyteller can grant the ability to use the Active Expertise point not to increase Magical or Weapon Expertise, but to select a new Skill, respecting the requirements.

Let's build the character

Never forget who you are, because the world certainly won't forget it. Transform who you are into your strength, so it can never be your weakness. Make it armor, and it can never be used against you. (Tyrion Lannister)

OBSS is a tough, dangerous, deadly system but also full of satisfaction. Your characters are not heroes, they are not chosen ones. They are unfortunate people who find themselves in businesses where perhaps they will survive and it will be at the expense of some comrades. You don't choose the adventure but it drags you impetuously into it. Be strong, courageous, witty but not reckless.

Survive and claim the Law of the Prize and you will see that as the levels go by you will acquire extraordinary Feats and abilities!. *Spes ultima goddess!*

Come first prepare the card and a piece of paper in front of you where you can take notes and notes.

To create a character, try answering these questions, they will help you imagine and shape it.

- Imagine what it looks like
- What is the main character trait
- What are his tics, ways of doing things, habits
- What are its primary objectives
- A curious thing, a funny thing, an embarrassing thing and a typical expression of the character
- What he is good at, what he is committed to, what he is denied
- The three flaws and the three main strengths of the character



Leonidas of Sparta

He grew up in a family, in a clan, a vagabond, on the street.. what brought him and what choices did he make to get to this point?

What is his typical fighting style and strategy? Magic, Sword, from the rear... cheering on your teammates... running away...

And no less important: what is the purpose of him? what made him leave home, from his security... from a normal life and take up that of an adventurer?

To begin, read the chapter on Races and identify your character's race.

Always remember that this is a cruel world, full of risks, traps and monsters, but also opportunities that can make you powerful and very rich.

Recover some d6 and roll!

Consult the chapter of [Features](#) to understand how lucky you were (page ??).

If you have an Intelligence of 2 or more, choose another [language](#) (page ??) spoken/written in addition to the Municipality, if you have 3 you can choose 2 more languages.

And if the Characteristics values didn't turn out as you expected then let the chaos guide you and create something different but equally fun and magnificent.

Move on to Active Skills, here you have 1 point to distribute between Weapons Expertise and Magical Expertise.

Weapon Proficiency helps you hit better. Magical Proficiency is the only thing that allows you to use magic. Also remember that the points in Weapon Skills must be declared to which [List Weapons](#) (page ??) they have been applied to.

If you have no points in Weapon Proficiency you can only use the [simple weapons](#) (page ??) without incurring penalties on the attack roll.

Basic Skills are assigned based on the character's Profession. Choose it with attention and care, in addition to the skills required by the chosen profession you can take a fifth given from your background or increase the score in one. Based on your background and chosen profession you increase a characteristic by 1, up to a maximum of 4 + racial modifier.

Hit Points are equal to $1d4 + \text{Constitution} + 3$ if you put 1 point into Weapon Proficiency (AC).

At this point choose the [Traits](#) (page ??). Do it carefully, you are building your character and the Traits outline the character with strong brushstrokes. Remember that they will be fundamental for choosing the [Patroni](#) (page ??).

On the card, in the Traits mirror, where Patron is, mark with an X the Traits that connect you to the Patron, whether you have chosen it or not.

Finally, remember that a *solitary* and *cynical* character sounds good in a story where he is the only protagonist, but here we play in a **group**, do not take Traits in obvious opposition to the others or howe-

ver, don't play *asshole*, otherwise the character will naturally be separated from the other characters.

Choose the **disadvantage** (page ??) role and if you want also disadvantages and **advantages** (page ??). Remember to play it, otherwise it's not fun and you won't get Experience Points.

If you have put points into Magical Expertise, also remember to take the Adept of Magic Skill otherwise you will be able to choose between very few spells.

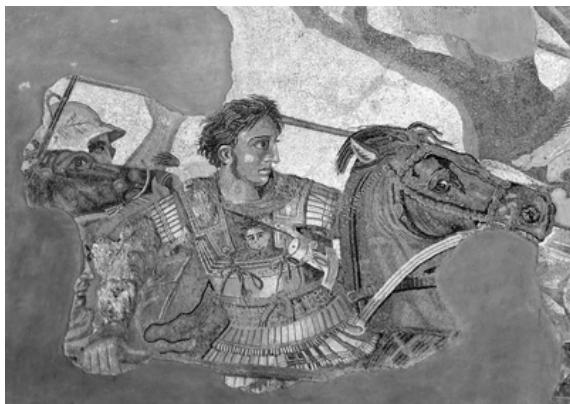
At this point you must choose which Spells you know. In your Tome of Magic you can write a number of spells equal to $2 + \text{your spell ability modifier}$, of which you can know, or cast, $2 + \text{half the value of your spell ability modifier}$.

Go to **Feats** (page ??), at the first level you choose two, pay attention to the prerequisites and also to any feats that your race grants you.

It is the Feats you choose that increase your saving throw score. Remember that saving throws determine your ability to resist trauma and magic.

Choose **equipment** (p. ??), **armor** (p. ??), **weapons** (page ??), backpack, two torches, some food rations.. a soft toy.. whatever you think is essential for the adventure. Then update the part of the sheet relating to Defense, noting what bonus the armor and shield worn gives you. Remember that you start with 100 gp, spend it carefully!

Step into the role, allow yourself to play this extraordinary character. If you ever get bored of playing it and want to try something different, talk to the Narrator, he will be able to advise you and suggest the best path. Furthermore, you have the advantage that in OBSS classes do not exist, the character grows, evolves and learns based on what you do and experience. You can prepare the *build* at the table but you will never be sure that your character will evolve as you thought. Let him live and grow!



Alexander the Great

Finally, remember the Law of the Prize . Yeru is ferocious, often evil, even more so he will want to kill you, yet for those who survive there is the Law of Reward, a law that not even the Patrons can violate. The Law is quite simple in its basic concept *To those who survive will go the treasures and the glory.*

Level Up

But there are things that cannot be understood with reflection, you have to live them. (The Neverending Story, Michael Ende)

Every time the Narrator confirms that you have leveled up, various operations must be carried out to update the character sheet.

First take the card, pencil and eraser and the dice (at least the d4).

- Update Experience Points

- Update the Level by increasing it by 1

- Distribute 1 point between Weapon Proficiency and Magical Proficiency

- Increase your hit points by $1d4+\text{Constitution}$ and add another 3 if you gave 1 point in Weapon Proficiency

- If you have assigned a point in Weapon Proficiency, decide whether to take a new List of Weapons or deepen your knowledge of an already learned list.

- Check if you acquire a new Feat. You can take a new one or improve an already learned Feat, pay attention to the prerequisites. Remember that you get a new Feat at all levels except 5-10-15-20.

- Update the saving throw scores based on the new Feats taken.

- Update the score of the attack rolls based on the new value of the Weapon and Feat Proficiency and bonuses given by the Weapon List.

- Distribute $(\text{Int}/2)+1$, with a minimum of 1 point, among the Basic Feats known or learned during the adventures. Check your Awareness score.

- Updated Fate Points score (20-level)/5

- Increase a Trait score as the Storyteller tells you. Check if you have reached a sufficient score to acquire Trait-related powers.

- Check the maximum level of spell that can be cast and the available Magic Points based on the new Magical Expertise score, the Adept of Magic Feat and the Characteristic score.

- If you have increased your Magical Expertise you learn 2 new spells from the Tome of Magic or by sacrificing one you can learn two cantrips (0 level spells). You can also replace the spells you learn with ones from the Tome.

- Update the second part of the sheet based on the new Magical Expertise score

As you may have noticed, the Skill scores are reduced, a few points are taken to distribute at a time. As players you have the opportunity to prefer a specialized approach, i.e. to bet on a few specific skills or to dilute the points across several skills to know a bit of everything and not have penalties in the tests (the test is done only with $1d6 + \text{Feature}$ if you have no points in the Skill).

A suggestion is also to use Feats, and in particular Expert, which gives you a +2 bonus on Skill checks.

?!

The **perceived** power level of characters in OBSS is lower than that of other RPGs. In OBSS the aim is to explore and understand this changing and crazy world. The weakness of the character is only a perception and in fact you will soon realize the true power of the character. Play as a group and you will survive because remember that this is a mean, spiteful and deadly world with **selfish**.

How to Survive and Have Fun

- We need a plan.
- Since when do heroes need plans? (Final Fantasy XIII)

I'm crazy about successful plans! (Colonel John Hannibal Smith, A-Team)

- Every fight is potentially lethal. Decide rationally and approach it carefully. Learn to escape, don't be afraid to survive.
- Not everything is on the card. A character's sheet is his perimeter but does not define what he can or cannot do. Brainstorm and be creative, alternative, curious but not suicidal or reckless.
- Not everything can be solved with a giving roll. Ask the right questions, talk to your classmates and carefully describe what you intend to do. The Storyteller rewards accurate descriptions. Describing how and what you do can avoid having to take the test!.
- Low characteristics are just low characteristics and not the character. Make use of your skills and abilities and make sure you have to roll as few dice as possible to solve problems.
- Improvise, adapt and reach the purpose! (Tom Highway - Gunny, Film). Or like some of my players preferred *Improvise, Deceive and achieve the goal*.

The candle lit on both sides lasts half as long. (Anonymous)

- Live your character fully. It amplifies his history and brings his past into the present. Help your classmates get to know you and the Storyteller to craft better stories around your stories.
- One thing that no one can ever take away from you is being heroic, intelligent, resolute, stubborn, stubborn but not stupid. Live the adventure to the full but never be afraid to survive.
- Describe what you do realistically, you will help the Narrator and the companions around you. It's definitely better than saying *I'll do an Awareness test*. Exalted in describing the most important actions, the Storyteller will take them into account.
- Always remember that the greater the danger, the greater the experience gained. The deeper the dungeon, the greater the treasures and experience gained!
- The aim is to have fun, entertain and savor the challenge. Don't create a character who is against other characters or always causes annoyance and problems. Mediate your desire with the needs of the group, because you will always survive and **only as a group** and never only as an individual.
- Think before you act, but don't make others wait. Use the time between your rounds to plan how best to act.
- If you have difficulty understanding or imagining something, ask the Narrator for more information and clarification, he will only please him.
- Embrace failure. Failing with style is much better than a boring victory.
- Always make your character care about more than his life.
- Don't be afraid to argue with other characters, but always make sure you don't get personal with players.



Skill Rules

The law must be brief, so that those who are ill-practiced can more easily remember it. (Lucius Anneus Seneca)

*L*e tests (i checks), for the Skills or Characteristics, are carried out by rolling 3d6, the score of the Competence (basic or active) and of the connected Characteristic and any magical and circumstance bonuses or Skills are added to the result of the dice; the result obtained must be communicated to the Narrator, who will compare it with the difficulty (DC) of the test.

When you have to establish a difficulty, start by thinking that the test must be reported by a person *normal*. Don't think *if I had to do it then the test would be impossible, if Arsenio Lupine does the test the test is very easy*. Start from the assumption that the difficulty must contain all the circumstantial elements.

Think about if it's raining, there's little light, the character is running, he's injured, he's doing things in a hurry and also the complexity of the thing he has to do, jumping a 3 meter ditch isn't like jumping a 3 meter ditch in the dark, without shoes, in the rain and chased and with pockets full of coins...

Deciphering an ancient writing may be a walk in the park for an expert linguist, but for a *normal person* who has no idea what the test may be facing is simply impossible. This *impossible* is your DC, the difficulty of the test.

And don't be scared if the characters fail the tests, it will make the adventure more interesting and allow the Narrator to introduce facts, clues and new adventures.

Avoid asking for a test if the players declare **how** they carry out the test, how and where they look, what dialogue they create to intimidate the target. Evaluate carefully how the player describes what he does because this is already the test. It's not just to speed up the game, it serves to stimulate players to think fully and immerse themselves in the character and the environment. It will make the game more dynamic and all players will participate in the situation and collaborate by declaring what and how they act. Always use common sense and save dice rolls! Rolling a die creates the possibility of failure!

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When you have to make a test for a Basic Competence in which you are not prepared, i.e. you have no points, you must roll only 1d6 + score of the connected Characteristic.

When you write -1d6 it means that you roll one die less (or two if it is -2d6), vice versa if it says +1d6 you roll one die of 6 more and add it.

The table below serves to relate the difficulty to the minimum skill needed to succeed in the test with an average roll (a score of 10 rolling 3d6). Use these indications to get an idea of the difficulty scales.

The Narrator will not tell you give me a test at difficulty 10, but he will say that the test does not present particularly difficult elements.

Table: Difficulty class

Diff. DC	Description difficulty	Level Proficiency
5	Extremely easy	Nothing
10	Easy	Poor
15	Normal	Normal
20	Hard	Good
25	Very difficult	Excellent
30	Heroic	Excellent
35	Almost Impossible	Amazing
40	Impossible	Epic

If you have to make a test on a Characteristic you must roll 3d6 and add the Characteristic score and other modifiers. Communicate this result to the Narrator who will compare it with the difficulty (DC).

The Golden Rules

Unless otherwise specified, three basic rules apply to all proficiency tests (Basic, Active) called **Golden Rules**:

- The **6 explode**, that is, if in the 3d6 test a die rolls a six, add the result and reroll, and if it rolls a 6 again, add the result and reroll again and again..
- The **1 is bad luck**, if you roll a 1 you remove 1 from the sum of the rolled dice (and therefore the die that rolled a 1 counts as zero)
- **Trust your luck.** For every 4 points between Competence (Basic or Active) and Characteristic that you fail to add in the test, you roll an extra 6 (Attack Roll, Saving Throw, Competence checks). This value cannot be subtracted from the score given by Skills or magic items.

Corollary

These notes count towards the initial roll of 3d6.

- **Rolling 3 times 6 is a success**, both in Proficiency Checks, Saving Throws and Attack Rolls regardless of the final result.

- **Rolling 3 times 1 is a failure**, both in Proficiency Checks, Saving Throws and Attack Rolls regardless of the final result.
- **Rolling 6 twice** is an omen of good fortune (Critical Success) if you succeed in the test
- **Rolling 2 times 1 or 1 time 1 and twice 2** is a harbinger of misfortune (Critical Failure) if you fail the check

Use the **Golden Rules** to your advantage! Dare, try, take risks when the situation does not allow other solutions!

Not just the card!

Don't necessarily look for the solution in the sheet. Use your ability to imagine, to solve, to intuition to get out of and resolve situations. The card represents only a small part of what your character can do.

for otherwise it is not immediately perceptible or intuitive, something that players want to find and that is there but they don't ask the right question.

Don't let the tests rule your game. **Let the players play**, let them act, let them participate and based on what they say decide whether they passed the test or not.
?
If they tell you *I convince the guard to let us pass* have them make an Intimidate (or Diplomacy) check, if instead they engage in a convincing dialogue you can consider that the check was made with a positive outcome (or negative if they were unable to argue!) Reward the HOW more than the WHAT.

Pass or Fail the test

The test is passed when the 3d6 are rolled and the relevant Competence and Characteristic as well as the various modifiers are added, the result is equal to or greater than the DC established by the Narrator.

If the result is lower than the difficulty, the test is failed.

Whenever the test is **passed with a critical**, i.e. the test is successful and at least two 6's have been rolled, the Narrator can decide to give more information, grant a bonus to subsequent actions (+1).. any what can enhance how easily the test was passed.

Conversely, if the test fails **and two 1's or a 1 and two 2's were rolled** the Narrator could describe how miserably the test failed and how the terrible result influences the Action and subsequent ones.

A test can be repeated until the conditions that allow the test to be repeated change.

Think about how competent a character is in order to avoid any test with an obvious outcome.

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If the test can be repeated until success without problems or interruptions then do not do the test, describe the attempts, the difficulties encountered and declare success.

Awareness

Awareness is one of those skills that comes into play very often.

Make sure that the questions and reasoning of the characters reveal the clues, an Awareness check can be made every time there is something to look for that is not obvious, something that must be looked

The Evidence

Proficiency Tests pitted against an opponent

There are situations in which the character must perform an Opposed Test against an opponent, for example Stealth to move silently behind a guard, steal from the merchant's pockets, intimidate the orc into giving him directions, push an opponent...

In this case the character performs the indicated test whose **difficulty (DC)** is equal to **10 + the Characteristic score + Proficiency or Saving Throw + contingent modifiers (bonuses/penalties)**.

Whoever obtains the highest value wins, in case of a tie, the winner is whoever has the highest value in the Competence, then in the Characteristic and finally the possible opponent.

Some examples of Test Contrapposte

- Deceiving someone: Deceiving Vs Perceiving Emotions
- Dressing up to look like someone else: Entertainment Vs Awareness
- Creating a fake map: Falsifying vs Evaluating
- Stealth: Expertise Vs Awareness, as long as unseen
- Intimidate: Intimidate vs. Will save (with Charisma modifier)
- Stealing: Fairy Hands vs. Awareness, or Fairy Hands if possessed
- Untying yourself from ropes: Using Ropes Vs Escape Artist
- Arm wrestling: Fortitude save (with Strength modifier)

Opposed Characteristic Tests

Whenever the **Test or Opposed Test** concerns a **Characteristic** and not a Competence, make the test (3d6+) by adding the most suitable Saving Throw to the most suitable Characteristic.

Table: Opposed Trials and Modifiers

Contrasted Trial	TS
Strength	Temper
Dexterity	Reflexes
Constitution	Temper
Intelligence, Wisdom, Charisma	Will

It is possible that Contrasting Tests may be requested with different modifiers indicated. Those shown in the table above are typical usage examples. It is possible to make an opposed Strength check, making a Fortitude saving throw and adding the Strength score to understand who wins in a weightlifting competition.

Non-opposed, static tests

If the Test is pitted against a *static opponent*, i.e. not a creature with Characteristics and Skills, but a lock, something to push... then the test is performed comparing $3d6 +$ the Characteristic concerned + the Active Skill (TS/CM/CA) or Basic Skill (Disable Devices...) most suitable against the difficulty (**DC**) established by the Storyteller.



Bible Pictures and What They Teach Us

Advantages and Disadvantages, Bonuses and Penalties'

Audentes fortune iuvat (*Fortune favors the bold*, Virgil)

Depending on the circumstances there may be bonuses or penalties in the tests.

The modifier in **dynamic tests** is to be used when the test is made by rolling $3d6$, in this case bonuses or penalties (-1, +2...) or even roll more or less dice (+1d6, -2d6), until you roll no dice (with a $3d6$ penalty!).

If the accumulated penalties bring the test dice below zero, only the value of the Competence and Characteristics is counted.

This means **fixed value tests** when the value does not depend on the dice roll (e.g. Defence), in this case the score increases/decreases by the indicated value.

Try to always stay between these bonus and penalty values, otherwise you can directly say that the test has succeeded or failed.

The player can request to carry out the test even if the result is certain.

Table: Modifiers, Advantages and Disadvantages:

Advantage / Disadvantage	Trials	
	Dynamic	Fixed
Light Bonus	+1	+1
Normal Bonus	+2	+2
Strong bonus	+1d6	+4
Very strong bonus	+2d6	+8
Light Disadvantage	-1	-1
Normal Disadvantage	-2	-2
Strong Disadvantage	-1d6	-4
Very strong disadvantage	-2d6	-8



The bonuses and penalties in the $3d6$ roll have more *effect* than in the check made with the d20. Try to always stay within ± 2 and only in particular situations of effective and strong advantage or disadvantage apply bonuses or greater penalties.

Time factor

If a character is not in difficulty or pressure in carrying out the test he can get a 10 (+ Characteristic + Skills + Feats..), that is, consider that he rolled 10 on the dice. The action takes 10 rounds.

If the character does not have pressing time limits, i.e. he can dedicate at least 10 minutes to work on it (60 rounds) he can consider taking 14. That is, as if he had made the test and rolled 14 with $3d6$.

If time becomes a factor not to be considered, i.e. the character has at least 1 hour to think and work and has no penalty or risk considering having rolled 18 (but there is no explosion of dice or success critical even if the total is 18).

If you want to take these values, ask the Narrator, he will tell you if based on the situation, urgency, danger of what surrounds you you can take the score. Breaking open a door in a dungeon asking for 10 requires extreme cold blood and recklessness. Taking 10/14/18 should not be given for knowledge tests.



I recommend everyone to read the excellent article by Lorenzo Bertini [Elogio del 10 e del 20](#) for a critical and intelligent examination of the success and failure of the tests.

Helping Another

You can help a friend in a test by giving him support and suggestions. The helper must perform the **same check** with a bonus of +1d6, if he succeeds he gets no effects but gives a +1 to the companion's check. If he makes a critical success (successful check and at least two 6s rolled) then the bonus is +2.

Multiple characters can help the same character; bonuses of this type can be cumulated up to a bonus equal to a quarter of the difficulty to be beaten (e.g. +6 in the case of difficulty 25).

In the case of tests based on Competencies, the person helping must have assigned at least one point in the Competence involved.

The Narrator will evaluate the possibility of more than one character providing help by considering spaces, ways and times (it is not easy to help someone thread a thread through the eye of a needle).

Evidence made by the Narrator

Avoid doing the tests yourself instead of the Players. Be descriptive but don't go and tell the Player that *could* be proof of something. If it is necessary to carry out tests secretly from the player, do not roll any dice but add the Characteristic value and the Competence score or the value of the character's Saving Throw in question to 10 and compare the result with the difficulty of the test.

To roll or not to roll dice

Do not roll dice for tests that have no chance of failing, for tests that do not have or generate **problems** if they are failed or can be retried without problems. Have the dice rolled whenever the test could result in **spectacular, failure** or trigger further scenes. Make the player enjoy success or fear critical failure.

Optional - Partial Success

A **Trial with Risk** is requested in particularly tense and urgent tests in which the final result is more important than the risk involved. This request must be made before rolling the dice.

If the test fails by 1 it can be considered successful even if with a slight problem, if it fails by 2 it brings with it a serious problem if it fails by 4 it is successful with a critical problem, if it fails by more than 4 the test is still not successful. Applied to skills such as Knowledge, you can decide to provide information that is incomplete or partially true and false, or even if it involves opening a lock you could break the lock pick in the lock!

Group tests

There are situations in which the group must make a competence test but the result must be unique, in

this case if at least half of the group succeeds in the test it is successful.

Examples of competence tests

Atypical tests. The player is invited to find uses, solutions, approaches that go beyond the most obvious tests. Be creative and describe to the Storyteller the wonderful action you want to do and how to do it! Based on your description of the action, he will decide what to try and how difficult it may be.

For **recognize a magic object** and its abilities, a test of **Arcana** is required at difficulty 20 to get general indications on the powers and areas of use, only with a result of at least 30 on the test, you can learn its details, magical bonuses and charges. **10 minutes.** With Arcana score 6 it costs 5 minutes, with 12 it costs 1 minute, with Arcana 18 it costs 1 Round.

Recognize a spell while it is being cast is a **Arcana** DC check equal to 10 + the spell's level. It costs **Reaction**. If done in conjunction with casting a Counterspell, it costs no Reaction.

For **recognize a monster**, a particular creature, you make a Knowledge check. Check out the [Recognizing Monsters](#) chapter in the Monstrorium (page ??). Costs 1 Action.

Acrobatics Armor penalties

A successful Acrobatics check with DC 15 allows the character to halve the damage when falling from less than 30 feet (**Reaction**).

The steps below 50cm are considered difficult terrain and those within 1.5m are doubly difficult terrain beyond that is climbing.

See also the [Table: Walls](#), page. ??.

Climbing/Climbing Penalty due to Armour.

Using a rope, climbing or scrambling is equivalent to moving in **doubly difficult terrain**.

If the test fails, the Action is consumed without moving. If you fail on a critical failure you lose your grip and fall, you can make a Reflex saving throw at the same difficulty to grab onto something, if you also fail the saving throw you fall all the way to the bottom. The difficulties indicated add up.

Surface Example	DC
Movement only halved	-2d6
Slippery surface	+5
Rough wall with handholds, protruding bricks	+10
A tree, a knotless rope	+15
A wall with a few protruding bricks	+20
A wall with very few holds	+25
A smooth natural wall without grips	+30
You can lean against 2 opposite walls	-8
You can lean against 2 corner walls	-4
You can use a string	-8

To identify a potion or natural poison you need a check of **Herbalism** at DC 12 + rarity factor of the plant, or the saving throw it grants in case of poisons.

It costs 1 Action for every 10 DC. With a 6 in Herbalism the time is 1 Action every 15 DC, with 12 points it is 1 Action every 20 DC. If you fail the check with a critical failure you have come into contact with/ingested part of the potion and suffer its effects.

Intimidate. The character uses **2 Actions** and performs an opposed Will save check with a bonus given by Charisma. If the saving throw fails, the opponent has -1 to attack rolls and -1 to defense until the end of his next round against the one who intimidated him. The opponent must have Intelligence equal to or greater than -3. The saving throw takes a +2 bonus or -2 disadvantage per size difference. On a critical success the modifier becomes -2.

If the person attempting the Intimidate check fails with a critical failure he suffers the same penalties as if he had been intimidated.

Tame an animal is a **Handle Animal** check at DC 12+2*GS of the animal. 1 minute every 3 of DC. With 6 points the time is 1 minute every 6 DC, with 12 it is 1 minute every 10 DC. The creature must have Intelligence -3 or higher.

Stealth Penalty due to Armour.

Stealth gathers the abilities to move silently, hide in shadows, go unseen, and all those actions that require you not to be seen or heard.

Trying to move silently does not cost Actions, it is included in the Move Action used to move. However, the terrain is treated as difficult and if it already was, it becomes doubly difficult. Moving at full speed while trying not to make any noise imposes a 2d6 penalty on your Stealth check.

Although trying to hide is a seemingly simple activity, only those trained in Stealth have a greater chance of not being noticed.

Using **1 Action** you can try to hide from your opponents' sight. It is not possible to hide if the environment does not allow it, even though your test may be high you cannot hide if there is not something that can hide or conceal you. To hide behind a creature it must be at least 3 sizes larger than you (otherwise the creature only provides cover).

Swimming Penalty due to Armour

In calm water DC 10, in rough water DC 15, in very rough water DC 20, stormy water DC 25. The check is required to stay afloat or swim. Swimming in the water is considered **difficult terrain**.

A possible test on the **Profession** is made with 3d6+Wisdom+half the level.

First Aid. A successful check (DC 15) recovers 1d4 Hit Points **after a fight** or grants a +2 to a Fortitude save to resist a poison. To be done within 1 Turn of the end of the fight. **Cost 2 minutes.** With a score of 6 it

costs 1 minute. With a score of 12 it costs 3 rounds, with a score of 18 it costs 1 round.

A successful check (base DC 12) reduces the damage by 1 from **Bleeding**. For each Bleeding value above 1 the difficulty increases by 2. **Cost 2 Actions.** A 1 minute treatment grants 1 success, no check. Each successful check reduces the bleeding by one additional point.

A successful check (base DC 13) for **taking care of a patient for 8 hours** recovers double the Hit Points $((2*AC+Constitution+CM)*2$ with a minimum of 4) and grants a new Fortitude saving throw to eradicate natural diseases or poisons already in progress. If carried out during rest hours, the person administering the treatment will be fatigued.

Athletics (Jumping) Penalty due to Armour. 1 Action

The **long jump distance** is equal to 30cm per result obtained in the test, rounding to the nearest integer. E.g. if in the jumping test I score 11, the jump will be $30\text{cm} * 11 = 330\text{cm} = 3$ meters long, with a 16 in the test it is $30\text{cm} * 16 = 480\text{cm} = 5\text{m}$.

The **high jump distance** is equal to 10cm per result obtained in the test.

In a **long jump** the highest point of the jump is equal to 1/3 of the length jumped. If you do a 3 meter long jump mid-jump you are 1 meter high.

If you don't have at least 3 meters of run-up you skip half. In the long jump you jump at the maximum of your movement and in the high one half.

Going down or going up within 50 cm is difficult terrain, between 50 and 150 cm it is doubly difficult terrain, beyond that it is falling or climbing. Falling damage (page ??): 1d6 damage every 3 meters of fall. Acrobatics DC 15 to halve damage (for falls within 9m).

Survival

Chasing a creature:

Basic difficulty	DC 10
If the ground is very soft	DC +5
If the ground is soft	DC +10
If the ground is stable	DC +15
If the ground is hard	DC +20
Every 3 creatures chased	DC -1
Depending on size	DC ±4
Every 24 hours passed / Low visibility	DC +2
Every hour of rain	DC +4
Try to hide your tracks	DC +5

Survival can be used instead of **Disable Devices** with a -2d6 to disable traps or locks 1 Action per DC.

For every four points obtained in the Survival test over 13 the character is able to **procure food** for himself and another person as long as he is in an environment capable of supporting life.

The proof of **Value** is based on the rarity of the item, DC 12 + 2 common, 4 uncommon, 8 rare, 12 very rare, 16 legendary. **3 Shares.** With a score of 6 it costs 2 Actions, with a 12 it costs 1 Action.

Languages

In Yeru each culture is the guardian of its own language. Any character with at least Intelligence -2 speaks the language of her culture, on 0 she writes it. For every point equal to or greater than 2, speak and write another language which will be chosen when creating the character. A member of a race may very well

have a first language other than that of their own race if the background justifies it (e.g. a dwarf who grew up among a goblin tribe).

For every point spent in the Language Proficiency he speaks and writes another language.

Some languages marked with * can only be spoken by creatures belonging to that species or cultural group.

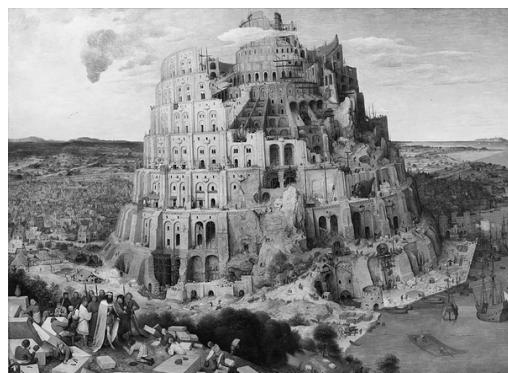
Language Table

Cultural field	Spoken	Written	Cultural field	Spoken	Written
Sentient Sea Creatures	Aquan	Elven	Sentient Birds	Ictun	Elven
Woodland Dwellers*	Silvanus	Silvanus	Druidic*	Druidic	-
Celestial	Celestial	Celestial	Infernal	Infernal	Infernal
Abyssal	Abyssal	Abyssal	Dragons	Draconic	Draconic
Fire Elementals*	Ignan	-	Earth Elementals*	Tremun	-
Water Elementals*	Aquan	-	Air Elementals*	Ictun	-
Undead	Exspiran	-	Underground	Depths	Depths

Telepathy is a means of speaking with any creature that has language and Intelligence at least -3. There is no constraint of language, telepathy acts as a universal translator.

Tests Tests and Tests!

To be cynical, a role-playing game is all about testing, whether it's to be able to make a jump, to hit someone, to avoid a trap or a spell...! You have to be smarter and smarter. Trials can often be avoided or faced with advantage. Play with wit, use your imagination, be creative! The Narrator will only be happy and you will be satisfied!!!



The Tower of Babel, Pieter Bruegel the Elder.

How to carry out the Tests, how to manage the results, like the matches, determines the type of game. Listen to the player and sense his enthusiasm, try to understand the final intentions, the objective and the purpose of the test.

An involved and participatory player spreads his enthusiasm to the other players too! Listen carefully to the proposals they make to you even if they seem *not very sensible* or *simply crazy*, nothing stops you from warning about the potential danger of the choices, don't dampen your enthusiasm!

If you don't find a rule suitable for the situation, use **common sense**, similarity to other actions, get involved in describing the facts, be theatrical when necessary! The spirit of the group will certainly benefit!

If the players then simply tell you I'll do a *Awareness test* or *convince the guard*, follow them in their intentions, let them do the simple test, but at the same time do everything to involve them further.

There is no one rule for everything!
Fun and common sense must never be missing!

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Social Combat

To formulate dialectics in a clear way, it is necessary to consider it, without paying attention to objective truth (which is the object of logic), simply as the art of obtaining reason, which will certainly be much easier if one is objectively right. (Arthur Schopenhauer)

By Social Combat we mean the attempt by the characters to convince, force or deceive the NPCs or in any case creatures forced by the Narrator to do or say things they do not want.

It may happen that players try to bribe a guard, to obtain information in a diplomatic or intimidating way, to obtain a higher pay, to deceive a merchant or more simply whenever the *confrontation or confrontation* it is not by weapons but by words.

Although social combat can concern a multitude of situations, what all the tests have in common is the method with which one wants to obtain the final result, not through weapons but by trying to *convince* the opponent.

In these situations two distinct approaches can be followed, on the one hand the Narrator evaluates the result based on what the players say, on the other this system creates the rules as if it were a fight to establish who wins in the final test.

Each Narrator chooses the approach he prefers, let's say that based on experience with the system and the role-playing game in general he might prefer one system or the other. For a neutral approach, using rules may be more suitable.

Depending on whether the player uses more or less coercive methods, the opponent will resist accordingly. The player will make an opposed Intimidate, Diplomacy or Deception check and the opponent will attempt to resist with a Will saving throw with a Strength or Charisma bonus. If you must resist an Intimidate-based compulsion, counter with a Will saving throw with a Strength bonus.

Based on the NPC's level, the Narrator will establish how many consecutive successes are necessary to convince him. Generally speaking, one success is needed for every 3 levels of the NPC. The number of successes can be modified based on the beliefs, promises, pacts, interpersonal relationships that the opponent has regarding the situation.

If you win all the tests you will win *fight* and you will get the information or what you requested. In the event of a critical success, i.e. in addition to passing the test at least two 6's have been rolled, two successes will be counted.

If the test fails, it can be tried again with a -1 penalty if the consequences of the failure do not lead to a subsequent scene.

If the failure is critical, i.e. in addition to failing the test, at least two 1s or one 1 and two 2s were rolled, then not only is the test failed but it will not be possible to make further attempts and the opponent will become even less friendly. The Narrator will most likely decide the evolution of the situation based on the original request and scene.

In case of intimidation the player's target will most likely become hostile, in case of Deception it is possible that, feeling deceived, he will lie or say nothing. In the case of diplomacy, silence or a polite denial is more likely.

The Storyteller must use this evidence, positive or negative, to evolve the scene and enrich the adventure. Information that was not intended to be given could be incomplete or partial, in any case it will allow the players and the Narrator to conduct the game better. The Narrator must not think that giving the information is a problem, in the end the players have earned it.



Socrates and His Students. Johann Friedrich Greuter, 17th century.

Armed Combat

Si vis pacem, para bellum (*If you want peace, prepare for war*, Vegetius, book III, *Epitoma rei militaris*)

It doesn't matter how you fall, but whether and how you get up (anonymous)

I'm not a hero. No and I never will be. I'm just a bad guy who gets paid to beat up worse guys than him. (Deadpool)

An eye for an eye ... and the world goes blind (Mahatma Gandhi, Editor's note: His traits abhorred violence!)

I combat is among the main phases of an adventure and is when the brave and courageous show off their mastery with weapons or magic.

The fight is divided into 2 phases:

- verification of the initiative
- resolution of actions (movement, attack, various actions..)



A child's book of warriors (1907), William Canton

The Initiative

Initiative is a check (3d6) of Dexterity or Intelligence and related Feats you may have.

The player chooses the Characteristic he prefers. If Dexterity is chosen, the reflexes will determine the character's reaction, while Intelligence will guide the ability to grasp the opponent's tactics and anticipate them.

Whoever has the highest initiative among players and enemies goes first and then the others act in decreasing order, declaring Actions and executing them. In the event of an equal-scoring Initiative, the

player with the highest Characteristic score acts first, otherwise the battle will take place at the same time. The initiative is valid for the entire battle and is withdrawn when the opponent changes.



Try to make the combat flow naturally. Don't interrupt the flow of actions, but rather involve the players (and enemies) in the following actions by describing their effects. I recommend reading the article [How to Manage Combat Like a Dolphin](#) to understand the method in detail.

The Golden Rules do not apply even in the Initiative Test.

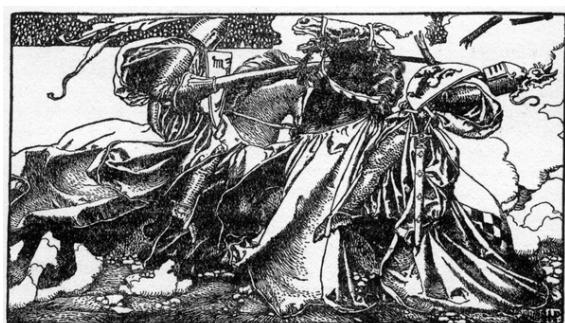
Action Resolution

It's not true that we have little time: the truth is that we waste a lot of it. (Lucius Anneus Seneca)

From fastest to slowest is the resolution of Actions.

The Narrator will ask the fastest, the one with the highest initiative, to declare his Actions and act, he will then continue to ask and make the other players and enemies act.

In this way the choice of action takes place when it is the player's round who will also be able to act based on the Actions and resolutions that have already taken place.



Howard Pyle, from the 1903 edition of The Story of King Arthur and His Knights

Time (Rounds, Minutes and Turns)

Hesitation is the death of advantage (Magic, V.E. Schwab)

A **round** lasts about 10 seconds, which is enough time to act, run, talk... fight. A Minute is therefore 6 rounds, and a Turn lasts 10 Minutes (or 60 rounds).

Rounds are used in fight scenes or where tension must remain constantly high and each Action corresponds to an evolution of the situation.

Item and Ability reactivation time

Unless otherwise specified, an object or Feat that requires a certain number of uses per day e.g. once a day it recharges completely at dawn after use.

Shares in the Round

A character can perform up to 3 Actions, 1 Immediate Action, and 1 Reaction Action per Round.

If in the round of the initiative roll the character in the same test rolled a **critical success**, twice 6, he will be able to use one more Reaction or Immediate Action, if he has rolled at least **two critical successes** his great reactivity allows him to perform one more Action.. If instead he rolls a **critical failure** the extreme slowness will prevent him from using the Reaction or Immediate Action, if he rolls three 1s he will take one less Action.

Actions can be performed in any order you prefer.

The table below shows the main Actions that a character can do, they are guidelines to follow. In the chapter dedicated to combat and examples of use of Feats, other Actions and their relative costs in Actions are listed.

An Action cannot be interrupted by another Action, but can be followed by a Reaction Action or an Immediate Action.

If a character wants to make multiple attacks by moving around the battlefield, he can use an Action to make an attack, use a Move Action to move up to all of his available movement, and use a final Attack Action to make a last single attack , this second attack counts as a multiple attack with the related penalties.

It is possible **delay** one or more Actions to wait for the scenes to unfold. The character who delays his Action acts first among the subjects who act in that initiative value, in subsequent rounds he will continue to act in the new initiative order. In this way the player voluntarily delays his initiative to fit into the initiative order in another place.

A player who declares that he is waiting for a certain situation to be able to act is equivalent to carrying out one or more **Prepared Actions**. In this case the

character (or enemy) acts **after** the triggering Action with his Actions but remains in his initiative order at the end of the round.

If the character has already performed all the Actions then he will be able to act in the round only with an Immediate Action and outside of his initiative only through a Reaction, if available. The Reaction Action always activates after the Triggering Action.

Table: Actions per Round

What we do	Shares
Perform an attack	1
Perform two attacks	2
Perform more than two attacks	3
Cast a Spell*	2
Perform a Move Action*	1
Shoot	1
Standing up from prone	2
Help someone	2
Exchanging a dialogue with someone*	3
Exchanging a few words with someone*	0
Look for something in the backpack	2
Take something from your belt or ready	1
Using a hand held object	1
Drinking a potion held on the belt	1
Draw or Sheathe Weapon	1
Using a magic item	2
Perform test on a skill*	1
Recognize a creature	1
Breaking down a door with shoulder/kicking	1
Force door with crowbar	2
Hiding	1
Concentrate on a Spell	1
Mounting or dismounting	1
Action Immediate - Action Reaction	I - R
Drinking a hand-held potion	I
Throwing a hand-held object	R
Throw yourself prone	R
Recognize a Spell	R

Attack Action means both the use of melee weapons and the use of thrown or shooting weapons such as bows, crossbows or throwing daggers. In the case of thrown weapons, each throw/throw counts as an attack.

The character who performs an Attack Action and Casts a Spell in the same round is considered Distracted or must perform a Magic Test to cast the spell.

Move Action*: a Move Action is an Action dedicated to moving. You can move up to your full movement (30 feet for humans, 20 feet for dwarves..) per Action used.

Casting a Spell*: usually 2 Actions are required. The number of Actions required is indicated in the spell description. In the Magic chapter the **rules** are specified (page 95) for casting multiple spells in the round.

Exchange a dialogue with someone*: A dialogue can last a few seconds if not minutes. The Storyteller will evaluate how long this lasts.

Exchanging a few words with someone*: As long as there are very few words or a look does not consume Actions, if this becomes more complex then use Actions. The objective is not to interrupt the flow of the Actions with a dense dialogue but still allow interaction between the characters.

Perform a test on a skill*: if they yield a fraction of the round they cost 1 Action, otherwise 2 or more. Check the costs reported in the [Examples of skills tests](#).

An Action of **Reaction (R)** can be performed freely even outside your own round. This Action is usually due to particular Feats or situations. Unless otherwise indicated, a Reaction Action occurs immediately after the cause that triggers it.

An Action **Immediate (I)** can be performed freely in your round, before or after your Action. An Immediate Action is usually granted by particular Feats.

It is possible, unless specifically described in the Feat, to perform only one Immediate Action and one Reaction Action per round.

This list is not complete, take it as a guideline to establish the weight of the characters' decisions and actions. An Action lasts approximately 3 seconds.

The order with which the Actions are executed is not important except for logical and physical correlation. The Move Action can be between other Actions (move, attack/spells/other action, move).

A character could attack, move and attack again, this second attack would have the penalties described in multiple attacks.



Luca Giordano: Perseus turning Phineas and his Followers to Stone

Optional – Initiative Variant

This variant of the initiative aims to stimulate the diversification of actions based on the situations that are faced from time to time.

Initiative is a value that is calculated round by round based on the Actions performed.

At the beginning of the round there is a declaration of the Actions that you want to undertake, starting from those who have the lowest Dexterity or Intelligence.

Up to 10 Action Points (AP) can be used per Round. **Whoever uses the fewest Action Points goes first**

If AP used is equal, the person with the highest Dexterity or Intelligence acts first, if the opponent is equal, in the case of teammates we reach an agreement.

The table below shows some typical actions and related costs.

What is done	PA	What is done	PA
Attacking with Light Weapon / Bare Hands	3	Attacking with Medium / Missile Weapon	4
Attack with Large Weapon	5	Use Magic Item	6
Move within 2m-3m (Move 6m-9m)	1	Sprint within 4m-6m (Move 6m-9m)	1
Rise from prone	4	Mount or dismount	4
Take something in your backpack	8	Use a hand-held object	2
Drinking a potion held on your belt	4	Concentrating on a spell	3
Draw / Sheathe the weapon	3	Fall prone	R
Breaking down a door with your shoulder/kicking	5	Forcing door with crowbar	6
Drinking a hand-held potion	1	Throwing a hand-held object	R
Take something from belt or ready	3	Recognize a Spell	R

- Skills, providing Help, cost 3 Action Points per Action indicated.

- Exchanging dialogue can be free or cost AP depending on how much you talk.

- Spells cost 3 AP per Component used (V,S,M), except when the casting time is longer than 1 round.

- The Speed spell grants 4 more Action Points. These APs are not counted for the verification of the initiative of those who act first.

- The Slow spell subtracts 4 Action Points from the available ones. These PAs are added to verify the initiative of who acts first. E.g. I use 4 Action Points, out of a maximum of 6 (10-4 for Slowness), to verify the initiative I used 4+4 points.

Moving around, deciding which weapon or spell to use determine not only when you act but the tactic you want to pursue. The collaboration between the characters becomes fundamental and does not slow down the flow of actions.

Movement

A slower piece of furniture cannot be reached by a faster one; since the one that follows must arrive at the point that the one that followed occupied and where it is no longer (when the second one arrives); in this way the former always maintains an advantage over the latter. (Zeno's Paradox)

The movement of a character is given by his size and race and by what he carries, by weights, encumbrances but also spells and magical objects.

The Movement written in the character's race is the indication of how many meters per Action (of Movement) the character can make.

A creature or character could also decide to move faster than usual or by running (Dash Action).

The Dash Action is a particular Movement Action, it consists of running for that Action. If you perform an Action of **Sprint**, the meters traveled are doubled (2x9 meters for a human), for a dwarf (Movement 6m) it means covering 12 metres, in one Action. It is also possible to do multiple Dash Actions, up to 3 in a round, i.e. run your movement 6 times.

The character who takes a Dash Action the casting of spells.

It is not possible to move even 1 meter if you do not spend Movement Actions.

These clarifications make sense and must be used when it comes to fighting and the location on the territory, map, is fundamental. During normal movements, while riding or walking freely without danger, the normal management of clockwise movement is used.

When we talk about **square** to indicate a distance or an influence we mean a map square of 1 meter x 1 meter.

In the case of diagonal movement a distance of 1.5 meters per square is counted, in the case of rounding on the last square it is done by default, i.e. it goes back to 'last crossed'.

If you move on difficult terrain, you travel half the available movement so a human covers 4 me-

ters per Move Action (each square crossed counts as two).

The dimensions and relative spaces occupied by creatures of different **size** are indicated in the Monstrorium (page ??).

Distance

By **Touch distance** means a distance that allows you to touch the opponent, therefore no more than one meter for medium-sized creatures without long weapons or with flow rate. Touch distance is melee distance if long weapons are not used.

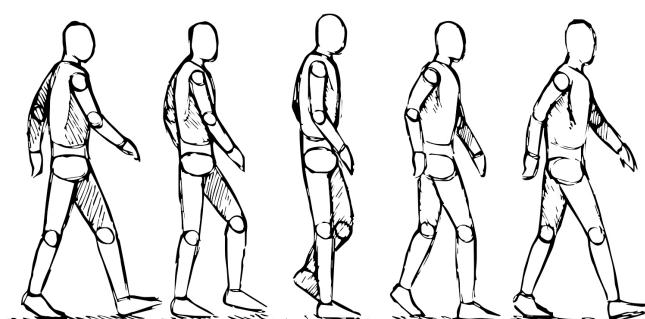
Melee distance means a distance that allows melee combat (within 1 meter around the character, or within 2 meters in the case of a weapon long). In monsters this distance is indicated by the range, for thrown weapons it is called range.

If not indicated on the opponent's card, the **capacity** is equal to half the occupied space rounded up. A hill giant, enormous in size (3x3 squares on the map), has 2 squares of reach, meaning it hits creatures within 2 squares/meters of it.

Combat Range Examples

E.g. for a creature armed with a spear, the reach is 2 or the melee distance is 2 meters because the weapon is long. For a gnome armed with a hammer, or with bare hands, the melee range is 3 feet. Range indicates how far you can hit in melee.

At melee range, a Medium creature can have a maximum of 8 Medium creatures.



Life and Death

Whoever does not know death, does not know life. (Grand Hotel, 1932 film)

The deserving Game Master never willfully kills player characters. He presents opportunities for hasty and careless players to do everything themselves. (Gary Gygax)

Weapon damage is calculated as the sum of the weapon's die, Strength (or Dexterity if indicated by Feat) whether positive or negative, bonuses given by the Weapons List, bonuses given by Feats, bonuses given by the weapon and circumstantial bonuses.

When a character reaches 0 (zero) Hit Points he is considered unconscious, i.e. Helpless and Unable to do anything. A magical cure (Spell, Potion...) will bring him conscious and his Hit Points healed. A First Aid check, 3 Actions, at DC 12 will bring him to 1 hit point. After an hour, if nothing has happened to change the situation, the character can make a Fortitude saving throw at DC 15, if he succeeds he returns to 1 hit point, if he fails he goes to -1 and becomes dying.

A dying character has negative Hit Points (-1 or less) and is unconscious and **near death**. He will continue to lose 1 Hit Point per round, the value will not reach double the Constitution +10 and the character will die if he is not healed.

A cure spell (spell or potion) of any level will bring him to 1 hit point, subsequent cures will work normally.

A test of **First Aid**, 3 Actions, at difficulty 12 plus the value of negative Hit Points will bring the character to 0 Hit Points, i.e. unconscious. Each subsequent time the character drops below 0 Hit Points, the difficulty of the First Aid check increases by 2.

Tups is dying

E.g. Tups is seriously injured and currently has -6 Hit Points, Jade decides to try to heal him (after moving him to a safer place). Jade attempts a First Aid check (3 Actions) to stabilize her partner, her difficulty in the test is $12 + 6$ or she must pass with First Aid DC 18 to bring him back to 0 Hit Points (unconscious)

A subsequent First Aid check at DC 12 (3 Actions) can bring him to 1 hit point and a magical cure will heal him by the declared amount.

A dying character who suffers further damage, such as enemies attacking the body or spells aimed at him or the area, continues to take Hit Points at the risk of dying.

Conditions mental type such as Fascinated, Confused but not Dominated, end when the character becomes dying.



The Dance of Death (1493) by Michael Wolgemut, Nuremberg Chronicle of Hartmann Schedel

If an attack or spell brings the character directly to $-(10+\text{CON}^2)$, the character dies without the possibility of being healed.

When a character returns to positive Hit Points after having gone negative, he loses half of his remaining Magic Points with a reduction of at least 10 Magic Points and becomes further **Fatigued** (page ??).

When a character reaches negative Hit Points equal to $10+\text{double his Constitution score}$ he is **dead** $-(10+(\text{CON}^2))$.

A character with nonlethal hit points of 0 or less faints until normal hit points have returned to 1.

The character's death

He tries to understand why he died, what the causes are, the mistakes he made. What are the choices that brought him there. Every character who dies is a personal wound but also an experience and awareness. Treasure it, both you and the whole group. If something hasn't worked, try to understand it together, without accusing or blaming each other but with the awareness that everyone can improve.

E.g. If he has Constitution 2 he will die at $-[10+4]=-14$ Hit Points, if he has Constitution 0 he will die at -10 Hit Points, if he has Constitution -2 he will die at $-(10-4)=-6$ Hit Points. In case of Constitution values equal to or lower than -3 the character dies at -5 Hit Points.

If a character's non-lethal damage reaches negative hit points equal to $20+4*\text{Constitution}$, the character is dead.

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Describe the character's fall with pathos and emotion, make clear the suffering experienced. Emphasize the fall to the ground, the gushing blood, the gasps. Be theatrical. If you are dealing with easily impressionable players then it is better to reduce the *gore*.

A dead character cannot benefit from normal or magical healing, and cannot be brought back to life by a spell. Only a Patron has enough power to return the soul to the body and bring the creature back to life. The animate dead spell can reanimate a body, but as undead.

Optional - Recover from 0 hit points

Reports of my death are greatly exaggerated. (Samuel Clemens)

If you want a less lethal system you can apply this optional rule.

Every round after having gone to 0 hit points or less, therefore fainting or dying, the character must make a Fortitude saving throw at difficulty 15, if he succeeds he regains consciousness and goes to 1 hit point.

If he fails the saving throw he can make another one at DC +1 compared to the previous one the following round. When the difficulty reaches 18 (i.e. 3 failed tests in a row) the character dies.

As soon as the check succeeds (within 3 failures) the character returns to 1 hit point and is fatigued. Each time he drops below 0 Hit Points, the initial difficulty (15) increases by 3.

Feature point recovery

Any lost Ability points are regained at a rate of 1 point per day, unless designated as a permanent loss.

Natural hit point recovery

Resting 8 hours, in 24 hours, recovers the Constitution score + 2x Weapon Proficiency + Magical Proficiency per day in Hit Points, with a minimum of 1.

Non-lethal hit point recovery

Every hour you recover your Constitution value, with a minimum of 1 Hit Point.

Maximum Hit Points

Unless otherwise indicated, every time the character suffers damage that lowers the maximum hit points, in addition to lowering them, he must also subtract them from the current hit points. A character when healed cannot exceed its current Maximum Hit Points.

Every 8 hours of rest, in 24 hours, you recover 1d4 + Constitution in Maximum Hit Points, with a minimum of 1.



Henry Justice Ford

Attack Roll and Defense

Always apply the right force, never too much, never too little. (Kano Jigoro)

The **Attack Roll** is a check against the opponent's Defense.

If the attacker uses:

- **Melee or Contact Weapons:** the attacker must make a **Attack Roll (TC)**= $3d6 + \text{Weapon Proficiency} + \text{Strength} + \text{any bonuses given by the Weapons List} + \text{Feats} + \text{magical bonuses of the weapon and circumstantial factors (environment, curses..)}$
- **Range Weapons:** the attacker must make an **Attack Roll (TC)** = $3d6 + \text{Weapon Proficiency} + \text{Dexterity} + \text{any bonuses given by the Weapons List} + \text{Feats} + \text{magical bonuses of the weapon and circumstantial factors (environment , curses..)}$. Applies to bows, crossbows, drawn daggers, javelins...
- **Spell:** the attacker must make an Attack Roll (TC) = $3d6 + \text{Weapon Proficiency} + \text{Spell ability modifier} + \text{any Feats and circumstantial modifiers.}$

Whoever defends himself has a **Defense** equal to: $10 + \text{Dexterity} + \text{Shield} + \text{Armor} + \text{magic bonuses} + \text{Feats and circumstantial bonuses}$, for monsters the Defense value is already indicated.

The player can decide to give up part of the bonus given by Weapon Proficiency to have a better Defense score. These points will not be available in the next attack (see Other actions and situations).



Charles Antoine Coypel - Fury of Roland - 1737

Defense and Attack

The defense is always legitimate (anonymous victim)

Each attack roll compares Defense.

If the **Attack Roll** is equal to or greater than the Defense value the opponent has been hit and the damage of the wound will be established, given by the weapon die + Strength score and other factors such as magic bonuses, List of 'Weapons and Feats.

If the Attack Roll (TC) is lower than the Defense then the opponent will have parried, dodged, avoided... The choice is left to the player (or Narrator), once the attack is avoided no wounds will be suffered.

There are situations that can benefit the Defense such as covers, hiding places, trenches, doors, companions whose size is much larger than one's own. Consult the paragraphs relating to [Hides and Covers](#) to understand the advantage they can give.

There are occasions when it is not important to penetrate the defense and hurt the opponent but simply touch him.

Other times the opponent is surprised and cannot defend himself completely.

If it is **it is enough to touch the opponent** the attack roll has a +1d6 bonus since it is not necessary to deliver the blow but only to touch it.. In the manual it is called Touch Attachment.

If the **opponent is surprised** or does not expect the attack, the Defense and Reflex saving throw will have a -4 penalty. This is the value of **Surprise Defense**.

The Golden Rules also apply for the Attack Roll. **The d6s explode if you roll a 6 on the die, make 1 bad luck (worth zero) and rely on luck (i.e. remove 4 points between Weapon Proficiency and Strength or Dexterity to add 1d6 to the Attack Roll, not from the bonuses given by the List of Weapons or Skills or magic items).**

If modifiers and circumstances cause the damage dealt to be zero or negative, you will still deal 1 damage. This rule applies to weapon damage modifiers which cannot bring the total damage to be less than 1, if there are magical protections or damage reductions this can become zero and therefore you will not hurt the opponent (but if it becomes negative Don't worry about it!).

First of all, remember that for every 6 rolled (in the 3d6 of the attack roll) you must roll another one and continue rolling as long as you keep rolling 6s on the die.

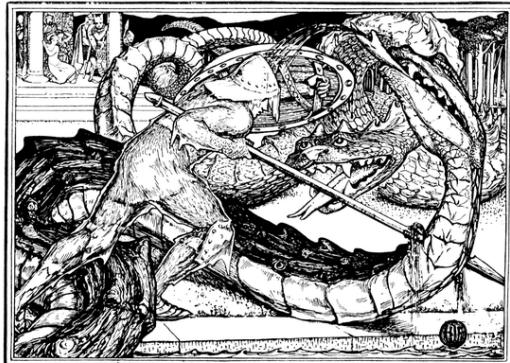
If you hit, **every two 6s rolled** (counting those on the attack roll and subsequent ones resulting from rolling 6s), the weapon does extra damage or a Critical Roll. Re-roll only the weapon damage die, without any other modifiers, for every two 6s rolled on the attack roll.

You can **subtract 4** or multiples from your attack to roll an extra d6. The choice is to be made in the

most desperate situations where only luck can resolve the duel. The value is taken from the Weapon Proficiency or Strength or Dexterity score, not from scores given by Feats, Weapon Lists or magical bonuses.

The fact of rolling a Critical Roll is not a guarantee of having hit, you must always overcome the Defense except if you rolled all 6s with the first three dice.

The basic rules of the Feats also apply to the Attack Roll. Defense is a fixed value and as such uses modifiers for fixed value checks.



RAGNAR DOES BATTLE WITH THE SERPENTS

Henry Justice Ford

Throw 3 times 1

If you roll 1s three times you miss, regardless of the final result.

If you missed and rolled at least two 1s or a 1 and two 2s the Storyteller could decide bad things about your attack (you drop your weapon, you hit a friend, your weapon breaks, you get hurt, you fall, appears Pit Devil to mock you...).

OBSS wants to be fun to play, it wants players to have fun and see the results obtained from the dice (and obviously from their choices). The Golden Rules and Damage Explosion really want to remove the veneer from the dice and make you have fun. A player will appreciate, even more if he is experienced, how the rolls of the dice are not just a number but rather open up the possibility of making a difference. Ask the player to describe the critical hit and have him recite it in the glory of his power!

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Throw 3 times 6

If you roll 6s three times in your first 3 attack rolls, you will take your opponent regardless of the final result of the attack roll. In addition to being sure of having made a Critical Roll, the Storyteller could decide to apply some further descriptive (or effective) effect.

Critical Shot

Each time you hit, you roll **additional weapon-only damage** for every two times you roll a 6 on your attack roll, this damage is also called **critical damage**. If you made two Critical Rolls it means you have to roll 2 more weapon dice.

Example Critical Roll

E.g. I roll 6 4 5, I roll an additional 6, I roll an additional 6, I roll an additional 4: as damage you roll 2 times the damage of the weapon, once because I hit, once because you rolled 6 three times (if I had rolled an additional 6 would have been Weapon + Strength + bonus/Feat + 3*Weapon die).

Optional – Variant Critical Shot

The player may have less preference for chance and manage criticals based on the character's *Feat* in using the weapon. An alternative method is to grant a critical roll for every multiple of 6 in which the attack roll is higher than the defense, regardless of the number of 6s rolled.

The choice to use this variant of the critical roll must be made at the time of character creation and in agreement with the Narrator.

Variant Critical Shot

E.g. Attack roll 21, the opponent's Defense is 13. I hit him with a margin of 8, i.e. I add 1 more weapon damage If the attack roll had been 26, 2 Critical damage or two weapon dice would have been added. It is the Narrator who communicates how many critics have been obtained.

Optional – Critical Shot Actions

This Option allows for combat that is less focused on damage but more on maneuvers and tactics. The fight is understood as a continuous exchange of actions and reactions which can also have repercussions in subsequent rounds

The player takes into account the Critical Rolls he rolls and does not apply to damage, in three rounds at a time, starting the count again at the end of the third round or when the count is zero.

Each round can scale one or more accumulated Critical Rolls to perform Critical Actions. The use of Critical Actions must be against the opponent against whom the critical actions were performed. The list offers more Critical Actions per sum of Critical Rolls used. You cannot have more than 3 critical rolls accumulated. Activating these Critical Actions costs a Reaction.

1 Critical Shot: you cause critical weapon damage; you get +4 to hit until the end of the next round; +4 Defense until the end of the next round; the opponent has -4 to hit until the end of the next round.

2 Critical Shot: you cause two critical weapon damage; the opponent misses you with the first useful melee attack; you can move and/or move your opponent one meter; reduce the damage of a melee attack by double the maximum critical damage it causes; until the end of the next round the opponent has half movement.

3 Critical Shot: you have one more move Action; the opponent loses the first Action he takes by the end of the next round; you and/or your opponent can move half your movement, your opponent cannot move until the end of the next round.

These Critical Actions can be described as taking advantage of the opponent's distraction, throwing dirt in their eyes, forcing them to move with weapons shots...

The player is invited to suggest new Critical Actions which will be subject to evaluation by the Storyteller.

The system is also compatible and usable with **Optional - Critical Shot Variant.**



Henry Justice Ford

Damage Explosion

Every time you get the maximum value from the weapon's die roll (in the classic d8 for the long sword for example you get 8 and it is therefore the maximum value of the die), you reroll the die and add the value (of the die alone) again.

In the case of weapons with multiple dice (for example 2d4, the maximum value must be obtained

as the sum of the two dice, i.e. 8). There is no damage explosion for weapons with maximum damage less than or equal to 6.

Some weapons have a different damage burst. In the weapons table where EDX is marked (e.g. ED9), the value of the weapon.

This is a characteristic of a few extremely lethal weapons.

The damage explosion does not explode again, even if you roll the maximum die with the added die it does not explode again.

Dice rolls added thanks to the Critical Roll (obtained by rolling at least two 6s) do not have the benefit of the damage explosion. If the die of the weapon rolled thanks to the Critical Roll makes the maximum, do not reroll the die. When rolling damage, declare which die is for the weapon and which is for Critical Rolls.

Multiple attacks

With an Action the character can perform a single attack.

With two Actions the character can make up to two attack rolls. **If he wants to make 3 or more attacks he must use 3 Actions.**

Each individual arrow, dart, dagger, or ranged weapon fired counts as one attack.

The first attack action has no penalty while the second attack action has -5 to hit. Subsequent attack rolls will add -5 to hit, so a third attack will have -10 and a fourth attack -15...

If the cumulative hit penalty becomes greater than the attack roll, no further attacks can be made.

If I have Weapon Proficiency 5, Strength 1, +2 to perform as a bonus from the Weapons List and +1 to hit given by a Feat, +2 because I flank and +1 for magic weapon the first attack roll will be $3d6+12$, the second will be $3d6+7$, the third $3d6+2$. It is not possible to make a fourth attack as the hit bonus would become negative.

Any dynamic hitting bonuses, e.g. +1d6, apply only to the first attack roll and not to the calculation of the bonus for calculating the number of multiple attacks. In the example case the attack roll becomes $4d6+12$, $3d6+7/+2$.

The player can declare to make attacks on different targets. Each attack can be interspersed with a Move Action, as long as it has enough Actions.

Optional - Multiple attacks variant

The player who has established his hit bonus makes a single attack roll. If he hits, he rolls the damage and for every multiple of 6 of the hit bonus he adds a critical roll. This attack consumes 2 Actions and is the only attack that can be made in the round.

This variant serves to speed up the game by making a single attack roll. This variant is not compatible with Optional - Critical Shot Variant.



Scythian archers in ancient attic vase painting

Thrown Weapons

Thrown weapons are all weapons with a range, meaning they can be thrown or launch projectiles. The main throwing weapons are bows, crossbows, slingshots but also daggers, javelins and spears if they are thrown.

The damage bonus given by Strength applies automatically to slings, daggers, javelins... that is, with all weapons that are thrown with strength, bows apply this bonus only if they are of the composite type, crossbows never apply it.

Dexterity only modifies the attack roll.

Projectiles launched from Bows, Slingshots, Magic Crossbows are not considered magical. In the case of magical projectiles these add their magical bonus to the attack roll and damage

In each throwing weapon the range is marked, that is, within what distance it is possible to shoot the projectile without penalty. Each thrown weapon can hit within three times its listed range.

If the target is within the indicated range there is no hit penalty, if the target is between the first and second increments the hit penalty is -1d6. If the target is between the second and third increments the hit penalty is -2d6.

A dagger thrown within 6 meters has no penalty, but thrown between 6 and 12 meters has a -1d6 to hit, at a distance between 12 and 18 meters a -2d6 to hit, beyond that it cannot be thrown.

Light Arms

these weapons are light and suitable for **two-handed fighting**.

Versatile Weapons

weapons with the Versatile feat can use Dexterity instead of Strength on attack rolls. Strength is always used on damage.

Long Weapon

the long weapon gives the right to hit further away, i.e. 2 meters, and grants a bonus to the attack roll

of +2. This bonus remains valid until the opponent enters range of your melee.

If the opponent also has a long weapon, do not consider the bonus (they are both in their own melee area).

Long weapon at short range

You can use a long weapon in combat at ranges closer than 2 meters with a -4 to attack roll, except for the staff.

Long Weapon Fighting

E.g. Tups armed with a long sword faces a brigand armed with a long spear. Tups has initiative 15, the brigand 12.

Tups, taking advantage of his agility, gets under the brigand, hitting him powerfully. The brigand, finding himself in melee with Tups, is unable to exploit his long weapon which actually penalizes him.

He uses an Action to move two meters away and then attacks with a +2 bonus because the opponent is far away.

As a third action he moves another 9 meters away and shouts curses at Tups. Tups is at this point 11 meters from his opponent, he decides to charge, thus opening his defense but obtaining a bonus to hitting.

He charges the brigand, hitting him and landing on him, with one last action he decides to improve his Defense (Combat Mastery).

The very wounded brigand tries to hit him, trusting that his difficulty in using a long weapon so close is balanced by the penalties given by Tups' running. Tups is hit and the brigand throws his spear to the ground and pulls out a short dagger and also goes on the defensive.

Double Weapon

a double weapon is a weapon that is dangerous from both ends. It can be used as a single weapon, or, incurring the penalties of fighting with two weapons, as two weapons.

Unless specified, a dual weapon used in two-weapon combat is equivalent to using two medium weapons.

Two-Weapon Fighting

Attacks made with the secondary weapon are considered multiple attacks. If I attack for the first time, regardless of whether it is with the primary or secondary weapon, this will have a full bonus to attack roll, the other attacks will accumulate -5 to hit.

Strength damage bonus on secondary weapon is halved. If the secondary weapon is not **Light** the attack roll has an additional -3 to hit (e.g. 0,-8,-10,-18..).

It is possible to use the secondary weapon to improve Defense by one point but you cannot make attacks with that weapon.



Load

the opponent must be within 2 Move Actions (18 or 12 meters usually) and no closer than 3 meters away. You must run until you are within melee range.

You get a +1d6 to attack roll, -4 to Defense until the end of the round, the attack following the first takes a -10 to hit and a possible subsequent one -15.20...

Movement and attack costs 2 Actions. No other penalties are considered for having raced beyond those indicated.

The Charge action brings you into melee with your opponent. The attack, if made with a long weapon, still has a +2 bonus on the attack roll and hits from a distance, then ends up in contact with the opponent.

Counter-Charging Weapon

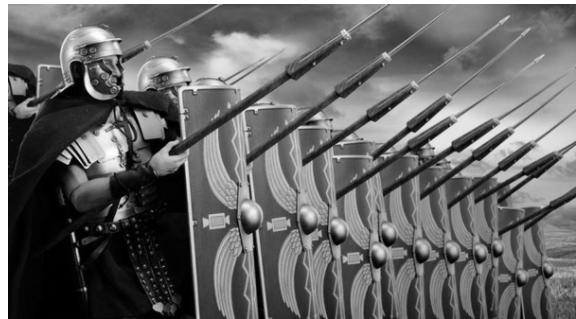
an attack roll made with a weapon with the countercharge feat when used against a charging opponent/mount inflicts a critical roll and hits first, unless the opponent has a long weapon or greater reach than the countercharger, in this case the attack is regulated by initiative rolls.

Prepare a long/counter-charge weapon against a charge

Only a long weapon or one with the countercharge trait can be used against a charge. Readying the weapon costs a Reaction.

Charge with Counter-Charging Weapon

if the attack roll is successful when you use a weapon with the countercharge feat to charge an opponent it inflicts a critical roll.



Roman soldiers armed with Pilum, ready for a counter-charge.

Attacks with splash weapons

Spread weapons are those that *spread* their contents wherever they fall, for example burning oil/Holy water... A splash weapon has a range of 6 meters.

If the attack misses (by at least 5), roll a d8 and consult this diagram to understand where the ball fell:

1	2	3
4	X	5
6	7	8
0		

X is considered the target of the thrown object. **0** the point of origin of the launch.

If the roll misses by 5 or more, roll a 2d4 to determine along the direction indicated by the previous d8 how many meters it fell away from the target, i.e. count the meters from the target.

For example, with the roll of the d8 I get a 5 and then rolling the 2d6 I get a 4, which means that the bottle fell to the right of the target at 4 metres.

It is also possible that the bottle was thrown at one's feet (e.g. I do 7 and then 6... I could have thrown it at a friend or behind me!).

Unprepared – Caught by Surprise

if the characters are caught by surprise, i.e. they do not expect to be attacked, this first round must be considered a surprise round. When surprised you have a -4 to Defense and Reflex saving throws.

You will not be able to react, you will not use Actions or Reactions unless explicitly permitted; from the next round you will be able to declare the initiative and act normally. The same considerations apply to opponents.

To evaluate whether a character is surprised, make a Reflex Saving Throw, comparing it with the Stealth check of the opponents. If the Saving Throw is lower, the character is surprised. If the character is at attention and expecting an ambush, grant +4 to the Saving throw.

When characters and enemies are both caught by surprise, to evaluate who is actually surprised, make a Reflex saving throw, anyone who rolls more than 15 is not surprised.

Combat Magic

the caster who casts a spell while in combat (has an opponent in melee or is targeted from a distance) is considered distracted.

Casting a spell while in combat imposes a -2 Defense.

Attack or Defense Modifiers

The best tip that can be given in managing the most chaotic combat situations is to think of them like a film, evaluate the cinematic nature of the situation.

It's not a question of miniatures, spaces, squares... it's a question of fun and visualization of the scene. Unorthodox solutions for unorthodox situations.

Grant a bonus or penalty ($\pm 1 - 2$) unless otherwise indicated whenever the player has an advantage or disadvantage and similarly to the opponent.

Mod.	Attacker	Defender
	Situation	Situation
-1	Dim light	
-2	Dazzled, Entangled	Grabbed, You cast a spell while under attack
-4	Prone, Long Weapon at close range	Surprised, Prone, Kneeling, Sitting, Restricted, Stunned, Grasped by a wall, Pinned
-1d6	Restricted, Frightened, Thrown weapon against opponent in melee, Weapon unknown, Target invisible but Spotted, Grasped to a wall, Blocked	
+2	Line, pos. Overhead, Shoulder Attack, Long Weapon	Light Cover
+4		Medium coverage
+1d6	Invisible, Charge	
+8		Full coverage

When you write -1d6 it means that you roll one die less (or two if it is -2d6), equally if it says +1d6 you roll one die at 6 more and add it.

When the penalty is to Defense, treat each -1d6 as a -4 to Defense.

In principle in combat a light bonus is +1, medium +2, high +1d6 (or +4), a very high bonus is +2d6 (or +8), vice versa for penalties.

The bonuses are not added to each other but the one with the highest value is used. If an opponent is above the character, behind him and charging, he has a bonus to hit of +1d6, given by the charge.

The penalties are added to each other. If the character is surprised and prone he has -8 to Defense.



Always remember that the aim is to have fun, at the expense (for the Narrator) of some monsters, do not be rigid but dynamic and adapt to situations.

Other actions and situations

Attack with bare hands

two weapons that no one will ever lack are their punches and kicks.

If you did not take the list of weapons *Empty Fist* a punch or kick will do $1d2 + \text{Strength}$ non-lethal damage. Only with the *Empty Fist Weapons List* can you become a martial artist.

Helping another

you can help a teammate attack or defend yourself in melee combat by distracting or interfering with your opponent. You can make a melee attack (1 Action) against an opponent who has already engaged in battle with an ally.

You make an attack roll against your opponent's Defense with a 1d6 bonus. If the attack hits, no damage is done but the partner gets a +1 bonus on attack rolls with the next attack (by the end of the next round) against that opponent or a +1 bonus on Defense against the next one. that opponent's attack (your choice) within the next round. If the helper rolls a critical roll then the person being helped will have a +2 bonus.

Multiple characters can help the same ally; bonuses of this type are cumulative (maximum 4 on medium size), as long as the opponent is surrounded.

Optional – Cumulative bonuses

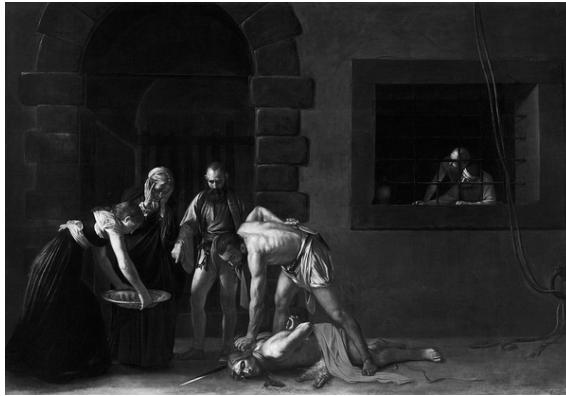
Add +1 to the Major Bonus for each additional bonus present.

Getting up from prone

costs two Actions. The player can make an Acrobatics check if he rolls 13 or more and it costs 1 Action to get up. If you fail the check you cannot take any further actions that round and remain prone.

When your Acrobatics score reaches 6, getting up from prone costs 1 Action. With Acrobatics 8 it costs an Immediate Action.

When you are prone you can crawl or move on all fours. The terrain is considered difficult and you are still considered prone until you get up.



Beheading of Saint John the Baptist. St. John's Co-Cathedral in Valletta (Malta, Caravaggio)

Coup de Grace

costs 3 Actions, you can use a melee weapon to deal a finishing blow to an incapacitated or defenseless (unconscious or trapped) target. You can also use a bow or crossbow, as long as you are adjacent to the target.

The attacker automatically hits and deals three critical hits.

Targeted Shots

OBSS does not allow you to make targeted shots with any weapon or spell, unless it specifies it.

When you hit the target you hit it generically, without the possibility of specifying whether to the head, leg or something else, the same concept applies in the case of hits to objects, e.g. if you aim at a door hinge you hit the whole door. This does not prevent the Storyteller from considering appropriate consequences.

Non-lethal damage

non-lethal damage is a form of damage caused by particular weapons or when the purpose is to make the opponent faint and not kill him.

Non-lethal damage is treated like normal damage except that it recovers more quickly and falling below zero causes fainting rather than approaching death.

If you want to deal non-lethal damage with a weapon not designed for non-lethal damage you have a -1d6 on your attack roll.

Without Competence

using a weapon without adequate proficiency, i.e. not having the Weapon List to which the weapon belongs, imposes a -1d6 on the attack roll.

You can't use a weapon's Versatile ability if you don't know how to use it. A Simple Weapon can be used without penalty even without specific expertise.

Throwing weapons

a sword or in any case a weapon not made to be thrown, without Range, can still be thrown at the opponent.

The attack roll takes -1d6 and the weapon does a lower category of damage (the long sword does 1d6, a short sword 1d4..). The launch range is 3 meters.

Powerful Blows

the player can freely add +1 to damage by subtracting 2 from the attack roll (Weapon Proficiency requirement +1). You cannot remove more than Weapon Proficiency/4 from your attack roll.

Flank

if two characters are around the same target but are not next to each other they get +2 to attack or defense rolls (they choose which bonus to take).

There can be at most 4 characters around a medium-sized creature who get the flanking bonus. The type of bonus is chosen round by round, if not declared it is worth +2 to the attack roll.

If by drawing a hypothetical line that connects the two characters it crosses completely the opponent's square then there is a flanking situation.

Flanking Example

A	G	D
B	X	E
C	H	F

In this scheme the flanking is taken by the pairs: A-F, B-E, C-D, G-H

If the creature can face multiple creatures at the same time, they will not benefit from the flanking bonus.

Combat Mastery

The player can freely add +1 to Defense by subtracting 2 from Attack Rolls as long as he attacks in the round.

Conversely, he can take a -2 Defense to raise his attack roll by +1 and therefore improve his attack. This option is only usable if you make at least one attack.

You cannot remove/add more than Weapon Proficiency/4 to the Attack/Defense roll, improving Defense or TC does not consume Actions.

You can instead use an Action to better prepare for subsequent attacks from your opponents. Until the end of your next round you have +2 Defense.

Precise Shot

the player, using 2 Actions, makes only one attack (and must not have made any in the round). On this single attack he gains a +2 bonus on attack rolls.

Aiming (sniper)

you dedicate 2 Actions per round to aiming at a target. You have a bonus on your attack roll of +1 on the first round, +2 on the second round and finally on the third and final round of Aiming +4.

You cannot use Move Actions while aiming.

Using a thrown weapon aiming at an opponent engaged in combat

it's not easy to aim correctly and not hit someone else, you have a -1d6 on your attack roll. The bonus is canceled if there is a difference of 2 or more sizes between the creatures involved.

Using a thrown weapon under threat

Using a thrown weapon such as a bow, crossbow, or dagger (that you want to throw) while threatened in melee imposes a -1d6 chance on your attack roll.

Weapon too large

The size indicated in the weapon table (see [Dimensions of Weapons](#)) refers to a medium creature. For a small-sized creature, the size must be considered a larger category, so a short sword, which is small in size, used by a small-sized creature is considered a medium-sized weapon.

Likewise, a large weapon, such as a two-handed greatsword, becomes a medium-sized weapon in the hands of a giant.

This does not change its damage or the type of damage the weapon causes.

A creature can use a weapon of its own size size or one size smaller with one hand, and must use two hands to wield a weapon of one size larger.

If the weapon is not among those usable, for example a Halberd (large weapon) for a small creature the penalty on the attack roll is -1d6. Likewise, a small weapon is not two-handed for a medium-sized creature.

In the weapons table the size is marked as P (small), M (medium), G (large), E (huge). A larger version of a weapon increases the weapon's damage by one category (1d4->1d6, 1d6->1d8, 1d8->1d10, 1d10->2d6, 2d6->2d8, 2d8-> 2d10, 2d10->3d6...)



Using a weapon with two hands

a one-handed weapon that can (but does not have to) be used two-handed increases the damage die when used two-handed.

E.g. Longsword for a medium creature can cause 1d8 to one hand or 1d10 to two hands. A shortsword cannot be wielded two-handed by a medium creature.

If the weapon must be held in two hands because it is too large for one's size, this modifier is not considered (e.g. a two-handed greatsword for a medium-sized creature).

The EDX value if different from the maximum damage of the weapon increases by 2 (Katana will cause 2d6 damage and have ED11) when used with two hands.

Total defence

It costs 2 Actions, if you move the terrain is difficult, you gain +4 to Defense.

Disengage

costs 1 Action, you move 1 meter and do not cause attacks of opportunity.

Fighting in the dark

Fighting in low light conditions involves difficulties summarized in this diagram.

View	Condition	
	Dim Light	Darkness
Normal	-2 Defense	Invisib. (page ??)
Twilight	Normal	Invisib. (page ??)

Optional – The Only Rule

This option is intended to simplify the management of any opposing test, whether relating to Basic or Active Skills.

When a creature or character has an advantage or disadvantage, roll 1d6 in addition to the check. If he has two advantages roll 2d6, if he has three advantages roll 3d6... On the check it adds or subtracts, in case of bonus or penalty, the highest value among the rolled dice. For these dice the explosion of the result is not valid.

A Disadvantage cancels out an Advantage if present.

If the advantage/disadvantage is relative to a static value (such as Defense) then this increases by 2 for each accumulated advantage/disadvantage.



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Optional Combat Maneuvers

These combat actions are at the discretion of the Storyteller who may or may not grant them. Each maneuver counts as an Attack Action.

Disarm*

make an Opposed Weapon Proficiency Test + Dexterity or Strength (3d6+AC+Str or Dex)

If the person attempting the maneuver fails and gets a critical failure, he or she loses the weapon. He costs 2 Actions.

Fake*

make an Opposite Test of Weapons Proficiency + Deception (the one who is feinting) versus Weapons Proficiency + Perceiving Emotions (the one being feinted). If the check succeeds, the opponent has a -2 to Defense until the end of the next round.

If the person attempting the maneuver fails and gets a critical failure, he gets -2 to Defense until the end of the next round. Costs 1 Action.

Pushing an opponent*

it is an Opposed Test of Strength. Those with a larger size gain a bonus of +1d6 per size difference.

The winner can push or pull the opponent up to 0.5 meters in the direction he wants for success in the test (up to the maximum of his movement). E.g. if you win the test of 7 you move your opponent up to 3 meters. It costs 2 Actions, or the Reaction if the one who resists the push is vice.

Grab an opponent*

it is an Opposed Test of Strength. Those with a larger size gain a bonus of +1d6 per size difference. If the person who succeeds in the maneuver obtains a critical success, he is considered to have **Blocked** the opponent.

It costs 2 Actions to do and hold and free yourself from the hold. The person who grasps is considered to have also grasped and has at least one hand occupied in grasping. Moving a grabbed creature requires **Push opponent**.

Each contender can attack the other with a small weapon or natural weapons. Defense has a -2 penalty and you are considered Distracted.

Knocking down an opponent*

it is an Opposed Test of Strength or Dexterity, each contender chooses the one he prefers.

For each additional leg/paw and size difference the contestant gets a bonus of +1 on the check.

If the person attempting the maneuver fails and gets a critical failure, it is they who fall.

It costs 2 Actions. Whoever does less in the test falls to the ground prone.

Optional – Universal Maneuver Management

In order to neutrally manage any unexpected maneuver or action in combat, an approach can be used that benefits both the player and the opponents.

You declare what type of action you want to take in combat. If the attack roll is successful then the person who suffers the action decides between suffering the desired effects of the action or suffering the damage of the attack. If the person performing the action rolls a critical then it imposes the chosen effect of the action.

There are obvious limits to the type of action taken which at the Storyteller's discretion could be overcome by a certain number of critical rolls made.

Change your size*

if the character changes size his Defense changes accordingly

Bounty	Defense	Bounty	Defense
Very Small	+8	Large	-1
Tiny	+4	Huge	-2
Tiny	+2	Gargantuan	-4
Small	+1	Colossal	-8
Average	+0		

Mounts

- And you can find another wife!
 - Ah, yes. but the trouble is that she took away my rifle and my horse! Too bad, she was so beautiful, I was fond of her. I gave her a few whippings, but she didn't pay any attention.
 - Who, your wife?
 - No, my mare. It's easy to find another wife, but I'll never find a mare like hers again.
 (Red Shadows, 1939 film)

A mount has 2 Actions and they are usually used to move or react and obey your commands.

A mount acts in your round, and you decide when it takes its Actions versus yours. Don't roll initiative, use yours.

Attacks towards a character on horseback (or mount in general), unless otherwise stated, aim at the rider and not the horse.

Situations and rules

- Whenever the mount is hit the rider must make a Ride check at DC 15 or be unhorsed.

If the mount is a war mount trained for combat, the Ride check has difficulty 12.

- Fighting from an elevated position grants a +2 to your attack roll if your opponent is not at your height.
- Getting on or off your mount costs 1 Action if you have the Ride skill, otherwise 2 Actions.
- If a spell or situation abruptly moves your mount against your will, you must make a DC 15 Reflex save or a Ride check (DC 15) or be thrown from your horse.
- If you are thrown from your horse you fall prone and suffer 1d6 damage.

Control a Mount

While mounted, you have two choices: you give orders to your mount or you allow it to act on its own.

Particularly intelligent mounts tend to favor autonomous action rather than being commanded.

You can only control a mount if it has been trained to accept a rider. Trained horses, war horses, mules, and similar creatures are presumed to have received such training.

By spending 1 of your Actions you can make the mount perform 2 of these Actions: Move, Attack, Disengage.

If the mount is intelligent it could act and move as it prefers despite the rider's indications. It may flee from combat, attack and devour a badly wounded foe, or otherwise act against its rider's will.



Jacques-Louis David, Bonaparte crossing the Great Saint Bernard, 1801, Malmaison Castle

Hides and covers

Where there is a lot of light, the shadow is blacker. (Johann Wolfgang von Goethe)

*N*on the adversary always appears in front of us, he can often be hidden or even invisible.

He could be hidden behind a low wall or barrels, if not behind a gigantic, muscular familiar. What if he was behind us and we didn't even notice him?

Coverage

If the target is known to exist but is hidden in some way then it is said that he has **coverage**.

- If the target has **more than half** (but not total) of the **visible** surface then the coverage is defined as **light**, i.e. it has +2 to Defense. This can be the case of a creature behind another creature of the same size or 1 size larger.

This may be the case of an archer standing behind a 1 meter wall.



British Soldiers Hiding From Boer Fire At The Battle Of Majuba Hill.

- If the target has **less than half** (but at least a third) of the **visible** surface then the coverage is defined as **average**, i.e. it has +4 Defense. This may be the case of a creature behind another creature 2 sizes larger.

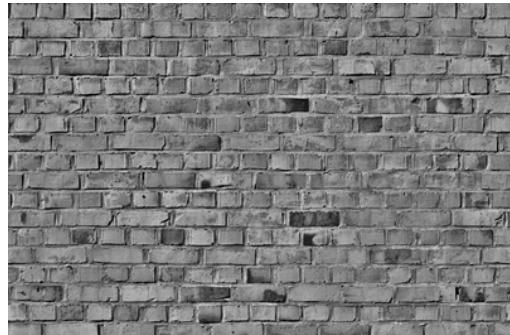
It may be the case of an enemy armed with a crossbow who leans out just enough to keep the crossbow leaning against the wall and shoot (chest, shoulders, arms and head visible).

- If the target knows where it is but **hides completely** only looking out to check or shoot an arrow every now and then, behind a wall, window, door, table, a creature larger than itself (at least 3 sizes) .. then the coverage is defined as **complete**, i.e. it has +8 to Defense.

Half the cover bonus also applies to **Saving Throws** against Spells that have a **area effect** (e.g. Fireballs exploding around...).

Invisibility

If an opponent is invisible or you don't know where he is, follow the Invisibility rules.



is there anyone in front of this wall?

Even if you are invisible, this does not mean that you cannot be perceived differently through other senses, such as smell, hearing or touch. Invisibility makes a creature undetectable by sight but does not itself make a creature undetectable or immune to critical rolls or bursts of damage.

A creature that is blinded or fighting an invisible creature or fighting in complete darkness, without darkvision, can make an Awareness check, 1 Action, at difficulty 20, or 2 Actions at Difficulty 15, for **detect** a creature if within 20 feet of it.

Depending on the distance of the invisible creature or what it does there are different modifiers to the Awareness check to detect it.

Table: Awareness DC Modifiers for Detecting Invisible Creatures

The Invisible Creature...	Mod.
It moved	-4
She ran or charged	-8
Use Stealth	check+10
It's still and doesn't make any noises	+8
For every meter over 6 meters	+2
You have Light/Medium/Full coverage.	+4/8/12

These modifiers are cumulative with each other.

If the invisible creature attacked in melee and did not move, it is considered **automatically detected**.

If the spot check succeeds, the observer has a feeling that there is something there, but cannot see it or target it accurately with an attack.

Whoever attacks a creature for her **invisible but detected** has a -1d6 on the attack roll, the creature that attacks the one who does not see it has +1d6 on the attack roll.

A blinded creature takes a -2 penalty on Strength and Dexterity-based Proficiency checks and automatically fails any Awareness checks that depend on sight.

Attacking an undetected target means attacking a random *square* on the map. Always allow attack rolls, whether there is an opponent in that square or not. If the target is in that square you modify its Defense by +8, if the *square* is empty the attack roll will not hit anyone and you will inform the character that nothing has been hit.

Notes on invisibility

If an invisible character picks up a visible object, the object remains visible. An invisible creature can pick up a small visible object and hide it on itself (putting

it in a pocket or under its cloak, clenching it in its fist) and effectively making it invisible.

Someone might sprinkle some flour on an invisible object to at least keep track of its location (until the flour falls off completely or is blown away).

Invisible creatures leave footprints. Their tracks can be followed without problems. Footprints in sand, mud, or other soft surfaces can give enemies clues to the invisible creature's location, making it detectable.

An invisible creature in the water moves the liquid, revealing its position. The invisible creature still remains difficult to hit and enjoys the benefits of medium coverage (+4 to Defense).

An invisible lit torch still gives off light (as does an invisible object subject to light magic).

Invisible creatures can't use gaze attacks. Invisibility does not affect being targeted by a divination spell.



Can help find an invisible wolf...

List of Weapons by Homogeneous Type

Strength does not reside in a Sword, but in the arms of a brave man. (The Legend of Zelda: Twilight Princess)

Open every time you assign a point to Weapon Proficiency you can decide whether to continue improving on an already known List of Weapons or learn a new one, if the use is not declared it is assigned to the Simple Weapons List.

On the sheet, note which List of Weapons you assign the Weapon Proficiency point to.

To reassign a Weapons Proficiency point to another list requires at least 4 hours of training for 4 months.

Using a weapon without the proper proficiency imposes a -1d6 on the attack roll.

All Weapon Lists grant, unless otherwise written, these cumulative benefits when the score in the Weapon List reaches the indicated value:

- 6 points: If you face someone using a weapon on this list you are immediately able to understand their Weapon Proficiency ability.
- 10 points: if you hit the same opponent with at least two attacks in the round, the second attack causes 1 critical damage if it has no generated
- 14 points: if you hit the same opponent with at least two attacks in the round you can move one meter without using Actions.
- 18 points: when you make an Attack Roll you also consider the 5 for the Critical count (but do not reroll the die).
- 20 points: when you make an Attack Roll you also consider the 5 for the Critical count and reroll the die.

Points awarded in a Weapon List do not add to attack rolls! You must check the score in the Weapon List with any bonuses that the same list lists.

The bonuses indicated in the Weapon Lists apply only when fighting with the weapons indicated in the same list.

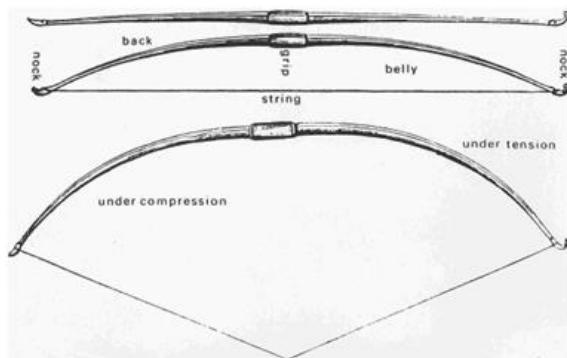
The benefits shown are cumulative unless otherwise indicated.

Bows

Long Bow, Short Bow, Long Composite Bow, Short Composite Bow

- 4 points: add the Strength value to the damage, even if the bow is not composite. On a short bow you can add up to +1 damage, on a long bow up to +2 damage.

- 5 points: reduce the penalty for shooting beyond the standard range by 1d6.
- 7 points: Your mastery of using the bow in combat is such that you suffer no penalty when shooting arrows at enemies in melee or light cover.
- 9 points: the first shot you make shoots two arrows. The attack roll starts at a -5 penalty.
- 11 points: you shoot an extra arrow with a -5 penalty on your attack roll, the penalty does not stack with the multi attack. (Attack Roll, TC-5, TC-5, TC -10...).
- 16 points: The first arrow that hits in the round adds critical damage.



Armors

This List only grants the cumulative bonuses listed here when wearing Armor.

- 1 point: halve the time it takes to put on and take off armor
- 2 points: the Defense granted by the armor increases by 1 point, sleeping in medium armor does not cause fatigue
- 3 points: Proficiency Penalty decreases by 1 point, sleeping in heavy armor does not cause fatigue
- 4 points: Movement penalty decreases by 1 meter, armor Defense increases by 1 point
- 5 points: decrease the Critical Rolls taken per melee attack by 1, the Skill penalty decreases by 1 point, the Movement penalty decreases by 1 meter

- 6 points: the reduction of the critical roll suffered also applies to ranged attacks. Wearing armor no longer forces you to take the Magic Test
- 7 points: cancel the Penalty to Competence and Movement

Light Weapons

Short Sword, Light Mace, Rapier, Scimitar, One-Handed Axe, Dagger

- 4 points: You can use Dexterity instead of Strength on attack rolls.
- 5 points: You can draw the weapon as part of the Move Action.
- 7 points: you can draw the weapon as an Immediate Action.
- 9 points: increase the weapon's damage die by one step. If the damage die becomes 8 or more the weapon gains EDX on the maximum value of the die.
- 11 points: increase the weapon's damage die by one step. EDX is reduced by 1.
- 16 points: Using a Reaction avoids the first attack of the round in melee range and can make a response attack.

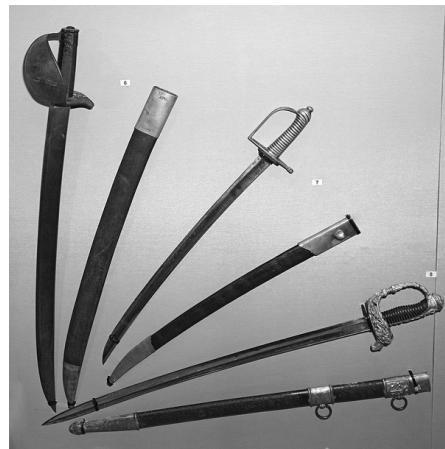
Double Weapons

Double Great Axe, Double Flail, Double-Bladed Sword, Urgrosh

- 4 points: your proficiency in the use of these weapons makes you extremely versatile, giving you the possibility at the start of your round to choose whether to be defensive or offensive, increasing your attack roll or defense by 1 at the end of the next round . It doesn't cost Actions.
- 5 points: by taking -4 to attack rolls on the first attack you make in the round you get +4 to Defense until the end of the next round.
- 7 points: using a non-light double weapon does not add the additional -3 to the attack roll.
- 9 points: your technique leaves no points uncovered, for each successful attack roll in the round you get +1 to Defense until the end of the following round.
- 11 points: hit wildly with your weapon. The first hit is equivalent to two hits.
- 16 points: every time you hit with a critical roll you can deliver, without using Actions, a blow with the other end of the weapon. This attack roll cannot itself cause critical attacks and is -1d6 to the roll.

Graceful Weapons

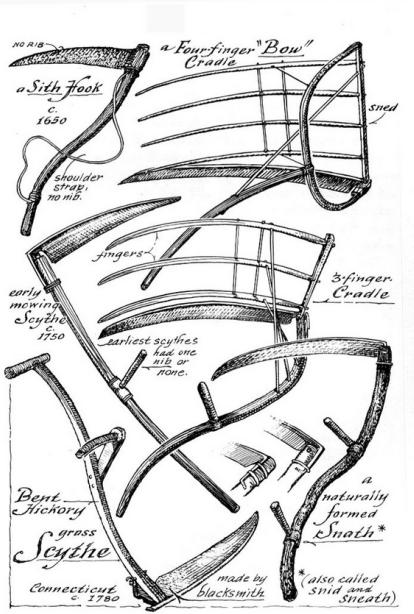
Rapier, Scimitar, Glaive



- 4 points: your style is very similar to a dance. You can use your Charisma or Dexterity value on the attack roll.
- 5 points: you can use your Perform score in place of Weapon Proficiency on Attack Rolls.
- 7 points: you know how to hit where it really hurts. The first critical hit adds an additional critical hit.
- 9 points: The weapon die increases by one category.
- 11 points: using a Reaction you can try to intercept your opponent's attacks. Using a Reaction adds +2 to Defense until the end of the round.
- 16 points: Your dance stops your opponent from tackling you. Force the opponent in melee with you to attack only you until the end of the next round. 1 Reaction.

Weapons of Death

Light Pike, Heavy Pike, Scythe, Sickle



Eric Sloane. A Museum of Early American Tools.

- 4 points: you can perform a Coup de Grace with the cost of 1 Action.
- 5 points: The first critical hit you land on your opponent adds an additional critical hit.
- 7 points: increase the weapon's damage die by one step.
- 9 points: the first critical hit you land on your opponent adds 2 additional critical hits.
- 11 points: increase the weapon's damage die by one step.
- 16 points: increase the weapon's damage die by one step.

Stun weapons

Empty Fist, Truncheon, Spiked Gauntlet

- 4 points: An unaware opponent if hit with these weapons (during the surprise round) must make a Fortitude save DC 15 or be Slowed 1/1r.
- 5 points: For each Critical Roll the opponent must make a Fortitude save at DC 13 or be weakened 1/1r.
- 7 points: Double your Strength damage bonus. The 4-point skill's saving throw becomes 19.
- 9 points: For each Critical Roll the opponent must make a Fortitude save at DC 17 or be weakened 1/1r.
- 11 points: Your stun weapon does 1d6 more nonlethal damage. The skill's saving throw at 4 and 9 points becomes 23

- 16 points: Whenever you hit an opponent with critical damage, a teammate in melee with that opponent can use a Reaction to make an attack against them.

Thrownable Weapons

One-handed Axe, Javelin, Trident. Slingshot, Dagger

You gain the **Devastating Shot** ability: you can throw one of your weapons with such force that it does two additional critical damage but your accuracy suffers -1d6 on the attack roll. It costs 2 Actions.

- 4 points: you have become extremely precise in throwing your weapon, you have a +1 to hit and a +1 to damage.
- 5 points: the first Critical Shot you make on your opponent adds an additional critical hit.
- 7 points: your skill allows you to have no downtime after throwing a weapon you can instantly draw another one without consuming actions.
- 9 points: the first attack roll throws 2 weapons. You start with a -5 to attack roll.
- 11 points: Reduce the range penalty above standard by 1d6.
- 16 points: you have become extremely precise in throwing your weapon, you have a +4 to hit and a +4 to damage.

Lethal weapons

Katana, Machete

- 4 points: against surprised opponents add your Weapon Expertise to the damage.
- 5 points: the first Critical Shot you make on your opponent adds an additional critical hit.
- 7 points: increase the weapon's damage die by one step. If this causes the weapon to have the d8 as damage die, it also acquires EDX equal to 8.
- 9 points: The first critical hit you land on your opponent adds two critical hits.
- 11 points: EDX earnings. It is applied only by doing the maximum damage with the die, if the weapon already has an EDX (for example because with the previous bonus it reached 1d8 damage) this decreases by 1.
- 16 points: increase the weapon's damage die by one step.

Auctions

Javelin, Estoc, Trident, Halberd

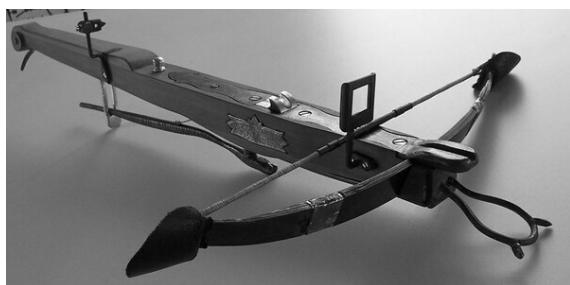


Halberds

- 4 points: if you make at least one critical roll with the attack roll you can leave the weapon in the opponent's body, penalizing him with -1 Dexterity. The weapon when removed deals critical damage.
- 5 points: You can make an attack of opportunity against opponents who cross your melee zone, for free.
- 7 points: You can use the long weapon in melee within one meter without penalty. The skill's damage at 4 points becomes 2 critical damage.
- 9 points: The damage of the 4-point skill becomes 4 critical damage.
- 11 points: the range if absent becomes 3 metres, if present you double it.
- 16 points: using a Reaction you can follow the opponent while maintaining the current melee distance.

Crossbows

Light crossbow, Heavy crossbow, One-handed crossbow



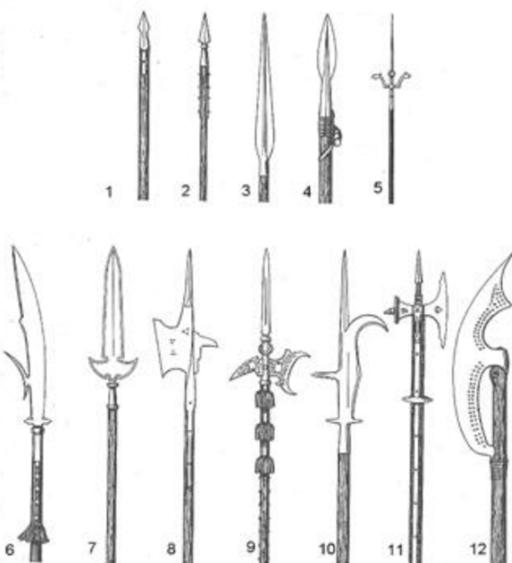
- 4 points: You gain the Rapid Shot Skill.

- 5 points: the first Critical Shot you make on your opponent adds an additional critical hit.
- 7 points: each Action you dedicate to aiming, up to a maximum of 2, grants you +2 to hit.
- 9 points: the first Critical Shot you make on your opponent adds two critical hits in addition, it does not cumulate with the advantage at point 5.
- 11 points: The first hit against an opponent adds an additional critical hit.
- 16 points: reduce the penalty for shooting beyond the standard range by 1d6.

Spears

Halberd, Urgrosh, Infantryman's Spear, Naginata, Spear Glaive, Spear, Brandistocco

- 4 points: Used against a charge or while charging, as long as it has the Counter Charge ability, you deal additional critical damage if you hit.
- 5 points: you can also use it against opponents at a distance of 1 meter without penalty.
- 7 points: used against a charge or while charging, as long as it has the Counter Charge ability, you deal two additional critical damage
- 9 points: Use 3 Actions. Make an attack roll at -5 and compare the result to the Defense of all creatures in melee to see if you hit them.
- 11 points: Your spear's range becomes 3 meters.
- 16 points: You use 2 Actions and make a single attack roll. If it hits, you deal 3 additional critical hits.

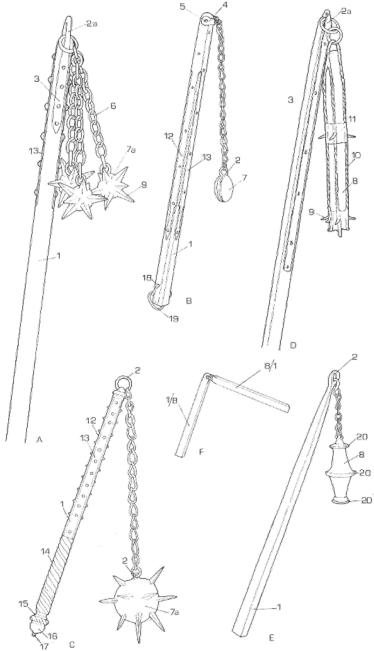


1 Landsknecht skewer; 2 Pike; 3 Spear; 4 Hunting skewer; 5 Buttfire; 6 Glaive; 7 Partisan;

8 Halberd; 9 Halberd; 10 Roncone; 11 Mazzapicchio; 12 Berdica

Rotating Balls

Flail, Heavy Flail, Double Flail, Spiked Chain, Whip



- 4 points: if the attack roll is successful you can make a further TC (without consuming Actions) at -5 against an opponent in melee with you who is not the opponent already hit.
- 5 points: If you hit your opponent twice in the round, the second attack roll generates additional critical damage.
- 7 points: the impact of your shots is enough to stun enemies. If you hit your opponent with a Critical Roll, they will suffer -4 Defense until the end of your next round.
- 9 points: You can use a Reaction and use your weapon to try to deflect an attack roll aimed at you onto a creature within melee range of you.
- 11 points: the precision and skill in swinging your weapon is such that it confuses the enemy's defense, you ignore the protection (Defense) given by the shield.
- 16 points: You can use a Reaction and use your weapon to try to protect a creature in melee with you. The creature gets +4 Defense.

Empty Fist

Punches and Kicks

Empty Fist: Each time you take this skill the damage increases following this progression: 1d6 (taken the list 2 times), 1d8 (3), 2d6 (5), 2d8 (7), 2d10 (9), 3d6 (11), 3d8 (13), 3d10 (15), 4d6 (17).

The player can also decide to do non-lethal damage without incurring any penalties; he can apply the Strength or Dexterity value to the damage as he wishes.

- 1 point: your fists do lethal damage (1d4). You can use your Strength or Dexterity value on attack rolls and damage rolls.
- 4 points: Wisdom of the Empty Hand. You can use Wisdom on Hit and Damage in place of Strength or Dexterity. Multiple attack penalties become -4 instead of -5.
- 5 points: the Base Defense score goes from 10 to 11.
- 9 points: solitary shot. If you make only one attack in the round and no move actions. If the hit hits, it adds 2 additional critical hits.
- 11 points: You gain a bonus to hit and damage equal to double the characteristic used to determine this bonus.

See [Vulnerability, Resistance and Immunity](#) to find out how magical your strike is.

Skull Breaker

Scourge, Big Club, War Maul, War Hammer, Light Mace, Heavy Mace, Spiked Mace, Club



- 4 points: you have become so skilled that you can control the force of your blows, you can do non-lethal damage without penalty to hit (otherwise -1d6 on attack roll).

You can choose to reduce the attack roll by 4 to increase the damage by 8 (does not stack with Power Strikes).

- 5 points: the first Critical Shot you make on your opponent adds an additional critical hit.
- 7 points: your shots daze the enemy. Each successful critical roll lowers the defense by 1 point. Duration 1 minute starting from the first successful critical hit.
- 9 points: increase the weapon's damage die by one step.

- 11 points: the first Critical Shot you make on your opponent adds two additional critical hits. It does not cumulate with the advantage in point 5.
- 16 points: using a Reaction every time you hit with a Critical Roll you can make another attack roll with the same score against a different opponent as long as it is within melee range.

Shields

Light, Medium, Heavy Shields

You are a master in the use of shields, even as a weapon.

You can use the shield as a weapon, a small shield does 1d4 damage (B/T), a medium shield does 1d6 damage (B/T), a heavy shield does 1d8 damage (B/T). You have no penalty for hitting with the shield, for you the shield is not an improvised weapon. This Weapon List does not have the 6 point bonus and the 18 point bonus common to other Weapon Lists.

Your technique effectively mixes defense and attack. You can throw your shield with a range of 20 feet.

- 1 point: you are proficient in all shield types. You are not constrained by the Strength 1 limit on Heavy Shields.
- 2 points: the Defense bonus when using the shield increases by 1 and every 4 times you take the proficiency. Using the shield as a weapon does not cause you to lose the Defense bonus given by the shield.
- 3 points: the Magical Proficiency penalty given by the shield decreases by one die
- 4 points: the penalty on the attack roll decreases by 1.



Henry Justice Ford. Heavy Shield

- 5 points: increases the damage category of the shield by 1 and every 4 additional points in the list (9,13,17..).
- 8 points: every ally adjacent (within 1 meter) to you has +1 Defense. You can throw your shield to defend a teammate by granting them +2 Defense, to use as a reaction. The shield falls to

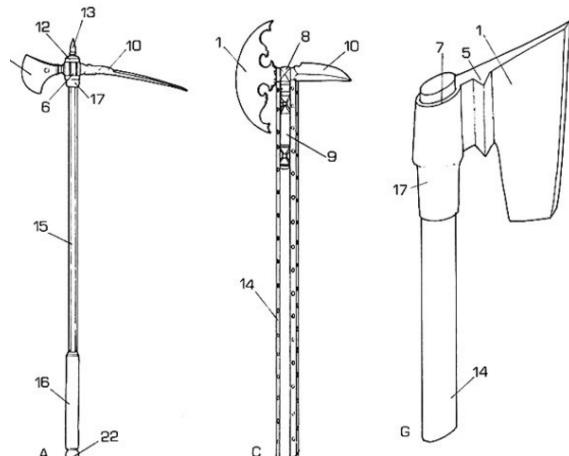
the ground where you defended your partner. You can throw your shield with a range of 30 feet. The Magical Proficiency penalty given by the shield decreases by one die.

- 12 points: you can throw your shield as if it were a weapon with a range of 12 metres. If you hit and get a Critical Roll when throwing the shield it returns to your hands at the end of the round. Each ally adjacent (within 1 meter) to you has +2 Defense
 - 16 points: if an opponent makes at least your attack rolls and misses, you gain a shield attack against him in the round. Costs 1 Reaction.
 - 18 points: the thrown shield has a range of 18 meters and returns to your hands, if not prevented. This allows you to make multiple attacks even from throwing with the same shield. You can throw your shield to defend a teammate by granting them +4 Defense, to use as a reaction. The shield falls to the ground where you defended your partner.
- These bonuses cannot be applied if you use more than one shield.

Axes and Hatchets

One-handed Axe, Battle Axe, Hammer Axe, Double Great Axe, Sornelian natural attacks

Call Axes in Table: Weapon List



- 4 points: The fury of your attacks is such that you gain +2 to on-hit damage.
- 5 points: the first Critical Triro you perform on your opponent adds an additional critical hit.
- 7 points: the wounds you cause are so deep that they cause bleeding. Each successful attack increases your bleed by 1, up to a maximum of bleed 5.
- 9 points: each critical hit you cause increases the Bleeding by 2, up to a maximum of 10.

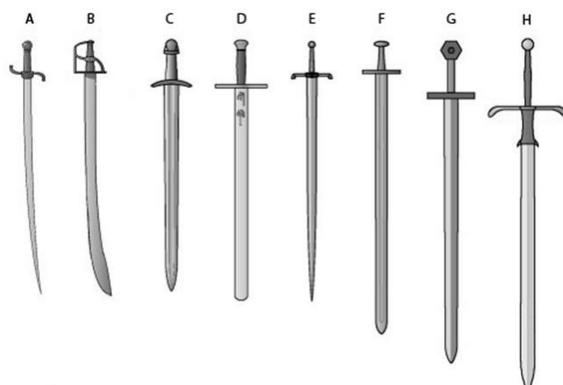
- 11 points: the wounds you cause are so deep that you cause a lot of bleeding. The maximum Bleeding value increases to 15.
- 16 points: consume 3 Actions, make a single attack roll that you compare against all creatures in a cone equal to your movement to see if you hit them. At the end of the attack you are at the bottom of the cone.

Swords

Short Sword, Long Sword, Two-Handed Greatsword, Bastard Sword, Double-Bladed Sword, Broad Sword, Katana, Double-Bladed Sword

- 4 points: Your mastery of sword technique gives you +1 to damage and attack rolls.
- 5 points: the first Critical Shot you make on your opponent adds an additional critical hit.
- 7 points: Your mastery of sword technique gives you +2 to damage and attack rolls.
- 9 points: the first successful hit in the round adds a critical hit.
- 12 points: you have reached the pinnacle of mastery with the sword your blows are precise and difficult to predict you get +1 to damage, attack roll and defense. The EDX of the sword if present is lowered by 1.
- 16 points: Your sword's damage die increases by one category.

The hand not holding the sword must be free.



A Saber, B Scimitar, C One-handed sword, D Broadsword, E Rapier, F Longsword, G One-and-a-half-handed or bastard sword, H Two-handed broadsword

Swords and Shields

Short Sword, Long Sword, Large Sword, Small Shield, Medium Shield

- 4 points: your mastery of the sword and shield technique gives you +1 to Defense and Attack Rolls.
- 5 points: if you score two consecutive hits with the sword you can make an attack roll, without accumulating further multi-attack penalties, with the shield by consuming a reaction.
- 7 points: your mastery of the sword and shield technique gives you +2 to Defense and Attack Roll.
- 9 points: Using a Reaction you can use your shield to protect a creature in melee with you. His Defense increases by 2 points.
- 11 points: Your sword's damage die increases by one category.
- 16 points: add the Shield Defense value to the Reflex saving throws.

The character must hold the sword in one hand and the shield in the other.

Simple Weapons

Dagger, Light Mace, Club, Spiked Mace, Staff, Crossbow (Light), Javelin.

This subdivision can also be chosen by those who have not assigned points to Weapons Proficiency. This Weapon List does not grant specific bonuses.

Additional Weapons List of Weapons

When a character uses a weapon present in multiple known Weapon Lists, he can apply only one combat technique (one Weapon List) per opponent, he does not accumulate the advantages of any other lists.

By using 2 Actions he can concentrate and move on to using the bonuses resulting from the application of a different Weapon List.

Optional – List of Weapon Maneuvers

Honesty and Justice, Heroic Courage, Compassion, Kind Courtesy, Complete Sincerity, Honor, Duty and Loyalty (The Seven Principles of Bushido)

The more competent the character becomes with weapons, the more he is able to exploit attack opportunities and carry out weapon maneuvers. Whenever the character makes at least two weapon attacks in the round and **neither of them hits**, it is possible to consult the Weapon Maneuvers list to understand which maneuver can be used.

Each Maneuver has indicated which situation activates it (Activator) and which is the Effect. A Critical Effect can also be indicated, i.e. the Effect that occurs when a critical failure is obtained in at least one attack roll. As long as the Trigger is always respected, the player can choose between the Effect and the Critical Effect.

The Trigger can specify an odd or even value that is compared to the attack roll.

The Weapon Maneuvers are grouped by level, i.e. the minimum Weapon Proficiency score to be able to use those maneuvers, the player can choose between all the Weapon Maneuvers accessible to him and that can be activated.

Weapon Maneuvers level 6

Name: Missed Opportunity

Trigger: You missed

Effect: You can drink a potion held on your belt

Critical Effect: the potion can be administered to a companion within melee range.

Name: Real fake

Trigger: You rolled a draw

Effect: you didn't want to miss it but at least it was a feint. Until the end of your next round, add your Intelligence or Wisdom score to your Defense against the same opponent

Critical Effect: on your next attack add your Intelligence and Wisdom scores to your attack roll against the same opponent

Name: Smart Shot

Trigger: You rolled a draw

Effect: the companion at your side who fights against the same opponent as you gains a bonus on attack rolls equal to your Intelligence by the end of his next round

Critical Effect: as above but also applies to an additional companion.

Name: Continue minor

Trigger: you rolled an odd

Effect: Compare the attack roll of your last attack with a creature within melee range of you, if it is enough to hit it you deal damage equal to your Strength

Critical Effect: compare the attack roll of your last attack with a creature within melee range of you, if it is enough to hit it you deal damage equal to twice your Strength

Name: Distracted by noise

Trigger: you rolled an odd

Effect: the clangor of battle distracts an opponent, choose a grappled companion, he frees himself if he is Grabbed or Blocked

Critical Effect: as above, he can also take a step (1 meter) in the direction he prefers

Weapon Maneuvers level 8

Name: Deep Breath

Trigger: You missed

Effect: You focus too much and miss an opportunity to hit, but you gain +2 to hit on all melee attacks by the end of your next round

Critical Effect: as above and if you hit you get additional critical damage

Name: Unbalanced

Trigger: You missed with an odd

Effect: Your trip caused you to miss but you gain +2 to Defense until the end of your next round

Critical Effect: in your next round you have one less Action, but the first melee attack you make automatically misses

Name: Perplexed

Trigger: You missed with an odd

Effect: you can't decide how and where to hit him. You make a knowledge check to better understand your opponent

Critical Effect: even one of your companions fighting against the same creature gets the chance to make the same check

Name: Misstep

Trigger: You missed with a tie

Effect: you've made a mistake. By the end of your next round the terrain is considered difficult, you have +4 to hit

Critical Effect: By the end of your next round you cannot move. If you hit you get two critical damage

Name: I missed!!!

Trigger: You missed with a tie

Effect: It was all a ploy, you missed on purpose. By the end of your next round you can make one additional attack without stacking multiple attack penalties.

Critical Effect: check your attack roll with that of another melee opponent, if you hit you also cause critical damage

Weapon Maneuvers level 10

Name: On the side

Trigger: You missed

Effect: You have moved to your opponent's flank. Move one meter around the opponent

Critical Effect: move up to 3 meters around the opponent, perform one less Action by the end of the next round

Name: **Opening**

Trigger: You missed with an odd

Effect: you missed to allow a teammate to hit better.

A companion who attacks the same opponent as you gains +4 to attack rolls by the end of your next round.

Critical Effect: two companions gain the opening described in Effect and until the end of your next round, you have -4 to attack rolls

Name: **Bravado**

Trigger: You missed with an odd

Effect: The opponent is intimidated by your combat mastery. By the end of your next round, the first attack you make gets a -1d6 penalty

Critical Effect: as above but -2d6, by the end of your next round you have -4 to attack rolls

Name: **Smooth**

Trigger: You missed with a tie

Effect: You just missed but was enough to hurt your opponent. Opponent increases Bleeding rating by 1

Critical Effect: as above but Bleeding is 2, you hit yourself with the weapon and cause damage equal to your Strength

Name: **Testing your strengths**

Trigger: You missed with a tie

Effect: You preferred to evaluate your opponent's capabilities. The first attack roll that hits by the end of your next round automatically deals 1 critical damage

Critical Effect: as above but 2 critical damage, next round you have one less Action.

Weapon Maneuvers level 12

Name: **Tenacious**

Trigger: You missed



Players, in agreement with the Storyteller, can create their own personalized Weapon Maneuvers based on the character's story and style.

Effect: don't give up and insist. Each attack you make against this opponent by the end of the next round gains a cumulative +2 to hit until you miss

Critical Effect: Each attack that hits by the end of the next round you make against this opponent gains cumulative critical damage, you have -2 on the attack roll

Name: **Persevere**

Trigger: You missed with an odd

Effect: The first attack within the next round will automatically miss, the next attack will cause 2 additional critical damage if it hits

Critical Effect: as above, but 3 critical damage

Name: **Battlecry**

Trigger: You missed with an odd

Effect: you missed, it's true, but you took the opportunity to encourage your teammates. By the end of the round all your companions gain +1d6 to attack rolls on their first attack.

Critical Effect: as above but +2d6, but take one less Action on your next round

Name: **Eureka**

Trigger: You missed with a tie

Effect: the blow was used to understand how to hit him. The first successful attack by the end of your next round deals critical damage with the weapon die maximized

Critical Effect: the next round you perform one less Action, until the end of your next round you and a companion you draw on the first attack, if successful, add 1 critical damage

Name: **Savage Attack**

Trigger: You missed with a tie

Effect: Your fury is such that you hit something anyway. Compare your attack roll with a creature within melee range of you

Critical Effect: until the end of the next round you have -4 Defense, but you get +1d6 on attack rolls and critical damage if you hit

武
士
道

Transcription in kanji of bushido

Feats

Martyrdom is the only way for a man to become famous if he has no Feat (George Bernard Shaw, The Devil's Disciple)

The Feats are peculiar abilities, the result of training or particular gifts. Feats always have a practical effect.

Feats make up a good part of what the character can do, they must be chosen with attention and care. It is by choosing the Feats that you establish the character's style and capabilities, whether you want him to be more of a warrior or a magician or a healer... or any combination and peculiarity.

At first level you get two Feats. Subsequently you take a Feat at all levels except 5,10,15,20. this can be a Feat already known or a new Feat learned during adventures.

It is possible that Requirements are indicated under the name of the Feat, in this case they must be respected to take the Feat in question. Any subsequent requirements are indicated from time to time.

Don't take Feats based on power, strength, combination with others but because they are in line with the character's history. Choosing a jumble of Feats just because they are strong does not make a character powerful but unbalanced, don't be a power-player at any cost.

Feats must be taken based on the character's evolutionary path, based on what has been experienced and learned during the adventures.

It is possible to change a chosen Feat, still respecting the requirements, by retraining for at least 4 months for 4 hours a day.

The abilities provided by the Feats unless otherwise described are cumulative or if it is the same bonus the greater one applies. If not explicitly stated, an Ability cannot be taken multiple times.

Saving Throws and Feats

Each Feat, except those that directly modify saving throws, grants bonuses to saving throws that stack with each other, even when the same Feat is taken multiple times.

When you choose a Feat, also pay attention to which Saving Throws it increases!

Add new Feats

This list can never be exhaustive given the imagination of the players! However, try to understand if what the player wants is a Feat or Competence, to have an ability or to know how to do something particular. Evaluate the prerequisites and the advantages it grants carefully, always try to be balanced, ra-

ther grant advantages to scaling, i.e. taking the Feat several times.

Also remember to note the bonuses related to saving throws. Usually a concrete and practical Feat grants a bonus of +3 divided between 2 saving throws, a more generic Feat grants 2 points to be divided between a single saving throw or two.

Adept of Magic

Requirement: Magical Proficiency 1

Saving Throws: +1 to two saving throws of your choice.

Through this Feat you know a new Magic List.

A spellcaster can take the Magic Adept Feat multiple times and apply it to a new Magic List or to an already known one.

By taking this Feat several times and always selecting the same School it is possible to access higher spellcasting levels.

Phoenix Wings

Requirement: Empty Fist List 2, Silver Crane 1

Saving Throws: +2 Reflexes, +1 Fortitude

Your fighting style emphasizes long range strikes such as flying kicks and punches.

The **first time** you take this Feat your melee distance with the Empty Fist List becomes 2 meters.

The **second time** you take this Feat, requirement List Empty Fist 6, Silver Crane 3, Iron Fist 1, your melee distance becomes 3 meters.

The **third time** you take this Feat, requirement List Empty Fist 9, Silver Crane 4, Iron Fist 2, your melee distance becomes 4 meters.

Until the opponent reaches your character's melee range, the character will have a +2 bonus to hit, as if he were using a long weapon.

Extension

Requirement: Weapon Proficiency +2

Saving Throws: +1 Will, +2 Fortitude

You use a Reaction in conjunction with your Attack Action to gain 2m reach with your strike. If the opponent does not have long weapons or 2m reach you also gain +2 to attack rolls.

Animalia

Requirement: Follower or Devotee of Ephrem or Shayalia, Magical Expertise 2.

Saving Throws: +2 Will, +1 Fortitude

You gain the ability to transform into a known creature. Cost 2 Actions.

Your healing spells also work on normal and magical Animals or Plants.

The **first time** you take this Feat you can transform into a creature with these characteristics:

Type of Creatures: Beasts

Transformation time: 1 minute per sum Shared with the Patron, with minimum use of 1 minute

Challenge Rating: within one third of your Magical Expertise score + half the times you took the Animalia Feat.

Characteristics: the physical ones, Defense, Saving Throws and attack forms are of the animal. The hit points remain those of the character

Spells: You cannot cast spells in the new form.

Equipment: Equipment is absorbed into the new form but none have any effect.

The **second time** you take this Feat you can also transform into a creature with these characteristics:

Requirement: Magical Proficiency 4

Type of Creatures: Plants and Slimes

Transformation time: 1 minute per sum Shared with the Patron, with minimum use of 1 minute

Challenge Rating: within one third of your Magical Expertise score + half the times you took the Animalia Feat.

Characteristics: the Character chooses whether the Physical Characteristics, Defense, Saving Throws are their own or those of the animal. The hit points remain those of the character

Spells: You cannot cast spells in the new form

Equipment: Equipment is absorbed into the new form. The magic one has no effect. Armor and Shields apply the magical bonus to the creature's Defense. Items' spell-like abilities cannot be activated.

The **third time** you take this Feat you can also transform into a creature with these characteristics:

Requirement: Magical Proficiency 10

Type of Creatures: Elementals

Transformation time: 1 minute per sum Shared with the Patron, with minimum use of 1 minute

Challenge Rating: within one third of your Magical Expertise score + half the times you took the Animalia Feat.

Characteristics: the Character chooses whether the Physical Characteristics, Defense, Saving Throws are their own or those of the animal. The hit points remain those of the character

Spells: You can cast spells in the new form as long as they have only Verbal components

Equipment: Equipment is absorbed into the new form. The magical one continues to have effect if possible. Armor and Shields apply the magical bonus to the creature's Defense, and item spell-like abilities cannot be activated.

The **fourth time** you take this Feat you can also transform into a creature with these characteristics:

Requirement: Magical Proficiency 16

Type of Creatures: Monstrosities

Transformation time: 1 minute per sum Shared trait with the Patron, with minimum use of 1 minute.

Challenge Rating: within one third of your Magical Expertise score + half the times you took the Animalia Feat.

Characteristics: the Character chooses whether the Physical Characteristics, Defense, Saving Throws are their own or those of the animal. The hit points remain those of the character.

Spells: you can cast spells in the new form as long as they have only Verbal and Somatic components

Equipment: Equipment is absorbed into the new form. The magical one continues to have effect if possible. Armor and Shields apply the magical bonus to the creature's Defense and any magical abilities can be activated.

Basic rules for transformation

It costs 2 Actions to change shape and before switching from one form to another it is necessary to return to normal form.

The character retains his own Traits, personality, Feats (but the new form does not necessarily allow him to use them) and mental characteristics.

If the creature has a proficiency that the character also has and the creature's bonus is higher than the character's, then use the creature's bonus instead of your own. If the creature has additional or lair actions, the character cannot use them.

Any actions requiring his hands are limited to the capabilities of his new form. The transformation does not interrupt the character's concentration on a spell he has already cast and does not prevent him from performing actions that are part of a spell already cast, such as Call Lightning.

The attack forms are always those of the creatures.

He acquires the characteristics and abilities of the new form, such as senses, movement, languages (but it is not certain that he can speak other languages besides that of the animal). At the character's discretion, the acquired form may not be complete but for example only the claws, the face (and bite)...

When transformed you can channel your Magic Points to improve the transformation, for each Magic Point consumed in the round you get a +1 to Attack Rolls, damage with attacks, Defense and Saving Throws. The ability must be declared at the start of the round as an Immediate Action that lasts until the start of your next round.

Pet / Pet

Requirement: Magical Proficiency 1

Saving Throws: +1 Will, +1 Fortitude

You earn a natural animal. This pet has a Challenge Rating equal to half your Wisdom. You can teach your pet basic actions and make him do simple tasks.

The **second time** you take this Feat you earn a [Familiar](#) (p. ??).



Henry Justice Ford

Armor of the Devoted

Requirement: Sum of Traits in common 2 (sum of Traits in common with the Patron), being Devoted or Follower

Saving Throws: +2 Will, +1 Reflexes

Constant training with your armor allows you to wear light armor without having to make a Magic Test.

The **second time** you take this Feat, common Trait sum requirement 6, perform the Magic Test without additional dice given by medium armor.

The **third time** you take this Feat, trait sum requirement 8, perform the Magic Test with only 1 additional die given by heavy armor.

The **fourth time** you take the Feat, trait sum requirement in common with the Patron 12, perform the Magic Test without additional dice given by heavy armor.

Armor of the Enchanted Mountain

Requirement: Empty Fist weapon list, Weapon Proficiency 1, Magical Proficiency 1, Wisdom 1

Saving Throws: +2 Fortitude, +1 Will

Constant training in spirit and body allows you to harden your skin and make it more difficult to hurt. To take advantage of these bonuses you do not have to bring armor or shields or objects that improve Defense.

The **first time** you take this Feat your Defense is 10 + Dexterity + 1/3 points in Empty Fist.

The **second time** you take this Feat you can add your Wisdom value to your Defense, up to a maximum of 1 point (even if you have higher Wisdom).

The **third time** you take this Feat you can add the entire value of Wisdom to Defense.

The **fourth time** you take this Feat, Empty Fist requirement 12, your Defense is 10 + Dexterity + Wisdom + 1/2 of the points in Empty Fist.

The **fifth time** you take this Feat, Empty Fist requirement 16, you gain damage resistance (DR) of 5/-

If you are surprised you only have -2 to Defense and Reflex saving throws.

Horse Archer

Requirement: Weapons Proficiency 1

Saving Throws: +1 Reflex, +1 Fortitude

the penalties of shooting arrows from horseback decrease by 2 each time you take this Feat.

The standard penalties are -4 and -6 depending on whether you trot (movement x2) or canter (movement x3)

Weapon Focus

Requirement: Weapons Proficiency 1

Saving Throws: +1 Reflexes, +1 Fortitude

Choose a weapon. You gain a +1 to Initiative and Attack Rolls when using this weapon you have proficiency with.

Weapon Artist

Requirement: Weapons Proficiency 2

Saving Throws: +1 Will, +1 Fortitude

Choose a Weapon List, on these weapons you get +1 to hit.

The Feat can be taken multiple times and the Weapon List score must be 4 times the score for this Feat.

If you take **4 times** this Feat on the same Weapon List the hit bonuses are reduced to +1, instead of +4, but you make two attack rolls for the first two attacks of the round and choose the roll to keep.

Swirling Attack

Requirement: Weapons Proficiency 12

Saving Throws: +2 Reflexes, +1 Fortitude

Using 3 Actions you can make a single attack (with a 1d6 penalty on attack rolls) against all melee opponents around you.

Magic Battery

Requirement: Magical Proficiency 3

Saving Throws: +2 Will, +1 Fortitude

You have a particular connection to the magic that lingers Yeru.

The first time you take this Feat you increase your available Magic points by 3.

Subsequent times you increase your Magic Points by a value equal to the previous increase +1.

Extended Battery

Requirement: Magical Proficiency 1

Saving Throws: +1 Fortitude, +1 Will

You can better handle the mental stress of casting spells.

The **first time** that you take this Feat has the effects of [When they have few magic points](#) (see page ??) are activated at 60% of the use of Magic Points.

The **second time** you take this Feat the effects of *When you have few magic points* are activated at 70% of the use of Magic Points.

The **third time** you take this Feat the effects of *When you have few magic points* are activated at 80% of the use of Magic Points.

The **fourth time** you take this Feat the effects of *When you are low on magic points* no longer apply.



HOW THESEUS SLEW THE MINOTAUR.

Henry Justice Ford - Backstab!

Powerful blows

Requirement: Weapons Proficiency 1

Saving Throws: +2 Fortitude

Your style emphasizes powerful shots.

You gain +1 to damage with a Weapon List.

Sneak Strike

Requirement: Weapons Proficiency 3

Saving Throws: +2 Reflexes, +1 Will

When the opponent is melee attacked from behind, the first successful attack of the combat with a melee weapon causes two additional critical damage.

The **second time** you take this Feat, Weapon Proficiency requirement 6, causes 3 additional critical damage.

The **third time** you take this Feat, Weapon Proficiency requirement 10, causes 4 additional critical damage.

The **fourth** that you take this Feat, Weapon Proficiency requirement 12, causes 5 additional critical damage.

Weakening Strike

Requirement: Sneak Strike 3, Weapon Proficiency 12

Saving Throws: +2 Reflexes, +1 Will

Weakening Strike is an advanced form of stealth strike. Each Weakening Strike lowers Strength or Dexterity (player's choice) by the number of times you have taken Sneak Strike.

The opponent is allowed a Fortitude saving throw with a DC equal to the attack roll. It causes the additional damage of the Sneak Strike or the loss of ability points.

Death Blow

Requirement: Weapons Proficiency 5

Saving Throws: +2 Reflexes, +1 Will

Make the attack roll with a -1d6 penalty, if you hit you cause 3 critical damage. Subsequent attack rolls start at -10 to hit.

Paralyzing Shot

Requirement: Weakening Strike, Sneak Strike 4, Weapon Proficiency 18

Saving Throws: +2 Reflexes, +1 Fortitude

You dedicate 2 Actions per Round, for 5 rounds, to studying an opponent you can threaten. In the sixth round using 2 Actions you make a melee or ranged attack. The opponent must make a Fortitude save with a DC equal to the roll or be paralyzed for 3d6 rounds.

Fighting Blindly

It is the ability to attack opponents who are not clearly perceptible.

Requirement: Awareness 2

Saving Throws: +2 Reflexes, +1 Will

An opponent with light cover gets no bonus to Defense, with medium cover he has a +2 to Defense, with full cover he has a +6 to Defense.

An invisible melee attacker gains no advantage when hitting the character in melee.

The **second time** you take the Feat, Awareness requirement at 3, reduces the bonus to Defense from creatures with full cover by an additional two.

You do not need to make Acrobatics checks to move at full speed while blinded.

The penalty to attack rolls against invisible creatures is -2.

Zatoichi Level, the **third time** you take the Feat, Awareness requirement at 5, in melee an invisible creature has no advantage against you nor do you have a penalty against it.

Two-Weapon Fighting

Requirement: Dexterity 2, Strength 1, Weapon Proficiency 2

Saving Throws: +2 Reflexes, +1 Fortitude

The **first time** that you take this Feat the constant and continuous training allows you to reduce the multiattack penalty given by the attack with the secondary weapon. When you attack with your secondary weapon you gain a -4 hit penalty instead of -5 if the weapon is light.

Requirement Dexterity 3, Weapon Proficiency 12

The **second time** if the secondary weapon is not light you do not accumulate the additional -3 to hit.

Requirement Weapon Proficiency 18

The **third time** the first attack made with the secondary weapon does not cumulate the penalty of multiple attacks.

Concentrated

Requirement: Magical Proficiency 2

Saving Throws: +1 Fortitude, +1 Will

Choose a Magic List, the saving throw DC of your spells in that list increases by 1.

The Feat can be taken multiple times on the same Magic List or on other lists and the total must be less than CM/4.

Instinctive knowledge

Requirement: Knowledge 1

Saving Throws: +2 Will, +1 Fortitude

You never forget an enemy.

You have an instinctive ability to remember and evaluate an enemy. When you take this Feat you can make a **Recognize a Monster** check (page ??) using a Reaction.

Create Magic Items

Requirement: Magical Proficiency 6

Saving Throws: +1 Fortitude, +1 Will

Through this Feat the caster is able to infuse a spell up to level 3 into a magical object.

Create Greater Magic Items

Requirement: Create Magical Items, Magical Expertise 12

Saving Throws: +1 Fortitude, +1 Will

Through this Feat the caster is able to infuse a spell up to level 5 into a magical object.



Henry Purcell - King Arthur

Create Wonderful Magic Items

Requirement: Create Greater Magical Item, Magical Expertise 16

Saving Throws: +1 Fortitude, +1 Will

Through this Feat the caster is able to infuse a spell up to level 8 into a magical object.

Create Mythical Magic Items

Requirement: Create Wondrous Magical Item, Magical Expertise 18

Saving Throws: +1 Fortitude, +1 Will

Through this Feat the caster is able to infuse a spell up to level 9 into a magical object.

Loaded dice

Requirement: Magical Proficiency 6

Saving Throws: +1 Fortitude, +1 Reflex

You can increase a die in the Magic Test by 1, within the value of 6.

Coordinated Damage

Requirement: Weapon Proficiency 8, Wisdom 2

Saving Throws: +2 Will

Your experience in managing allies allows you to maximize the effectiveness of your attacks.

You can coordinate the attacks of two of your allies, who are within melee range of each other, so that the damage caused by one hits the other's enemy and vice versa. It costs 2 Actions to perform this coordination.

The **second time** you take this Feat, requirement Weapon Proficiency 4, Intelligence 2, you can coordinate and exchange the damage of three allies as long

as they are within melee distance of each other. Cost 2 Actions.

Attack rolls must be successful in order to apply damage to the other opponent.

Blade Dance

Requirement: Weapons List: Graceful Weapons at 2, Dexterity or Charisma 1, Perform 1

Saving Throws: +2 Reflexes, +1 Fortitude

When using Graceful Weapons you can replace Strength damage alone in melee attacks with half your Charisma or Dexterity value.

The **second time**, requirement Weapons Grace 4, Perform 3, that you take the Feat you can use Charisma as a weapon damage modifier, ignoring Strength damage.

The **third time**, requirement Weapons Grace 7, Perform 5, that you take the Feat you can use Dexterity or Charisma as a weapon damage modifier, ignoring Strength damage.

The second and third benefits are not cumulative.

Typist

Requirement: Magical Proficiency 1

Saving Throws: +1 Fortitude, +1 Will

You are extremely quick at copying new spells into your Tome of Magic. The time to copy a spell increases from 1 hour to 30 minutes per page (a spell takes up a number of pages equal to its level). The cost in inks goes from 10 gp per page to 5 gp per page.

Deciphering magical writings

Requirement: Magical Proficiency 1

Saving Throws: +1 Fortitude, +1 Will

You have a +1d6 bonus to understanding the contents of a scroll and casting the spell within. The bonus also applies to the check to copy a spell into your Tome of Magic.

Defend Mount

Requirement: Ride 1

Saving Throws: +1 Fortitude, +1 Reflex

Whenever your mount is hit, you can make a Ride check to negate the hit. Your Ride check must be greater than your opponent's attack roll

The Feat can only be used once per round, for a single attack, it costs the Reaction.

Defense ready

Requirement: Weapons Proficiency 2

Saving Throws: +2 Reflexes

You are always alert and careful when you risk your life. You have +4 Defense against attacks of opportunity, from behind, or from flanking.

Distill potions

Requirement: Magical Proficiency 1

Saving Throws: +1 Fortitude, +1 Will

Proficiency in brewing potions.

You gain a +1d6 bonus to Herbal Knowledge and to distilling and creating potions and natural poisons.

Double portion

Requirement: Two-Weapon Fighting, Weapon Proficiency 4

Saving Throws: +2 Fortitude, +1 Reflex

Constant training with two weapons allows you to fully apply the Strength damage bonus to your secondary weapon.

Psychic Energy

Requirement: Strength 1, Wisdom 2, Weapon Proficiency 1, Magical Proficiency 1

Saving Throws: +2 Will, +1 Fortitude

After years of training, meditation and internship in Nanda Parbat you are able to harvest your Chi Energy.

Every day after at least 6 hours of rest and 2 hours of meditation/training fill your body with Chi energy equal to Weapon Expertise + Magical Expertise + Wisdom / 2

The **second time** you take this Feat, requirement Strength 1, Wisdom 2, Weapon Proficiency 4, Magical Proficiency 4

You recover 2 Chi points for every hour you don't do any demanding activities.

Psychic Strike

Requirement: Psychic Energy, Dexterity 2

Saving Throws: +2 Will, +1 Fortitude

You concentrate your Chi in your hands. You can concentrate a number of Chi points equal to your Wisdom. With a successful Touch Attack, you discharge energy that round, causing 1d6 Force damage per point of Chi used.

The **second time** you take this Feat, requirement Psychic Strike, Wisdom 3, Weapon Proficiency 7

You can use up to double your Wisdom score to enhance Psychic Strike.

Psychic Ray

Requirement: Psychic Strike, Wisdom 3, Weapon Proficiency 5

Saving Throws: +2 Reflexes, +1 Will

You can make a ranged attack within 30 feet using psychic energy. The attack, on Touch, deals 1d6 force damage per point of Psychic spent focused on the damage.

It is possible to focus one or more Psychic points to increase the distance by 9 meters each time. You

cannot use more total Chi points (for distance and damage) than your Wisdom.

The **second time** you take this Feat requires Psychic Strike, Wisdom 3, Weapon Proficiency 9

You can use up to double your Wisdom score to upgrade your Psychic Beam.

Elementalist

Requirement: At least 2 Elemental Magic Lists

Saving Throws: +1 Will, +1 Fortitude

You are able to swap the elements present in your spells. You can replace one type of elemental energy damage with damage caused by an element from a known Magic List. The casting time of the spell increases by 1 Action, if the total casting time exceeds 3 Actions it is not possible to use this Feat on the spell.

Expert

Requirement: Characteristic linked to at least -1

Saving Throws: +1 to two saving throws of your choice.

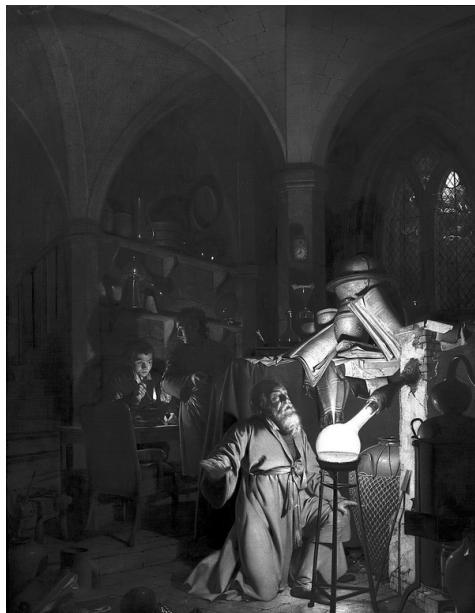
You are an expert in a topic. Each time you take this Feat you gain +1 on checks against a Skill of your choice.

The **second time** you take this Feat add +2 to the check. You can take 10 on the check using 5 rounds instead of 10 (see page ??).

The **third time** you take this Feat add 1d6 to the check. You can get 14 on the test taking 5 minutes instead of 10.

The **fourth time** you take this Feat treat the total dice rolled as 10 if he rolled a 4-9.

The bonuses are cumulative but refer to always returning to the same skill. It cannot be used on Awareness (see Perceptual).



The Alchemist Discovering Phosphorus. Joseph Wright of Derby (1771-1795)

Quick Draw

You are extremely quick to draw your weapon.

Requirement: Weapons Proficiency 1

Saving Throws: +1 Reflexes, +1 Will

You can extract a weapon that is not too big for you with the cost of a Reaction.

The **second time** you take this Feat you can put away your current weapon and draw another one as a Move Action.

The **third time** you take this Feat you can put away your current weapon and draw another one without using actions.

Infuriate

Your dialectical Feats are incredible.

Requirement: Weapon Proficiency 2 and Charisma or Strength 2

Saving Throws: +2 Will, +1 Fortitude

You spend 2 Actions defaming and railing against an opponent. The target must make an opposed Will save check against your Perform or Intimidate proficiency check or lose the Dexterity bonus (Saving Throws, Attack Rolls, and Defense) until the end of your next round.

The opponent may not understand your language but must have Intelligence of -3 or more.

Loyal

Requirement: Magical Expertise 1, Sum Value of Common Traits 2

Saving Throws: +2 Will, +1 Fortitude

Your connection with the Patron is strong and energetic. Each time you take this Feat you can increase your Magic Points by the sum of the Traits in common with the Patron.

Each time you take this Feat, the value of the sum of Traits in common with your Patron must be less than or equal to four times the number of times you have taken this Feat. This Feat does not stack with the Magic Battery Feat.

Ferocity

Requirement: Weapons Proficiency 1

Saving Throws: +2 Fortitude, +1 Will

Your anger is such that it temporarily defeats death.

When you drop below 0 hit points you don't faint and you start losing 1 hit point per round.

A creature with Ferocity faints when it has a negative Hit Point score equal to double its Constitution points and dies when its Hit Points drop to the negative score equal to three times its Constitution score+5 ($CON \times 3 + 5$)

The **second time** you take this Feat, Weapon Proficiency requirement 4, you can have your Strength increase by 2 in combat and gain 6 temporary Hit

Points for 10 minutes. At the end of the fight your fatigue level increases by 1 for 10 minutes.

The **third time** you take this Feat, Weapon Proficiency requirement 7, you can have your Strength increase by 3 in combat and gain 12 temporary Hit Points for 10 minutes. At the end of the fight your fatigue level increases by 2 for 20 minutes.

The **fourth time** you take this Feat, Weapon Proficiency requirement 11, you can have your Strength increase by 4 in combat and gain 24 temporary Hit Points for 10 minutes. At the end of the fight your fatigue level increases by 3 for 30 minutes.

The player can choose only one rank of Ferocity to use in the fight (2, 3, 4).

Shayalia's daughter

Your connection with nature is strong and concrete

Requirement: Devotee or Follower of Shayalia

Saving Throws: +1 Fortitude, +2 Will

The **first time** you take this Feat you gain a +2 on Nature checks and a +2 on saving throws against natural poisons.

The **second time** that you take this Feat, requirement sum of Traits in common 6, you get a +4 on Nature checks and a +4 on Saving Throws against effects, even magical, caused by Animals or Plants.

The **third time** you take this Feat, requirement sum Traits in common 12, you are always under the effect of the Sanctuary spell towards any non-magical animal.

The **fourth time** you take this Feat, Animalia requirement taken 4 times, you can transform into any creature as long as it is not a fiend or dragon.

Fake Death

You are able to simulate death by slowing the heart.

Requirement: Constitution 0

Saving Throws: +2 Fortitude, +1 Will

As a Reaction Action you are able to fall to the ground (drop!) dead. Only a DC 20 First Aid check can reveal that you are alive.

The effect lasts a maximum of 2 minutes. The fake death cannot be repeated within 10 minutes of each other.

Dancing Scourge

Requirement: Weapon Proficiency 1, use a weapon from the Rolling Balls List

Saving Throws: +1 Fortitude, +1 Will

When you use your Spinning Ball weapon you have a +1 bonus on attack rolls and +1 on defense.

Forged in Fury

Requirement: Weapons Proficiency 5

Saving Throws: +1 Fortitude, +1 Reflex

When you make a critical roll with a melee attack, i.e. you have rolled at least 2 6s, you are considered to have rolled an extra 6 towards the total critical roll count

Lucky

Saving Throws: +1 Fortitude, +1 Reflex

Once per day you can have the Storyteller reroll 1d6 of a check (Attack Rolls, Feat Checks, Saving Throws) and take the lower value of the two rolls.

Elemental Form

Requirement: Follower or Devotee of Eronril, Gaya, Ephrem or Shayalia. Must have Magic Lists on an Element. Magical Expertise 6

Saving Throws: +1 Fortitude, +1 Will

The **first time** you take this Feat when you transform into an animal your animal attack damage can do elemental type damage.

The **second time** you take this Feat, Magical Proficiency 11, as long as you are in animal form you are resistant to the same type of elemental damage you cause.

The **third time** you take this Feat, Magical Proficiency requirement 14, your animal attacks deal 2d6 more damage than the chosen elemental type.

The elemental damage must be from a known Elemental Magic List.

If you are a Devotee or Follower of Gaya or Eronril it is not necessary to transform into an animal, the damage type applies to your melee attacks.

Arrow called, arrow delivered

Requirement: Weapons Proficiency 2

Saving Throws: +2 Reflexes

You can shoot 1 arrow, once per day, as a reaction, with no hit penalties given by multiattack.

Fury

Requirement: Weapons Proficiency 1

Saving Throws: +2 Fortitude, +1 Will

Your fighting style is one of blind, murderous fury. Add +1d6 to damage to each successful melee attack and your opponents gain +1d6 on hits towards you. You can decide to activate this Feat round by round. Costs 1 Immediate Action.

Juggler

Requirement: Dexterity 2

Saving Throws: +2 Reflexes

You have a natural talent for manipulating objects.

Any Acrobatics check that involves handling objects or balance has a +2 bonus.

You can throw a second dagger as an immediate action following the throw attack action of a dagger, this dagger has a -3 to attack roll. Any third dagger thrown has the normal penalty of -5 (and -10.. and so on).

Warrior of Magic

Requirement: Weapon Proficiency 2, Magical Proficiency 2

Saving Throws: +1 Will, +1 Reflexes

You don't just follow the path of magic or even that of the sword, your style embraces both in a slash of pure magic.

The **first time** you take this Feat you are able to discharge a spell at melee range with your weapon. You make the attack roll and if you hit, in addition to the damage from the attack you also discharge the spell. You must succeed in a Magic Test. In this way you can only make one attack with the weapon. It costs 3 Actions.

The **second time** you take this Feat, requirement Weapon Proficiency 3, Magical Proficiency 3, by consuming 3 Actions you are able to discharge a spell that is not personal or touch with a ranged weapon. You must succeed in a Magic Test.

The **third time** you take this Feat, requirement Weapon Proficiency 6, Magical Proficiency 3, consuming 3 Actions you are able to combine up to two melee attacks with the discharge of a spell. The rules for the first time apply but you don't have to take the Magic Test.

You cannot discharge spells higher than level 3 with this Feat and the spell casting time cannot exceed 2 Actions.

Silver Crane

Requirement: Empty Fist List 3

Saving Throws: +2 Reflexes, +1 Will

Your unarmed fighting style is based on agility and counterattacking.

The **first time** you take this Feat your Defense increases by 1.

The **second time** you take this Feat, Empty Fist List requirement 4, your Initiative increases by 2 (only with unarmed attacks).

The **third time** you take this Feat, Empty Fist List requirement 9 and Dexterity 2, you have a bonus on Reflex and Fortitude saving throws of 2 (cumulative).

The **fourth time** you take this Feat, Empty Fist List requirement 11, your Defense and Initiative increase by 2 (cumulative).

The **fifth time** you take this Feat, Empty Fist List requirement 13 and Dexterity 3, you have a bonus on Reflex and Will saving throws of 2 (cumulative).

The bonuses are active even if you are not fighting.

I said FALL!

Requirement: Weapons Proficiency 4

Saving Throws: +2 Fortitude, +1 Will

If you hit an opponent 3 times within 2 rounds, they must make a Fortitude save with a DC equal to the attack roll for the last attack or fall prone. The saving throw has a 1d6 modifier per size difference.

The Patron is with me

Requirement: Devoted, Sum Common Traits with Patron 2

Saving Throws: +1 Will, +1 Reflexes

The **first time** you take this Feat 1 time per day you can reroll a die rolled in the Magic Test for spell casting.

The **second time** you take this Feat, requirement sums Common Traits with the Patron 6, 2 times per day you can reroll up to 2 dice rolled in the Magic Test for spell casting.

The **third time** you take this Feat, requirement sums Common Traits with the Patron 12, 3 times per day you can reroll up to 3 dice rolled in the Magic Test for spell casting.

The Feat can also be declared after the dice have been rolled. Any new value obtained with the new roll must be kept or this Feat is used again.

The Patron is my Weapon

Requirement: Sum of common traits with Patron 1

Saving Throws: +1 Will, +1 Reflexes

The **first time** you take this Feat you have a +1 to Attack Roll and Damage when using your Patron's favored Weapon.

The **second time** you take this Feat, common Trait sum requirement 5, Weapon Proficiency 1, the penalty for multiple attacks with the Patron's favored weapon becomes -4.

The **third time** you take this Feat, requirement sums Traits common with the Patron 10, Weapon Proficiency 2, add +1d6 to the attack roll when you make the third attack with the Patron's weapon.

The **fourth time** you take this Feat, requirement sums Common Traits with the Patron 15, Weapon Proficiency 3, you increase the damage of your Patron's weapon by one rank.

The **fifth time** you take this Feat, requirement sums Common Traits with the Patron 19, Weapon Proficiency 4, you gain an additional +1 to Attack Roll and +1 to Damage. The first successful attack in the round with the Patron's weapon always causes critical damage.

Iaijutsu

Requirement: Weapons Proficiency 2

Saving Throws: +2 Reflexes, +1 Will

For every -1d6 to your attack roll you gain a +4 to your Initiative and vice versa. The bonus must be used by the end of your next round. The declaration must be made every round that you intend to use when checking initiatives.

Improvise

Requirement: Weapons Proficiency 1

Saving Throws: +1 Fortitude, +1 Reflex

Any object that can be defined as an improvised weapon is not improvised for you. You do not suffer a hit penalty when using an improvised weapon. You gain +1 to damage when using an improvised weapon.

Combat Spellcaster

Requirement: Magical Proficiency 1

Saving Throws: +1 Fortitude, +1 Will

When you are Distracted you can roll one fewer die on the Magic Test.

The **second time**, Magical Proficiency requirement 6, that you take this Feat when you are Distracted you can roll one fewer die on the Magic Test.

Prudent Enchanter

Requirement: Magical Proficiency 8

Saving Throws: +2 Reflexes, +1 Fortitude

When a hostile creature first enters a space within 3 feet of you, you can use a Reaction to cast a cantrip without any enhancements or Magic Check.

This Feat does not affect the fact that you are distracted when casting a subsequent spell.

Immunity to poisons

Requirement: Constitution 1

Saving Throws: +2 Fortitude, +1 Will

The body becomes accustomed to poisons, the character gains a +2 saving throw on poisons.

The **second time** you take the Feat you become immune to natural poisons. You can't get drunk normally anymore.

The **third time** you have a +1d6 on saving throws to magical poisons and suffer the effects of toxic fumes (but you can still suffocate).

Laying on of hands

Requirement: Magical Proficiency 3, Common Traits 3

Saving Throws: +2 Will, +1 Fortitude

If your Traits are in common with a positive Patron you can channel positive energy (healing/harmful effect on undead), if they are in common with a neutral or evil Patron you can channel negative energy (harmful/healing effect on undead). Usable a number

of times per day equal to (sum of Traits in common with the Patron)/2. Healing/damaging effect equal to 1d6+Wisdom

The **second time**, score requirement sum Traits in common 6, that you take this Feat the effect increases by 2d6.

The **third time**, score requirement sum Traits in common 12, that you take this Feat the effect increases by 3d6.

The **fourth time**, sum score requirement Common Traits 18: that you take this Feat the effect increases by 4d6.

The energy comes from the hands (it doesn't matter if there are gloves) and is applied with a Touch Attack. Use 2 Actions. Fortitude save DC 10 + add Traits in common with the Patron + Wisdom to avoid the effect.

Channel energy

Requirement: Magical Proficiency 1, Common Traits 3

Saving Throws: +2 Will, +1 Fortitude

You are able to channel the positive or negative energy of your Patron.

If your Traits are in common with a positive Patron you can channel positive energy (healing/harmful on undead), if they are in common with a neutral or evil Patron you can channel negative energy (harmful/healing on undead). Usable an even number of times (sum of Traits in common with the Patron)/2. Healing/damaging effect equal to 1d6+Wisdom. You affect 1 creature.

The **second time**, requirement sum of Traits in Common 6, that you take this Feat increases the effect by 1d6. You influence up to 2 creatures.

The **third time**, requirement sum of Traits in Common 12, that you take this Feat increases the effect by 2d6. You influence up to 4 creatures.

The **fourth time**, Common Traits sum requirement 18, that you take this Feat increases the effect by 3d6. You influence up to 6 creatures.

The energy comes from your body and affects yourself and two or more creatures within 20 feet of you, closest first. Reflex save DC 10 + add Traits in common with the Patron + Wisdom to avoid the effect. Use 2 Actions.



Portrait of V. Greatrakes laying on his hands, window, in right-hand corner showing several successful cures, possibly. By W. Faithorne

Channel selective energy

Requirement: Channel energy, Channel energy ranged

Saving Throws: +2 Will, +1 Fortitude

You can exclude a creature from Channel Energy or Channel Energy for each time it has taken this Ability.

Instill Courage

Requirement: Charisma 2, Perform 1

Saving Throws: +2 Will, +1 Fortitude

Through your performance, singing, ballet, oratory... you are able to instill courage in companions who can hear or see you, within a radius of 6 meters.

The first time you take this Feat your companions have a +1 bonus to attack rolls and damage rolls in combat.

The second time you take this Feat, Perform requirement 4, you can decide to infuse up to 2 of these bonuses. +2 TC, +2 Defense, +2 Damage, +2 Will Save. Your companions must be within 12 meters radius.

The third time you take this Feat, Perform requirement 12, you can choose to infuse up to 2 of these bonuses. +1d6 Attack Roll, +4 Defense, +4 Damage, +1d6 Save. Your companions must be within 24 meters radius.

Activating, maintaining or changing the Feat's effect requires 2 Actions. You can maintain the Feat for a number of rounds, even non-consecutive, equal to the Entertain score x 3 per day. Creatures must continue to see/hear the performance to remain affected.

Imbue Magical Energy

Requirement: Weapons Proficiency 1, Magical Proficiency 2

Saving Throws: +1 Reflexes, +1 Fortitude

You know how to manipulate magical energies instinctively and infuse them into weapons. It costs 1 Action to imbue the weapon with magic.

The **first time** you take this Feat you can use two Magic Points and channel them into your weapon. For the duration of 6 rounds your weapon becomes a +1 magical weapon, if it already has magical abilities the effect does not work.

The **second time** you take this Feat, Magical Expertise requirement 4, you can use four Magic Points and a weapon you come into contact with becomes a +2 weapon for 6 rounds, if it is already enchanted with an additional bonus of + 1 up to a maximum of +3.

The **third time** you take this Feat, Magical Expertise requirement 8, you can use six Magic Points and a weapon you come into contact with becomes a +3 weapon for 6 rounds, if it is already enchanted with a +2 bonus or lower makes it +4.

Imbue Greater Magical Energy

Requirement: Weapons Proficiency 4, Magical Proficiency 6

Saving Throws: +1 Reflexes, +1 Fortitude

You know how to infuse the weapon with magical energy to give it fantastic abilities. It costs 1 Action to activate the infusion of magic into the weapon. The weapon must be magical.

The **first time** you take this Feat using one Magic Point per round you can make your weapon flaming or electrified or change the shape. Each successful hit deals an additional 1d6 points of fire or electricity damage, or you can change the weapon's form. If you stop paying the Magic Point it returns to its previous form and stops causing additional damage.

The **second time** you take this Feat using two Magic Points per round can make a weapon you come into contact with extremely dangerous. Each successful hit causes 1 additional critical damage. Magical Proficiency Requirement 7.

The **third time** you take this Feat using three Magic Points per round can grant a weapon you come into contact with both of the previous Feats.

Feats are not cumulative, you must choose which one to apply round by round.

Instill Fear

Requirement: Charisma 2

Saving Throws: +2 Will, +1 Fortitude

Through your performance, singing, ballet, oratory... you are able to instill fear in opponents who can hear you, within a radius of 6 meters.

The first time you take this Feat your enemies have a -1 penalty to attack rolls and damage in combat.

The **second time** you take this Feat, Perform requirement 4, the strength of your art attacks enemies

and you can select two effects from: -2 Attack Roll, -2 Combat Damage, -2 Defense, -2 on the Will saving throw. Your enemies must be within 12 meters radius.

The **third time** you take this Feat, requirement Perform 12, the strength of your art attacks enemies and you can select two effects from: -1d6 Attack Roll, -4 Defense, -4 Damage, -1d6 Save. Your enemies must be within 24 meters radius.

The opponent is allowed a DC Will save of 10+CHA+Perform score. A creature that succeeds on the saving throw is immune to new manifestations of this power that day.

Activating, maintaining or changing the Feat's effect requires 2 Actions. You can maintain the Feat for a number of rounds, even non-consecutive, equal to the Entertain score x 3 per day. Creatures must continue to see/hear the performance to remain affected.

Improved initiative

Requirement: Intelligence or Dexterity 1

Saving Throws: +2 Reflexes

You increase initiative by +1. The Feat can be taken up to 2 times and the bonus stacks.

My skin

Requirement: Weapons Proficiency 1

Saving Throws: +3 Fortitude

You have an almost symbiotic relationship with your armor.

The **first time** you take this Feat increases the Defense granted by the armor you wear by 1.

The **second time** you take this Feat, Weapon Proficiency requirement 6, the Defense granted by the armor you wear increases by 2.

My death your death

Requirement: Weapon Proficiency 1, Strength 1

Saving Throws: +2 Fortitude, +1 Will

For each individual combat opponent you can make the first hit of the fight cause additional damage equal to double the Weapon Proficiency. The opponent gains a bonus to attack rolls and damage equal to your Weapon Proficiency. It must be declared before the attack roll.

My Head is Harder

Requirement: Weapons Proficiency 1

Saving Throws: +1 Fortitude, +1 Will

Your Skull Breaking Weapon does +2 damage

Versatile Litany

Requirement: Entertaining Feat 6

Saving Throws: +1 Will, +1 Reflexes

Through your performance you can choose to instill courage or fear in creatures within 30 feet of you. Each round you can decide to apply up to 2 modifiers between: bonus of +1d6 on the attack roll or +4 on the defense or -1d6 on the attack roll or -4 on the defense.

The opponent is allowed a DC Will save of 10+CHA+Perform score. A creature that succeeds on the saving throw is immune to new manifestations of this power that day.

Activating and maintaining the Feat requires 2 Actions. You can maintain the Feat for a number of rounds, even non-consecutive, equal to your Perform score per day. Creatures must continue to see/hear the performance to remain affected.

The shield is my friend

Requirement: Weapons Proficiency 3

Saving Throws: +1 Fortitude, +1 Reflex

The **first time** taking this Feat, Magical Proficiency requirement 3, you can use light without having to make a Magic Test.

The **second time** you take this Feat, Weapon Proficiency requirement 5, the penalty to the attack roll given by the shield decreases by 1.

Powerful Spells

Requirement: Magical Proficiency 5

Saving Throws: +2 Will

Your spells are extraordinarily effective.

Choose a Magic List, gain a +1d6 Magic Check when casting spells from this school. The Feat can be taken multiple times but the total must be less than or equal to CM/4.

Spring

Requirement: Strength 0

Saving Throws: +1 Reflexes, +1 Fortitude

You can ignore the 3 meter run-up requirement before a jump.

The **second time** you take this Feat when you make a long or high jump check you roll 1d6 more.

Human mountain

Requirement: Constitution 1

Saving Throws: +3 Fortitude

Maybe you were once frail and weak, now you are a mountain of muscles.

When you take this Feat you increase the hit points taken per level by 1.

The **second time** you take this Feat increases the Hit Points taken per level by 1.

The **third time** you take this Feat increases the die to roll Hit Points (from d4 to d6).

Bonuses are cumulative and retroactive to previous levels, except for the hit die increase.

The **fourth time** you take this Feat increases by one size (P > M > G).



The Colossus (also known as The Giant), is known in Spanish as El Coloso.

Mental Wall

Requirement: Wisdom +1

Saving Throws: +2 Will, +1 Fortitude

Your mind is trained against those who want to influence it. Each time you take this Feat you gain +1 on saving throws against spells from the Enchantment Magic List.

Clinical Eye

Requirement: Weapons Proficiency 3

Saving Throws: +2 Reflexes

You are able to deal critical damage to creatures normally immune to critical damage (roll 6s multiple times and damage explodes).

Hawkeye

Requirement: Weapons Proficiency 3

Saving Throws: +2 Reflexes, +1 Will

The penalty for rolls between the first and second increments has no penalty

The **second time** you take this Feat, the penalty for rolls up to the third range increment is 1d6.

The **third time** you take this Feat you are able to extend your roll even further and bring it to a fifth increment with a -2d6 penalty to hit. You have no penalties within the first 3 increments while you have -1d6 to hit between the third and fourth increments.

Opportunist

Requirement: Weapons Proficiency 2

Saving Throws: +2 Reflexes, +1 Will

You can attempt to melee an opponent who **exits** or **through** a melee area that you threaten or uses a thrown weapon against you in your melee area. The

Feat can be used once per round as a Reaction. This attack is also called an attack of opportunity in the manual, and there are several creatures that do not react to it.

Save

Requirement: Weapon Proficiency 3 or Empty Fist 2

Saving Throws: +1 Reflexes, +1 Will

The **first time** you take this Feat You use a Reaction to increase your Defense by 1.

The **second time** you take this Feat, Weapon Proficiency requirement 6 or Empty Fist 4, using a Reaction increases your Defense by 2.

The **third time** you take this Feat, Weapon Proficiency requirement 9 or Empty Fist 6, you gain a Reaction that you can only use to use the Parry Feat.

Using the Parry Feat can be declared even after you know how much you have been hit.

Quick step

Requirement: Stealth 1

Saving Throws: +1 Reflexes, +1 Fortitude

Your step is naturally silent.

The **first time** you take this Feat the penalty to move at full speed using Stealth becomes -1d6.

The **second time** you take this Feat, requirement Dexterity 3, Stealth 8, you have no penalty to move at full speed.

Fast Pass

Requirement: Dexterity 1

Saving Throws: +2 Reflexes, +1 Fortitude

Your pace is naturally quick. If you have 6m movement you switch to 7m movement, if you have 9m movement you switch to 10m movement.

Every additional **twice** you take the Feat your movement increases by 1 meter per Move Action, up to a maximum of +3 meters per round.

Safe Pass

Requirement: Wisdom 1

Saving Throws: +2 Fortitude, +1 Reflex

It is the ability not to be slowed down in a hostile environment. It is necessary to declare on which environment the Feat is taken. In these environments the natural terrain is not difficult. As long as you move in the chosen environment you have a +1 on Initiative checks.

Environment	Environment
Jungle	Aquatic & Coastal
Swamp	Hill & Forest
Plain	Desert
Mountains	Glaciers & Tundra
Urban	Underground

Every time you take this Feat again you choose a different environment and add to the previous one or specialize on the same one.

The **second time** you take this Feat on the same terrain you gain a specific ability depending on the terrain.

Jungle / Forest / Hill / Plains: Your movement increases by 1 meter on this terrain

Costal / Aquatic: swim speed equal to your movement

Swamp: +2 on saving throws vs. Poison

Desert: Fire damage reduction equal to level

Mountain / Glaciers / Tundra: Cold damage reduction equal to level

Underground: Low-light vision 9 meters

Urban: +1 Language, +1 choice in two Knowledge

Leathery leather

Requirement: Constitution 2

Saving Throws: +2 Fortitude

Your skin is extremely durable. You take 1 less damage when hit by slashing weapons.

The **second time** you take this Feat, Weapon Proficiency requirement 6, you take 1 less damage when hit by slashing, piercing, bludgeoning weapons. Reduce the Bleeding condition by 1 when acquired.

The **third time** you take this Feat, Weapon Proficiency requirement 12 and Constitution 3, you take 1 less damage when hit by slashing, piercing, or bludgeoning weapons. You take 1 less damage when hit by magic. Reduce the Bleeding condition by 1 when acquired.

The **fourth time** you take this Feat, Weapon Proficiency requirement 16, you ignore 1 critical roll when hit by slashing, piercing, or bludgeoning weapons and take 1 less damage when hit by magic. Reduce the Bleeding condition by 1 when acquired.

Bonuses are cumulative.

Perceptive

Requirement: Wisdom 0

Saving Throws: +1 Reflexes, +1 Will

Your Awareness and attention to detail is above average. You gain a +1 bonus on Awareness checks. The Feat can be taken a maximum of 3 times.

Truly evil person

Requirement: Weapons Proficiency 1

Saving Throws: +1 Reflexes, +1 Will

Twice a day you add your Weapon Proficiency value to the damage of an opponent you want to hit in melee. The Feat must be declared before the attack roll. It costs one Action.

The bigger they are, the more noise they make when they fall

Requirement: Weapons Proficiency 1

Saving Throws: +2 Fortitude, +1 Will

When you attack a creature at least 2 sizes larger than you, you deal +1 additional damage for every 2 points of Weapon Proficiency. If it is only one size larger, add 1 additional damage for every 3 Weapon Proficiency points.

Polyglot

Requirement: at least Intelligence -1, at character creation

Saving Throws: +2 Will

You have an extraordinary ability to learn languages. Give 2 points to Language Knowledge and know two more languages.

Patron Power

Requirement: Sum of Traits in common with Patron 1, being Devoted

Saving Throws: +1 Fortitude, +2 Will

Your faith in the Patron knows no limits or collapses of trust.

Once a day for a single test, as a reaction before carrying out the test, you use the sum of the traits common to the Patron as a unique positive modifier. You can use this Feat on saving throws, attack rolls, and Feat checks.

If all three checks succeed it is likely that it is a Patron Manifestation.

First Blood

Requirement: Weapons Proficiency 1

Saving Throws: +1 Fortitude, +1 Will

The first attack roll against a new opponent has a bonus of +1d6.

Continue

Requirement: Weapons Proficiency 1

Saving Throws: +1 Fortitude, +1 Will

If you kill the opponent with your last Attack Action, in melee, you can perform a bonus attack action with the same modifiers as the last Attack Action performed and attack another enemy as long as it is within melee range, if you kill this creature with one hit, you can't make other attacks on other creatures.

The **second time** you take this Feat requirement Continue, Weapon Proficiency 6

If you kill your opponent with your last Attack Action, you can take a bonus attack action with the same modifiers as your last Attack Action with the weapon and attack another enemy within 1 meter. If you kill it you can continue with a further bonus attack (and you move within 1 meter) with the next creature and so on.

Each bonus attack beyond the first has a -2 to hit and a -1 to cumulative damage.

Iron Fist

Requirement: Empty Fist List 3

Saving Throws: +2 Fortitude, +1 Will

Your unarmed combat technique is extremely precise and powerful.

The **first time** you take this Feat the damage caused by your punches (and kicks) and the attack roll increases by 1. Your blows are treated as silver weapons.

The **second time** you take this Feat, Empty Fist requirement 6. Damage +2, Attack Roll +1. Your hits are treated as a +1 weapon.

The **third time** you take this Feat, Empty Fist requirement 9. Damage +1, Attack Roll +2. Your shots are considered an adamantium weapon.

The **fourth time** you take this Feat, Empty Fist requirement 12. Damage +2, Attack Roll +1. Your hits are treated as a +2 weapon.

The **fifth time** you take this Feat, Empty Fist requirement 15. Damage +1, Attack Roll +2. Your hits are treated as a +3 weapon.

The **sixth time** you take this Feat, Empty Fist Requirement 18. Damage +2, Attack Roll +1. Your hits are treated as a +4 weapon.

Bonuses acquired are cumulative except for the magic level of the shot.

Power Punch

Requirement: Empty Fist List 3

Saving Throws: +1 Fortitude, +2 Will

Consume 2 Actions. You make a single attack roll with a -5 penalty. If you hit, in addition to the damage and a critical damage, the opponent who must be a maximum of two sizes larger than you must make a Fortitude saving throw with a DC equal to Weapon Proficiency + Empty Fist List x2 or be pushed 3 meters into a direction of your choice. If he fails the saving throw he takes an additional 2 critical damage.

This is my dagger

Requirement: Weapons Proficiency 1

Saving Throws: +2 Fortitude, +1 Reflex

When you deal critical damage with your dagger, you add your Weapon Proficiency to the damage. The Feat can be used 1 time per opponent and

is automatically applied to the first critical damage done.

This is my weapon!

Requirement: Weapons Proficiency 1

Saving Throws: +2 Fortitude, +1 Will

Every time you hit the same opponent, starting from the second round, you deal additional damage (Max +1 per combat round, even if you hit him multiple times in the round) up to a maximum of +5. The first time you don't hit your opponent in the round the bonus goes back to +0. The bonus can only be held on one opponent at a time.

The **second time** you take this Feat you can miss the opponent with one hit and not lose the benefits.

Magic Roots

Requirement: Magical Proficiency 1

Saving Throws: +2 Will, +1 Fortitude

As long as you are affected by your spell, using an Action your weapon gains +1 to hit and damage and is considered a magical weapon until the end of the round.

Retaliation

Requirement: Weapons Proficiency 1

Saving Throws: +2 Will, +1 Fortitude

Seeing your friends hurt fills you with anger. When a companion (or yourself) drops below half hit points you gain a +1 to attack rolls and saving throws. The maximum duration of the effect is 1 minute (6 rounds) per day and must be consecutive. The player chooses whether or not to activate the Feat and the injured teammate must be within 9 meters. You can take this Feat up to 3 times, each time the bonus to the attack roll and saving throw increases by 1.

Stone resistance

Requirement: Constitution 0

Over time you have trained your Constitution to withstand shocks, transformations, poisons and anything else that wanted to modify your body. The first time you take this Feat you gain a +2 bonus on your Fortitude save. The bonus is cumulative, +2 the first time, +1 the **second**, +1 the **third**.

The fourth time you take this Feat you can choose to automatically succeed on a Fortitude save once per day as a reaction. It must be declared and does not cause the saving throw to be rolled.

Detect Magic

Requirement: Magical Proficiency 1

Saving Throws: +1 Will, +1 Fortitude

If you can see it you also know if it is magical. It costs one Action to activate the magical sight and lasts one round.

The **second time**, Magical Expertise requirement 1, that you take the Feat to activate magical sight costs the Reaction.

Lightning reflexes

Requirement: Dexterity 0

Over time you have trained your reflexes to dodge and anticipate any obstacle. The first time you take this Feat you gain a +2 bonus on Reflex saving throws. The bonus is cumulative, +2 the first time, +1 the **second**, +1 the **third**.

The **fourth time** you take this Feat you can decide to automatically succeed on a Reflex saving throw once per day as a reaction. It must be declared and does not cause the saving throw to be rolled.

Pure Blood

Requirement: Animalia, Devotee of Ephrem or Shayalia

Saving Throws: +1 Will, +2 Fortitude

With this Feat, each of your natural attacks while in animal form causes 1 additional damage and is considered a +1 magical attack. By focusing on your step you can leave the footprints of an animal that you can transform into and the terrain is considered difficult.

The **second time** you take this Feat, Magical Expertise 8, when you use Animalia's Feat you can perform a partial transformation or take the type of Movement or Senses of the creature you transform into. When you use the Animalia Ability you can select a creature with a Challenge Rating increased by 1.

The **third time** you take this Feat, Magical Proficiency 12, when you transform into an animal, you can use your Magical Proficiency in place of Weapon Proficiency on natural attacks. When you use the Animalia Ability you can select a creature with a Challenge Rating increased by 1. When you use the Animalia Ability you can perform a partial transformation or take the Movement or Senses type of the creature you transform into.

Feats two and three are cumulative.

Knowledgeable

Requirement: Magical Proficiency 4

Saving Throws: +2 Will

Your interest and connection with magic is unparalleled. You can know one more spell (while respecting the maximum level constraints that can be chosen).

The Feat can be taken again as long as the Magical Expertise value is at least 4 times the times this Feat was taken. Therefore with a minimum Magical Competence value of 4, 8, 12..



Le Vampire, lithographie de R. de Moraine, tirée des *Tribunaux secrets*.

Turn the undead

Requirement: Sum of common traits 2

Saving Throws: +2 Will, +1 Fortitude

By focusing on the power of your Patron, you channel positive energy and ward off or destroy the undead.

Roll $1d6 + \text{sum of Traits in common with the Patron}$, this total is your Divine Power.

Starting from the weakest undead around you, within 30 feet, check the undead's Divine Power score and Challenge Rating.

If the Divine Power is at least double the Challenge Rating, the undead is destroyed and double the Challenge Rating is subtracted from the Divine Power value.

If the undead is not destroyed then it makes a DC Will save equal to $10 + \text{Divine Power}$ to resist the turning. If the saving throw fails the undead is turned away, if it succeeds it is unaffected. Whether you succeed or fail, subtract the Challenge Rating from your Divine Power score before checking out a new undead.

The Feat can be used a number of times per day equal to Wisdom but an undead can only be affected once per day by your effect.

An undead that is turned is under **Fear** for $1d4$ rounds, a destroyed undead is reduced to dust and divine energy.

A Devotee of Sixiser, instead of turning and destroying, can dominate the undead for $2d4$ rounds or 1 real hour respectively.

A Thaft Devotee gains $+1d6$ to Divine Power.

Dodging traps

Requirement: Dexterity 2

Saving Throws: +2 Reflexes, +1 Fortitude

The **first time** you take the Feat you get a +1d6 bonus on your saving throw to avoid the effect of traps.

The **second time** you take the Feat, Weapon Proficiency requirement 5, even if the trap does not grant a saving throw your natural propensity to avoid damage grants you a Reflex saving throw to halve the damage.

It is also possible to use this Feat, use a Reaction, to avoid Sneak Attack (Reflex save higher than the opponent's Attack roll).

Wonderful Dodge

Requirement: Dexterity 3

Saving Throws: +2 Reflexes

As a Reaction to an Attack Action you can add +1 to your Defense. You can use the Feat up to 3 times per day.

The **second time** you take the Feat, Weapon Proficiency requirement 4, an opponent does not take the flanking hit bonus against you.

The **third time** you take the Feat, requirement Weapon Proficiency 8, Dexterity 4, an opponent does not take the attack bonus to attack you from behind.

You can use the Feat even after it is known how much you have been hit.

Second leather

Requirement: Weapons Proficiency 1

Saving Throws: +2 Fortitude

Constant use of armor allows you to wear them without major penalties.

the penalties on proficiency checks given by the armor decrease by 1.

The **second time** that you take this Feat, Weapon Proficiency requirement 6, the penalty on proficiency checks decreases by an additional 1. The penalty on movement penalties decreases by 1 meter. You can sleep in medium armor without being fatigued.

The **third time** you take this Feat, Weapon Proficiency requirement 11, the penalty on proficiency checks decreases by an additional 1. The penalty on movement penalties decreases by an additional 1 meter. You can sleep in heavy armor without being fatigued.

Hound

Requirement: Intelligence 1, Wisdom 1, Weapon Proficiency 1

Saving Throws: +1 Reflexes, +1 Will

You have a natural talent for following people

With two Actions you focus on a target you can see and as long as you see it you stay focused. All

your Actions involving that target have a +1 bonus. Maintaining focus costs 1 action per round.

The **second** time you take this Feat, Weapon Proficiency requirement 10, the bonus increases to +2.

The **third** time you take this Feat, Weapon Proficiency requirement 16, the bonus increases to +3.

The bonus can be used on attack rolls, saving throws caused by the opponent, and competence checks, not on damage.

Without Trace

Requirement: Safe passage

Saving Throws: +2 Will, +1 Reflexes

The ability to leave no footprints in the chosen environment. Each time you take this Feat you can choose a different environment (see Sure Step Feat) whose Feat you took. The difficulty of the Tracking check to chase you increased by 10.

Black siphon

Requirement: Magic Proficiency 6, Tazher Adept, Common Trait points 6

Saving Throws: +1 Fortitude, +2 Will

By increasing by half, rounded up, the Magic Points used in the spell, which must be instantaneous in effect and cause Hit Point damage, you regain an amount of Hit Points equal to half the creature that lost the most.

The casting of the spell if of 2 or less Actions becomes 1 round.

Unlucky

Requirement: Lucky, at least 6 points in the sum of Traits

Saving Throws: +1 Fortitude, +1 Will

Once per day you can turn a 6 rolled by the Storyteller (Attack Rolls, Feat Checks, Saving Throws) into a 1.

Shoot and Run

Requirement: List of crossbows 3

Saving Throws: +1 Fortitude, +1 Reflex

While performing a Move Action you can reduce the reload time of your crossbow by 1 Action. In the case of light or one-handed crossbows you can therefore reload it while moving, in the case of heavy crossbows reduce the loading time by 1 action.

Specialist

Requirement: Magical Proficiency 3

Saving Throws: +2 Fortitude

Choose a spell you know, the Magic Points spent to cast this spell decrease by 1.

The Feat can be taken multiple times on different spells and even on the same one as long as the Magic Points to cast the spell are greater than or equal to 50% of the original cost.

Stay down!

Requirement: Weapons Proficiency 3

Saving Throws: +2 Fortitude, +1 Will

When your attack causes two critical rolls on an opponent, the force of the blow is enough to knock him prone. The opponent must make a Fortitude saving throw (DC equal to the last 10 + attack roll with the weapon that caused the last critical roll) or fall prone. The Feat works on creatures of the same size or smaller than the character.

The **second time** you take the Ability you can also affect creatures of a larger size.

The **third time** you take the Feat you can also affect creatures two sizes larger. Grade 3 cannot be combined with grade 2.

Supreme

Requirement: the sum of CM+CA is at least 4 points higher than the previous time it was taken.

Saving Throws: +1 to two saving throws of your choice

Through the Supreme Feat it is possible to increase a Characteristic by 1 point respecting the rules of [Increase characteristics](#) (page ??).

Tactical

Requirement: Weapon Proficiency 1, Intelligence 1

Saving Throws: +1 Fortitude, +1 Will

You have an almost instinctive ability to manage and predict the outcome of fights.

The **first time** you take this Feat you can exchange, round by round, the outcome of the Initiative between you and a companion respectively at melee range. Cost 1 Action.

The **second time** you take this Feat, requirement Intelligence 2, Weapon Proficiency 6, you can exchange initiative, round for round, between three of your companions who are within melee range of each other. Cost 1 Action.

Storm of Fury

Requirement: Empty Fist List 2, Dexterity 1, Strength 1

Saving Throws: +2 Reflexes, +1 Will

When you use this Feat you can declare that you use Storm of Fury as your only action (3 Actions).

Make a single attack roll with -1d6 and if you hit you cause a number of critical damage equal to Weapon Proficiency/4.

Hollow head

Requirement: List of crossbows 4

Saving Throws: +2 Fortitude

You can give a deadly effect to your projectiles. Your crossbow bolt increases by one damage size.

Precise shot

Requirement: Dexterity 3, Weapon Proficiency 1

Saving Throws: +2 Reflexes

You gain +1 to hit and +1 to damage and attack rolls, with thrown weapons, bows, or crossbows, with targets within 30 feet.

Quick shot

Requirement: Dexterity 3, Accurate Shot, Weapon Proficiency 2

Saving Throws: +2 Reflexes

When using a bow, crossbow, or throwing a weapon, the multiple attack penalties are lower.

Each projectile fired beyond the first takes a cumulative -4 to attack roll (rather than -5). The first hit has a normal attack roll, the second has a -4, the third a -8...

Toccata and Fugue

Saving Throws: +2 Reflexes

Your attacks have a base penalty of -5 and you can take an Action of 1 more move. You cannot perform more than one bonus move action in this manner. It costs an Immediate Action.

Pitying touch

Requirement: Good Patron, Laying of Hands, Traits in common with Patron 3

Saving Throws: +2 Will, +1 Fortitude

Your touch soothes not only wounds but also suffering and pain. Whenever you use the Lay on Hands Feat you can also add this Feat as an Immediate Action.

By using the Laying on Hands you can, forgoing the indicated number of healing d6s, remove the following conditions:

2d6 Score Common Traits 3: Fatigued (down 1 rank)

3d6 Score Common Traits 6: Stunned - Confused - Scared

The **second time** you take the Feat, common Trait sum requirement 11, remove the following conditions:

4d6 Score Common Traits 12: Sick - Poisoned - Paralyzed - With Maximum Hit Points reduced (2d6 recovery) - Fatigued (reduce by two ranks)

You can also, by completely forgoing healing dice, regenerate limbs or remove the Blinded or Deaf condition.

One with the magic

Requirement: Adept of Magic

Saving Throws: +1 to two saving throws of your choice

Each time you take the At One with Magic Feat you must determine which Characteristic it connects to. Your Characteristic has a +1 value for determining spell effects.

One arm, one weapon

Requirement: Weapons Proficiency, 2

Saving Throw: +1 Fortitude, +1 Will

Choose a Weapon List. Strength damage applied by weapons from that list increases by 1.

The Feat can be taken multiple times and the Weapon List score must be 4 times higher than the number of times you have taken it.

If you take **4 times** this Feat on the same Weapon List the damage bonuses are reduced to +4 but you roll the damage twice and choose the better result. Does not apply on burst damage or critical damage.

One shot one dead

Requirement: Magical Expertise 1, Adept of Magic 1

Saving Throws: +1 Reflexes

The **first time** you take this Feat you gain a +1 on attack rolls to spells that require an attack roll.

The **second time** you get a +1 to attack roll for each time you took the Adept of Magic Feat.

One body, one mind, one spirit

Saving Throws: +1 of your choice

Assign one point to Weapon Proficiency or Magical Proficiency. This Feat can be taken a maximum of 2 times.

In the manual you will also find this Feat under the name **USCMS**.

Vampire

Requirement: Smell of blood (Benefits)

Saving Throws: +2 Fortitude, +1 Will

Your bloodlust becomes a cure. The bloodlust bonus can increase up to +5.

If the bonus increases from +3 to +4 or +5 you can, by swallowing the opponent's blood, heal yourself for 1d6 using 2 Actions

Iron Will

Requirement: Wisdom 0

Over time you have trained your will to resist any weakness and fear.

The first time you take this Feat you gain a +2 bonus on Will saving throws. The bonus is cumulative, +2 the first time, +1 the second, +1 the third.

The **fourth time** you take this Feat you can decide to automatically succeed on a Will save once per day before rolling the dice. It costs a Reaction.

Feat Grouping by Style

To facilitate the transition for those coming from other role-playing games with classes, the Feats for the more canonical classes are divided here.

They are clearly just indications, in OBSS the cha-

racter can be built as one prefers and as the story he experiences is instructing him.

These are suggestions to facilitate the construction of a character for those who are new to the Old Bell School System, it is obvious that it is possible to draw from all the groupings presented!

Warrior

I lengthen
Weapon Focus
Whirling Attack
Powerful blows
Kill shot
Fighting Blindly
Dance of the Blades
Defense ready
Dancing Scourge
I said FALL!
Iaijutsu
My Head is Harder
Parry
Leathery Skin
Truly evil person
Continue
This is my weapon!
Stone resistance
Lightning reflexes
Second skin
Stay down!
One arm, one weapon

Laying on of hands
Channeling energy
Channeling selective energy
Mental wall
Retaliation
Pitiful touch

Turning the Undead
Specialist
One with the magic

Wizard/Sorcerer

Adept of Magic
Pet / Familiar
Magic Battery
Extended Battery
Creating Magical Items
Crafting Greater Magic Items
Crafting Wondrous Magic Items
Crafting Mythical Magic Items
Typist
Deciphering magical writings
Elementalist
The Patron is with me
The Patron is my Weapon
Powerful spells
Detecting Magic
Wise
Specialist
One with the magic
One gesture kills one

Barbarian

Ferocity
Forged in Fury
Fury
Instinctive knowledge
My death your death
Human mountain
One arm, one weapon
Iron Will

Ranger

Horse Archer
Two-Weapon Fighting
Defend Mount
Double portion
Clinical Eye
Hawk eye
Safe step
The bigger they are, the more noise they make when they fall
Hound
Without a Trace
Shoot and Run
Hollow Head
Accurate shooting
Quick Shot

Monaco

Wings of the Phoenix
Armor of the Enchanted Mountain
Psychic Energy
Psychic Strike
Psychic Ray
Silver Crane
Spring
Human mountain
Mental Wall
Quick Step
Iron fist
Storm of Fury

Thief

Sneak Strike
Weakening Strike
Paralyzing Strike
Quick extraction
Enrage
Arrow called, arrow delivered
Juggler
Improvise
Opportunist
First Blood
This is my dagger
Dodging traps
Wonderful dodge
Touch and run

Druid
Adept of Magic
Animalia
Elemental Form
Distilling potions
Shayalia's daughter
The Patron is with me
Pure Blood

Gish (Warrior/Mage)

Devotee's Armor
Magic Warrior
The Patron is my Weapon
Combat Spellcaster
Cautious Enchanter
Infuse Superior Energy
Infuse Greater Magical Energy
The shield is my friend
Magical roots
One with the magic

Paladin

The Patron is my Weapon

Cleric
Adept of Magic
Devotee's Armor
Typist
Loyal
The Patron is with me
Power of the Patron

Family

Mr. Wing's nephew: Listen mister, there are three rules to follow, though.

Rand: Oh, yeah? And what would they be?

Mr. Wing's nephew: Keep him away from light, he hates strong light, especially sunlight. He would die. And keep him away from water, don't let him get wet. But the most important thing, the rule that he must never forget is that even if he cries, even if he makes a scene and begs her, she must never, never feed him after midnight. Understood? (Gremlins, Film, 1984)

The pets are animals chosen by the character, through the Familiar Feat, to help him in his adventures and for company. A familiar has a special bond with its master.

A familiar is a normal animal but is treated as a magical creature for the purposes of determining any effects that depend on its type.

Only a normal, unmodified animal can become a familiar.

A familiar grants Special Abilities to its master, these Special Abilities apply only when the master and the familiar are within 100 m of each other.

A special 4-hour ritual in the animal's native environment is necessary to make it become a familiar.

If a familiar is dismissed, lost, or dies, it can be replaced a week later with a special ritual that costs 2 points of the character's temporary Constitution. The ritual takes 8 hours to complete.

Table: Pet Types

Familiar	Ability acquired by the master
Owl	+2 on Arcana checks
Raven	+2 on Intimidate checks
Dobi	+2 on Saving Throw vs. Enchantment
Weasel	+1 on Intelligence checks
Hawk	+2 Sight Awareness
Cat	+2 on Stealth checks
Owl	+2 Hearing Awareness
Otter	+2 on Swim checks
Lizard	+2 on Survival checks
Bat	+2 on Acrobatics checks
Rat	+1 to Saving Throw vs. Disease
Hedgehog	+1 to Will save
Toad	+2 to Save vs Poison
Monkey	+2 on Fairy Hands, Escape Artist checks
Topi	become Topi's familiar!!!
Fox	+1 Reflex Saving Throw

Use the base statistics of a creature of the familiar's species, making the following changes.

Attacks: Use the master's Weapon Proficiency if higher. Use the pet's Dexterity or Strength modifier,

whichever is higher, to calculate the pet's attack bonus with Natural Attacks. The damage is the same as that of a normal creature of the familiar's species. The familiar acts in the master's round.



Henry Justice Ford

Defense: the familiar has a Defense equal to that of the standard animal plus a bonus due to the owner's Magical Expertise. See Familiar Feats table.

Saving Throw: For each saving throw, use the familiar's saving throws or the master's saving throws, whichever is better. The familiar applies its Ability values as a bonus on saving throws and takes none of the bonuses its master may have.

Familiar Actions: Commanding a familiar takes 1 Action. The familiar performs 2 Actions per round. Without commands the Familiar does nothing except defend itself and attack those who attack it.

Description of Familiar Abilities

All familiars possess Special Abilities (or attribute them to their masters) depending on their master's Magical Expertise score. The Special abilities listed in the table are cumulative.

Table: Familiar Skills and Bonuses

Master's CM	Defense Bonus	Intelligence Bonus	Special
1-2	+1	0	Alert, Share Spells, Empathic Bond
3-4	+1	+1	Send Touch Spells
5-6	+2	+1	Talk to Animals of Your Kind
7-8	+3	+1	Talk to the Master
9-10	+3	+2	-
11-12	+4	+2	See through Familiar
13-14	+5	+2	Improved Sending Touch Spells
15-16	+5	+3	-
17-18	+6	+3	-
19-20	+7	+3	-

Master's Magical Expertise: the number indicated here is the Magical Expertise value of the familiar's master, divided into bands.

Defense Bonus: the indicated bonus is to be added to the pet's Defense.

Intelligence Bonus: the indicated bonus is added to the pet's Intelligence score.

Special: the special abilities acquired by the familiar (and/or the master).

Alert: when the familiar is within arm's reach of the master, he gains +1 on Awareness checks

Sharing Spells: At his discretion, the master can cast any Spell that affects himself on his familiar.

The master can cast spells on his familiar even if they normally have no effect on creatures of the familiar's type (magical creatures).

Empathic Bond: The master has an empathic bond with his pet up to a distance of 1 km. The master cannot see through the familiar's eyes, but can communicate with it telepathically. Due to the limited nature of the bond, only generic emotions can be communicated (fear, nervous, calm, joy...).

Send Touch Spells: Your pet can cast Touch Spells for you. If the master and familiar are within 30 feet when the master casts a Touch Range Spell, he can designate his familiar as *spell deliverer*.

The familiar can transmit the Spell just like the master. The familiar uses one of its Actions to make an attack.

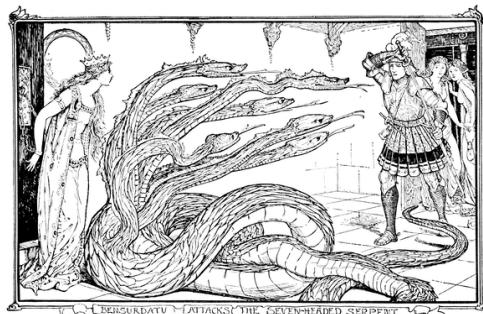
Talking with the Master: the familiar and the master can communicate verbally, as if they were using a common language. Other creatures or animals are unable to understand their conversation except by using magical aids. The capacity works within 50m and they must be heard.

Speak with Animals of Its Kind: the familiar is able to communicate with animals of its generic species: bats with bats, mice with rodents, cats with felines, hawks and owls, and crows with birds , snakes and lizards with reptiles, toads with amphibians, monkeys with other primates, weasels with stoats and mustelids... Communication is limited by the Intelligence of the creatures the familiar communicates with.

See Through Familiar: The master can see through the familiar. Activating this Skill costs 1 Immediate Action. The familiar must be within 50 meters.

Transmit Improved Touch Spells: The familiar can transmit Touch Spells for him. If the master and the familiar are within 60 feet when the master casts a Touch Range Spell, he can designate his familiar as *the one who delivers the Spell*.

No matter how special, intelligent and unique a familiar remains an animal and as such cannot use magic objects or scrolls, it can use a potion if it has the ability to drink it. A particularly intelligent familiar could perform simple and straightforward tasks.



Henry Justice Ford, a great familiar...

Other Special Skills

Quite Abilities are not selectable by the player, but can be innate in creatures.

Ethereal

A creature that has become Ethereal is located in the Ethereal Plane which is superimposed on the Material Plane.

An ethereal creature is Invisible, without substance, and capable of moving in any direction, even up and down. An ethereal creature can move through solid objects, including other living creatures. An ethereal creature can see and hear what happens on the Material Plane, but everything appears gray and insubstantial. The sight and hearing of an ethereal creature on the Material Plane are limited to a distance of 30 feet.

Spells, if not appropriately formulated and modified, do not act on ethereal creatures. An ethereal creature has damage resistance to light or void, and ignores all other forms of energy.

An ethereal creature cannot attack a material creature, and spells cast while in the ethereal condition can only affect ethereal elements. Some creatures or material objects have attacks or special effects that also work on the Ethereal Plane. An ethereal creature treats all other ethereal creatures as if all were material.

Damage Resistance

Certain creatures or protections grant the ability to Resist a type of Damage.

Being Damage Resistant automatically means you halve the damage you take before applying any other protection or saving throw.

Damage Resistance can also take on values. When Damage Resistance: Electricity is written, the subject automatically halves electricity damage, if Damage Resistance: Electricity 10 is written, it means that it reduces electricity damage by 10 points before applying the saving throw or other bonuses.

A creature with a Fire Resistance halves (reduces) all damage it takes from flames, magical or otherwise unless otherwise noted.

There may be abilities or spells that ignore this Resistance. Multiple equal resistances do not add up, since two objects give me fire resistance I do not reduce the damage by a quarter, only one is applied. If an ability ignores damage resistance it will pass resistance even if I have two or more sources of resistance.

Damage Reduction - DR

Certain creatures or Abilities grant the supernatural ability to resist damage from certain types of weapons or up to a certain amount (per attack).

It usually takes the value of XX/ZZ or how much damage (XX) is ignored if you are not attacked with (ZZ). Ignoring damage also means that effects related to the attack don't work, such as poisons on the weapon.



Paris shot Achilles with an arrow - Pieter Paul Rubens - Date 1630-1632

Certain weapons, particularly magical ones, can ignore the DR

Projectiles (arrows, darts, rocks) fired from magic thrusters are NOT considered magical.

Magic Resistance

Magic Resistance can be indicated in two different ways.

It can be indicated with a dice, e.g. *Magic Resistance*. *The deva has +1d6 on saving throws against spells and other magical effects.* In this case the bonus applies as indicated.

Or followed by a number and level, e.g. *Magic Resistance: 3lv*. In this case the creature is not affected by spells of that level or lower. A spell is considered to be one level higher for each magic critical obtained in the Magic Test.

Even if the target of the magic is not affected by direct effects, it is still affected by indirect effects, for example it can fall into the pit created by a Disintegration spell.

Magic Resistance cannot be lowered even by the creature that possesses it.

Immunity to damage

It is extremely rare but there are creatures or magical effects that make you immune to a form of damage, be it physical (weapon damage..) or magical (various forms of energy).

A creature immune to a form of damage takes no damage from that attack. A creature that instead has the ability to have its own irresistible damage, meaning that it cannot be reduced by resistance, will only partially penetrate the creature's immunity, making it only resistant to that damage.

A creature that rolls *Damage Immunity Void, Poison; weapons +2* means that he does not suffer damage from Void or Poison and to wound him you need a weapon with a +3 or higher magic bonus, or a character who attacks with natural weapons and is level 12 or higher or who has taken the Empty Fist Weapon List at least 6 times.

See the diagram of [Magical weapons equivalences](#) (page ??)

Vulnerability to Damage

Certain creatures or spells make certain effects more effective, causing greater damage to the vulnerable subject.

Being Vulnerable to a specific type of Damage automatically means double the damage received before applying any other protection or saving throw.

A creature with a Vulnerability to Fire doubles all damage taken then makes the saving throw indicated by the spell or effect if possible.

Fear

Spells, Magic Items, and certain creatures can affect characters with the Fear effect. A creature with Fear can't suppress its aura if it is innate unless otherwise described. The difficulty with which to make the Will saving throw is always marked. A creature immune to Fear can't be frightened whether the source is natural or magical.

Scared

A frightened creature has -1d6 on attack rolls, saving throws, and proficiency checks as long as the source of its fear is visible. A frightened creature cannot willingly approach the source of its fear.

Paralysed

There are several methods to Paralyze a creature, both magical and natural. While natural ones often have systems for freeing oneself later, magical systems can provide for freeing oneself from paralysis or not, perhaps only after a certain period of time.

A paralyzed character cannot perform Actions or Reactions or speak, melee attacks against her have a +2d6 bonus. The creature is aware of its surroundings and does not drop objects. The creature automatically fails Reflex saving throws. The creature loses its Dexterity bonus to Defense.



The Scream (original title: Skrik)
Edvard Munch - Date 1893-1910

The Magic

The magic is not in the pendulum, but in those who use it. (NCIS - Crime Unit)

You will not let the one who practices magic live. (Book of Exodus)(Always depending on your Traits...)

A wizard is never late, Frodo Baggins. Nor in advance. He arrives precisely when he means to. (Gandalf, The Lord of the Rings - The Fellowship of the Ring. J.R.R. Tolkien)

Magic permeates game worlds, and its most common form is that of a spell. This chapter provides the rules for casting spells.

When a character casts any spell, the following basic rules are used regardless of the spell's effect.



The Witchcraft Art of Jacques de Gheyn II

What is a Spell?

A spell is a manifestation of power. Each spell is the fruit of power and knowledge, the enchanter is a superior intermediary who channels the power of the Patrons. When casting a spell, a character composes gestures, words and uses objects that do nothing but connect him to the source, the Patron.

Spells can manifest protective weapons or barriers, they can inflict damage or heal life energies. Countless spells have been created throughout Yeru's history, many of which have been forgotten. Some may still be hidden within the pages of dusty spell tomes within ancient ruins or locked away in the minds of dead deities. Or they might one day be reinvented by a character who has enough power and ability to do so.

How to make magic! (In summary)

Your character must have taken at least one Magic List by investing the first point in Magical Expertise or by having taken the Adept of Magic Feat.

Access to the Magic List allows you to access and therefore be able to learn the spells that belong to it. By assigning a point to Magical Proficiency you can access the Universal List.

Magical Expertise allows you to have more Magic Points, more spells and also make your spells harder to resist and together with the Adept of Magic Feat you can access higher level spells.

However, don't worry, this chapter contains everything you need to know!

The characteristics of the spells

The description of each spell begins with a block of information that includes the level, the Magic Lists to which it belongs, casting time, range, components and duration of the spell. The rest of the description informs us of the spell's effect.

Casting Time

Most spells can be cast with two Actions. Some spells require an Immediate Action, a Reaction Action, or much longer to cast.

Immediate Action

A spell cast with an Immediate Action is particularly quick. You can use an Immediate Action during your round to cast the spell that is Immediate, as long as you have not already taken an Immediate Action during your round. During the same round you cannot cast another spell, unless it is a 0-level spell (called Cantrips).

Reactions

Some spells can be cast as reactions. These spells take a fraction of a second to create and can be cast in response to an event. If a spell can be cast as a reaction, the spell's description tells you exactly when you can do so. You must have a Reaction Action available and not have already used it.

Longer Launch Time

Certain spells take longer to cast: minutes or even hours. When you cast a spell with a casting time longer than two Actions, each round after the first

is considered used in casting the spell. For those rounds it's as if you have to maintain Concentration, to determine any effects.

In the final round, when the casting time is exhausted, you roll the spell with the initiative you rolled at the beginning of the formulation and use an Action to cast the spell.

Magic Lists

Magical traditions throughout Yeru have formalized spells over the millennia into lists consistent in type and effect. There are therefore lists that concern Fire or other elements, illusions, healing energies...

The Lists presented here only include those codified and taught in magic schools. Ancient legends tell of further lists created, curated, and circulated in small circles or sects. One of these secret lists is that of the Gnome Devotees of Shayalia, a purely natural list that mixes the traditional List of Animals and Plants with some spells from the Element Lists. Other more obscure lists are the demonic or Aboleth ones, some others are linked to belonging to groups of Devotees. Other, more nefarious lists corrupt the souls of the characters by also imposing Traits. These lists will normally be closed to the character but it is not certain that with the increase in Magical Expertise he himself will not create new lists of spells.

Magic Lists help describe spells; they do not have their own rules, although some rules may refer to these lists. The related characteristic is indicated next to the name of each List.

- *Abjuration* (INT) concerns spells of a protective nature, although it also contains some for aggressive use. These spells create magical barriers, negate harmful effects, or banish creatures to other planes of existence.
- *Water* (DES) are the spells that act on the water and cold elements and to a minimal extent also on healing
- *Air* (CHA) concerns spells that manipulate and use air and also electricity.
- *Enchantment* (CAR) concerns spells that act on the minds of others, influencing or controlling their behavior. These spells can make enemies consider you a friend or even control another creature as if it were a puppet.
- *Animals and Plants* (WIS) these are spells that act on animals and plants, natural or magical.
- *Heal* (WIS) concerns spells that allow you to recover physical and mental energy and eliminate weaknesses and poisons.
- *Divination* (WIS) concerns spells that reveal time-lost, forgotten information, visions of the future, the location of hidden objects, the truth behind illusions or images of distant people and places.

- *Conjuration* (INT) involves spells that transport objects and creatures from one place to another. Some spells summon creatures or objects to the caster's side, while others allow the caster to teleport from one location to another. Some summons create items or effects out of thin air.
- *Fire* (STR) The most dangerous spells are in here with everything needed to burn and incinerate.



The most famous depiction of the famous 1833 Leonids Meteor Storm

Illusion (WIS) involves spells that deceive the senses and minds of others. They make people see things that don't exist, they don't notice things that exist, they make them hear fake noises or remember things that never happened. Some illusions create ghostly images that anyone can see.

- *Invocation* (CON) involves spells that manipulate magical energy to produce a desired effect.
- *Necromancy* (CON) involves spells that manipulate the energies of life and death. These spells can grant an additional pool of life force, drain the life energy from another creature, create undead, or even bring the dead back to life (if granted).
- In OBSS only a Patron has enough power to bring a dead person back to life.
- *Earth* (CON) Spells that act and move the earth
- *Transmutation* (DEX) involves spells that change the properties of a creature, object, or environment.
- *Universal* some spells are cornerstones of magic itself and as such accessible to all spellcasters. To access the spells contained in this Magic List you must have at least one point in Magical Expertise. The maximum level of spells

that can be cast is equal to the number of times the Adept of Magic Feat has been taken, with a minimum of 1.



Make it clear that each Magic List characterizes the character in a unique way. The Magic Lists taken give a different depth and role to each other.

Range

The target of a spell must be within the spell's range. For a spell like Arcane Bolt, the target is a creature. For a spell like fireball, the target is the point in space from which the fireball explodes. Most spells have a range in meters. Some spells can target only a creature (including you) with which you are in physical contact. Other spells, such as the shield spell, only affect you: these spells have a range of *personal*. A spell that has *an ally* as its area of effect can also be cast on yourself.

Spells that create cones or lines of effect that originate from you also have personal range, indicating that you are the point of origin of the spell's effect (see *Areas of Effect* later in this chapter).

Casting Spells in Armor

Given the mental concentration and precise gestures required, the armor distracts and unbalances the flows. The Magic Test in casting the spell is mandatory and is modified as indicated in the *armor* section (page ??).

Optional – Armor Enchantments

The armor blocks magical flows and does not allow correct channeling. This option means that all spells cast by the caster become Contact Ranged, i.e. they can only be discharged through the caster's hand. No Magic Checks are required for wearing armor.

Duration

A spell's duration is the length of time it persists. Duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spell is dispelled or destroyed. A spell can be interrupted by your spellcaster as an immediate action.

If a magical critical doubles the duration, it is always understood as referring to the initial duration. E.g. if the duration is 2 hours after the first doubling it becomes 4 hours, with the second it becomes 6 hours and then 8 hours..

- *Instant*

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or object so that it cannot be dispelled, as its magic exists only for an instant.

- *Concentration*

Some spells require you to maintain concentration to keep their magic active. If you cannot maintain concentration, the spell will end. If a spell must be maintained through concentration, this is indicated under Duration, the spell specifies how long you can maintain concentration on it. You can end your concentration at any time by using a Reaction.

Normal activities, such as moving and attacking, do not interfere with concentration. Maintaining concentration costs 1 Action per round.

Components

The components of a spell are the material requirements you must meet to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you are unable to provide one or more of the spell's components, you will not be able to cast it.

Most spells require you to chant mystical words. The words, rhythm, cadence and resonance allow for harmony with the Patron who provides the magic.

Somatic (S)

The gesture of casting a spell can include forced gesturing or intricate series of gestures. If a spell requires a somatic component, the caster must be free to use at least one hand to perform these gestures.

Material (M)

Casting certain spells requires particular objects, specified in parentheses under the components heading. The character must obtain that specific component before he can cast the spell.

If a spell indicates that the material component is consumed by the spell, the caster must supply this component with each casting of the spell. A spellcaster must have a free hand to access these components, but it can be the same hand used to cast the somatic components.



For more immediate management of the components you can replace the components indicated by consuming an equivalent in gold coins equal to 100 * the square of the spell level (€5) in gem powder.

Recover from dying

If you drop to zero or below zero Hit Points you lose half your remaining Magic Points, with a minimum of 10 Magic Points lost. All spells you are concentrating on are interrupted.

Targets

A normal spell requires you to choose one or more targets that are affected by its magic. The spell description tells you whether the spell targets creatures, objects, or a point of origin to generate an area of effect. Unless the spell has a perceptible effect, a creature may never realize that it has been the target of a spell. An effect such as crackling lightning is overt, but a more subtle effect, such as attempting to read a creature's thoughts, is usually unnoticed unless the spell says otherwise.

Casting a spell is an action that does not go unnoticed. A Stealth check at difficulty 15 or casting the spell as if you were distracted allows you to conceal the casting if it doesn't happen right in front of the observer.

Clear Trajectory Towards Target

To target a creature or object, you must see it and have a clear path towards it, and therefore it **cannot be behind complete cover**. If you place an area of effect somewhere you can't see and an obstruction, such as a wall, is between you and that point, the origin point is created on your closest side of the obstruction (a Ball of Fire behind a closed door explodes upon contact with the door on your side and does not manifest beyond the door).

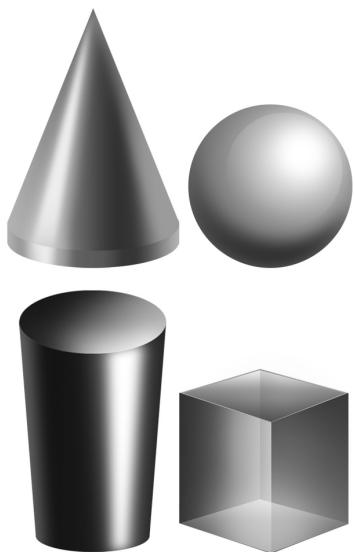
Take Yourself as Target

If a spell targets a creature of your choice or an ally, you can also choose yourself, unless the creature must be hostile or it is specified that it cannot be you. If you are within the area of effect of a spell cast by you, you will also be affected.

Areas of Effect

Spells like Searing Wave and Cone of Cold cover an area, allowing him to target multiple creatures at once.

A spell's description specifies its area of effect, which usually falls into one of five shapes: cylinder, cone, cube, line, or sphere. Each area of effect has a point of origin, a place from which the spell's energy manifests. The rules for each shape specify how to place its origin point. Usually the point of origin is a point in space, but some spells have an area whose origin is a creature or object. The origin point must always be valid.



Cone, Sphere, Cylinder, Cube

- **Cylinder:** The point of origin of a cylinder is the center of a circle of specific radius, as indicated in the spell description. The circle must be on the floor or level with the spell's effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then starts from bottom to top or from top to bottom, up to a distance equal to the height of the cylinder. The cylinder's point of origin is included in its area of effect.

- **Cone:** A cone extends in a direction of your choice from its point of origin. The diameter of a cone at a given point along its length is equal to the distance of that point from the point of origin. The area of effect of a cone specifies its maximum length. The cone's point of origin is not included in its area of effect, unless you choose otherwise.

E.g. A 9 meter Cold Cone is 9 meters wide at the end and stretches 9 meters from the point of origin, 3 meters away from the point of origin it is 3 meters wide.

- **Cube:** select the origin point of a corner of the cube. The dimensions of the cube are expressed as the length of each of its edges. The cube's point of origin is not included in its area of effect, unless you decide otherwise.

- **Line:** A line extends from its point of origin in a straight path along its entire length and covers an area defined by its width. The line's point of origin is not included in its area of effect, unless you choose otherwise. Unless otherwise specified, a line is one square wide.

- **Sphere:** select the point of origin of a sphere, which must be valid (see Range and Targets) and the sphere will extend from that point until it encounters an insurmountable obstacle or

its expressed size in the radius. The size of the sphere is indicated as the radius in meters that extends from that point. The sphere's point of origin is included in its area of effect.

A fireball that is spawned in a 9x9m room will take up a good portion of it, and in a 6x6m room it will fill it all. In a 3x3 m room, if it has the opportunity to exit through a door or window, it will continue its explosion until it reaches a radius of 6 metres. A fireball in a 10x10 foot corridor will saturate it 20 feet back and forth from the point of origin.

Spell Rarity

On some Spells the Rarity is indicated, that is, how likely it is to find this spell or how much it can be known. The rarity depends not only on the level of the spell itself, obviously the most powerful spells are also the rarest, but also on how commonly they are widespread and known in the list. The Storyteller will use this scale on 3d6 to evaluate what can be found most easily: Common (1-14) - Uncommon (15) - Rare (16) - Very Rare (17) - Legendary (18).

Combining Magical Effects

The effects of different spells stack until their durations overlap. However, effects from the same spell or that give the same bonus cast multiple times on the same target do not combine. Instead, the most powerful spell among those cast, the one of the highest level and, all things being equal, the one that has obtained the most Magic Criticals will be applied as long as the durations overlap.

In the case of instantaneous spells, the effects act individually if they act in the same initiative segment. E.g. If I am hit by a bolt of lightning with initiative segment 4 and then by another bolt of lightning with initiative segment 8 I will make two separate saving throws with related damage management, if they were in the same initiative segment I would only suffer the more powerful one (see above).

Basic Rules

- When casting his first spell, the spellcaster chooses whether to use Intelligence as a modifier to the Magical Competence check, the Characteristic linked to the first Magic List taken or, if he is a Devotee, he can choose the Characteristic indicated by the Patron.

Once the choice has been made it is no longer possible to change it. This modifier is called **spell ability modifier**.

- When the character assigns the first point of Magical Expertise, he knows a Magic List.
- Each time the character learns a new Magic List, either through the Adept of Magic Feat or by

Magical Expertise score, he learns 2 first-level spells + ability modifier + 2 cantrips from that Magic List or Universal.

- Every time a spellcaster gains a point in Magical Expertise, he learns two new spells that he has available in his Tome and that are within the maximum castable level.
- Each time you gain a point in Magical Expertise you may forgo learning a spell of level 1 or higher to learn two cantrips (level 0) that you know.
- Every time the caster acquires a point in Magical Expertise, it is possible to forget a number of spells equal to the CM score and replace them with others available in the Tome, as long as they are within the maximum castable level.
- The number of spells that can be cast per day depends on the caster's ability. See **Magic Points and Magical Expertise Table**.
- A Follower gains +1d6 on Magic Checks in the schools favored by the Patron. She can use the Patron's favored energy in your spells.
- A Devotee adds +1d6 to Magic Tests in the Patron's favored schools and may ignore a die rolled on the Magic Test. He must use the Patron's preferred energy in his spells.
- The term **learned** means a spell present in the Tome of Magic that has been memorized and can be cast whenever desired.

The term **known** refers to a spell present in the Tome of Magic which however has not been learned, i.e. it has not been memorized and cannot be cast when desired.

Access to Magic Lists

The enchanter can cast spells only if they belong to a known Magic List or the Universal List and if they are learned and therefore memorized among those present in the Tome of Magic.

A spellcaster learns a new Magic List when she assigns her first point of Magical Expertise and every 4 total points of Magical Expertise thereafter.

Further access to the Magic Lists occurs through the choice of the Adept of Magic Feat.

Maximum castable spell level

While Magical Competence indicates the study and dedication to Magic in the most abstract form, it is only the Adept of Magic Feat that allows you to understand how good you are at formulating spells.

To establish the specific maximum castable level for each Magic List it is necessary to know the Magical Expertise value and how many times the Magic Adept Feat has been taken in that Magic List.

- If Adept of Magic has been taken 1 time the maximum level of spell that can be cast is CM/2. Ex. CM=6, $(6/2)=3$ spell level.

- If Adept of Magic has been taken more than once, add to CM the times you have taken Adept of Magic -1 and divide the result by 2. E.g. CM=9, Adept of Magic taken 4 times, $(9+3)/2=6$, or CM=13, Adept of Magic 3 times, $(13+2)/2=7$ spell level.

If Adept of Magic was not taken in that list then the maximum level of spells that can be cast is 1.

Optional – Ultimate Magic

- Supreme Magic: if you want high-level spellcasters to dominate magic, make sure that for every 6 points of Magical Expertise the player can add 1d6 in the Magic Test and ignore a rolled die.

- Magic for all: instead of every 4 points awarded in Magical Expertise the spellcaster learns a Magic List every 2.

Magic Test

Casting a spell is not always enough, many times it is necessary for it to work well and indeed to act beyond its normal expectations. The caster can decide to call upon more energy when casting the spell, i.e. make a **Magic Check** and trust in his abilities.

The caster rolls $3d6+1d6$ for every two Magic Lists (rounded up) known plus any bonuses or Feats.

The spellcaster can ignore a 1 rolled on the Magic Test for each time he has taken Adept of Magic in the Magic List of the spell he is casting.

If in the set of rolled dice there are **at least two 1s** or **one 1 and two 2s** bad things will have happened, this case is called **Magic Critical Failure**, the spell does not manifest and **Magic Points are spent**.

To check how many magical critical failures have been made, first check how many pairs of 1s are present, then check if there is another 1 left to associate with a 1 or two 2s.



Grant a +1d6 on the Magic Test when the character expertly and fluently recites the casting of the spell. If he says €5711 € I throw a fireball he will get no advantages but if with transportation he declaims €5712 € By all the hellfires may Nedraf drag you to hell with his holy flames. Burn unworthy. Fireball! then yes!.

Once you have checked the absence of critical failure, if there are at least two 6s in the dice roll you will have obtained **Magic Critical Success**, as for the Golden Rules you will continue to roll a die for every 6 done or what you are going to do. Count the 6 you get, every two is a Magical Critical Success! Any 1's rolled following the critical success do not count towards the critical failure. **For each critical success the spell's saving throw DC increases by 1.**

Any result other than a magical critical success or a magical critical failure will cause the spell to manifest without any particular effect unless explicitly requested.

When required to pass or make a Magic Test it is sufficient not to make a Magical Critical Failure.

By paying twice the cost of the spell you can roll 2d6 more, by paying quadruple you can roll 4 more (and then x8 and +6 dice...).

A spellcaster can also willfully fail a Magic Test.

Magic Test Critical Failure

If the Magic Test had a Magical Critical Failure, roll 3d6 and consult the following table. For each additional Magic Critical Failure to the first, roll 1d6 less, until you only roll 1d6.

Table: Magic Critical Failure Effects

- 1 Increase your Fatigued status by 2 ranks
- 2 For 1 day you are no longer able to channel magical energies. You cannot cast spells unless you make a critical magical success on the Magic Test
- 3 You exhibit minor body modification
- 4 You are hit by a thundering column of Light and Void. In a 10-foot radius centered on you, anyone must make a DC 15 Reflex saving throw to halve or take 1d6 points of damage per spell level
- 5 For 3 rounds you are under the influence of the Confusion spell
- 6 You are paralyzed for 3 rounds
- 7 You are teleported within 3d10 meters in a random direction
- 8 You become invisible and unable to speak for 6 rounds
- 9 Only you are shrouded in impenetrable magical darkness for 6 rounds
- 10 You can't speak well, you stammer. Each spellcasting forces you to pass a Magic Test. Duration 3 rounds
- 11 The next spell you cast has effects that are minimized if possible
- 12 Your heartbeat is like the beating of a drum, it can be heard within 50 meters
- 13 All your body hair falls out, luckily it can grow back
- 14 Emit a noisy, pestilential flatulence. A 1m x 50cm illuminated sign above your head points at you and mocks you
- 15 Every object you hold in your hand falls to the ground
- 16 Gain 2d6 Magic Points
- 17 An anvil falls, 3d6 damage Reflex save DC 15 to halve, on one random creature, excluding you, within twenty feet
- 18 All creatures, except you, within a 20-foot radius centered on you take 1d10 unresistible damage

Magic Points

Depending on the score in Magical Expertise the caster has a certain amount of Magic Points available.

Spells cost in Magic Points equal to their level

Every time you cast a spell, the cost is subtracted from the Magic Points available for the day. In the case of Cantrips, these do not consume Magic Points but it is necessary to have at least 1 Magic Point remaining.

The caster has a **bonus** to Magic Points equal to his spell ability modifier.

Magic Points are all recovered with 8 hours of rest.

Table: Magical Expertise (MC) and Magic Points (MP)

CM	PM	CM	PM	CM	PM
1	2	8	27	15	58
2	4	9	36	16	62
3	8	10	41	17	71
4	10	11	43	18	76
5	16	12	47	19	82
6	19	13	50	20	89
7	23	14	54	20+	prev.+ 4



If you want a more realistic approach, for each degree of Fatigue you recover 20% less than the maximum Magic Points per night's rest.

When you have few Magic Points

When the caster falls below the **50% of the Magic Points** available, any further spell casting must be done by passing a Magic Test.

Optional - Spells as Rituals

Especially at the first levels, it can be very annoying not to have learned a spell even though you have it available in the Tome of Magic.

With this optional rule the spellcaster can cast a spell, within 3rd level, that is present in his Tome of Magic or even that he has learned, extending its casting time to 1 hour per Magic Point cost. If a spell is cast in this way, no Magic Points are used, but a Magic Test must be passed.

Optional - The Vice of Magic

If you want an approach that reduces the amount of spells cast by spellcasters, establish that the cost in Magic Points of each spell is equal to the spell's Level + the cost itself x the times it has already been cast that day, but avoid the Test of Magic for *When you have few Magic Points*.

Automagic Critical Success

The caster can decide to additionally spend the **double the normal Magic Points** of the spell to automatically have a **Magic Critical Success**. The choice can be made several times and each time the cost of the spell doubles compared to the previous one. The declaration of wanting to use the Automagic Critical Success must be declared before carrying out, and passing, the Magic Test.

The casting time of a spell enhanced in this manner increases by 1 Action.

E.g. Fireball, I want it to score 2 magic critical successes, I pay 3 Magic Points to cast it, plus 6 for the first Magic Critical Success plus 12 for the second Magic Critical Success, and possibly 24 for a third Magic Critical Success. In this case, all the Magic Points used are always paid regardless of the result of the Magic Test.

You cannot spend more than half your current Magic Points to enhance a spell.

The Tome of Magic

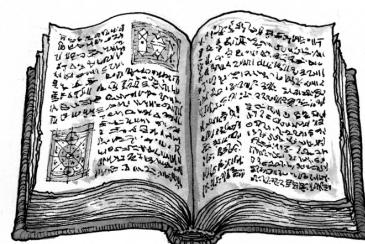
If the Patrons are the source of magic, it is only the application of ancient rites and formulas that allows this raw energy to be manifested in a form and expression that we call spell.

Every user of magic has one or more **Tome** of spells, don't just think of a large ancient tome bound in leather, different cultures have developed over time the ability to inscribe the runes of spells on cards, sticks, plates stone, tattoos... take your pick when creating your character. This choice will not prevent you from copying spells worth **Tomes** made differently (tobacco leaves, liquids of knowledge...) for you it will always be easy (Arcana DC 12 test) to understand if you are dealing with a Tome of some kind.

When the character learns a Magic List for the first time, he writes into the Tome of Magic a number of spells equal to the +2 spell ability modifier and 2 cantrips from the same list. These spells will be first level or from the Universal List. Any other spells he wants to learn he will have to find and write them down in his Tome.

Each spell occupies a number of pages in the Tome equal to its level, with a minimum of one; copying a spell page takes 1 hour of work and 10 gp of precious ink.

A Tome (book) of spells costs 10 gp per page.



A spellcaster can copy into his Tome spells that belong to a Magic List known to him (or Universal) and the maximum copyable level is one level higher than his maximum castable level (see [Magic Lists](#)).

If the spell is more than two levels higher or from an unknown Magic List the caster must make a Magic Check and gain a Magical Critical Success. If the character is a Devotee and the spell belongs to a Magic List known to him and preferred by the Patron, then the Magic Test is performed only if the spell is three or more levels higher than the maximum castable level.

If he does not achieve at least one Magical Critical Success he cannot attempt to copy that spell until the next point of Magical Proficiency gained. If he rolls a Magical Critical Failure, bad things will happen to the Tome and 1d4 random spells will be erased from the Tome itself.

The source of new spells can be another tome, staff, scroll... in short, anything that the previous spellcaster used to store spells. A magical object (magic staff, ring, rod... wand...) is not suitable as a source from which to copy the spell it contains, it must be copied from the equivalent tome or scroll of another spellcaster. A spell when copied to the new Tome vanishes from the original Tome.

During the adventures your enchanter will be able to copy many and numerous spells on his Tome but he will not be able to learn them immediately. When the character acquires a new point of Magical Expertise, he will be able to forget a spell learned to replace it with a spell present in his Tome that is from a known Magic List and learn the new spells.

Choose Spells

Spells are not learned alone, they are not chosen from a ready-made list. Each spell is a precious treasure that must be found and learned.

You will have to undertake perilous adventures, pay mercenaries, search for ancient tomes and reveal the darkest and most forgotten secrets in order to learn new spells.

Each spell is like a magical object, a true treasure to seek and obtain!



Spells become full-fledged magical objects and rewards. Harness your characters' thirst for knowledge and power to build interesting adventures that revolve around ancient tomes and legendary lost spells.

Studying spells

The character who wants to cast spells must review the ancient formulas in his Tome every day. This is quite quick, taking only 3 minutes per Magical Proficiency.

If the caster has not reviewed the spells as soon as he wakes up or before casting them, he must make a Magic Test for each spell until he has reviewed them.

Changing Spells

Through a long and difficult magical rite the caster can replace a learned spell with a known spell present in the Tome. After 8 hours of ritual the caster performs a Magic Test and only if he succeeds can he change up to 1d4 spells, if the Magic Test achieves a Critical Success then he can change up to 1d4+4 spells. If the check fails critically, the caster forgets 1d4 spells.

Attack Roll with Spells

Several spells must be cast and hit an opponent to work.

When the spell tells you to make a *Spell attack roll* (ranged or melee) you must make an attack roll against your opponent's Defense.

This attack roll is made with 3d6+ **Weapon Proficiency** + €5796 Spell ability modifier + **Feats** and €5798 miscellaneous modifiers.

It is also possible that a **Touch Spell Attack Roll** is required, i.e. the attack is made with a bonus of +1d6, as for Touch Attack.

Spell or weapon attack rolls accumulate multiple attack penalties.

When the magic is area-effect it is not necessary to make an attack roll except to reach difficult and specified areas, i.e. you aim at a well-defined area and you want to avoid hitting someone with an area-effect spell.

Optional - Spell Attack Roll

If you want to make it easier for spellcasters to hit, you can decide that the attack roll is based not on weapon proficiency but on magical proficiency.

The Explosion of 6 in Magic

Even in the Magic Test the 6s explode, the 6s rolled in the Magic Test are rerolled, and rerolled again if necessary.

Keep track of how many criticals (two 6s rolled) you roll, it could help you get *special effects* in the spell! Remember that for each magical critical the DC of the saving throw increases by 1.

Saving Throw - Resist the spell

The **Tiro Salvation** based on what is required by the spell has difficulty (DC) equal to **10 + Magical Expertise + characteristic modifier for spell + € €58172 x Feats taken in that Magic List + €58181** for each Magical Critical Success in the Magic Test.

When you cast a spell, for example Thunderbolt, you impose a Reflex saving throw to try to avoid it and if in the Magic Test you had obtained at least one

Magical Critical Success you would have done 9d6 damage and the DC of the saving throw would have increased by 1.

In the description of the spell it is written if it is necessary and which saving throw must be performed.

Tups launches a Thunderbolt!

Tups who has Intelligence 4, Magical Expertise 6, and has taken Adept of Magic 1 time in the Air list, casts the Lightning spell. The difficulty (DC) of the Reflex saving throw will be equal to $10 + 6 \text{ (CM)} + 4 \text{ (characteristic modifier for spell, Intelligence)} + 2 \times 1 \text{ (Adept of Magic taken 1 time in the Aria List)}$ or $10+6+4+2\times1 = 22$ to halve damage. If he had made a Magic Test and it had a magical critical success the DC would have become 23.

If you are the one who has to resist a spell, the Narrator will not tell you to make a saving throw at difficulty 18, he is the one who compares your roll with the difficulty, he will be able to tell you that the test is complex, difficult or easy...

- If you roll 6 3 times on your saving throw you succeed, regardless of the total, and get €5,820 Saving Critical Success.
- If the saving throw is successful and you roll at least two 6's you get **Saving Critical Success** €5823 Spell Critical Success.
- If you roll 3 1s on your saving throw you fail, regardless of the total, and get €5825 Save Failure. €5826 Three 1s on magic saving throws
- If the saving throw fails and you roll at least two 1s or one 1 and two 2s on the dice roll you get **Savement Critical Failure**.

It is also possible that in the description of the spell it is reported what happens in case of Success or Critical Failure of the saving throw.

For **monsters** or in any case for a spell casting given by innate magical abilities, if not specified the **DC of the saving throw is equal to $10 + 2 \times \text{spell level} + \text{Intelligence or Wisdom whichever it is best}$** .

Optional - Saving Throw Value

The saving throw calculation system aims to reward the character who invests in his own knowledge and specialization, while making the calculation more complex for the player.

An alternative is to set the saving throw DC to $10 + 2 \times \text{Spell Level} + \text{Ability Modifier per spell} + 1 \text{ per Spell Critical}$.

Distracted - Problems casting the spell

If the caster is severely **Distracted**, trying to hide the casting of magic, is impeded, disturbed, is bleeding, threatened, is under attack while trying to cast a spell, other than a cantrip, he must make a **Magic Test**.

For each critical or magical critical roll suffered in the round the Magic Test is made with an additional 1d6.

Concentration

You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once. Breaking concentration costs a Reaction.

If you are hit while concentrating on a spell you must make a Magic Check and gain at least 1 Magical Critical Success or lose concentration.

Also in this case you can pay the additional Magic Point cost to ignore 1 or 2 ([Effective Spells page ??](#)).

While you are concentrated you can only cast Cantrips, maintaining Concentration costs 1 Action per round.

Optional - Multiple Concentrations

Every 6 points of CM you can maintain concentration on an additional spell, without being limited to cantrips alone. If concentration is interrupted, all spells held in concentration are lost. For each spell you maintain concentration on, you pay 1 Action.

Keeping the magic

The caster can cast the spell (usually 2 Actions) and hold it in his fist, without manifesting it. To do so he must cast the spell, then he can hold it for up to 1 round per point of ability modifier from spells +2 rounds per number of times he has taken Adept of Magic in the Magic List belonging to the spell.

To hold the spell, the caster must remain Concentrated (cost 1 Action per round) and pay 1 Magic Point per round. To cast the stored spell, simply roll initiative and use 1 Action. You cannot cast additional spells other than cantrips as long as you retain a spell.

Influenced by multiple spells

When a character is affected by **two or more magical effects** that give the same type of bonus, penalty or damage in the same initiative segment (protection against fire, bonus to Defense or ST..., multiple acid balls), only the one with the highest saving throw or bonus is taken into account

A character who takes 2 Fireballs in the same Initiative segment will only make the saving throw for the most powerful one, regardless of whether it is the one with the greatest damage. If he takes a Fireball at two different times in the same round he will make two separate saving throws taking relative damage.

Rules for summoned creatures

These rules apply to all magically summoned creatures.

The summoned creature acts in your round, it does not have to roll initiative, but rather uses yours and is friendly towards you and your companions.

A summoned creature has 2 actions per round, if no orders are specified at the time of summoning the creature defends itself and counterattacks whoever attacked it.

The summoned creature understands the commands given to it to the best of its mental ability. To change the order you must use an Action.

Attempting multiple spells in the same round

It is not possible to cast multiple spells per round even if the sum of Actions allows it. Some dark rites and esoteric practices allow you to try to cast even more spells at great risk, as long as they always involve 3 Actions per round. You must have at least 3 Magical Proficiency.

The caster casting the first spell normally must make a Magic Test. If he succeeds at a Magical Critical Success then he is able to cast the second spell, if the Magic Test does not obtain a Magical Critical Success then it is considered as a Magical Critical Failure, with the appropriate effects.

Altering Spells

The caster can modify spells in several ways. These possibilities add versatility to the caster and it is advisable for the player to always have them present in the most critical situations.

- **Effective magic:** by paying the cost of the spell once more in Magic Points you can ignore a die rolled in the Magic Test, by paying double you can ignore two, by paying four times you can ignore 3. Effective Spells can also be used by a companion of the caster by sacrificing the indicated cost in Magic Points and using the same number of Actions. Immediate Action to be declared after the Magic Test.

- **Ethereal magic:** by increasing the Magic Points spent in the spell by 3 your spells have full effect on ethereal or incorporeal creatures. Immediate Action.

- **Magic Sacrifice:** the spellcaster by reducing his Maximum Hit Points by 4 acquires 1 Magic Point to be used when casting a spell. You can't sacrifice more than half your current Hit Points at a time. Immediate Action.

- **Merciful Magic:** by increasing the Magic Points spent by 3, spells inflict temporary damage. Spells that deal damage of a particular type (such as fire) deal temporary damage of the same type. Immediate Action.

- **Targeted Magic:** for each time you have taken Adept of Magic in that list beyond the first you can make a creature of your choice immune to the effect of the spell that you threw. Cost 1 Magic Point per excluded creature. 1 Action.

- **Far Magic:** by increasing the Magic Points used by 1 you increase the casting distance of the spell by up to 9 meters per time you have taken Adept of Magic in that list. 1 Action.

- **Increase time** from 2 Actions to 3 Actions decreases by 1 in Magic Points spent for spell casting, with a minimum cost of 1 Magic Point.

- **Collaborative Spells:** only one other spellcaster, sacrificing half the Magic Points used by the companion casting the spell, using the same number of Actions, can grant +1d6 to the Test of Companion magic. Collaborative Magic can be combined with Effective Magic. Magical Proficiency Requirement 3. Action Reaction.

- **Circle of Power:** multiple spellcasters who are all Devotees or Followers of the same Patron can collaborate so that one of them is better at casting a spell. Each spellcaster by sacrificing half the Magic Points of the spell cast by the companion can grant +1d6 to the companion's Magic Test, up to a maximum of +7d6. The casting time of a spell via Circle of Power becomes at least 1 Turn. One or more companions can alternately use Effective Magic. Magical Proficiency Requirement 5.

The possibilities granted by Altering Magic can be combined with each other.

Slight changes at the manifestation of the spell can be agreed with the Storyteller for a cost of additional Magic Points or with a successful Magic Test.

Attempting Spells with Impediments

The casting of a spell is linked to particular and unique gestures and words. When the character finds himself in a situation where he cannot gesture or speak then he can attempt to cast the spell anyway even if it becomes much more difficult.

The Magic Points required for casting spells are tripled if she cannot gesture and are further tripled if she cannot speak, it is also necessary in any case to pass a Magic Test.

If the spell also has material components, these must still be provided (placed within 30 cm of the caster) or it is not possible to cast the spell.

Spell Objective Definitions

In the spells listed below you will often find references to the types of subjects and targets that can be influenced as well as to different types of energy and elements.

- The **Creatures Natural** are Insects, Reptiles, Beasts, Humanoids, Plants, Aquatic Creatures, Monstrosities, Slimes.

- The **Creatures Magical** are: Fiends (Devils and Demons), Fairies, Spirits, Undead, Giants, Celestials, Elementals, Constructs, Aberrations (everything that is alien or unnatural) and the Dragons.

If a Natural Creature has magical powers then it is also considered a Magical Creature. A more comple-

te description of these categories can be found in the Monstrorium Chapter.

- **Energy** includes: Force, Fire, Light, Sound, Electricity, Positive Energy, Negative Energy, Cold, Vacuum.

Energy, Light and Void Damage

The damage caused by **Light** is half fire and half positive energy, i.e. resistance to fire or positive energy only applies to half of the damage caused by the attack.

The damage caused by **Empty** is half from cold and half from negative energy, any protections apply to the respective halves of the damage.

negative energy alone damages the living and cures the undead, **positive energy** alone damages the undead but does not cure the living (at the Storyteller's discretion, one round's exposure could be equivalent to a Lesser Restoration spell), see also descriptions of the Planes. A target takes full damage from Light or Void if it has no inherent resistances.

A special case is the **Healing positive energy** which heals the living and damages the undead. This energy is that of Lay on Hands, Channel Energy, and Healing spells.

List Magic

I wanted, and I always wanted, and I wanted very strongly (Vittorio Alfieri, 06/09/1783, Letter to Ranieri de' Calzabigi)

The study of magic and the in-depth knowledge of the Magic Lists leads the enchanter to learn aspects of it that are not always known. The greater the capacity in a Magic List, the more the caster will be able to exploit it better than any general user.

The abilities presented depend on the number of times the caster has taken Adept of Magic in that specific magic list.

Abjuration List

2: Minor Shield. By using a Reaction you are able to channel the magical energies that pervade you, manifesting protection. Until the end of this round you have +1 to Defense.

3: Greater Protection. By using a Reaction you are able to channel the magical energies that pervade you, manifesting protection. Choose up to 2 creatures within 6 meters, they get +2 Defense or +1 on Saving Throws until the end of the round.

Water List

2: Deep water. By using a Reaction you gain resistance 5 to cold and fire until the end of the round.

3: Clear waters. By using a Reaction you can touch a creature and help it free itself from poisons and toxins. A new saving throw is allowed (if possible) to lose the poisoned condition.

Air List

2: In the clouds. By using a Reaction you are able to cast the Feather Fall spell on yourself without using magic points.

3: Shock. Your hand manifests a crackle of electricity, the next spell you cast in the round that has an attack roll deals 1d8 more electricity damage. It costs a Reaction

Enchantment List

2: Distraction. When a creature you can observe within 30 feet of you makes a weapon or spell attack, you can use a Reaction to distract it. The creature has -2 to attack rolls.

3: Major Distraction. When a creature you can observe within 30 feet of you makes a weapon or spell attack, you can use a Reaction to distract it. Roll 1d6, if the result is 3-4-5 the creature has -2 on the attack roll, if the result is 6 the target of the attack is random.

List of Animals and Plants

2: Bark. Using a Reaction makes your skin harder and more resistant. You have damage reduction of 2 until the end of the round.

3: Claws. Using an Action makes your natural attacks even sharper for that round. Each natural attack caused by Bleed 1, stacks up to Bleed 5.

Care List

2: Hot hand. Using a Reaction, the first healing spell you cast in the round on a single subject heals a number of additional Hit Points equal to the level of the spell itself.

3: Benevolent Spirit. Using an Action you channel the residual energy of one of your spells to heal you. In that round, each healing spell cast causes you to recover 1 hit point.

Divination List

2: Premonition. Using a Reaction he has a fleeting prediction of future events. Until the end of the round you have a +1 on Reflex saving throws.

3: Blind Spot. Using a Reaction you can touch a creature, until the end of your next round it has a +2 to attack roll.

Summon List

2: Hollow hand. With a Reaction, you can make an object of volume L disappear and reappear whenever you want. You cannot hold more than three objects in this way.

3: Cautious step. With a Reaction you make the next Move Action not cause attacks of opportunity.

Fire List

2: Red throat. With a Reaction you spit a jet of fire into a square attached to you. The terrain is considered difficult and crossing or standing on it causes 1d6 Fire Hit Points. Lasts until the end of the next round.

3: Napalm. With a Reaction you touch a weapon. The weapon is engulfed in flames, dealing an additional 1d6 Fire damage until the end of your next round.

Illusion List

2: Prestidigitation. You can use the Prestidigitation spell with a Reaction.

3: Abundance. With a Reaction you can create an inorganic object of volume 1 or less worth 1 gp or less. The item persists until this ability is used again.

Invocation List

2: Hope. With a Reaction you can light up your hand until the end of your next round. The hand illuminates only your little picture and is a dim light in the next little picture.

3: Best Wish. With a Reaction you touch a creature, bestowing good fortune on it. The creature has a +1 to attack rolls, defense rolls, or saving throws of its choice until the end of your next round.

Necromancy List

2: Black Blood. By using a Reaction until the end of your next round you ignore the fatigued condition.

3: Dead Blood. Using an Immediate Action you can touch a creature. This gets +2 on Fortitude saves and -1 on Reflex saves until the end of your next round.

Earth List

2: Glue. You are able to cast the Repair spell as a reaction without spending Magic Points.

3: Titan. Using an Action, each time you cast a spell from the Earth List, as long as you are in contact with solid earth you recover a number of Hit Points equal to the level of the spell cast.

Transmutation List

2: Sharing. By using a Reaction you touch a creature, the creature gains an extra Reaction.

3: Transition. With a Reaction you alter your presence in the space. Roll 1d6, if you roll 6 until the end of the round you become ethereal.

Universal List

2: Hearing. You have a +4 on checks to recognize spells cast.

3: Sight. With a Reaction you can cast the Detect Magic spell without using Magic Points.

4: Know. You can cast the Identify spell with a Reaction, without using Magic Points.

The Spells

More special effects!

The spells listed are those of the 5th edition plus some of my proposals and other revisions. If you have any suggestions for the Storyteller to handle unexpected criticism, talk to him! The spirit of collaboration must always be constructive.

Help

School: Healing, Necromancy

Level: 2, Uncommon

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a thin strip of white fabric)

Duration: 1 hour for Magical Expertise

Your spell increases the toughness and resolve of your allies. Choose up to three creatures within range. For the duration, each target's maximum hit points and current hit points increase by 5.

For each Magical Critical Success obtained in the Magic Test the target's Hit Points increase by an additional 5 points

Alarm

School: Abjuration

Level: 1, Municipality

Launch Time: 1 minute

Range: 9 metres

Components: V, S, M (a bell and a piece of fine silver thread)

Duration: 2 hours for Magical Expertise (maximum 24 hours)

Set up an alarm against unwanted intrusions. Choose a door, window, or area within range that is no larger than a 20-foot cube. Until the spell ends, you will be warned by an alarm whenever a creature of Tiny size or larger comes into contact with or enters the protected area. When you cast the spell, you can designate creatures that will not set off the alarm. You also choose whether the alarm is audible or just mental. A mental alarm, if you are within 1.5 kilometers of the protected area, warns you with a noise in your mind. The noise can wake you up if you are sleeping. An audible alarm sounds a bell for 10 seconds, audible within 60 feet.

For each Magical Critical Success obtained in the Magic Test the duration increases by 2 hours.

Deadly Hallucination

School: Illusion

Level: 4, Uncommon

Launch Time: 2 Shares

Range: 36 metres

Components: V, S

Duration: Instant

You tap into the nightmares of a creature within range and that you can see, and you create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Will saving throw. On a failed save, the target is frightened for 1 minute and takes 4d10 damage.

For each Magical Critical Success obtained in the Magic Test the damage increases by 2d10

Alter Self

School: Transmutation

Level: 2, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S

Duration: 1 minute for Magical Expertise

Take on a different form. When you cast this spell, you choose one of the following options, the effect of which lasts for the spell's duration. For the spell's duration, you can end one option to gain the benefits of another.

Aquatic Adaptation. You adapt your body to an aquatic environment, developing gills and webbed toes. You can breathe underwater and gain swim speed equal to your movement speed.

Natural Weapons. Develops claws, fangs, spikes, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate for the chosen natural weapon with which you are proficient. Finally, the natural weapon is magical and you receive a +1 bonus on attack and damage rolls made when using it.

Appearance Change. Transform your appearance. Decide on your outward appearance, including your height, weight, facial features, the sound of your voice, the length of your hair, your complexion, and any quirks you desire. You can appear as a member of another race, although none of your statistics change. Furthermore, you cannot appear as a creature of a different size than yourself, and your basic form remains the same; if you are bipedal, you cannot use this spell to become quadrupedal, for example. At any time during the spell's duration, you can use two Actions to change your appearance in this way again.

For each Magical Critical Success obtained in the Magic Test you can alter another subject or double the duration.

Friendship with Animals

School: Animals and Plants

Level: 1, Uncommon

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (some food)

Duration: 24 hours

This spell allows you to convince a natural beast that

you mean no harm to it. Choose a beast within range that you can see. This must see and hear you. If the beast's Intelligence is 4 or more, the spell fails. Otherwise, the beast must succeed on a Will save or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

For each Magical Critical Success obtained in the Magic Test you can act on an additional beast.

Anathema

School: Enchantment

Level: 1, Municipality

Launch Time: 1 minute

Range: 9 metres

Components: V, S, M (a drop of your blood)

Duration: 1 minute

Up to three creatures of your choice that you can see, and that are within range, must make a Will saving throw. Any target that fails this save and makes an attack roll or saving throw before the spell ends must roll a d4 and subtract the resulting number from the attack roll or saving throw.

For each Magical Critical Success obtained in the Magic Test you can target an additional creature.

Messenger Animal

School: Animals and Plants

Level: 2, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a little food)

Duration: 24 hours

Through this spell, you use an animal to deliver a message. Choose a beast that is Tiny within range and that you can see, such as a squirrel, jay, or bat. You specify a location, which you must have visited in the past, and a recipient who matches a generic description, such as *a man or woman wearing the uniform of the city guard or a red-haired dwarf wearing a fedora*. Also speak a message of up to twenty-five words. The target beast travels for the duration of the spell to the specified location, covering approximately 45 miles in 24 hours for a flying messenger, or 25 miles for other animals. When the messenger arrives at its destination, it delivers the message to the creature you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you provide. If the messenger fails to reach the destination before the spell ends, the message is lost, and the beast returns to where you cast the spell.

For each Magical Critical Success obtained in the Magic Test the duration of the spell increases by 8 hours

Animate Dead

School: Necromancy

Level: 3, Municipality

Launch Time: 1 minute

Range: 3 metres

Components: V, S, M (a drop of blood, a piece of

meat and a pinch of bone dust)

Duration: Instant

This spell creates an undead minion. Choose a pile of bones or a Medium or Small humanoid corpse within range. Your spell imbues the target with a nefarious semblance of life, reviving them as an undead creature. The target becomes a skeleton if you choose bones or a zombie if you choose a corpse. During each of your rounds, you can use an Action to mentally command any creature you create with this spell that is within 60 feet of you (if you control multiple creatures, you can command all or just some of them at the same time, by sending the same command to all). Decide what action the creature will take and where it will move during its next round, or give it a general command, such as to guard a particular room or hallway. If you don't send any commands, the creature simply defends itself from hostile creatures. Once an order has been received, the creature will continue to carry out it until its completion. The creature is under your control for 24 hours, after which it will stop following commands you give it. To maintain control over the creature for another 24 hours, you must cast this spell on it again before the current 24-hour period ends. This use of the spell reaffirms your control over up to four creatures you have animated with this spell, rather than animating a new one.

For each Magical Critical Success obtained in the Magic Test you animate or reassert control over two undead creatures. Each of these creatures must come from a different corpse or pile of bones.

Animate Objects

School: Transmutation

Level: 5, Municipality

Launch Time: 1 minute

Range: 36 metres

Components: V, S

Duration: Concentration, maximum 1 minute

Objects come to life at your command. Choose up to ten nonmagical items within range that are not worn or carried. Medium targets count as two items, Large targets count as four items, Huge targets count as eight items. You cannot animate objects larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until it is reduced to 0 hit points.

As an action you can mentally command any creature you have created with this spell that is within 500 feet of you (if you control multiple creatures, you can command only some or all of them at the same time, giving the same command to each). You decide what action the creature will take and where it will move during its next round, or you can issue a generic command, such as to guard a particular room or hallway. If you don't issue commands, the creature will simply defend itself from hostile creatures. Once an order is given, the creature will continue to follow it until it has completed its task.

For each Magical Critical Success obtained in the Magic Test the maximum duration doubles.

Animated Object Statistics

Size	Hit Points	Defense	AC, Damage	Strength	Dexterity
Lowercase	20	18	8, 1d4+4	-3	4
Small	25	16	6, 1d8+2	-2	2
Average	40	13	5, 2d6+1	0	1
Large	50	10	6, 2d10+2	2	0
Huge	80	10	8, 2d12+4	4	-2

An animated object is a construct with Defense, Hit Points, attacks, Strength, and Dexterity based on its size. His Intelligence and Wisdom scores are -3, while Charisma is -4. It has movement 9 meters; If the object has no legs or other appendages that it can use to move, it has 0 movement, but it has flying movement 30 feet and can float. If the object is anchored to a surface or a larger object, such as a chain attached to a wall, its speed is 0. It has blindsight to a range of 30 feet and is blind beyond that distance. When the animated object drops to 0 Hit Points, it reverts to its normal object form, and all excess damage is dealt to its original form.

If you command an object to attack, it can make a single melee attack against a creature within 3 feet of it. Makes an attack with AC and damage determined by size (see table). The Storyteller may determine that depending on its shape, an object may instead deal slashing or piercing damage.

For each Magical Critical Success obtained in the Magic Test you can animate two additional objects.

Anti-Detection

School: Abjuration

Level: 3, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (a pinch of diamond dust worth 25 gp scattered on the target, which the spell consumes)

Duration: 8 hours

For the duration, you hide the target you have been in contact with from divination magic. The target can be a willing creature or a place or object that occupies a space equivalent to a cube no more than 10 feet in edge. The target cannot become the target of any divination magic or be sensed by magical scrying senses.

Dislike/Like

School: Enchantment

Level: 8, Rare

Launch Time: 1 hour

Range: 18 metres

Components: V, S, M (or a piece of alum dipped in vinegar for the antipathy effect or a drop of honey for the sympathy effect)

Duration: 10 days

This spell attracts or repels creatures of your choice. Take a target within range, whether a Huge or smaller object or creature, or an area no larger than a 200-foot cube. Then specify a species of intelligent creature,

such as red dragons, goblins, or vampires. You invest the target with an aura that attracts or repels specified creatures for the duration. Choose dislike or like as your aura effect.

Dislike. The enchantment causes creatures of the type you indicate to feel a strong urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed at a Will save or become frightened. The creature remains frightened as long as it can see the target or remains within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe place from which it can no longer see the target. If the creature moves more than 60 feet away from the target and can't see it, the creature is no longer frightened, but it becomes frightened again if it can see the target again or moves within 60 feet of it.

Sympathy. The enchantment causes specified creatures to feel a strong urge to approach the target if they are within 60 feet of it or can see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed at a Will save or use its movement each round to enter the area or move within range of the target. Once the creature has done so, it can no longer voluntarily move away from the target. If the target damages or otherwise harms the affected creature, it can make a Will saving throw to end the effect, as described below.

Ending the Effect. If an affected creature ends its round while it is farther than 60 feet from the target or cannot see it, the creature makes a Will saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of revulsion or attraction as magical. Additionally, a creature subject to the spell is entitled to another Will save every 24 hours the spell lasts. A creature that saves against this effect is immune to it for 1 minute, after which it can suffer it again.

Energy Weapon

School: Air, Water, Earth, Fire

Level: 1, Very Rare

Cast Time: 1 Action

Range: Contact

Components: V, S, M (Fairy hair)

Duration: 6 rounds, Concentration

When you cast the spell in contact with a weapon, it acquires powers depending on the Magic List used and is considered magical, as if it had a bonus of +1. If Energy Weapon is thrown using the Air List the weapon becomes filled with electricity, in case of Water

the weapon becomes extremely cold, in case of Earth acid flows from the weapon, in case of Fire it becomes flaming. Whichever List is used, the effect is such that the weapon causes 1d6 additional damage of the indicated type per successful hit. A weapon can only have one Energy Weapon effect active at a time. For each List of Magic possessed you can add an elemental effect and add 1d6 damage of the chosen type. Every round using 1 action it is possible to change the type of damage.

For every two Magic Critical Success obtained in the Magic Test the damage increases by +1d6.

Magic Weapon

School: Transmutation

Level: 2, Municipality

Cast Time: 1 Immediate Action

Range: Contact

Components: V, S

Duration: 10 minutes

You cast the spell on contact with a nonmagical weapon. Until the spell ends, the weapon becomes a magical weapon with a +1 bonus on attack and damage rolls.

For each Magical Critical Success obtained in the Magic Test the bonus increases to +1.

Spiritual Weapon

School: Invocation

Level: 2, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: 3 minutes, Concentration

At a point within range, you create a floating spectral weapon, which remains for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 3 feet of the weapon with a bonus to hit equal to Magical Expertise/4. If you hit, the target takes force damage equal to 1d4 + your spellcasting ability modifier + Magical Expertise/4. During your round, as an action, you can move the weapon 20 feet and make the attack against a creature within 3 feet of the weapon. The weapon can take any form you want, perhaps similar to the Patron. He is considered to have a magical bonus equal to Magical Expertise/4.

The bonuses granted by Magical Expertise/4 can be replaced by the sum of the Traits in common with the Patron/4.

For each Magical Critical Success obtained in the Magic Test the damage increases by 2.

Magic Armor

School: Abjuration

Level: 1, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (a piece of worked leather)

Duration: 8 hours

You cast the spell on contact with a willing creature not wearing armor. A protective magical force surrounds the target until the spell ends. The target's

Defense becomes 13 + Dexterity +1/6 Magical Proficiency. The spell ends if the target wears armor or interrupts the spell with an action.

For each Magical Critical Success obtained in the Magic Test the Defense increases by 1.

Druidic Artifice

School: Universal

Level: 0, Uncommon

Launch Time: 2 Shares

Range: 9 metres

Components: V, S

Duration: Instant

By whispering to the nature spirits, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be like where you are for the next 24 hours. The effect might manifest as a golden sphere for clear skies, a cloud for rain, snowflakes for snow, and so on. The effect lasts for 1 round.

- Immediately cause a flower, seed or similar plant to bloom.

- Create an instant and harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint stench of a skunk. The effect must fit into a 1 meter cube.

- Instantly light or extinguish a candle, torch or small campfire.

This spell can only be cast by Followers or Devotees of Ephrem, Erondil, Gaya, Shayalia.

Magical Aura of the Arcanist

School: Illusion

Level: 2, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (a small square of silk)

Duration: 24 hours

You place an illusion on a creature or object you are in contact with, so that divination spells reveal false information about it. The target can be a willing creature or an object that is not carried or worn by another creature. When you cast this spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect each time, the illusion will remain until it is dispelled.

False Aura. You change how the target results in spells and magical effects, such as detect magic, that detect magical auras. You can make a normal item appear magical, a magical item appear nonmagical, or change the item's magical aura so that it appears to belong to a Magic List of your choice. When you use this effect on an object, you can cause the false magic to be apparent to any creature that manipulates it.

Mask. You change how the target results in spells

and magical effects that identify the creature's type or Traits, such as symbol spell activation. Choose a creature type or Trait, and other spells and magical effects treat the target as if it were a creature of that type or Trait, rather than the original one.

Holy Aura

School: Abjuration

Level: 8, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a tiny reliquary worth at least 1000 gp containing a sacred relic, such as a piece of fabric from a Devotee's robe or a fragment of parchment from a religious text)

Duration: Concentration, 1 minute

You radiate divine light that gathers in a faint 30-foot radius radiance around you. When you cast the spell, creatures you choose in this radius glow dimly with a 3-foot radius and have +2d6 on all saving throws, while other creatures have -2d6 on attack rolls against them. them until the spell ends. Additionally, when a demon or undead hits a target creature with a melee attack, the aura glows with a bright light and the creature must succeed at a Fortitude save or be blinded until the spell ends.

Beneficial Berries

School: Animals and Plants

Level: 2, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (a sprig of mistletoe, up to 8 berries on which the spell works)

Duration: Instant

You enchant up to 2d4 berries in your hand which are infused with magic for the duration. A creature can use 1 Immediate Action to eat a berry. Eating a berry restores 1 hit point and provides nourishment, but not water, enough to fuel a creature for a day. Only the first berry is effective on the day.

The berries lose their effectiveness if they are not consumed within 8 hours of casting the spell.

For each Magical Critical Success obtained in the Magic Test the berries last one more day or you enchant one more berry (up to a total maximum of 8).

Solar Flare

School: Invocation

Level: 6, Uncommon

Launch Time: 2 Shares

Range: Personal (18 meter line)

Components: V, S, M (a magnifying glass)

Duration: Concentration, maximum 1 minute

A bright beam of light explodes from your hand in a line 1 meter wide and 18 meters long. Each creature in the line must make a Fortitude saving throw. On a failed save, the creature takes 6d8 Light damage and is blinded until your next round. If the save is successful, it takes half damage and is not blinded. Undead and oozes have -1d6 on this saving throw. You can create a new line of luminosity by spending 2 Actions

during any of your rounds until the spell ends.

For the duration, a particle of bright light shines in your hand. It produces light in a radius of 9 meters and dim light for a further 9 meters. This light is considered sunlight.

In case of two Magical Critical Successes obtained the spell ends after the first ray but the line is 6 meters wide, 108 meters long, the Light damage becomes 12d8.

Heroes' Banquet

School: Summon

Level: 6, Uncommon

Launch Time: 10 minutes

Range: 9 metres

Components: V, S, M (a gem-encrusted bowl worth at least 500 gp, which the spell consumes)

Duration: Instant

Create a magnificent banquet, including delicious food and drinks. The feast is consumed in 1 hour and disappears at the end of this period, but the beneficial effects will not be felt until the end of the hour. Up to twelve other creatures can attend the banquet. A creature that participates in the banquet gains several benefits. The creature is cured of all diseases and poisons, becomes immune to poison and being frightened, and has +2d6 on all Will saving throws. Its maximum hit points increase by 2d10, and it heals the same amount of current hit points. These benefits last 24 hours.

In case of two Magical Critical Successes obtained in the Magic Test the bowl is not consumed.

Blade Barrier

School: Invocation

Level: 6, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: 10 minutes

You create a vertical wall of spinning blades made of magical energy, sharp as razors. The wall appears within range and remains for the duration. You can create a straight wall up to 100 feet long, 20 feet high, and 3 feet thick, or a circular wall up to 60 feet in diameter, 20 feet high, and 3 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time in a round or begins its round there, the creature must make a Reflex saving throw. On a failed save, the creature takes 6d10 slashing damage, or half as much on a successful one.

A spellcaster who is within one meter of the Blade Barrier is considered distracted.

Snakes Sticks

School: Animals and Plants

Level: 3, Uncommon

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (several sticks and a drop of snake venom)

Duration: Concentration up to 1 minute

You transform 1d4 sticks, +1 for each time you took the Animal and Plant Magic List, into venomous snakes. The snakes always act in unison in your round and perform the same Action against the same opponent.

These snakes, considered tiny objects, have Defense 13 and 10 Hit Points. If they drop below 0 Hit Points they become sticks again but broken.

With an Action you can command the snakes to attack. Make an attack roll as per the melee spell attack for each Serpent against a creature within 3 feet of them. Each snake it hits causes 1 piercing damage and forces a Fortitude save at DC 14; if the save fails, the creature takes 2d4 poison damage, or half as much on a successful one.

With one Action you can command snakes to move up to 20 feet.

Each Critical Magical Success obtained in the Magic Test creates a new snake.

Cruel Mockery

School: Enchantment

Level: 0, Municipality

Cast Time: 1 Action

Range: 18 metres

Components: V

Duration: Instant

You unleash a series of insults wrapped in a subtle spell against a creature within range and that you can see. If the target can hear you (though it doesn't have to understand you), it must succeed on a Will save or take 1d4 damage and have -1d6 on its next attack roll before the end of its next round.

The damage of the spell increases by 1d4 when you reach CM 5, CM 11 and CM 17, but it costs 2 Actions to cast it enhanced and 2 Magic Points, it is also necessary to have taken Adept of Magic in this Magic List a number of times equal to the enhancements that you want to apply.

Every 2 Magical Critical Success obtained in the Magic Test affects another creature.

Bless Water

School: Universal

Level: 2, Municipality

Launch Time: 10 Minutes

Range: Contact

Components: V, S, M (25 gold coins offered to the church)

Duration: Instant

Bless up to one liter of liquid, enough to create 5 bottles of Holy Water.

You must be a Follower or Devoted to cast this spell.

For each Magical Critical Success obtained in the Magic Test you bless an additional liter of liquid.

Blessing

School: Universal

Level: 1, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a splash of Holy Water)

Duration: 1 minute

Bless up to three creatures within range, chosen by you. Targets gain +1 on saving throws and attack rolls. Multiple blessings, even from different Patrons, do not add up. You must be a Follower or Devoted to cast this spell.

For each Magical Critical Success obtained in the Magic Test you can add a creature as a target.

Blessing of Life

School: Abjuration

Level: 3, Rare

Launch Time: 2 Shares

Range: 9 metres

Components: V, S

Duration: 1 minute, Concentration

This spell grants hope and vitality. Choose up to 6 creatures within range. For the duration, each target has +2 on Will saves and regains 1 hit point per round.

If you get 2 Magical Critical Successes and also have the Healing List each round the chosen creatures recover 1 more hit point.

Cattalm's Blessing

School: Enchantment, Fire

Level: 3, Very Rare

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a splash of vinegar)

Duration: Instant

You call down Cattalm's wrath upon your opponent. The target creature takes 4d6 fire damage, must make a Will save or suffer a -1d6 penalty on the first subsequent proficiency check or attack roll or saving throw, and the caster increases his Fate Point pool by one.

For every two Magic Critical Success obtained in the Magic Test you can influence another creature.

Greater Blessing

School: Invocation

Level: 2, Uncommon

Launch Time: 1 Minute

Range: 18 metres

Components: V, S, M (a splash of Holy Water, 10 gold coins)

Duration: 1 hour

Bless a creature of your choice. The creature within the duration can add 1d6 to a roll before knowing whether the check (TC/TS/Check) was successful or not. This bonus can be used 2 times per hour. You must be a Follower or Devoted to cast this spell.

For each Magical Critical Success obtained in the Magic Test you can add a creature as a target or add one hour to the duration.

Supreme Blessing

School: Invocation

Level: 3, Rare

Cast Time: 1 Reaction

Range: 27 metres

Components: V, S, M (a splash of Holy Water, 25 gold)

Duration: Instant

Bless a creature of your choice. The creature can re-roll two dice from a single check before knowing whether the check was successful or not. The creature chooses whether to take the new rolls gained or keep the old ones. You must be a Follower or Devoted to cast this spell.

For each Magical Critical Success obtained on the magic check the creature gets a +1 bonus on the check.

Hold Monsters

School: Enchantment

Level: 5, Municipality

Launch Time: 2 Shares

Range: 27 metres

Components: V, S, M (a small straight piece of iron)

Duration: 1 minute

Choose a creature within range and that you can see. The target must succeed on a Will save or be paralyzed for the duration. This spell has no effect on undead or constructs. At the end of each of its rounds, the target can make another Will saving throw. On a success, the spell ends for that target.

For each Magical Critical Success obtained in the Magic Test you can add a creature as a target as long as they are within 30 feet of each other.

Block Person

School: Enchantment

Level: 2, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a small straight piece of iron)

Duration: 1 minute

Choose a humanoid within range and that you can see. The spell has no effect on creatures with CR 4 or higher. The target must succeed on a Will save or be paralyzed for the duration.

For each Magical Critical Success obtained in the Magic Test you can add a creature as a target as long as they are within 30 feet of each other.

Block Person Advanced

School: Enchantment

Level: 4, Uncommon

Launch Time: 2 Shares

Range: 18 meters, radius 6 meters

Components: V, S, M (a small straight piece of silver)

Duration: 1 minute

You block up to 2d4 CR (or levels) of creatures within 60 feet of you in a 20-foot radius. You start by blocking the creatures with the lowest CR and subtracting the CR from the 2d4 rolled, proceed until you have no more points to block the creatures. Targets must succeed on a Will save or be paralyzed for the duration.

For each Magical Critical Success obtained in the Magic Test you can add 2 points to the 2d4 rolled.

Magic Mouth

School: Illusion

Level: 2, Municipality

Launch Time: 1 minute

Range: 9 metres

Components: V, S, M (a small piece of honeycomb and jade dust worth at least 10 gp, which the spell consumes)

Duration: Until dissolved

You implant a message into a ranged object, which message is spoken when the activation condition is met. Choose an object that you can see and that is not being worn or carried by another creature. Then say your message, which must be 25 words or less, but can be spread out over a period of up to 10 minutes. Finally, determine the circumstance that will activate the spell, so that it conveys your message. When the circumstance occurs, a magical mouth appears on the object and recites the message with your voice and at the same volume at which you spoke it. If the object you choose has a mouth or something that resembles a mouth (for example, the mouth of a statue), the magical mouth appears so that the words appear to come from the object's mouth. When you cast this spell, you can cause the spell to end after conveying its message, or to linger and repeat the message each time the condition is triggered.

The trigger circumstance can be as broad or detailed as you like, but must be based on visible or audible conditions occurring within 30 feet of the object. For example, you could instruct the mouth to speak when any creature approaches within 30 feet of the object or when a silver bell rings within 30 feet of it.

Life Bubble

School: Aria, Abjuration

Level: 4, Uncommon

Launch Time: 1 minute

Range: 9 metres

Components: V, S, M (silver and diamond dust per 100 gp that are consumed)

Duration: 1 hour for Magical Expertise

You can create up to 6 bubbles surrounding the creatures you designate. The total duration is 1 hour per point in Magical Expertise divided as desired among the creatures in the bubbles. This bubble allows subjects to breathe freely, even underwater or in a vacuum, and makes them immune to harmful gases and vapors, including inhaled diseases and poisons and spells such as nauseating fog and deadly fog. The bubble protects subjects from extreme temperatures (but not causing damage each round) and extreme pressures.

Life Bubble does not provide protection from negative or positive energy (e.g. on the Negative and Positive Energy planes), the ability to see in low visibility conditions (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

Feather Fall

School: Air

Level: 1, Municipality

Casting Time: 1 Reaction, which you take when you or a creature within 60 feet of you falls

Range: 18 metres

Components: V, M (a small feather or piece of fea-

ther)

Duration: 1 minute

Choose up to five creatures within range. A falling creature's rate of descent decreases to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet; for that creature the spell ends.

For each Magical Critical Success obtained in the Magic Test you can move sideways 1 meter or affect another creature.

Calm Emotions

School: Enchantment

Level: 2, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: Concentration, maximum 1 minute

You try to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Will saving throw; if it wishes, a creature can choose to fail this saving throw. If a creature fails its saving throw, choose one of these two effects.

Appease. You can suppress any effect that makes the target Fascinated or Frightened. When this spell ends, the suppressed effects resume, as long as their duration has not expired in the meantime.

Indifference. You can make a target indifferent to a creature of your choice, towards which it is hostile. This indifference ends if the target is attacked or damaged by a spell or if it sees one of her friends being damaged. When the spell ends, the creature becomes hostile again, unless the Storyteller determines otherwise.

Walk on Water

School: Water

Level: 3, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a piece of cork)

Duration: 1 hour

This spell grants the ability to move through liquid surfaces (such as water, acid, mud, snow, quicksand, or lava) as if they were harmless solid ground (creatures that pass through molten lava can still take heat damage or melt into the acid). Up to ten willing creatures within range that you can see gain this ability for the duration. If your target is submerged in liquid, the spell returns the target to the surface of the liquid at a rate of 30 feet per round.

For each Magical Critical Success obtained in the Magic Test the spell lasts 1 hour longer or you affect another creature.

Walking on the Wind

School: Air

Level: 6, Uncommon

Launch Time: 1 minute

Range: 9 metres

Components: V, S, M (fire and holy water)

Duration: 8 hours

For the duration, you and up to ten other willing creatures within range that you can see take on gaseous form, becoming clouds. While in cloud form, a creature has a flying speed of 300 feet and resistance to damage from nonmagical weapons. Returning to normal form takes 1 minute, during which the creature is incapacitated and cannot move. Until the spell ends, a creature can revert to cloud form, which requires a one-minute transformation. If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round per minute until it lands safely. If it fails to land after 1 minute, the creature will fall the remaining distance.

Charming People

School: Enchantment

Level: 1, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V, S

You try to charm a humanoid within range and that you can see. He must make a Will save, and has +1d6 if he is fighting you or your allies. On a failed save, he is charmed by you until the spell ends or until you or your allies do something harmful to him. The fascinated creature considers you a friendly acquaintance. When the spell ends, the creature is aware that it has been charmed by you. Whenever the creature is threatened by you or a friend, it can re-roll the saving throw with a +2 bonus.

For each Magical Critical Success obtained in the Magic Test you can add a creature as a target. When you cast the spell, the target creatures must be within 30 feet of each other.

Anti-Magic Field

School: Abjuration

Level: 8, Rare

Launch Time: 2 Shares

Range: Personal (3 meter radius sphere)

Components: V, S, M (a pinch of iron powder or iron file)

Duration: Concentration, maximum 1 hour

You are surrounded by an invisible sphere of anti-magic 10 feet in radius. This area is separated from the magical energy that permeates the multiverse. Spells cannot be cast inside the sphere, the summoned creatures disappear and even magical objects become normal. Until the spell ends, the sphere moves with you, centered on you. Spells and other magical effects, except those created by an artifact or Patron, are suppressed within the sphere and cannot penetrate it. A slot spent casting a suppressed spell is expended. While an effect is suppressed, it does not function, but the time it spends suppressed counts towards its duration.

Effects with Target. Spells and other magical effects, such as Arcane Bolt and charm person, that target a creature or object within the sphere have no effect on that target.

Areas of Magic. The area of another spell or magical

effect, such as fireball, cannot extend into the sphere. If the sphere overlaps an area of magic, the portion of that area covered by the sphere is suppressed. For example, flames generated by a wall of fire are suppressed within the sphere, creating a hole in the wall if the overlap is large enough. Spells. Any spell or other magical effect active on a creature or object within the sphere is suppressed as long as the creature or object is within the sphere.

Magic Items. The properties and powers of magical items are suppressed by the sphere. For example, a +1 longsword inside the sphere functions as a nonmagical longsword. The properties and powers of magical weapons are suppressed if they are used against a target within the sphere or wielded by an attacker within the sphere. If a magical weapon or magical ammunition leaves the sphere entirely (for example, if you shoot a magical arrow or hurl a magical spear at a target outside the sphere), the item's magic is no longer suppressed as soon as it leaves the sphere.

Travel Magic. Teleportation and planar travel do not work within the sphere, whether the sphere is the destination or starting point of this magical journey. Within the sphere, a portal to another location, world, or plane of existence, as well as an extradimensional space such as that created by the rope trick spell, remains closed.

Creatures and Objects. Within the sphere, a creature or object summoned or created by magic temporarily fades from existence. The creature or object instantly reappears once the space it occupied is no longer within the sphere.

Dispel magic. Spells and magical effects such as dispel magic have no effect on the sphere. Likewise, spheres created by other antimagic field spells do not cancel each other out.

Disguise Self€6399[Spells]Disguise Self

School: Illusion
Level: 1, Municipality
Launch Time: 2 Shares
Range: Personal
Components: V, S
Duration: 1 hour

You change your appearance, along with that of your clothes, armor, weapons, and other items you wear, until the spell ends or you take an action to end the spell. You can appear 30 centimeters shorter or taller, thin, fat or somewhere in between. You cannot change your physical shape, so you must adopt a form that has the same distribution of limbs. For everything else, the illusion is limited only by your imagination.

The changes brought about by this spell are not capable of withstanding physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing and would end up touching your head and hair. If you use this spell to appear thinner than you are, the hand of a person who tries to touch you will bounce off you, while at first sight it appears to stop in mid-air. To distinguish your disgui-

se, a creature can use 2 actions to inspect your appearance and must succeed at a +4 Awareness check against the spell's saving throw DC.

Hut

School: Invocation
Level: 3, Uncommon
Launch Time: 1 minute
Range: Personal (3 meter radius hemisphere)
Components: V, S, M (a diamond chip worth 50 gp that the spell consumes)
Duration: 8 hours

A 10-foot radius half-sphere of motionless force forms around and above you, remaining stationary for the duration. The spell ends if you leave the area. Eight creatures of Medium or smaller size can enter the dome with you. The spell fails if the area includes a larger creature or more than nine creatures. Creatures and objects inside the dome can pass through it freely when you cast this spell. All other creatures and objects must make a Fortitude saving throw or be unable to pass through it that round. Spells and other magical effects cannot extend beyond the dome or pass through it if they are Cantrips. The atmosphere inside the space is comfortable and dry, whatever the climate outside.

Until the spell ends you can command the interior lighting to be full, dim, or dark. The dome is opaque from the outside, any color you choose, but is transparent from the inside.

For each Magical Critical Success obtained in the Magic Test the spell lasts 2 hours longer.

Enhanced Ability

School: Transmutation
Level: 2, Municipality
Launch Time: 2 Actions
Range: Contact
Components: V, S, M (fur or feather of a beast)
Duration: maximum 10 minutes

You grant a magical buff to a creature you are in contact with. Choose one of the following effects; the target gains that effect until the spell ends.

Fox's Cunning. The target has +1d6 on Intelligence and Strength checks

Forza del Toro. The target has +1d6 on Strength checks, and its Encumbrance ability doubles.

Grace of Luminous Energy. The target has +1d6 on Dexterity checks. Furthermore, if he is not incapacitated, he takes no damage from falls of 6 meters or less.

Bear Resistance. The target has +1d6 on Constitution checks. He also gains 2d6 temporary hit points, which are lost at the end of the spell.

Wisdom of the Owl. The target has +1d6 on Wisdom checks.

Splendor of the Eagle. The target has +1d6 on Charisma checks.

For each Magical Critical Success obtained in the Magic Test you can target an additional creature

Flesh in Stone - Stone in Flesh

School: Earth

Level: 6, Uncommon - Rare

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a pinch of lime, water and earth)

Duration: Permanent

You try to turn a creature within range that you can see into stone. If the target's body is made of flesh, the creature becomes slowed 1/6r and must make a Fortitude saving throw. If she fails her save she becomes slowed for 1/10 minutes and her flesh begins to harden. If the saving throw succeeds, the creature suffers no further effects. The creature that fails the initial saving throw the next round must make a new Fortitude saving throw. If the save is successful there are no further effects. If she fails her saving throw, she is turned to stone and remains petrified for the duration.

If the creature is physically harmed while petrified, it suffers deformities similar to the damage done to the stone if it returns to its original state.

The *Stone to Flesh* spell returns a creature to flesh as long as it has not been transformed for more than a year. The dispel magic spell cannot negate its effects.

Blindness/Deafness

School: Necromancy

Level: 2, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V

Duration: 1 minute, Concentration

You can blind or deafen an enemy. Choose a creature within range and that you can see. The target must make a Fortitude saving throw. On a failed save, the target is blinded or deafened (your choice) for the duration.

For every two Magical Critical Successes obtained in the Magic Test you can add another target in range. If you score 3 Magical Critical Successes the target is affected by the spell all day.

Advanced Blindness/Deafness

School: Necromancy

Level: 3, Uncommon

Launch Time: 2 Shares

Range: 36 metres

Components: V,S,M (cerumen or a piece of black cloth)

Duration: 10 minutes

You can blind or deafen an enemy. Choose a creature within range and that you can see. The target must make a Fortitude saving throw. On a failed save, the target is blinded or deafened (your choice) for the duration.

For each Magical Critical Success obtained in the Magic Test you can target an additional creature.

Conceal

School: Transmutation

Level: 7, Rare

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (a dust composed of diamond, emerald, ruby and sapphire dust worth at least 50,000 gp, which the spell consumes)

Duration: Until dissolved

With this spell, a willing creature or object can be hidden, impossible to detect for the duration. By casting this spell and coming into contact with a target, the target becomes invisible and cannot be targeted by divination spells, nor sensed by scrying sensors created by divination spells.

If the target is a creature, it falls into a state of suspended animation. For him, time ceases to flow, and he does not age.

You can set a condition for the spell to end early. The condition can be anything you want, but it must occur or be visible within 1.5 kilometers of the target. Examples include *at the next judgment of the Patrons* or *when the tarrasque awakens*. This spell also ends if the target takes damage.

Magic Circle

School: Abjuration

Level: 3, Municipality

Launch Time: 1 minute

Range: 3 metres

Components: V, S, M (Holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)

Duration: 1 hour

You create a cylinder of magical energy 10 feet in radius and 20 feet high, centered on a point on the ground within range that you can see. Bright runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following creature types: celestial, elemental, fey, demon, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature cannot knowingly enter the cylinder through any nonmagical means. If the creature attempts to use teleportation or planeswalking to do so, it must first succeed at a Will saving throw.

- The creature has -1d6 on attack rolls against targets inside the cylinder.

- Targets inside the cylinder cannot be charmed, frightened, or possessed by the creature. When you cast this spell, you can choose to have the magic work in the opposite direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside.

For each Magical Critical Success obtained in the Magic Test you can increase the duration by 1 hour.

Circle of Death

School: Invocation

Level: 6, Very Rare

Launch Time: 2 Shares

Range: 45 metres

Components: V, S, M (a black pearl crushed to dust worth at least 500 gp)

Duration: Instant

A sphere of negative energy, 60 feet in radius, erupts at a point within range. Each creature in that area must make a Fortitude saving throw. A target takes 8d6 void damage on a failed save, or half as much damage on a successful one.

For each Magical Critical Success obtained in the Magic Test the damage increases by 4d6.

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Teleportation Circle

School: Summon

Level: 5, Uncommon

Launch Time: 1 minute

Range: 3 metres

Components: V, M (rare chalks and inks infused with precious gems worth at least 50 gp, which the spell consumes)

Duration: 1 round

As you cast the spell, you draw a 10-foot-diameter circle on the floor, inscribed with sigils that connect your location to a permanent teleportation circle of your choice, whose sequence of sigils you know, and which is on the same plane of existence you are on. A glowing portal opens within the circle you draw and remains open until the end of your next round. Any creature that enters the portal instantly reappears within 3 feet of the destination circle or in non-space nearest occupied, if it cannot appear within 1 meter of it.

Many large temples, guilds, and other important locations have permanent teleportation circles engraved somewhere in their vicinity. Each of these circles has a unique sigil sequence: a series of magical runes arranged in a precise pattern.

When you gain the ability to cast this spell, you learn the sigil sequences of two destinations on the Material Plane, determined by the Storyteller. Throughout your adventures you can learn new seal sequences. You can memorize a sequence of seals after studying it for at least 1 minute.

You can create a permanent teleportation circle by casting this spell in the same place every day for one year. You do not have to use the teleportation circle when casting the spell this way.

NOTE: Teleporting from Curyan to Tiya and vice versa has only a 5

Clairvoyance

School: Divination

Level: 3, Municipality

Launch Time: 10 minutes

Range: 1.5 kilometres

Components: V, S, M (a focus worth at least 100 gp, whether a jeweled horn for hearing or a glass eye for seeing)

Duration: Concentration, maximum 10 minutes

You create an invisible sensor in a place that is familiar to you and within range (a place you have already visited or seen before) or in an obvious but unfamiliar place (such as behind a door or a corner, or in the middle of a grove of trees). The sensor remains in place for the duration, and cannot be attached or otherwise interacted with. When you cast this spell, you choose to see or hear. You can use the direction chosen by the sensor, as if you were in its space. With two actions, you can switch from hearing to hearing and vice versa. A creature that can see the sensor (a creature with invisibility or true seeing) perceives it as an intangible, luminous orb the size of your fist.

For each Magical Critical Success obtained in the Magic Test the duration increases by 10 minutes or the range increases by 500m.

Clone

School: Necromancy

Level: 8, Uncommon

Range: Contact

Components: V, S, M(a diamond worth at least 1000 gp and at least 1 pound of flesh of the creature to be cloned, which the spell consumes, and a vessel worth at least 2000 gp that has a sealable lid and is large enough to hold a Medium creature, such as a large urn, a coffin, a mud-filled pit in the ground, or a crystal container filled with salt water)

Duration: Instant

This spell produces an inert duplicate of a living creature as a safeguard from death. This clone is formed inside a sealed container and reaches maximum size and maturity after 120 days; you can also decide that the clone is a younger version of the same creature. It remains inert and survives indefinitely, as long as the container remains undisturbed.

At any time after the clone has matured, if the original creature dies, its soul transfers to the clone, as long as the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories and characteristics, but none of the original's equipment. The physical remains of the original creature, if they still exist, become inert and cannot be brought back to life, as the creature's soul is elsewhere.

This spell is not selectable if Patrons are active

Accurate Strike

School: Divination

Level: 0, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: Y

Duration: 1 round

You hold out your hand and point your finger at a target within range. Your magic gives you a brief understanding of the target's defenses. By the end of the next round you gain +1d6 on your first attack roll against that target.

For each Magical Critical Success obtained the bonus lasts for an additional round.

Blinding Strike

School: Invocation

Level: 3, Rare

Cast Time: 1 Immediate Action

Range: personal

Components: V

Duration: 1 minute

The target hit by the strike takes an extra 3d8 Light damage and must succeed on the Fortitude save or become blinded until the spell ends. At the end of each of its rounds, the blinded target repeats the saving throw, ending the spell on itself on a success.

For each Magical Critical Success obtained in the Magic Test you inflict +1d8 Light damage.

Fiery Strike

School: Fire

Level: 5, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (pinch of sulphur)

Duration: Instant

A vertical column of divine fire descends from the sky and strikes the location you specify. Each creature in a 10-foot-radius, 40-foot-tall cylinder centered on a point within range must make a Reflex saving throw. A creature takes 8d6 Light damage on a failed save, or half as much damage on a successful one.

For each Magic Critical Success obtained in the Magic Test the Light damage increases by 4d6.

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Flaming Strike

School: Invocation

Level: 1, Rare

Cast Time: 1 Immediate Action

Range: personal

Components: V

Duration: 1 minute

The target hit by the shot takes an extra 1d6 Fire damage. Each round he must make a Fortitude save or take 1d6 fire damage, this effect ends after one minute or when the saving throw succeeds.

To be able to cast the spell you must pass a Magic Test if you are fighting.

For each Magical Critical Success obtained in the Magic Test you inflict +1d6 Fire damage.

Shimmering Strike

School: Invocation

Level: 2, Uncommon

Cast Time: 1 Immediate Action

Range: personal

Components: V

Duration: 1 minute

The target hit by the blow takes 2d6 Light damage and becomes visible for the spell's duration. Additionally, the creature radiates light in a 1 meter radius.

For each Magical Critical Success obtained in the Magic Test you deal an additional 1d6 Light damage.

Command

School: Enchantment

Level: 1, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V

Duration: 1 round

You speak a one-word command to a creature within range and that you can see. The target must succeed on a Will save or follow the command within its next round. The spell has no effect if the target is undead, if he does not understand your language, or if your command would cause him harm. Below are some typical commands and their effects. You can issue commands other than those described here, in which case the Storyteller will determine the target's behavior. If the target cannot follow your command, the spell ends.

- *Come closer.* The target moves towards you the shortest and most direct route, ending its round if it comes within 1 meter of you.

- *Stopped.* The target doesn't move and then ends its round. A flying creature stays in place as long as it can. If you have to move to stay in the air, fly the minimum distance necessary to do so.

- *Throwaway.* The target throws whatever it is holding and then ends its round.

- *Escape.* The target spends its round moving away from you by the fastest means available to it.

- *Stripe.* The target falls prone and then ends its round.

For each Magical Critical Success obtained in the Magic Test you can act on an additional creature. At the time you cast the spell, the target creatures must be within 30 feet of each other and perform the same command.

CTRLC+CTRLV (Copy Paste)

School: Universal

Level: 1, Very Rare

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (three small ceramic cubes bearing the letter C, the letter V and the CTRL glyph)

Duration: 1 minute for Magical Expertise

This spell allows you to copy text from one source to another. In the case of a non-magical source this can be a book, a scroll, runes on a slab or a staff. The destination that must be placed on the source will copy the symbols in the shape and size up to its capacity, for a maximum of 1 (destination) page per minute.

If the writing is a spell, therefore on a Tome or Scroll, the rules and limitations required for copying Spells on the Tome must still be respected. This spell allows you to avoid the Magic Test in case of a Spell of a level higher than the maximum allowed. Once a spell is copied, this spell ends.

Language Comprehension

School: Divination

Level: 1, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a pinch of salt and soot)

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language you hear.

For each Magical Critical Success obtained in the Magic Test the duration doubles. With three critical successes you are also able to read.

Writing Comprehension

School: Divination

Level: 2, Uncommon

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a pinch of silver and dry ink)

Duration: 1 hour

For the duration you understand any non-magical written language you see. You must be in contact with the surface on which the words are written. It takes you 1 minute to read a page of text. This spell does not decode secret messages in a text or glyph, such as an arcane sigil, that is not part of a written language.

For each Magical Critical Success obtained in the Magic Test the duration doubles.

Compulsion

School: Enchantment

Level: 4, Uncommon

Launch Time: 2 Shares

Range: 9 metres

Components: V, S

Duration: Concentration, maximum 1 minute

Creatures of your choice within range that you can see and hear you must make a Will saving throw. A target automatically succeeds on the saving throw if it cannot be charmed. Until the spell ends, you can use an action during each of your rounds to point in a horizontal direction relative to you. Each target affected by the spell must use as much of its movement as possible during its next round to move in that direction. The target cannot take any actions before moving. After moving this way, the target can make another Will save to attempt to end the effect.

A target cannot be forced to move into an obviously lethal hazard, such as flames or pits.

Communication

School: Divination

Level: 5, Rare

Launch Time: 1 minute

Range: Personal

Components: V, S, M (incense and a vial of Holy Water)

Duration: 1 minute

You communicate with your Patron and ask him up to three questions that can be answered with a yes or no. You must ask the questions before the spell ends. You will receive the correct answer to each question.

Divine creatures are not necessarily omniscient, so you may receive *unclear* as an answer to a question regarding information not pertaining to the Patron's knowledge. In the event that a one-word response would be misleading or contrary to the Patron's interests, the Storyteller may instead give a short sentence as a response.

If you cast the spell two or more times before the new dawn has risen there is a cumulative 25% chance that for each casting after the first you will get no response. The Storyteller makes this roll in secret.

This spell is not selectable if the Patrons are not active

Communion with Nature

School: Divination

Level: 5, Very Rare

Launch Time: 1 minute

Range: Personal

Components: V, S

Duration: Instant

For an instant you become one with nature and gain insight into the surrounding area. In outdoor environments, the spell gives you information about the land within 5 kilometers of you. In caves and other natural underground environments, the range is limited to 100 meters. The spell does not work in places where nature has been replaced by buildings, such as in dungeons and towns.

Immediately learn about up to three topics of your choice on one of the following subjects, relevant to the area:

- land and bodies of water
- plants, minerals, animals and prevalent populations
- powerful celestials, elementals, fey, demons or undead
- influences from other planes of existence
- buildings

For each Magical Critical Success obtained in the Magic Test you learn an additional topic.

Confusion

School: Enchantment

Level: 4, Municipality

Launch Time: 2 Shares

Range: 27 metres

Components: V, S, M (three walnut shells)

Duration: 1 minute

This spell attacks and bends the minds of creatures, generating illusions and provoking uncontrolled actions. When you cast this spell, each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed at a Will saving throw or suffer its effects. A target affected by the spell cannot take reactions and must roll a d10 at the start of each of its rounds to determine its behavior for that round.

d10	Behavior
1	The creature uses all of its movement to move in a random direction. To determine direction, roll a d8 assigning each face a compass point. There creature will not take any actions this round.
2-6	The creature can't move or attack this round.
7-8	The creature uses its 2 Actions (and no others) to make a melee attack against a randomly determined creature within its reach. If there is no creature within range, the creature will do nothing this round.
9-10	The creature can act and move normally.

At the end of each of its rounds, a target affected by the spell can make a Will saving throw. If he succeeds, the effect ends for him.

For each Magical Critical Success obtained in the Magic Test the radius of the sphere increases by 1 meter.

Contagious Confusion

School: Enchantment

Level: 8, Very Rare

Launch Time: 10 minutes

Range: Contact

Components: V, S, M (tooth powder)

Duration: 1 minute

This spell attacks and bends the minds of creatures, generating illusions and provoking uncontrolled actions. Once you have cast this spell you then have one minute to touch the first creature. This creature can make a Will save to negate the effects.

Any creature touched by the first creature transmits the Confusion effect, with a saving throw like the first creature, the duration of the effect on this creature will be one minute.

If the caster does not touch a creature within one minute then he himself will be the victim of the confusion spell, without the possibility of a saving throw.

Cone of Cold

School: Water

Level: 5, Municipality

Launch Time: 2 Shares

Range: Personal (18 meter cone)

Components: V, S, M (a small crystal or glass cone)

Duration: Instant

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Fortitude saving throw. A creature takes $8d8$ cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes an ice statue until it thaws.

For each Magical Critical Success obtained in the Magic Test the damage increases by $4d8$

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Knowledge of Legends

School: Divination

Level: 5, Municipality

Launch Time: 10 minutes

Range: Personal

Components: V, S, M (incense worth at least 250 gp, which the spell consumes, and four strips of ivory worth at least 50 gp)

Duration: Instant

Name or describe a person, place or object. The spell brings to your mind a brief summary of the most important knowledge on the topic you named. If the thing you named has no legendary relevance, you get no information. The more information you have on the topic, the more precise and detailed the information you will receive. The information you receive will be accurate, but perhaps hidden in metaphorical language.

Contagion

School: Necromancy

Level: 5, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: 7 days

Through contact you can inflict diseases. Make a melee attack against a creature within range. If you hit, you infect the creature with a disease of your choice from those described below. At the end of each of the target's rounds, it must make a Fortitude saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature no longer makes saving throws. After succeeding at three of these saving throws, the creature recovers from the disease, and the spell ends.

Since this spell induces a natural disease in its target, any effect that removes disease or improves the effects of disease applies to it.

- *Putrid Meat.* The creature's skin rots. The creature has $-1d6$ on Charisma checks and any damage is doubled.

- *Blinding Weakness.* Pain grips the creature's mind as its eyes turn milky white. The creature has $-1d6$ on Wisdom checks and Will saving throws, and is blinded.

- *Lurid Fever.* A devastating fever wreaks havoc on the creature's body. The creature has $-1d6$ on Strength checks and Fortitude saving throws, and on attack rolls that use Strength.

- *Fitments.* The creature is overcome by tremors. The creature has $-1d6$ on Dexterity checks, Reflex saving throws, and attack rolls that use Dexterity.

- *Mind Fire.* The creature's mind is gripped by fever. The creature has $-1d6$ on Intelligence checks and Will saving throws, and behaves as if it were under the effect of the confusion spell in combat.

- *Slime Death.* The creature begins to bleed incessantly. The creature has $-1d6$ on Constitution checks and Fortitude saving throws. Additionally, whenever the creature takes damage, it is stunned until the end

of its next round.

Contingency

School: Invocation

Level: 6, Uncommon

Launch Time: 10 minutes

Range: Personal

Components: V, S, M (a figurine of yourself carved from ivory and decorated with gems worth at least 1,500 gp)

Duration: 10 days

Choose a spell of Level 4 or lower that you can cast, that has a casting time of 2 Actions, and that can target you. You cast that spell (called a contingent spell) as part of the contingency casting, expending both of your spell slots, but without the contingent spell taking effect. Instead, it will take effect when a certain circumstance occurs. Describe this circumstance as you cast the two spells. For example, a contingency cast in conjunction with breathing underwater might stipulate that breathing underwater takes effect when you are submerged in water or similar liquid.

The contingency spell takes effect immediately after the circumstance first occurs, whether you want it to or not, and then the contingency ends. The contingent spell affects only you, although it can normally target others as well. You can only use one contingency spell at a time. If you cast this spell again, another contingency spell's effect on you ends. Furthermore, the contingency ends for you if the material component is no longer on your person.

For each Magical Critical Success obtained in the Magic Test the contingency lasts 10 days longer.

Counterspell

School: Abjuration

Level: 3, Municipality

Casting Time: 1 Reaction, which you take when you see a creature/object within 18 meters manifest a spell

Range: 18 metres

Components: S

Duration: Instant

You use a Reaction Action to make an Arcana check at DC 13. If the check succeeds you understand whether you can cancel the spell's effect with Counterspell. The spell negated must be Level 2 or lower, regardless of whether it is cast by a spellcaster or item. Each Magic Critical success or enhancement gained from the original spell raises the spell's level by 1.

For every two Magical Critical Success obtained in the Magic Test you can cancel a spell of a higher level.

Control Water

School: Water

Level: 4, Municipality

Launch Time: 2 Actions

Range: 90 metres

Components: V, S, M (a drop of water and a pinch of powder)

Duration: Concentration, maximum 10 minutes

Until the spell ends, you control any open water within your chosen area up to a 100-foot cube. When you cast this spell you can choose any of the following effects. As an action during your round, you can repeat the same effect or choose a different one.

- *Flooding.* Cause the level of all water in the area to rise up to 20 feet. If the area includes a coast, the water floods the land. If you choose an area within a large body of water, you instead create a 20-foot-high wave that travels from one side of the area to the other before breaking. Any Huge or smaller vehicle in the wave's path is transported to the other side. Any Huge or smaller vehicle hit by water has a 25% rollover rate.

The water level remains high until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats at the start of your next round, as long as the flooding effect lasts.

- *Splitting the Waters.* Cause the water in the area to move to the side to create a gap. The rift extends across the spell's area, and the divided water forms a wall on both sides of the rift. The rift remains until the spell ends or you choose a different effect. The water will then slowly return to fill the gap over the next round, until it has risen to its normal level.

- *Redirect the Flow.* Cause the flowing water in the area to move in a direction of your choosing, even if the water has to go over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it reaches beyond the area of the spell, it resumes its flow based on ground conditions. The water continues to move in the direction you choose until the spell ends or you choose a different effect.

- *Turbines.* This effect requires a body of water that covers a 50-foot square and has a depth of 25 feet. Cause a whirlwind to form in the center of the area. The whirlwind produces a vortex 1 meter wide at the base, up to 15 meters wide at the top and 7 meters high. Any creature or object in the water within 25 feet of the whirlpool is pulled 10 feet toward it. A creature can swim away from the vortex by making a Swim check against the spell's saving throw DC.

When a creature enters the vortex for the first time during a round or begins its round there, it must make a Fortitude saving throw. On a failed save, the creature takes $2d8$ bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half as much damage, and is not caught in the vortex. A creature caught in the whirlpool can use 3 Actions to try to swim away from the whirlpool as described above, but has -1d6 on Dexterity (Athletics) checks to do so. The first time during each round that an object enters the vortex, the object takes $2d8$ bludgeoning damage; this damage is taken each round the object remains in the vortex.

Control Weather

School: Water, Air

Level: 8, Very Rare

Launch Time: 10 minutes

Range: Personal (1.5 kilometer radius)

Components: V, S, M (burnt incense and some earth and wood mixed in water)

Duration: Concentration, maximum 8 hours

For the duration, take control of the weather within 7.5 kilometers of you. To cast this spell you must be outside. Moving to a place where you don't have an open view of the sky ends the spell early. When you cast this spell, it changes the current weather conditions, determined by the Storyteller based on the season and latitude. You can change precipitation, temperature and wind. It takes $1d4 \times 10$ minutes for the new condition to take effect. Once the condition takes effect, you can change it again. When the spell ends, the weather will gradually return to normal.

When you change the weather conditions, find the current condition on the following table and change it one stage, up or down. When you change the wind, you can also change its direction.

Precipitation

- 1 Clear
- 2 Some clouds
- 3 Overcast or mist on the ground
- 4 Rain, hail or snow
- 5 Torrential rain, heavy hailstorm, blizzard

Temperature

- 1 Unbearable heat
- 2 Hot
- 3 Lukewarm
- 4 Fresh
- 5 Cold
- 6 Polar cold

Wind

- 1 Calm
- 2 Moderate wind
- 3 Strong wind
- 4 Fortunate
- 5 Storm

For each Magical Critical Success obtained in the Magic Test the duration increases by 8 hours.

Dust

School: Enchantment

Level: 5, Rare

Launch Time: 1 minute

Range: 18 metres

Components: V

Duration: 30 days

You impose a magical command on a creature within range that you can see, forcing it to perform a certain task or forbidding it from carrying out an action or course of activity of your choosing. If the creature can understand you, it must succeed on a Will save or be charmed by you for the duration. While the creature is charmed by you, it takes $3d10$ points of damage whenever it acts directly contrary to your

instructions, but no more than once per day. A creature that cannot understand you ignores the effects of this spell. You can issue any command of your choice, except an activity that would result in certain death. Should you utter a suicidal command, the spell will end.

You can end the spell using an action. remove curse, greater restoration, or wish also ends it.

If you get at least two Criticals in the Magic Test the duration is 1 year. If you roll 3 Criticals the spell lasts until ended by one of the spells mentioned above.

Create Food and Water

School: Summon

Level: 3, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V, S

Duration: Instant

You create food and water in range containers, enough to sustain up to five humanoids or 2 mounts for 24 hours. The food is bland but nutritious and will rot after 24 hours if not consumed, as will the water.

For each Magical Critical Success obtained in the Magic Test you create food for 3 more people or 1 mount.

Create Beer

School: Summon

Level: 0, Rare

Cast Time: 2 Actions or more

Range: 9 metres

Components: V, S, M (brewer's yeast, malt, water)

Duration: 1 hour

Create a mug of beer, 0.5 liters. The quality and type of beer depends on the yeast, malt and water used. The longer the casting time of the spell, the higher the alcohol content, with a casting time of two actions the alcohol content is 4.3, if 1 action is used the beer generated is non-alcoholic, each action spent increases the alcohol content by 0.3 vol up to a maximum of 12.5 vol. After an hour the beer vanishes, when consumed after an hour any alcoholic effects of the beer on the people who drank it also end.

For each Magical Critical Success obtained in the Magic Test you increase the duration by one liter or one hour.

Create or Destroy Water

School: Water

Level: 1, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a drop of water to create water or a few grains of salt to destroy it)

Duration: Instant

You make or break water.

Create Water. Create up to 40 liters of clear water from your hands that spray up to 30 feet. Alternatively, the water falls as rain into a 30-foot cube within range, extinguishing exposed flames in the area.

The spell cannot be used on magical flames.

Destroy Water. Destroy up to 40 liters of water in an

open throw container. Alternatively, you can destroy the fog in a 30-foot cube within range. When used on a water elemental the spell deals 4d6 points of damage with a Fortitude saving throw for half.

For each Magical Critical Success obtained in the Magic Test you create or destroy an additional 40 liters of water, or the dimensions of the cube increase by 1 meter of edge in case of fog.

The water is drinkable and quenches thirst if drunk within one round of creation.

Create Undead

School: Necromancy

Level: 6, Uncommon

Launch Time: 2 Shares

Range: 3 metres

Components: V, S, M (a clay pot full of graveyard soil, a clay pot full of brackish water, and a black onyx worth 50 gp for each corpse)

Duration: Instant

You can only cast this spell at night. Choose up to three Medium or Small humanoid corpses within range. Each corpse becomes a ghoul under your control (the Storyteller has the game statistics of these creatures). During your round, with two Actions, you can mentally command any creature you animate with this spell, if the creature is within 120 feet of you (if you control multiple creatures, you can command all or just one of them at the same time by imparting the same command). You decide what action the creature will take and where it will move during its next round, or you can issue a generic command, such as to guard a specific room or corridor. If you don't issue commands, creatures will simply defend themselves from hostile creatures. Once a command is received, the creature will continue to follow it until the task is complete. The creature is under your control for 24 hours, after which it will stop responding to commands you give it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you animated with this spell, rather than animating new ones.

If you roll a Critical in the Magic Test you can revive or reassert control over four ghouls. With two Crits you can animate or reassert control over five ghoul or two ghosts or wights. With three Criticals you can animate or reassert control over six ghouls, three ghosts or wights, or two mummies.

Creation

School: Illusion

Level: 5, Rare

Launch Time: 1 minute

Range: 9 metres

Components: V, S, M (a tiny piece of material of the same type of object you intend to create)

Duration: Special

You grab chunks of shadow matter from the plane of Shadow to create, within range, nonliving objects of plant matter: soft goods, rope, wood, or the like. You

can also use this spell to create mineral objects such as stone, crystal, or metal. The created object cannot be larger than a 1 meter cube, and the object must be of a shape and material that you have seen before. The durability depends on the material of the object. If the object is made of multiple materials, use the shortest duration. Material Table - Duration

Plant matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantium or mithral	1 minute

Using any material created by this spell as a material component of another spell will cause the new spell to fail.

For each Magical Critical Success obtained in the Magic Test the cube increases by 1 meter of edge.

Growth of Spikes

School: Animals and Plants

Level: 2, Municipality

Launch Time: 2 Actions

Range: 45 metres

Components: V, S, M (seven sharp thorns or seven twigs, each of them pointed at one end)

Duration: 10 minutes

The terrain in a 20-foot radius centered on a point within range twists and generates very sharp spikes and spines. For the duration, the area becomes difficult terrain. When a creature enters or moves within the area, it takes 2d4 points of damage for every 3 feet it travels. The transformation of the terrain is so well disguised that it seems natural. Any creature that did not see the area when the spell was cast must make an Awareness check against the spell's saving throw DC to recognize the danger posed by the terrain before entering it.

Plant Growth

School: Animals and Plants

Level: 3, Uncommon

Cast Time: 2 Actions or 8 hours

Range: 45 metres

Components: V, S

Duration: Instant

This spell channels vitality into plants within a specific area. There are two possible uses for this spell, conferring immediate or long-term benefits. If you cast this spell taking 1 action, choose a point within range. All normal plants within a 100-foot radius centered on that point become thick and bushy. A creature that passes through the area quadruples its movement cost.

You can exclude from its effects one or more areas of any size within the spell's area.

If you cast this spell over the course of 8 hours, you nourish the land. All plants within a 750 meter radius centered on a point within range become super productive for 1 year. Vegetables produce double the normal amount of food at harvest.

If you get two Magical Critical Successes you get

the effects of the 8 hours of casting even if the spell was cast with 2 Actions.

Invisible Chef

School: Summon

Level: 1, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a wooden ladle and a few drops of olive oil, the food you want cooked)

Duration: 2 hours

This spell creates an almost invisible force only bounded by a light aura (of the color of your choice) capable and competent in cooking. Together with the cook there is also a set of pots and pans as well as crockery and a small camp stove.

Based on the ingredients available or edible vegetables within a radius of 100 meters (the chef does not go hunting) the chef will cook the best of the ingredients, preparing excellent food for up to 4 people. The spell does not create food or water, this must be available when the spell is cast.

Once the ingredients are available within two hours, the invisible chef will prepare the food. It is also possible to rush the execution but at the expense of quality.

None of the pans, dishes or fires may be used except by the invisible cook.

If he gets two Magical Critical Successes the Cook is summoned with food needed to feed 2 people

Cure Light Wounds

School: Water, Care

Level: 1, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: Instant

Your hand fills with positive healing energy, a creature you touch regains a number of hit points equal to $1d8 + \text{spell ability modifier}$. This spell when used on an undead, attack roll with touch spell, damages it by the same amount.

Unless otherwise stated, this spell cannot be used on animals or plants.

For each Magical Critical Success obtained in the Magic Test you heal 1d6 more Hit Points.

If the spellcaster and the healed creature are both Followers of the same Patron, the spell heals 1d8 more.

If the spellcaster and the healed creature are both Devotees of the same Patron, any value on the die equal to 1,2,3 will be considered a 4.

Cure Wounds Series

School: Care

Level: 3, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: Instant

Your hand fills with positive healing energy, a creature you touch regains a number of hit points equal to

$3d8 + 2*\text{spell ability modifier}$. This spell when used on an undead, attack roll with a touch spell, damages it by the same amount.

Unless otherwise stated, this spell cannot be used on animals or plants.

For each Magical Critical Success obtained in the Magic Test you heal 1d6 more Hit Points.

If the spellcaster and the healed creature are both Followers of the same Patron, the spell heals 1d8 more.

If the spellcaster and the healed creature are both Devotees of the same Patron, any value on the die equal to 1,2,3 will be considered a 4.

Cure Critical Wounds

School: Care

Level: 5, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: Instant

Your hand fills with positive healing energy, a creature you touch regains a number of hit points equal to $5d8 + 3*\text{spell ability modifier}$. This spell when used on an undead, attack roll with touch spell, damages it by the same amount.

Unless otherwise stated, this spell cannot be used on animals or plants.

For each Magical Critical Success obtained in the Magic Test you heal 1d6 more Hit Points.

If the spellcaster and the healed creature are both Followers of the same Patron, the spell heals 1d8 more.

If the spellcaster and the healed creature are both Devotees of the same Patron, any value on the die equal to 1,2,3 will be considered a 4.

Cure Mass Wounds

School: Care

Rarity: Uncommon

Like Cure Wounds but heal up to 4 creatures, within a 30-foot radius.

You use three more Magic Points than the selected Cure Wounds.

For each Magical Critical Success obtained in the check you heal one more creature.

If the spellcaster and the healed creature are both Followers of the same Patron, the spell heals 1d8 more.

Unless otherwise stated, this spell cannot be used on animals or plants.

If the spellcaster and the healed creature are both Devotees of the same Patron, any value on the die equal to 1,2,3 will be considered a 4.

Fire Bolt

School: Fire

Level: 1, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: V, S

Duration: Instant

You hurl a fiery spark at a creature or object within

range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object affected by this spell catches fire if it is not being worn or carried.

The damage of the spell increases by 1d8 when you reach CM 5, CM 11 and CM 17 but it costs 2 Actions to cast it enhanced and 2 Magic Points, it is also necessary to have taken Adept of Magic in this Magic List a number of times equal to the enhancements that they want to apply.

For every two Magical Critical Success obtained in the Magic Test you cast an additional spark.

Tracking Bolt

School: Invocation

Level: 1, Uncommon

Launch Time: 2 Shares

Range: 36 metres

Components: V, S

Duration: 1 round

A flash of light travels toward a creature within range, chosen by you. Make a ranged spell attack against the target. If you hit, the target takes 4d6 Light damage, and your next attack roll made against it before the end of your next round has +1d6 to its TC, thanks to the mystical dim light that will continue to shine around the target until then.

For each Magical Critical Success obtained in the Magic Test the damage increases by 1d6.

Irresistible Dance

School: Enchantment

Level: 8, Legendary

Launch Time: 2 Shares

Range: 9 metres

Components: V

Duration: 1 minute

Choose a creature within range and that you can see. The target begins a comical dance on the spot: flailing its legs, stomping its feet and hopping for the duration. Creatures that cannot be charmed are immune to this spell.

A dancing creature must use 2 move actions to dance without leaving its space and has -1d6 on Reflex saving throws and attack rolls. While the target is subject to this spell, other creatures have +1d6 on attack rolls against it. By spending 2 Actions the dancing creature can make a new Will save to regain control of itself. If he succeeds, the spell ends. While dancing he considers himself distracted

If you get 2 Magical Critical Successes the duration increases by 1 hour

Arcane Bolt

School: Universal

Level: 1, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: V, S

Duration: 1 Turn, Concentration

You create a glowing bolt of magical force. Throwing one or more already summoned darts costs 1 Action.

The bolt hits a creature you can see within range, chosen by you. A bolt deals 1d4 + 1 force damage to its target, and you can direct it to hit one or more creatures.

You create an additional bolt when you reach CM 3, CM 5, CM 7, and CM 9. The damage increases by 2 each time you take Adept of Magic on the Universal List up to a maximum of 5 increases.

For each Magical Critical Success obtained in the Magic Test the spell creates an additional bolt.

Occult Bolt

School: Invocation

Level: 1, Municipality

Cast Time: 1 Action

Range: 36 metres

Components: V, S

Duration: Instant

A beam of crackling energy hurtles toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 force damage. The damage of the spell increases by 1d8 when you reach CM 5, CM 11 and CM 17 but it costs 2 Actions to cast it enhanced and 2 Magic Points, it is also necessary to have taken Adept of Magic in this Magic List a number of times equal to the enhancements that they want to apply.

Every 2 Magical Critical Success obtained in the Magic Test you create another beam of energy.

Wish

School: Summon

Level: 9, Legendary

Launch Time: 2 Shares

Range: Personal

Components: V,S,M (gems for 20000 gp)

Duration: Instant

Wish is the most powerful spell a mortal creature can cast. By simply speaking out loud and consuming the gems held in your hand, you can alter the very foundations of reality to suit your needs.

The basic use of this spell is to reproduce the effect of any other spell of level 8 or lower. You do not have to meet any of the spell's requirements, including expensive material components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

- You create an item worth up to 25,000 gp that is not a magic item. The object cannot be larger than 300 feet in any dimension, and appears in an unoccupied space on the terrain.
- You allow up to twenty creatures you can see to regain all their Hit Points, and end all effects on them described by the greater restoration spell.
- Grant resistance to a damage type of your choice to up to ten creatures you can see.
- Give up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For example, you could make you and all of your companions immune to the lich's life-drain attack.
- You undo any recent event by forcing any rolls ma-

de in the last round (including your last round) to be rerolled. Reality reshapes itself to accommodate the new result. You can make the new roll have +2d6 or -2d6, you can choose whether to use the original roll or the new roll. You may also be able to achieve more than the goals in the examples above.

Define your desires as much as possible to the Storyteller. The Narrator has great latitude in deciding what happens in these cases; the greater the desire, the greater the chance that something will go wrong. The spell may simply fail, the desired effect may only partially manifest, or you may suffer unexpected consequences, depending on how you made the wish. The stress of casting this spell to create any effect other than reproducing another spell weakens you.

After you withstand the stress, each time you cast a spell, until you finish a night's rest, you will take 1d10 Void damage per level/2 of the spell. This damage cannot be reduced or diminished in any way. Additionally, your Constitution drops to -3, if not already -3 or lower, for 2d4 days.

For each day you spend resting and doing nothing but light activity, your remaining recovery time decreases by 2 days. Roll 1d100, if you roll 1 to 33% you will never be able to cast wish again due to the stress suffered, 34%-66% you age 5 years, 67%-99% no effect happens particular, 100% you immediately recover the stress of the launch.

In case of 2 magical Critical Successes obtained you do not suffer side effects from the casting of Wish.

Phantom Steed

School: Illusion
Level: 3, Municipality
Launch Time: 1 minute
Range: 9 metres
Components: V, S
Duration: 1 hour

A Large, quasi-real horse-like creature appears on the field in an unoccupied space of your choice within range. You decide the appearance of the creature, and it appears equipped with saddle, bit and bridle. Any equipment created by the spell vanishes in a cloud of smoke if it is brought more than 10 feet away from the steed. For the duration, you or a creature of your choice can ride the steed. The creature uses racehorse statistics, except that it has a speed of 100 feet and can travel 9 miles in an hour, or 10 miles at a fast pace. When the spell ends, the steed gradually begins to vanish, giving the rider 1 minute to dismount. The spell ends if you use an action to end it or if the steed takes damage.

For each Magical Critical Success obtained in the Magic Test the duration increases by one hour or you create an additional mount.

Floating Disk

School: Summon
Level: 1, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a drop of mercury)

Duration: 1 hour

This spell creates a slightly concave, perfectly circular, horizontal plane of force 3 feet in diameter and 1 inch thick that floats 3 feet above the ground in an unoccupied space of your choice within range that you can see. The disc remains active for the duration, and can support 250 pounds. If more weight is placed on it, the spell ends and everything on it falls to the ground. As long as you are within 20 feet of it, the disk is immobile. If you move more than 6 meters away from it, the disc follows you so that it always remains 6 meters away from you. It can move across uneven terrain, up and down stairs, slopes, and the like, but cannot overcome changes in altitude of 10 feet or more. For example, the disk cannot cross a 10-foot-deep moat, nor could it leave the moat if it were created at the bottom of it. The disk can be grabbed by the caster and moved manually. If you move more than 100 feet away from the disk (usually because it cannot get around an obstacle in following you) the spell ends.

For each Magical Critical Success obtained in the Magic Test the duration doubles.

Disintegration

School: Transmutation
Level: 6, Uncommon
Launch Time: 2 Shares
Range: 18 metres
Components: V, S, M (a magnet and a pinch of powder)
Duration: Instant

A thin green beam shoots from your pointing finger at a target that is within range and that you can see. The target can be a creature, an object, or a creation of magical force, such as a wall created by wall of force. A creature targeted by this spell must make a Fortitude saving throw. The target takes $10d6 + 40$ force damage on a failed save, half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magical items, are reduced to a pile of fine gray dust. The creature can only be brought back to life through the intervention of a Patron.

This spell automatically disintegrates nonmagical objects or a creation of magical force that is Large or smaller. If the target is a nonmagical object or creation of Huge or larger strength, this spell disintegrates a portion of it equal to a 10-foot cube. Magical items ignore this spell.

For each Magical Critical Success obtained in the Magic Test the damage increases by 4d6.

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Dispel Good and Evil

School: Abjuration

Level: 5, Rare
Launch Time: 2 Shares
Range: Personal

Components: V, S, M (Holy water or silver and iron powder)

Duration: Concentration, 1 minute

A bright energy surrounds you and protects you from fey, undead, and creatures from places beyond the Material Plane. For the duration, celestials, elementals, fey, demons, and undead have -1d6 on attack rolls against you. You can end the spell early using one of the following special functions.

Break Enchantment. As an action, you can make contact with a creature charmed, frightened, or possessed by a celestial, elemental, fey, demon, or undead. The creature you are in contact with is no longer fascinated, frightened, or possessed by these creatures.

Leave. As an action, make a melee attack against a celestial, elemental, fey, demon, or undead within your reach. If you hit it, you can attempt to send the creature back to its home plane. The creature must succeed on a Will save or be sent back to its home plane (if it is not already there). If not on their home plane, undead are sent back to the Shadow World and fey to the First World.

Dispel Spells

School: Abjuration
Level: 3, Municipality

Launch Time: 2 Shares
Range: 36 metres

Components: V, S

Duration: Instant

Choose a creature, object, or magical effect within range. Any spell of level 3 or lower on the target ends. Each magical critical success on a spell increases its level by one. If cast on an object that manifests a spell, it is deactivated for 10 minutes.

For each Magical Critical Success obtained in the Magic Test the dispelable level increases by 1. In case of 3 critical successes an effect can be permanently dispelled on a non-artifact object.

Advanced dispel magic

School: Abjuration

Level: 5, Rare

Launch Time: 3 Actions

Range: 36 metres

Components: V, S, M (diamond dust worth 200 gp)

Duration: Instant

Choose a creature, object, or magical effect within range. Any spell of level 5 or lower on the target ends. Each magical critical success on a spell increases its level by one. If cast on an object that manifests a spell, it is deactivated for 10 minutes.

For each Magical Critical Success obtained in the Magic Test the dispelable level increases by 1.

Destroy undead

School: Care

Level: 3, Uncommon

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (a relic of a Devotee of Thaft or Sumkjit)

Duration: Instant

Choose an undead within 120 feet. A ray of light shoots out from your hand, enveloping the creature. The undead makes a Fortitude save to halve 4d12 points of positive energy damage.

For each Magical Critical Success obtained in the Magic Test the damage increases by 1d12.

Finger

School: Enchantment

Level: 0, Rare

Cast Time: 1 Immediate Action

Range: 18 metres

Components: Y

Duration: 3 rounds

Give the finger (or raspberry or umbrella gesture) to the opponent who must be able to see it

This must make a Will saving throw, if it succeeds nothing happens. If he fails the saving throw by 5 or more he is humiliated, for the next 2 rounds he has a penalty of 2 on attack rolls, saving throws and on competence checks.

If he fails his saving throw by 3 or 4, he is mortified and has a 2 penalty on attack and proficiency rolls until the end of the next round.

If he fails the save by 2 or 1, he is punished, until the end of the next round he has a penalty of 2 on attack or defense rolls (choice of target).

For each Magical Critical Success obtained in the Magic Test you can influence another creature that can see the gesture.

Finger of Death

School: Necromancy

Level: 6, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: Instant

You send a blast of negative energy to a creature within range and that you can see, causing it profound pain. The target must make a Fortitude saving throw. The target takes $7d8 + 30$ Void damage on a failed save, or half as much damage on a successful one.

A humanoid killed by this spell reanimates as a zombie under your permanent command at the start of your next round, and will follow your verbal commands to the best of its ability. **Saving Throw Success/Critical Failure:** In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Divination

School: Divination

Level: 6, Rare

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (incense and a sacrificial offering appropriate to your religion, whose total value is 25 gp, which will be consumed by the spell)

Duration: Instant

Your magic and a votive offering connect you with a Patron or a Patron's servant. You can ask him a single question about a specific goal, event or activity that needs to happen within 7 days. The Narrator gives a truthful answer. The reply could be a short phrase, a cryptic rhyme, or an omen.

The spell does not take into account any possible circumstances that could change the outcome, such as the casting of additional spells or the loss or arrival of an ally.

If you cast the spell two or more times before finishing the long day, there is a cumulative 25% chance that for each casting after the first you will get an erroneous reading. The Storyteller makes this roll in secret.

Dominate Beasts

School: Enchantment, Animals and Plants

Level: 4, Very Rare - Common

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: Concentration, maximum 1 minute

You try to charm a beast within range that you can see. It must succeed on a Will save or be charmed for the duration, receiving +1d6 to the roll if you or your allies are fighting it.

While the beast is charmed, as long as the two of you are on the same plane of existence you maintain a telepathic link with it. You can use this telepathic link to send commands to the creature while you are conscious (requires 1 action), which it will obey as best it can. You can specify a simple, generic course of action, such as *Attack that creature*, *Run over there*, or *Take that item*. If the creature completes the command and receives no further direction from you, it will defend and preserve itself to the best of its ability.

You can spend 2 of your actions to take full and precise control of the target. Until the end of your next round, the target will only take actions you decide, and will not do anything that you don't allow it to do. During this time, you can also have the target use a Reaction Action, but this requires the use of your reaction.

Each time the target takes damage, it makes a new Will saving throw against the spell. If the saving throw succeeds, the spell ends.

For each Magical Critical Success obtained in the Magic Test the duration doubles up to a maximum of 8 hours.

Dominate Monsters

School: Enchantment

Level: 8, Uncommon

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: Concentration, maximum 1 hour

You try to charm a creature within range that you can see. It must succeed on a Will save or be charmed for

the duration, receiving +1d6 to the roll if you or your allies are fighting it.

While the creature is charmed, as long as the two of you are on the same plane of existence you maintain a telepathic link with it. You can use this telepathic link to send commands to the creature while you are conscious (requires 1 action), which it will obey as best it can. You can specify a simple, generic course of action, such as *Attack that creature*, *Run over there*, or *Take that item*. If the creature completes the command and receives no further direction from you, it will defend and preserve itself to the best of its ability.

You can spend two of your Actions to take full and precise control of the target. Until the end of your next round the creature will only carry out actions decided by you, and will not do anything that you do not allow it to do. During this time, you can also have the creature use a Reaction Action, but this requires the use of your reaction. Each time the target takes damage, it makes a new Will saving throw against the spell. If the saving throw succeeds, the spell ends.

For each Magical Critical Success obtained in the Magic Test the duration doubles up to a maximum of 8 hours.

Dominate People

School: Enchantment

Level: 5, Uncommon

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: Concentration, maximum 1 minute

You try to charm a humanoid within range that you can see. It must succeed on a Will save or be charmed for the duration, receiving +1d6 to the roll if you or your allies are fighting it.

While the target is charmed, as long as the two of you are on the same plane of existence you maintain a telepathic link with it. You can use this telepathic link to send commands to the target while you are conscious (requires 1 action), which it will obey as best it can. You can specify a simple, generic course of action, such as *Attack that creature*, *Run over there*, or *Take that item*. If the target completes the order and receives no further guidance from you, he will defend himself to the best of his ability. You can spend 2 Actions to take full and precise control of the target. Until the end of your next round, the target will only take actions you decide, and it won't do anything you don't allow it to do. During this time, you can also have the target use a Reaction Action, but this requires the use of your reaction. Each time the target takes damage, it makes a new Will saving throw against the spell. If the saving throw succeeds, the spell ends.

For each Magical Critical Success obtained in the Magic Test the duration doubles up to a maximum of 8 hours.

Heroism

School: Enchantment

Level: 1, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: 1 minute

A willing creature you are in contact with is infused with courage. Until the spell ends, the creature is immune to being frightened and, at the start of each of its rounds, it gains temporary hit points equal to your Intelligence value or spell modifier. When the spell ends, the target loses all remaining temporary Hit Points from this spell.

For each Magical Critical Success obtained in the Magic Test you can influence another creature.

Exile

School: Abjuration

Level: 4, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (an object despised by the target)

Duration: 1 minute

You try to send a creature within range and that you can see into another plane of existence. The target must succeed on a Will save or be exiled. If the target is native to the plane of existence you are on, you exile the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, when it reappears in the space it left or in the nearest unoccupied space if its original space is now occupied. If the target is native to a different plane of existence than the one you are on, the target vanishes with a soft bang, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if its original space is occupied.

For each Magical Critical Success achieved in the Magic Test you can affect another creature, or the creature is banished for a week.

Sun Blast

School: Invocation

Level: 8, Rare

Launch Time: 2 Shares

Range: 45 metres

Components: V, S, M (fire and a piece of sunstone)

Duration: Instant

Intense sunlight illuminates a 60-foot radius centered on a point within range, chosen by you. All creatures within the light must make a Fortitude saving throw. On a failed save, a creature takes 12d6 Light damage and is blinded for 1 minute. If she succeeds, she takes half damage and is not blinded by the spell. Undead and oozes have -2d6 to this saving throw. A creature blinded by this spell makes another Fortitude saving throw at the end of each of its rounds. If she succeeds on the saving throw, she is no longer blinded. In its area, this spell dispels any darkness cast by a spell.

For each Magical Critical Success obtained in the Magic Test the damage increases by 6d6.

Enraptured

School: Enchantment

Level: 2, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S

Duration: 1 minute

You weave a series of misleading words, causing creatures of your choice within range who can see and hear you to make a Will saving throw. Any creature that cannot be charmed succeeds on the saving throw automatically, and if you or your companions are fighting a creature, it has a +1d6 to the saving throw. On a failed save, the target has -1d6 on Awareness checks made to sense any creature other than you until the spell ends or the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

Summon Animals

School: Animals and Plants

Level: 3, Uncommon

Launching Time: 3 Actions

Range: 18 metres

Components: V, S

Duration: 1 Turn, Concentration

You summon magical spirits that take on the appearance of beasts and appear in unoccupied spaces within range that you can see. Choose one of the following options to determine what appears:

- A beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast is also considered magical and disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly towards you and your companions. .

For each Magic Critical Success obtained in the Magic Test, two more beasts of a lower rank or 1 more beast of a higher rank than the one initially chosen will appear in the Magic Test.

Summon Mount

School: Animals and Plants

Level: 2, Municipality

Launch Time: 10 minutes

Range: 9 metres

Components: V, S

Duration: 1 hour

You summon a spirit that takes the form of an unusually intelligent, strong, and loyal mount, forming a lasting bond with it. Appearing in an unoccupied space within range, the steed assumes the form of your choice, such as a warhorse, pony, camel, moose, or mastiff (the Storyteller may give you the ability to summon steeds as well). other types of animals). The steed has the statistics of its chosen form, though it is a celestial, fey, or demon type (your choice) instead

of its normal type. Additionally, if your steed has Intelligence -3 or less, its Intelligence becomes -2, and it gains the ability to understand one language of your choice from those you can speak. Your steed serves as your mount, both in and out of combat, and you have an instinctive bond with it, allowing you to fight as one.

When the steed drops to 0 hit points, it disappears, leaving no physical form behind. You can dismiss the steed at any time with an action, making it disappear. In either case, casting this spell again summons the same steed, restored to full hit points.

You cannot have more than one steed bound by this spell at a time. As an action, you can free the steed from this bond at any time, causing it to disappear.

For each Magical Critical Success obtained in the Magic Test the spell lasts 1 hour longer.

Summon Elemental

School: Air, Water, Earth, Fire

Level: 5, Rare

Launch Time: 1 minute

Range: 27 metres

Components: V, S, M (burnt incense for air, malleable clay for earth, sulfur and phosphorus for fire, or water and sand for water)

Duration: 1 Turn, Concentration

You summon an elemental minion. Choose an area within range that is composed of water, air, fire, or earth and fills a 10-foot cube. An elemental of challenge rating 5 or lower appropriate for your chosen area appears in an unoccupied space within 10 feet of it. The elemental disappears when it drops to 0 hit points or the spell ends. Each Magic List can only summon its own specific Elemental

For two Magic Critical Success obtained in the Magic Test the challenge rating of the summoned elemental increases by 1

Summon Minor Elementals

School: Air, Water, Earth, Fire

Level: 4, Uncommon

Launch Time: 1 minute

Range: 27 metres

Components: V, S

Duration: 1 Turn, Concentration

You summon elementals that will appear in unoccupied spaces within range and that you can see. Choose one of the following options to decide what appears:

- An elemental of challenge rating 2 or lower
- Two elementals of challenge rating 1 or lower
- Four elementals of challenge rating 1/2 or less
- Eight elementals of challenge rating 1/4 or less

A summoned elemental disappears when it drops to 0 hit points or the spell ends.

Each Magic List can only summon its own specific Elemental

For each Magical Critical Success obtained in the

Magic Test, two more elementals of a lower rank or 1 more elemental of a higher rank than the one initially chosen will appear in the Magic Test.

Instant Summons

School: Summon

Level: 6, Rare

Launch Time: 1 minute

Range: Contact

Components: V, S, M (a sapphire worth 1000 gp)

Duration: Until dissolved

You come into contact with an object weighing 5 kilos or less and whose largest dimension does not exceed 180 centimeters. The spell leaves a mark on the surface of the object and invisibly engraves its name on the sapphire used as a material component. Each time you cast this spell, you must use a different sapphire.

At any time thereafter, you can use 2 Actions to speak the item's name and shatter the sapphire. The object instantly appears in your hand regardless of the physical or planar distance between you, and the spell ends.

If another creature is holding or carrying the item, shattering the sapphire will not transport the item to you, but instead you will learn who the creature is in possession of and approximately where it is currently located.

Dispel magic, or a similar effect successfully applied to the sapphire, ends the spell's effect.

Craft

School: Transmutation

Level: 4, Municipality

Launch Time: 10 minutes

Range: 36 metres

Components: V, S

Duration: Instant

Convert raw materials into finished products of the same material. For example, you can make a small wooden bridge from a pile of trees, a rope from a pile of hemp, and clothes from flax or wool. Choose raw materials that you can see within range. You can craft one Large or smaller item (contained in a 10-foot cube, or eight connected 3-foot cubes) given enough raw materials. If you are working with metal, stone, or other mineral substances, the crafted object cannot be larger than Medium (contained in a single 3-foot cube). The quality of the items created by this spell is commensurate with the quality of the raw materials.

You cannot create or transmute magical creatures or objects with this spell. You also cannot use it to craft items that normally require a high level of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of craftsman's tools used to craft these items. In case of a critical test in the Magic Test, more volumes can be processed or produced with greater quality.

Fatal

School: Illusion

Level: 9, Rare

Launch Time: 2 Shares

Range: 36 metres

Components: V, S

Duration: Concentration, maximum 1 minute

By tapping into the innermost fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Will saving throw. On a failed save, the creature becomes frightened for the duration. The illusion sinks into the creature's most intimate fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's rounds, it must succeed on a Will save or take 4d10 points of damage. If the saving throw succeeds, the spell ends for that creature.

Divine Favor

School: Invocation

Level: 1, Uncommon

Cast Time: 1 Immediate Action

Range: Personal

Components: V, S

Duration: 1 minute

Your prayers empower you and your weapon. Until the spell ends, when it hits, your weapon deals an additional 1d4 Light damage.

For each Magical Critical Success obtained in the Magic Test your weapon causes +1 additional Light damage.

Wound

School: Necromancy

Level: 6, Uncommon

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: Instant

You unleash a virulent disease on a creature you can see within range. The target must make a Fortitude saving throw. The target takes 14d6 void damage on a failed save, or half as much damage on a successful one. If the target fails the saving throw, its maximum hit points are reduced for 1 hour by an amount equal to the void damage taken. Any effect that removes a disease allows the character's maximum Hit Points to return to normal before that time elapses.

Stop Time

School: Transmutation

Level: 9, Very Rare

Launching Time: 2 Actions

Range: Personal

Components: V

Duration: Instant

You briefly stop the flow of time for everyone except you. Time doesn't pass for other creatures, while you make 1d4 + 1 rounds in a row, during which you can take actions and move as usual. This spell ends if any of the actions you use during this period, or any effects you create during this period, affect a creature other than you or an object worn or carried by someone other than you. Additionally, the spell ends if you

move to a location more than 300 meters away from where you cast it.

For each Magical Critical Success obtained in the Magic Test the duration increases by 1 round. If you have two Critical Magical Successes you can exclude another creature from stopping time.

Everlasting Flame

School: Universal

Level: 2, Legendary

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (ruby dust worth 75 gp, which the spell consumes)

Duration: 1 day

A flashlight-like glow emanates from an object you are in contact with. The effect appears to be that of a normal flame, but it does not produce heat or require oxygen. An everlasting flame can be hidden or hidden but cannot be dampened or extinguished.

Holy Flame

School: Universal

Level: 0, Municipality

Cast Time: 1 Action

Range: 18 metres

Components: V, S

Duration: Instant

A torch-like glow descends upon a creature within range that you can see. The target must succeed on a Reflex save or take 1d8 Light damage. The target does not receive the benefit of cover on this saving throw.

The damage of the spell increases by 1d8 when the sum of the Traits in common with the Patron reaches 5, 11 and 17, but it costs 2 Actions to cast it enhanced and 2 Magic Points.

For every two Magical Critical Success obtained in the Magic Test, an extra flame descends and must hit a different target within range.

Acid Blast

School: Summon

Level: 0, Municipality

Cast Time: 1 Action

Range: 18 metres

Components: V, S

Duration: Instant

Hurl a bubble of acid. Choose one creature within range or two creatures within range that are within 3 feet of each other. The target must succeed on a Reflex save or take 1d6 acid damage.

The damage of the spell increases by 1d8 when you reach CM 5, CM 11 and CM 17, but it costs 2 Actions to cast it enhanced and 2 Magic Points, it is also necessary to have taken Adept of Magic in this Magic List a number of times equal to the enhancements that you want to apply.

For every two Magical Critical Success obtained in the Magic Test you throw one more acid bubble within range.

Gust of Wind

School: Air

Level: 2, Municipality

Launch Time: 2 Shares

Range: Personal (18 meter line)

Components: V, S, M (a legume seed)

Duration: Concentration, maximum 1 minute

A line of strong wind 60 feet long and 10 feet wide explodes away from you in a direction of your choice for the duration of the spell. Any creature that begins its round inside the line must succeed on a Fortitude save or be pushed 10 feet away from you, following the direction of the line.

Any creature on the line must spend double movement to approach you.

The gust disperses gases or vapors, extinguishes candles, torches and similar unprotected flames in the area. Protected flames, such as those from lanterns, flail, and have a 50% chance of dying out. As 1 Action during each of your rounds, before the spell ends, you can change the direction in which the line projects away from you.

A missile weapon that passes through a gust of wind has a 50

Ethereal Form

School: Transmutation

Level: 7, Rare

Launch Time: 2 Shares

Range: Personal

Components: V, S

Duration: Maximum 8 hours

You enter the border regions of the Ethereal Plane, the area that overlaps with your current plane. You remain on the Ethereal Edge for the duration or until you use an action to end the spell. If you move up or down, the movement cost is doubled, but if you move horizontally the movement cost is doubled per move action. You can see and hear the plane you came from, but everything there appears gray to you, and you can't see more than 60 feet away.

While you are on the Ethereal Plane, you can only interact with other creatures on that plane. Creatures that are not on the Ethereal Plane cannot perceive or interact with you, unless a special ability or magic gives them the ability to do so.

You ignore all objects and effects that are not on the Ethereal Plane, thus being able to pass through objects you perceive on the plane you came from. When the spell ends, you immediately return to the plane you came from at the spot you currently occupy. If you occupy the same space as a solid object or creature when this happens, you are immediately moved to the nearest unoccupied space you can occupy and take 6 force damage for every foot (or fraction thereof) you are moved. This spell has no effect if you cast it while you are already in the Ethereal Plane or on a plane that does not border it, such as one of the Outer Planes.

For each Magical Critical Success obtained in the Magic Test you can bring another creature with you.

Gasous Form

School: Transmutation

Level: 3, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (a piece of gauze and a wisp of smoke)

Duration: Concentration, maximum 1 hour

You transform a willing creature, along with whatever it is wearing and carrying, into a vaporous cloud for the duration. The spell ends if the creature drops to 0 hit points. Incorporeal creatures ignore this effect. While in this form, the target's only method of movement is a flight speed of 10 feet. The target can enter and occupy another creature's space. The target has resistance to nonmagical damage, and has +1d6 on Fortitude and Reflex saving throws. The target can pass through small holes, narrow passages, and even simple holes, although it treats liquids as solid surfaces. The target cannot fall and remains floating in the air even if stunned or otherwise incapacitated.

While in the form of a vaporous cloud, the target cannot speak or manipulate objects, and any objects it is wearing or carrying cannot be thrown, used, or otherwise employed. The target can't attack or cast spells.

For every two Magical Critical Successes obtained in the Magic Test you can influence another creature.

Animal Shapes

School: Animals and Plants

Level: 8, Rare

Launch Time: 2 Shares

Range: 9 metres

Components: V, S

Duration: 24 hours

You magically transform other creatures into beasts. Choose any number of willing creatures within range and that you can see. You transform each target into the form of a Large or smaller beast with a challenge rating of 4 or lower. On subsequent rounds, you can use 2 Actions to transform subject creatures into new forms.

The transformation lasts for each target for the duration of the spell, or until that target drops to 0 hit points or dies. You can choose a different shape for each target. The target's game statistics are replaced by the statistics of the chosen beast, with the exception of the Intelligence, Wisdom and Charisma scores and traits which remain those of the target. The target takes on the hit points of its new form, and when it returns to its normal form, it returns to the number of hit points it had before transforming. If it transforms again because it has dropped to 0 hit points, the excess damage is applied to its original form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't unconscious. The creature is limited in the actions it can perform by the nature of its new form, and cannot speak or cast spells.

The target's equipment merges into the new form. The target cannot activate, wield, or otherwise

benefit from its equipment.

Crush

School: Invocation

Level: 2, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a metal fragment)

Duration: Instant

A loud, very intense rumble erupts from a point within range of your choice. Each creature in a 10-foot-radius sphere centered on that point must make a Fortitude saving throw. A creature takes 3d8 sonic damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material, such as stone, crystal, or metal, has -1d6 on its saving throw. A nonmagical object that is not worn or carried also takes damage if it is in the spell's area.

For each Magical Critical Success obtained in the Magic Test the damage increases by 1d8.

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Acid Arrow

School: Water, Earth

Level: 2, Municipality

Launch Time: 2 Shares

Range: 27 metres

Components: V, S, M (a powdered rhubarb leaf and a python stomach)

Duration: Instant

A glowing green arrow hurtles towards a target within range and explodes with a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next round. If you miss, the arrow sprays the target with acid, dealing half initial damage and dealing no damage at the end of the target's next round.

For each Magic Critical Success obtained in the Magic Test the damage increases by 2d4.

Lightning Bolt

School: Air

Level: 3, Municipality

Launch Time: 2 Shares

Range: Personal (30 meter line)

Components: V, S, M (a piece of fur and a rod of amber, crystal or glass)

Duration: Instant

You explode a bolt of lightning that forms a line 100 feet long and 3 feet wide from where you are in a direction you choose. Each creature in the line must succeed at a Reflex saving throw. The creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

Lightning ignites flammable objects in the area that are not being worn or carried.

If the lightning is thrown against hard worked stone it bounces with an exit angle equal to the entry angle ($\frac{1}{2}$) (180-entry angle). Lightning thrown into water creates a 10-foot radius sphere of electricity where it

enters.

For each Magical Critical Success obtained in the Magic Test the damage increases by 2d6.

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Chained Lightning

School: Air

Level: 6, Rare

Launch Time: 2 Shares

Range: 45 metres

Components: V, S, M (some fur; a piece of amber, glass or crystal rod; and three silver pins)

Duration: Instant

You create a bolt of electricity that strikes a target you can see within range, chosen by you. From this a further bolt is generated which hits the nearest target within 6 metres. The process continues until 7 targets have been hit or there are no new ranged opponents left. A target can be a creature or object of at least Medium size and can be the target of a single bolt. A target must make a Reflex saving throw. The target takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

For each Magical Critical Success obtained in the Magic Test the bolt reaches out to a further target.

Saving Throw Success/Critical Failure: On a critical failure the damage is doubled, on a critical success the damage is further halved

Mislead

School: Illusion

Level: 5, Uncommon

Launching Time: 2 Actions

Range: Personal

Components: S

Duration: 1 hour

You become invisible at the same time that an illusory double of you appears where you are. The doppelganger remains for the duration of the spell, but the invisibility ends if you attack or cast a spell. You can use 2 Actions to make the illusory double move up to double your speed and make it gesture, speak and behave in any way you want.

You can see through his eyes and hear through his ears as if you were in the space he is in. During each of your rounds, with an Action, you can switch from using his senses to using yours, or vice versa. While you are using his senses, you are blinded and deafened to your surroundings.

Force Cage

School: Invocation

Level: 6, Rare

Launch Time: 2 Shares

Range: 30 metres

Components: V, S, M (ruby dust worth 1,500 gp)

Duration: 1 hour

An immobile, invisible cubic prison composed of magical force appears around an area you choose within range. The prison can be a cage or a solid box, your choice. A prison in the form of a cage can be

20 feet on a side and composed of 5-inch bars spaced 5 inches apart, providing complete coverage for the creatures inside. A box-shaped prison can be 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast from inside or outside the area. When you cast this spell, any creature that is completely inside the cage is trapped. Creatures only partially in the cage area, or those too large to fit, are pushed away from the center of the area until they are completely outside.

A creature inside the cage cannot leave it through nonmagical means. If the creature attempts to use teleportation or interplanar travel to leave the cage, it must first make a Will saving throw. If it succeeds, the creature can use that magic to escape the cage. On a failed save, the creature cannot leave the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, thus blocking ethereal travel.

This spell cannot be dispelled by €7355dispel-magicDispel Magic but only with €7356advanced dispelmagicAdvanced Dispel Magic.

Magic Jar

School: Necromancy

Level: 6, Very Rare

Launch Time: 1 minute

Range: Personal

Components: V, S, M (a gem, crystal, reliquary, or some other ornamental container worth at least 500 gp)

Duration: Until dissolved

Your body enters a catatonic state as your soul abandons it and enters the container you use as a material component. While your soul occupies the container, you are aware of your surroundings as if you were in the space of the container. You cannot move or use reactions. The only action you can take is to project your soul up to 30 meters away, out of the container, returning to your living body (and ending the spell) or attempting to possess a humanoid body.

You can attempt to possess any humanoid within 100 feet of you that you can see (creatures protected by protection from good and evil or magic circle spells cannot be possessed). The target must make a Will save, and on a failed save, your soul enters the target's body, while the target's soul remains trapped in the container. If you succeed, the target resists your attempts to possess it, and you cannot attempt to possess it again until 24 hours have passed.

Once you possess a creature's body, you can control it. Your game statistics are replaced by the creature's statistics, except for your Traits and your Intelligence, Wisdom, and Charisma scores. Maintain the benefits provided by Skills. If the target has any Skills, you can't use any of them.

Meanwhile, the possessed creature's soul can sense the container's surroundings using its senses, but cannot move or perform any actions.

While in possession of a body, you can use 2 Actions to return from the host body to the container if you

are within 100 feet of it, returning the host creature's soul to its body. If the host body dies while you are inside it, the creature dies, and you must make a Will save against your spell save DC. If you succeed, you return to the container, if it is within 30 meters of you. Otherwise, you will die.

If the container is destroyed or the spell ends, your soul immediately returns to your body. If your body is more than 100 feet away or if it dies while you try to return to it, your soul will die too. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body, if the body is alive and within 100 feet, otherwise, the creature dies. When the spell ends, the container is destroyed.

Glyph of Warding

School: Abjuration

Level: 3, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (incense and powdered diamond worth at least 200 gp, which the spell consumes)

Duration: Until dispelled or activated

When you cast this spell, you inscribe a glyph that harms other creatures on a surface (such as a table or a section of floor or wall) or inside an object that can be closed (such as a book, scroll, or chest). To hide the glyph. If you choose a surface, the glyph can cover a surface area no larger than 10 feet in diameter. If you choose an object, that object must stay in place; if the object is moved more than 10 feet from where the spell was cast, the glyph is broken, and the spell ends without being activated.

The glyph is nearly invisible and can be found with an Awareness check against your spells' saving throw DC. You decide what activates the glyph when the spell is cast.

For glyphs inscribed on a surface, typical activation includes touching or standing over the glyph, removing another object covering the glyph, moving within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed on an object, typical activation includes opening the object, moving within a certain distance of the object, or seeing or reading the glyph. Once the glyph has been activated, the spell ends. You can better define the activation so that the spell activates only under certain circumstances or according to certain physical peculiarities (such as height or weight), species of creature (for example, the ward could act against aberrations or elves dark), or specific Traits. You can also set conditions to prevent the glyph from being triggered, such as saying a password.

When inscribing the glyph choose explosive runes or spell glyph.

- *Spell Glyph.* You can insert a prepared spell of level 2 or lower into the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell that is inserted has no

immediate effect if cast in this way. When the glyph is activated, the entered spell is cast. If the spell has a target, it targets the creature that activated the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack. If the spell requires concentration, this is maintained until the end of its normal duration.

- *Explosive Runes.* When activated, the glyph belches magical energy in a 20-foot radius sphere centered on the glyph. The sphere propagates around the corners. Each creature in the area must make a Reflex saving throw. A creature takes 5d8 acid, lightning, fire, cold, or sonic damage on a failed save (your choice when creating the glyph), or half as much damage on a successful save.

For each Magical Critical Success obtained in the magic check the damage of the explosive rune glyph increases by 1d8.

Kyrin's Acorn Crab

School: Abjuration

Level: 6, Municipality

Launch Time: 2 Actions

Range: Personal (3 meter radius)

Components: V, S, M (a glass or crystal ball that shatters when the spell ends)

Duration: Concentration, maximum 1 minute

A motionless, faintly shimmering barrier rises in a 10-foot radius around you and remains there for the duration.

Any spells of Level 4 (excluding higher results thanks to magic critical) or lower cast from outside the barrier cannot affect creatures or objects inside it. These spells are suppressed if they target creatures and objects within the barrier or affect the area the barrier is on.

For every two Magic Critical Success obtained in the Magic Test you can block a higher level of spell.

Kyrin's Acorn Crab

School: Animals and Plants

Level: 2, Uncommon

Cast Time: 1 Action

Range: 50 metres

Components: V, S, M (9 acorns that are consumed, a piece of rubber)

Duration: 1 minute for Magical Expertise, Concentration

You enchant 9 acorns of magical energy and they begin to swirl 30 centimeters above your shoulder. Each round, by spending 1 Action, you can throw up to 5 acorns at one or more targets. Make a single attack roll with ranged spells, with a bonus equal to the number of times you took Animal and Plant Lists, per target regardless of how many acorns you throw at it. Each acorn deals 1d4 bludgeoning damage if it hits.

For each Magical Critical Success obtained in the Magic Test you can enchant two more acorns.

Kyrin's Crab of Fire Acorns

School: Animals and Plants, Fire

Level: 3, Rare

Cast Time: 2 Action

Range: 50 metres

Components: V, S, M (9 acorns that are consumed, a piece of rubber)

Duration: 1 minute for Magical Expertise, Concentration

You enchant 9 acorns of magical energy and they begin to swirl 30 centimeters above your shoulder. Each round, by spending 1 Action, you can throw up to 5 acorns at one or more targets. Make a single attack roll with ranged spells, with a bonus equal to the number of times you took Animal and Plant Lists or Fire, per target regardless of how many acorns you throw at it. Each acorn deals 1d4 bludgeoning damage + 1d4 fire damage if it hits.

For each Magical Critical Success obtained in the Magic Test you can enchant two more acorns.

Kyrin's Lemon Crumble

School: Animals and Plants, Earth

Level: 3, Rare

Launching Time: 2 Actions

Range: 30 metres

Components: V, S, M (at least 9 drops of lemon, one bottle)

Duration: 1 round for Magical Expertise, Concentration

Enchant a bottle with at least 9 drops of lemon inside. Each round, by spending 1 Action, you can spray up to 2 drops of lemon, of the 9 total, against one or more targets within 30 meters. Make a single attack roll with ranged spells, with a bonus equal to the number of times you took Animal and Plant or Earth Lists, per target regardless of how many drops you roll at it. Each drop deals 1d6+1 acid damage if it hits.

For each Magical Critical Success obtained in the Magic Test you can create two extra lemon drops.

Kyrin's Chestnut Crab

School: Animals and Plants

Level: 5, Very Rare

Cast Time: 1 Action

Range: 60 metres

Components: V, S, M (9 browns that are consumed, a piece of rubber)

Duration: 1 minute for Magical Expertise, Concentration

You cast 9 browns of magical energy and they begin to swirl 2 feet above your shoulder. Each round, by spending 1 Action, you can throw up to 5 browns at one or more targets. Make a single attack roll with ranged spells, with a bonus equal to the number of times you took Animal and Plant Lists, per target regardless of how many acorns you throw at it. Each acorn deals 2d8+4 bludgeoning damage if it hits.

For each Magical Critical Success obtained in the Magic Test you can enchant two more browns.

Cry of pain

School: Necromancy

Level: 1, Rare

Cast Time: 1 Reaction

Range: personal

Components: V

Duration: Tinstant

As a reaction action you let out a cry of pain when hit in melee. The creature that hit you must make a Fortitude save or take 2d4 void damage.

For each Magical Critical Success obtained in the Magic Test you cause 1d4 more damage.

Healing

School: Care

Level: 6, Rare

Launching Time: 2 Actions

Range: 18 metres

Components: V, S

Duration: Instant

Choose a creature within range and that you can see. A wave of positive healing energy overwhelms the creature, causing it to regain 70 hit points. The spell also ends any blindness, deafness, and disease (even magical) that afflicts the target. This spell causes 50 hit points of damage to an undead on a touch spell attack roll.

For each Magical Critical Success obtained in the Magic Test the amount healed increases by 20.

If the spellcaster and the healed creature are both **Followers** of the same Patron, the spell heals 90 Hit Points.

If the spellcaster and the healed creature are both **Devotees** of the same Patron, the spell restores full Hit Points.

Mass Healing

School: Care

Level: 9, Legendary

Launch Time: 2 Actions

Range: 18 metres

Components: V, S

Duration: Instant

A stream of healing energy flows from you to the wounded creatures around you. You restore up to 700 Hit Points, divided as you wish among any creature within range and that you can see (with a maximum of 70 Hit Points per creature). Creatures healed by this spell are also cured of all diseases and any effects that cause them to be blinded or deafened. This spell can inflict up to 120 hit points of damage to an undead. Fortitude save to negate the effect.

If the caster and the healed creature are both **Followers** of the same Patron, the assigned healing increases by 20%

If the caster and the healed creature are both **Devotees** of the same Patron, the assigned healing increases by 50%

Guide

School: Divination

Level: 0, Municipality

Cast Time: 1 Reaction

Range: 3 metres

Components: V, S

Duration: 1 Round

You cast the spell on contact with a willing creature. Once, before the spell ends, the target can roll a d4 and add the rolled result to a proficiency check of his choice. He can roll the die before or after making the Proficiency check. The spell then ends. You can't cast Guidance on the same creature at intervals less than 1 hour.

Anti-Life Shell

School: Animals and Plants

Level: 5, Uncommon

Launching Time: 2 Actions

Range: Personal (3 meter radius)

Components: V, S

Duration: maximum 1 hour

A barrier of light extends up to a 10-foot radius around you, moving with you and remaining centred on you, keeping creatures other than undead or constructs at bay. The barrier remains for the duration.

The barrier prevents a subject creature from passing through it in any way. An affected creature can cast spells or make ranged or reach weapon attacks through the barrier. If you move so that a subject creature is forced through the barrier, the spell ends.

Identify

School: Universal

Level: 1, Municipality

Launch Time: 1 minute

Range: Contact

Components: V, S, M (a gem worth at least 10 gp and an owl feather that the spell consumes)

Duration: Instant

Choose an object that you must remain in contact with throughout the casting of the spell. If it is a magical object or other object imbued with magic, make an Arcana check at DC 30 with a +2d6 bonus. If you succeed, you learn its properties and how to use them and how many charges it has, if any.

You learn if any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If, however, you remain in contact with a creature during the execution, you learn whether any spells are acting on it and what they are.

Only if you get a Magical Critical Success you learn if the item is **cursed**.

Minor Illusion

School: Universal

Level: 0, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: S, M (a piece of fleece)

Duration: 1 minute

You create an image of an object or a sound within range for the duration of the spell. The illusion ends if you end it with an action or cast this spell again.

If you create a sound, its volume can range from that

of a whisper to a scream. It can be your voice, someone else's voice, the roar of a lion, the beating of drums, or any other sound you choose. The sound continues unabated for the duration, or you can produce different sounds at different times before the spell ends.

If you create an image of an object (such as a chair, a muddy footprint, or a small chest), it can't be larger than a 3-foot cube. The image cannot produce sounds, lights, smells or any other sensory effects. Physical interaction with the object reveals it as an illusion, because things can pass through it.

A creature that uses 3 Actions to examine the sound or image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell's saving throw DC. If a creature recognizes the illusion for what it is, the illusion fades for them.

Programmed Illusion

School: Illusion

Level: 6, Uncommon

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (a piece of fleece and jade dust worth at least 25 gp)

Duration: Until dissolved

You create, at range, the illusion of an object, creature, or some other visible phenomenon that activates when a specific condition is met. Until then the illusion is imperceptible. It can't be larger than a 30-foot cube, and you decide when you cast the spell, how the illusion behaves, and what sounds it makes. The scheduled performance can last up to 5 minutes. When the conditions you specify are met, the illusion manifests and behaves in the way you describe. Once the illusion has finished its performance, it disappears and remains dormant for 10 minutes. After this period, the illusion can be activated again.

The trigger condition can be as general or detailed as you like, although it must be based on visible or audible conditions occurring within 30 feet of the area. For example, you could create an illusion of yourself that appears and warns anyone who tries to open a trapped door, or you could set the illusion to activate only when a creature says the right word or phrase. Physical interaction with the image reveals it as an illusion, as things pass through it. A creature that uses 3 Actions to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against the spell's saving throw DC. If a creature recognizes the illusion for what it is, it can see through the image, and any sounds made by the image sound artificial to it.

Major Image

School: Illusion

Level: 3, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (a piece of fleece)

Duration: Concentration, maximum 1 minute for Magical Expertise

You create an image of an object, creature, or some other visible phenomenon no larger than a 20-foot cube. The image appears at a point within range that you can see and remains there for the duration of the spell. The image appears completely real, and includes sounds, smells and the temperature appropriate to the thing depicted. You can't generate enough heat or cold to cause damage, nor a sound loud enough to deal sonic damage or deafen a creature, or an odor that would make a creature sick (such as a troglodyte's stench). As long as you remain within range of the illusion, you can use an action to make the image move anywhere else within range.

When the image changes position, you can alter its appearance so that its movements appear natural. For example, if you create an image of a creature and move it, you can alter the image to appear to be walking. Likewise, you can employ the illusion to produce different sounds at different times, even making it carry on a conversation.

Physical interaction with the image reveals it as an illusion, as things pass through it. A creature that uses 3 Actions to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell's saving throw DC. If a creature recognizes the illusion for what it is, the creature can see through it, and for that creature all other sensory qualities vanish.

If you get a Magical Critical Success in the Magic Test the spell lasts until it is dispelled, without requiring your concentration.

Projected Image

School: Illusion

Level: 7, Uncommon

Launch Time: 2 Shares

Range: 750 kilometres

Components: V, S, M (a small reproduction of you made of materials worth at least 5 gp)

Duration: 1 day

You create an illusory copy of yourself that remains for the duration. The copy can appear anywhere within range that you have already seen, ignoring any obstacles in the way. The illusion reproduces your appearance and sounds but is intangible. If the illusion takes damage, it disappears, and the spell ends.

You can use 2 Actions to make this illusion move up to double your speed and make it gesture, speak and behave in any way you want. Imitates your behavior perfectly.

You can see through her eyes and hear through her ears as if you were in the space where she is. During each of your rounds, with an Action, you can switch from using his senses to using yours, or vice versa. While you are using her senses, you are blinded and deafened to your surroundings. Physical interaction with the image reveals it as an illusion, as things pass through it. A creature that uses 3 Actions to examine the image can determine that it is an illusion with a successful Awareness check against the spell's saving throw DC. If a creature recognizes the illusion

for what it is, it can see through the image, and any sounds made by the image sound artificial to it.

Silent Image

School: Illusion

Level: 1, Municipality

Launching Time: 2 Actions

Range: 36 metres

Components: V, S, M (a piece of fleece)

Duration: Concentration, maximum 3 minutes for Magical Expertise

You create an image of an object, creature, or some other visible phenomenon no larger than a 10-foot cube. The image appears at a point you can see within range and remains for the duration of the spell. The image is purely visual; it is not accompanied by sounds, smells or other sensory effects. You can use an action to make the image move anywhere else within range. When the image changes position, you can alter its appearance so that its movements appear natural. For example, if you create an image of a creature and move it, you can alter the image to appear to be walking.

Physical interaction with the image reveals it as an illusion, as things pass through it. A creature that uses 3 Actions to examine the image can determine that it is an illusion with an Awareness check against your spell's saving throw DC. If a creature recognizes the illusion for what it is, the creature can see through it.

Mirror Image

School: Illusion

Level: 2, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S

Duration: 1 minute

2d4 illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and imitate your actions, switching places in a way that makes it impossible to determine which is the real image. You can use 1 Action to dismiss the illusory duplicates.

Every time a creature catches you it actually hits an illusory image. If a creature makes multiple attacks per round, it can dispel an image for each successful attack. If you are hit by an area spell, all images vanish.

A creature that cannot see, or relies on senses other than sight (such as blindsight), or that can distinguish illusions as false (such as true seeing), ignores the effects of this spell.

For each Magical Critical Success obtained in the Magic Test you create an additional duplicate image up to a total maximum of 8 images.

Imprison

School: Abjuration

Level: 9, Rare

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a depiction on fleece or a statuette engraved with the target's features, and a

special component that varies depending on the version of the spell you choose, worth at least 500 gp per Target Wound Die)

Duration: Until dissolved

You create magical binds to bind a creature within range and that you can see. The target must succeed on a Will save or be bound by the spell; if he succeeds, he is immune to the spell if he casts it again. While under this spell, the creature does not need to breathe, eat, or drink, and it does not age. Divination spells cannot locate or sense the target.

When you cast this spell, choose one of the following forms of imprisonment.

- *Chaining.* Heavy chains, well welded to the ground, keep the target anchored. The target is restrained until the spell ends, and cannot move or be moved in any way until then. The special component for this version of the spell is a chain of precious metal.

- *Minimum Insulation.* The target shrinks to 1 inch in height and is encased in a gem or similar object. Light can pass through the gem normally (allowing the target to see out and other creatures to see in), but nothing else can pass through it, not even via teleportation or planar travel. The gem cannot be cut or shattered while the spell remains in effect. The special component for this version of the spell is a large, transparent gem, such as corundum, diamond, or ruby.

- *Confined Prison.* The spell transports the target to a tiny demiplane closed to teleportation and planar travel. The demiplane can be a maze, a cage, a tower, or any other enclosed structure of your choice. The special component for this version of the spell is a miniature representation of the prison made of jade.

- *Burial.* The target is buried deep within the earth in a sphere of magical force large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to enter or exit it. The special component for this version of the spell is a small mithral sphere.

- *Drowsiness.* The target falls asleep and cannot be awakened. The special component for this version of the spell consists of rare soporific herbs.

End the spell. When casting the spell, in any of its versions, you can specify a condition that will end the spell and free the target. The condition can be as specific or elaborate as you wish, but the Storyteller must agree that the condition is reasonable and likely to come true. Conditions can be based on a creature's name, identity, or Patron, but are based on perceivable actions or qualities and not on intangibles such as level, skills, or hit points.

A dispel magic spell can end the spell only if cast by a character with at least Magical Proficiency 18, who targets the prison or the material component used to create it.

You can use a particular special component to create

only one prison at a time. If you cast the spell again using the same component, the target of the spell's first casting is immediately freed from its binding.

Wither

School: Necromancy

Level: 4, Uncommon

Launch Time: 2 Shares

Range: 9 metres

Components: V, S

Duration: Instant

Necromantic energy envelops a creature of your choice within range and that you can see, draining it of sap and vitality. The target must make a Fortitude saving throw. On a failed save, the target takes 8d8 void damage, or half as much damage on a successful save. The spell has no effect on undead or constructs.

If the target is a nonmagical plant that is not also a creature, such as a tree or bush, it makes no saving throw and withers and dies instantly.

For each Magical Critical Success obtained in the Magic Test the damage increases by 1d8.

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Detect Good and Evil

School: Divination

Level: 1, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S

Duration: 1 round for Magical Proficiency

For the duration, you learn whether there is an aberration, celestial, elemental, fey, demon, or undead, within 30 feet of you, and its location. Likewise, you learn whether within 30 feet of you is a place or object that has been magically consecrated or desecrated. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of base metal, a thin sheet of lead, or 3 feet of wood or earth.

For each Magical Critical Success obtained in the Magic Test the duration doubles.

Note: This spell has no effect on creatures that follow Traits. At the Storyteller's discretion it can be used to identify the Patron of a Follower or Devotee.

Detect Magic

School: Universal

Level: 1, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S

Duration: 1d4 +1 round for Magical Expertise

For the duration, you sense the presence of magic within 30 feet of you. You can use 1 Action to see a faint aura extend around any visible creature or object in the area that carries magic. With two Actions you also learn the Magic List, if it has one.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of base metal, a thin sheet of lead, or 3 feet of wood or earth.

For each Magical Critical Success obtained in the Magic Test the duration doubles.

Detect Diseases and Poisons

School: Divination

Level: 1, Uncommon

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a yew leaf)

Duration: 1 round for Magical Expertise

For the duration, you sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You can also identify the type of poison, poisonous creature or disease. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of base metal, a thin sheet of lead, or 3 feet of wood or earth.

For each Magical Critical Success obtained in the Magic Test the duration doubles.

Detect Thoughts

School: Divination

Level: 2, Rare

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a piece of copper)

Duration: 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast this spell and with two more Actions in each subsequent round until the spell ends, you can focus your mind on any creature you can see that is within 30 feet of you. If the creature you choose has an Intelligence score of -3 or less or speaks no language, the creature ignores the effect.

Initially, you learn only the creature's surface thoughts: the most recurring ones. As an action, you can either shift your attention to the thoughts of another creature or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Will saving throw. If he fails, you gain insight into his reasoning (if any), his emotional state, and anything prevalent in his thoughts (such as worry, love, or hate). If the save is successful, the spell ends. However, the target knows you are probing its mind, and unless you shift your attention to the mind of another creature, on its round the creature can use its 2 Action to make an opposed Will saving throw. ; if he wins, the spell ends.

Questions posed verbally to the target creature, of course, shape its train of thought, so this spell is particularly effective in interrogations. You can also use this spell to detect the presence of thinking creatures you cannot see. When you cast this spell or with 2 Actions in its duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but is blocked by two feet of stone, two inches of metal other than lead, or a thin sheet of lead. You can't detect a creature with Intelligence -3 or less, or a creature that speaks no language. Once you detect a creature's presence in this way, you can read its thoughts for the duration of the spell as long as it remains within range, as described above, even if

you cannot see it. While you have this spell active for casting other spells you will be Distracted.

Inflict Wounds

School: Necromancy

Level: 1, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: Instant

Make a melee spell attack against a creature within range. On a hit, the target takes 3d10 void damage, Fortitude save for half.

For each Magic Critical Success obtained in the Magic Test the damage increases by 1d8.

Enlarge/Reduce

School: Transmutation

Level: 2, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a pinch of powdered iron)

Duration: 1 minute

Cause a creature or object within range that you can see to grow or shrink for the spell's duration. Choose a creature or object that is neither worn nor carried. If the target is unwilling, it can make a Fortitude saving throw; if it succeeds, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any object dropped by a creature affected by this spell immediately returns to its normal size.

- *Enlarge*. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases his size by one category: from Medium to Large, for example. If there is not enough room for the target to double its size, the creature or object becomes as large as the available space allows. Until the spell ends, the target has +1d6 on Strength-based actions and Fortitude saving throws. The target's weapons grow to match the new size. While these weapons are enlarged, the target's attacks with them will deal an additional category of damage.

- *Reduce*. The target's size is halved in all dimensions, and its weight is reduced to one-eighth. This growth decreases its size by one category: from Medium to Small, for example. Until the spell ends, the target has -1d6 on Strength-based actions and Fortitude saving throws. The target's weapons shrink to match the new size. While these weapons are shrunken, the target's attacks with them will deal one category of damage less (but without reducing the weapon's damage below 1).

For every two Criticals obtained in the Magic Test the creature increases by another size, or affects another creature within 6 meters of the first.

Giant Insect

School: Animals and Plants

Level: 4, Uncommon

Launch Time: 2 Shares

Range: 9 metres

Components: V, S

Duration: 10 minutes

For the duration of the spell, you transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural form. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion. Each creature obeys your voice commands and, in combat, takes action each round during your round. The Storyteller has the statistics of these creatures, and it will always be The Storyteller who resolves their actions and movements. A creature remains in its giant form for the duration, until it drops to 0 hit points, or until you use an action to end the effect on it.

The Storyteller can allow you to choose different targets. For example, if you transform a bee, its giant version might have the same stats as the giant wasp.

Death Ward

School: Abjuration

Level: 4, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: 8 hours

You cast the spell on contact with a creature. Grant the target protection from death. The first time the target drops to 0 hit points as a result of damage taken, the target instead drops to 1 hit point and the spell ends. If the spell is still active when the target is subjected to an effect that would kill it instantly without dealing damage, that effect is instead negated on the target and the spell ends.

For every two Magic Critical Success obtained in the Magic Test the spell protects once more.

Intermittent

School: Transmutation

Level: 3, Uncommon

Launch Time: 2 Shares

Range: Personal

Components: V, S

Duration: 1 round for Magical Proficiency

Roll 1d6 at the end of each of your rounds for the duration of this spell. If you roll an odd number, you vanish from your current plane of existence and reappear on the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next round, and when the spell ends, if you were on the Ethereal Plane, you return to an unoccupied space of your choice that you can see, within 10 feet of the space you vanished from. If no unoccupied spaces are available within this range, you appear in the nearest unoccupied space (randomly determined if more than one space is available). You can end the spell with an action.

While on the Ethereal Plane, you can see and hear the plane you come from, which you perceive in shades of gray, but you still cannot perceive anything more than 60 feet away. You can only interact with crea-

tures that are on the Ethereal Plane. Creatures not there can neither sense nor interact with you unless they have the ability to do so.

Catalm's Slap

School: Summon

Level: 1, Uncommon

Casting Time: 1 Reaction, which you can take in response to damage dealt to you by a creature within 60 feet of you that you can see

Range: 18 metres

Components: V, S

Duration: Instant

You point your finger, and the creature that harmed you is momentarily engulfed in fiendish flames. The creature must make a Reflex saving throw. He takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

For each Magical Critical Success obtained in the Magic Test the damage increases by 1d6.

Hinder

School: Animals and Plants

Level: 1, Municipality

Launch Time: 2 Shares

Range: 27 metres

Components: V, S

Duration: 1 minute

Vines and crushing branches sprout from the ground in a 20-foot square from a point within range. For the duration, these plants turn the soil in the area into difficult soil.

A creature in the area when you cast this spell must succeed on a Fortitude save or be entangled by these plants until the spell ends. A creature entangled by plants can use two actions to make a new saving throw. If he overcomes it, he is free. When the spell ends, the summoned plants vanish.

Reversal of Gravity

School: Transmutation

Level: 7, Rare

Launch Time: 2 Shares

Range: 30 metres

Components: V, S, M (a magnet and a wire)

Duration: Concentration, maximum 1 minute This spell reverses gravity in a cylinder with a radius of 50 feet, 100 feet high, centered at a point within range. When you cast this spell, all creatures and objects that are not somehow anchored to the ground fall upward and reach the top of the area. A creature can attempt a Reflex saving throw to grab a fixed object within reach, to avoid falling this way if it succeeds.

If you encounter a solid object (the ceiling) during this fall, the falling objects and creatures impact you as they would during a normal fall. If an object or creature reaches the top of the area without hitting anything, it remains there, swaying slightly, for the duration.

At the end of the duration, objects and creatures hit fall back down.

Send

School: Invocation

Level: 3, Municipality

Launch Time: 2 Shares

Range: Unlimited

Components: V, S, M (a small piece of copper wire)

Duration: 1 round

You send a short message of 25 words or less to a creature you are familiar with. The creature hears the message in its mind, recognizes you as the sender, and can respond to you in a similar way. The spell allows creatures with an Intelligence score of at least -2 to understand the meaning of your message even if they do not understand your language.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5% chance that the message will not arrive.

For each Magical Critical Success obtained in the Magic Test you increase the message by 25 words or the duration by one round.

Invisibility

School: Illusion

Level: 2, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (an eyelash wrapped in gum arabic)

Duration: 1 minute for Magical Expertise

You cast the spell on contact with a creature. The target becomes invisible until the spell ends. Whatever the target is wearing or carrying becomes invisible as long as it remains on the target. The spell ends for the target that attacks or casts a spell.

For each Magical Critical Success obtained in the Magic Test you can choose an additional target creature or double the duration.

Greater Invisibility

School: Illusion

Level: 4, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: 1 minute

You cast the spell on contact with a creature. The target becomes invisible until the spell ends. Anything worn or carried by the target becomes invisible as long as it remains on the target.

Performing spells or attack actions does not cause you to become visible.

Invoke Lightning

School: Air

Level: 3, Municipality

Cast Time: 1 round

Range: 36 metres

Components: V, S

Duration: Concentration, maximum 10 minutes

A storm cloud appears in the form of a 10-foot-tall cylinder with a radius of 60 feet, centered on a point

you can see, 100 feet above you. The spell automatically fails if you cannot see the point in the air where the storm cloud will appear (for example, if you are in a room that cannot accommodate the cloud). When you cast the spell, choose a point you can see within range. Lightning will strike from the cloud at that point. Each creature within 3 feet of that point must make a Reflex saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. During each of your rounds until the spell ends, you can use two Actions to call down another bolt in this way, targeting the same or different point.

If you are outside in stormy conditions when you cast this spell, the spell gives you control of the existing storm rather than creating a new one. Under these conditions, the spell's damage increases by 1d10.

For each Magical Critical Success obtained in the Magic Test the damage increases by 1d8.

Labyrinth

School: Summon

Level: 8, Rare

Launch Time: 2 Actions

Range: 18 metres

Components: V, S

Duration: maximum 10 minutes

Banish a creature within range and that you can see into a labyrinthine demiplane. The target remains there for the duration of the spell or until it escapes the maze. The target can take 3 Actions to attempt to escape. When he does so, he makes a DC 25 Intelligence check. If he succeeds, he flees, and the spell ends (a minotaur or goristro demon automatically succeeds).

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

For each Magical Critical Success obtained in the Magic Test the duration increases by 10 minutes. With two Magical Critical Successes you can affect another creature.

Laydel's Tear

School: Invocation

Level: 2, Very Rare/Common

Cast Time: 2 Action/1 Action

Range: 36 metres

Components: V, S, M (an enchanter's tear)

Duration: Instant

The caster imbues a tear with magic that he throws at the opponent, an attack roll with ranged spells is required. The creature suffers 1d6+2d6 of damage. To establish the type of damage, consult the table with the values of the first d6 rolled.

1d6	Energy
1	Fire
2	Electricity
3	Cold
4	Sound
5	Empty
6	Come on

The damage the target suffers is equal to the Energy type that results from the first d6. If the first die is a 6 and one of the other dice is also a 6 then roll 1d6 again and add to the damage.

For a Devotee of Laydel this spell is Common and has a casting time of 1 Action plus he can continue to roll additional d6s of damage as long as he continues to roll 6s on that die.

Fiery Blade

School: Fire

Level: 2, Municipality

Cast Time: 1 Immediate Action

Range: Personal

Components: V, S, M (a sumac leaf)

Duration: Concentration, maximum 10 minutes

You create a fiery blade in your hand. The blade is similar in size and shape to a scimitar, and stays put for durability. If you let go of the blade, it disappears, but you can create another one with an Action. You can use 2 Actions to make a melee attack with the flame blade. On a hit, the target takes 3d6 fire damage. The fiery blade casts bright light in a 10-foot radius and dim light for an additional 10 feet.

For every two Criticals obtained in the Magic Test the damage increases by 1d6.

Flamethrower

School: Fire

Level: 2, Rare

Launch Time: 2 Actions

Range: Personal

Components: V, S, M (a 30 cm iron pipe, some beans)

Duration: 1 minute, Concentration

A small flame appears at the end of the metal tube you hold in your hand. The flame remains there for the duration of the spell during which you must remain focused and does not harm you or your equipment. The flame produces bright light in a 1 meter radius and dim light in a 1 meter radius. The spell ends if you interrupt it with an action or cast it again.

With a ranged spell attack roll and spending 1 action you can extend the flame up to 30 feet to hit a target. If you hit, the target takes 2d6 fire damage, if you hold the target you have a +2 to hit the next round.

For each Critical obtained in the Magic Test the damage increases by 1d6.

Telepathic Bond

School: Divination

Level: 5, Rare

Launching Time: 2 Actions

Range: 9 metres

Components: V, S, M (pieces of eggshells from two different species of creatures)

Duration: 1 hour

You establish a telepathic link between up to eight willing creatures within range of your choice, psychically linking each creature to the others for the duration of the spell. Creatures with an Intelligence score of -3 or less ignore this spell. Until the spell ends, targets can communicate telepathically through this bond, whether or not they share a common language.

Communication is possible at any distance, but cannot extend across different planes of existence.

For each Magical Critical Success obtained in the Magic Test the duration increases by 1 hour.

slow

School: Transmutation

Level: 3, Uncommon

Launch Time: 2 Actions

Range: 36 metres

Components: V, S, M (a drop of molasses)

Duration: 1 minute, Concentration

You change the flow of time around up to 1d4 creatures of your choice in a 20-foot cube within range. Each target must succeed at a Will save or take one less action per round.

For each Magical Critical Success obtained in the Magic Test you can influence one additional creature.

Critical Failure Saving Throw: On a critical failure you are slowed by an additional action.

Kyrrin Land Read

School: Earth

Level: 2, Uncommon

Cast Time: 1 Round

Range: Personal (30 meter range)

Components: V, S

Duration: Instant

You place your hands on the earth and once you have cast the spell you have a fleeting vision of the environment around you within a spherical radius of 30 metres. You can sense the position and relative shape of creatures and structures resting on the ground.

For each Magical Critical Success obtained in the Magic Test the radius increases by 10 meters.

Levitation

School: Air

Level: 2, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (either a small leather thong or a piece of gold cord bent into the shape of a cup with a long stem at the end)

Duration: 10 minutes

A creature or object within range that you can see, chosen by you, rises vertically up to 20 feet and remains suspended for the duration of the spell. The spell can levitate a target weighing up to 500 pounds. An unwilling creature that succeeds on a Fortitude save ignores the effect.

The target can only move by pushing or pulling towards a fixed object or surface within reach (for example, a wall or ceiling). During your round you can change the target's altitude up to 20 feet in either direction. If you are the target, you can move up or down as part of your movement. Otherwise you can use 1 Action to move the target, which must remain within the spell's range. When the spell ends, if still in the air, the target floats gently to the ground.

While under the influence of this spell you are considered Distracted in spellcasting.

For each Magical Critical Success obtained in

the Magic Test you can move 1 meter sideways or influence another creature.

Magic Reading

School: Universal

Level: 1, Municipality

Cast Time: 1 Action

Range: Contact

Components: V, S, M (a fragment of an enchanted item)

Duration: 1 minute, until used

You grant the ability to read a scroll or magical writing to a target. For the duration of 1 minute or until used once, whichever comes first, the creature automatically manages to comprehend a magical scroll or cast the contents of the scroll according to the criteria and rules for casting spells from a scroll. **For each Magical Critical Success obtained** in the Magic Test you can read or understand one more scroll.

Freedom of Movement

School: Abjuration

Level: 4, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (a strip of leather, wrapped around an arm or similar appendage)

Duration: 1 hour

You cast the spell on contact with a willing creature. For its duration, the target's movement ignores difficult terrain, and spells or other magical effects cannot reduce its speed or cause the target to be paralyzed or restrained.

The target can use two Actions to automatically free itself from any nonmagical restraints, such as handcuffs or a creature that grips it. Finally, being underwater incurs no penalty to the target's movement or attacks.

For two Magic Critical Success obtained in the Magic Test you can influence another creature.

Languages

School: Divination

Level: 3, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, M (a small clay model of a ziggurat)

Duration: 1 hour

This spell gives the creature you were in contact with at the time you cast the spell the ability to understand any spoken language it hears. Additionally, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

For each Magical Critical Success obtained in the Magic Test the duration doubles or you affect another creature.

Locate Animals and Plants

School: Animals and Plants

Level: 2, Uncommon

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a piece of hound fur)

Duration: Instant

Describe or name a specific type of beast or plant. By focusing on the voice of nature in your surroundings, you learn the direction and distance to the nearest creature or plant of that species, if there are any within 7.5 kilometers.

For each Magical Critical Success obtained in the Magic Test you increase the controlled area by 1 km

Locate Creature

School: Divination

Level: 4, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a piece of hound fur)

Duration: Concentration, maximum 1 hour

Describe or name a creature that is familiar to you. You sense the direction of the creature's location, as long as that creature is within 1,000 feet of you. If the creature moves, you also know the direction of its movement.

The spell can locate a specific creature known to you, or the closest creature of a species (such as human or unicorn), provided you have seen such a creature up close (within 30 feet) at least once. If the creature you describe or name has a different form, for example is under the effects of the polymorph spell, this spell will not be able to locate the creature.

This spell can't locate a creature if a stream of running water at least 10 feet wide blocks a direct path between you and the creature.

For each Magical Critical Success obtained in the Magic Test increases the distance by another 300m.

Locate Object

School: Divination

Level: 2, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a forked twig)

Duration: Concentration, maximum 10 minutes

Describe or name an object that is familiar to you. You sense the direction of the object's location, as long as that object is within 300 meters of you. If the object moves, you also know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close (within 30 feet) at least once. Alternatively, the spell can locate the nearest object of a particular type, such as certain types of clothing, jewelry, furniture, tools, or weapons.

This spell cannot locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

For each Magical Critical Success obtained in the Magic Test you double the duration.

Talkativeness

School: Transmutation

Level: 8, Rare

Launch Time: 2 Shares

Range: Personal

Components: V

Duration: 1 hour

Until the spell ends, when you make a Charisma-based check you can replace the number rolled with 15. Furthermore, no matter what you say, the magic or analysis that determines whether you are telling the truth will always indicate that you are being honest. **For each Magical Critical Success obtained** in the Magic Test you double the duration.

Light

School: Universal

Level: 1, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, M (a firefly or some phosphorescent moss)

Duration: 30 minutes of real game time

You cast the spell upon contact with an object no larger than 10 feet in any direction. Until the spell ends, the object radiates bright light in a 10-foot radius and dim light for an additional 20 feet. The light can be any color you want. Completely covering the object with something opaque blocks the light. If a target object is held or worn by a hostile creature, that creature must succeed on a Reflex saving throw to avoid the spell. A creature affected by the spell must make a Fortitude save or be blinded until the end of the next round. You cannot have more than one Light spell active at a time, subsequent casting extinguishes the previous Light.

For each Critical obtained in the Magic Test the duration doubles.

Daylight

School: Invocation

Level: 3, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: 1 hour of real game time

A sphere of light with a radius of 20 feet expands from a point of your choice within range. The sphere radiates bright light and dim light for an additional 12 meters. If you choose a point on an object that you are holding or that is not being worn or carried, light radiates from the object and moves with it. Completely covering an object with something opaque, like a vase or helmet, blocks the light. If any part of this spell's area overlaps with the area of darkness created by a spell of level 3 or lower, the spell that created the darkness is dispelled. The light created is considered sunlight.

Note: Devotees of Ljust or Sumkjr gain +1 on saving throws while enlightened by this spell

Dancing Lights

School: Invocation

Level: 1, Uncommon

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (a piece of phosphorus or haunted wood, or an earthworm)

Duration: 10 minutes of real game time

You create up to four torch-sized lights within range, causing them to appear as torches, lanterns, or glowing orbs that float in the air for the duration of the spell. You can also combine the four lights into a single, vaguely humanoid, Medium-sized light shape. Whichever shape you choose, each light emits a dim light in a 10-foot radius. As 1 move action on your round, you can move the lights up to 60 feet to a new point within range.

A light must be within 20 feet of another light created with this spell, and lights vanish if they exceed the spell's range.

For each Critical obtained in the Magic Test the duration increases by 1 hour.

Luminescence

School: Invocation

Level: 1, Uncommon

Launch Time: 2 Shares

Range: 18 metres

Components: V

Duration: 1 minute of real game time

All objects in a 20-foot cube within range are surrounded by blue, green, or purple light (your choice). Any creature in the area when the spell is cast is also surrounded by light if it fails a Reflex saving throw. For the duration of the spell, affected objects and creatures emit a dim light with a 10-foot radius. Any attack roll against a subject creature or object is +1d6 if the attacker can see it, and the creature or object cannot benefit from invisibility.

Hot Wave

School: Fire

Level: 1, Municipality

Launch Time: 2 Actions

Range: Personal (3 meter cone)

Components: V, S

Duration: Instant

Keep your hands closed in front of you, a powerful searing wave is generated from each of your punches. Each creature in a 10-foot cone must make a Reflex saving throw. A creature takes 1d4 points of magical proficiency damage, to a maximum of 5d4, fire damage on a failed save, or half as much on a successful one. The heat ignites flammable objects in the area that are not being worn or carried.

For each Magical Critical Success obtained in the Magic Test the damage increases by 1d4.

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Arcane Hand

School: Invocation

Level: 5, Uncommon

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (an eggshell and a snakeskin glove)

Duration: Concentration, 1 minute

You create a Large hand, composed of transparent,

luminous energy, in an unoccupied space within range that you can see. The hand remains for the duration of the spell, and moves at your command, imitating the movements of your hand.

The hand is an object that has Defense 25 and Hit Points equal to your maximum Hit Points. It has Strength 4 and Dexterity 0. The hand does not fill its space. When you cast the spell and as 2 Actions during your subsequent rounds, you can move your hand up to 60 feet and then generate one of the following effects.

- *Grabbing Hand.* The hand attempts to grab a Huge or smaller creature within 3 feet of it. To resolve the grab action you use Hand Strength. If the target is Medium or smaller, you have +1d6 on the check. While the hand grips the target, you can use an Action to have the hand crush the target. When you do so, the target takes bludgeoning damage equal to 2d6 + your Intelligence or Wisdom

- *Hand of Strength.* The hand attempts to push a 3-foot creature in a direction of your choice. Make a Fortitude saving throw with a spell modifier opposed to the target. If the target is Medium or smaller, you have +1d6 on the check. If you win the contest, the hand pushes the target 1 meter plus 1 meter multiplied by the Intelligence or Wisdom value (minimum 1 meter). The hand moves with the target to stay within 1 meter of it.

- *Interposed Hand.* The hand comes between you and a creature of your choice until you give it a different command. The hand moves to stay between you and the target, giving you half cover against the target. The target cannot move through the hand's space if its Strength score is equal to or lower than the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move through the hand space, but treats that space as difficult terrain.

- *Clenched Fist.* The hand hits a creature or object within 3 feet of it. Make a melee spell attack using your hand. On a hit, the target takes 4d8 force damage.

For each Magical Critical Success obtained in the Magic Test the damage of the clenched fist option increases by 1d8 and the damage of the grasping hand option increases by 1d6.

Magic Hand

School: Summon

Level: 0, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V, S

Duration: 1d4 rounds +1 per point of Magical Expertise

A floating ghostly hand appears at a point within range, chosen by you. The hand remains for the duration of the spell or until interrupted with an action. The hand vanishes if it is more than 30 feet away from you

or if you cast the spell again.

The Actions needed to move and use the magic hand are the same as those you would use to use your hand. You can use your hand to manipulate an object, open an unlocked door or container, insert or retrieve an object from an open container, or pour out the contents of a vial. You can move your hand 30 feet each time you use it. The hand cannot attack, activate magic items, or carry objects with Encumbrance greater than 2.

For each Magical Critical Success achieved in the Magic Test the Encumbrance lifted increases by 1 or doubles the duration.

Magic Mark

School: Universal

Level: 0, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: Permanent

This spell allows you to inscribe a personal rune or mark on an object. The writing cannot be longer than 15 cm. The writing can be visible or invisible depending on how you decide when casting the spell. A Detect Magic or Read Magic spell shows the writing if invisible. If the writing is placed on a creature it disappears within a month.

For each Magical Critical Success obtained in the Magic Test write an additional logo.

Message

School: Transmutation

Level: 0, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (a small piece of copper wire)

Duration: 1 round

You point your finger at a creature within range and whisper a short message. The target (and only the target) hears the message and may respond in a whisper that only you can hear.

You can also cast this spell through solid objects if you are familiar with the target and know that it is behind the barrier. Magical silence, 1 foot of stone, 1 inch of normal metal, a thin sheet of lead, or 3 feet of wood block the spell. The spell does not have to follow a straight line, and can freely go around corners or through gaps.

For each Magical Critical Success obtained in the Magic Test the spell lasts 1 more round.

Metamorphosis

School: Animals and Plants

Level: 4, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a caterpillar cocoon)

Duration: 1 hour

This spell transforms a creature within range that you can see into a new form. An unwilling creature must succeed at a Will save to avoid the effect. Shapeshifters automatically succeed on their saving throw. The

spell has no effect on a target with 0 hit points.

The transformation lasts for the duration of the spell or until the target drops to 0 hit points or dies. The new form can be that of any beast whose challenge rating is half the spell's Magical Expertise score (or Trait sum if Devoted of Shayalia) of the caster. The target's game statistics, including mental ability scores, are replaced by the chosen beast's statistics. However, he retains his traits and personalities. The target retains the same Hit Points and regains 1d12 Hit Points in its new form. When he returns to his normal form, the creature retains the hit points he currently has. If he reaches 0 or less Hit Points in the new form then he returns to normal and any effects also affect the current form.

The creature is limited in the actions it can perform by the nature of its new form, and cannot speak, cast spells, or perform any other actions that require hands or speech. The target's equipment merges into the new form. The creature cannot activate, use, wield, or benefit in any way from its equipment.

Pure Metamorphosis

School: Animals and Plants

Level: 9, Rare

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a drop of mercury, a small pile of gum arabic, and a puff of smoke)

Duration: 1 hour

Choose a nonmagical creature or object that you can see and within range. The spell has no effect on a target with 0 hit points. You transform the creature into a different creature, the creature into an object, or the object into a creature (the object must not be worn or carried by another creature). The transformation lasts for the duration of the spell or until the target drops to 0 hit points or dies. If you concentrate on this spell for the entire duration, the transformation becomes permanent.

Shapeshifters ignore this spell. An unwilling creature can make a Will saving throw and ignores this spell's effect on a successful one.

- *Creature in Creature.* If you transform a creature into another species of creature, the new form

can be that of any species you want, whose challenge rating is equal to or lower than your Magical Expertise score (or Common Traits sum if Devoted of Shayalia). The target's game statistics, including mental ability scores, are replaced by the new form's statistics. However, he retains his traits and personality.

The target retains the same Hit Points and regains 1d12 Hit Points in its new form. When it returns to its normal form, the creature retains its current hit points. If it reaches 0 or fewer Hit Points in the new form then it returns to normal and any effect also affects the current form. The creature is limited in the actions it can perform by the nature of its new form, and cannot speak, cast spells, or perform any other actions that require hands or speech, unless the

new form is capable of performing these actions. The target's equipment merges into the new form. The creature cannot activate, use, wield, or benefit in any way from its equipment.

- *Object into Creature*. You can transform an object into any type of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or less. The creature is friendly towards you and your companions. It works during your rounds. You decide what actions it will take and how it moves. The Storyteller has the creature's statistics and will resolve all of its actions and movements. If the spell becomes permanent, you lose control of the creature. Depending on how you treated her, she may remain friendly towards you.

- *Object Creature*. If you transform a creature into an object, it transforms along with whatever it is wearing or carrying. The creature's statistics become those of the object, and after the spell ends and the creature returns to its normal form, it has no memory of its time in object form.

Arcane Mirage

School: Illusion

Level: 7, Rare

Launch Time: 10 minutes

Range: Sight

Components: V, S

Duration: 10 days

Make a piece of terrain within range, in a square area up to 1.5 kilometers, look, sound, and smell like some other type of terrain. However, the general lay of the land remains the same. Open fields or a road can be transformed into a swamp, hills, a crevasse, or some other type of difficult or impassable terrain. A pond can be transformed into a grassy clearing, a precipice into a gentle slope, a rock-strewn ravine into a wide, smooth road.

Likewise, you can change the appearance of structures, or add ones where there are none. The spell does not disguise, conceal, or add creatures.

The illusion includes auditory, visual, tactile, and olfactory elements, so it can turn clear terrain into difficult terrain (or vice versa) or otherwise prevent movement in the area. Any piece of illusory terrain (such as a stone or a staff) that is removed from the spell's area immediately vanishes. Creatures with true vision can see beyond illusion and discern the true shape of the land; however, the other elements of the illusion remain, so although the creature is aware of the illusion's presence, it can still physically interact with it.

With three Magical Critical Successes obtained in the Magic Test the duration is permanent.

Modify Memory

School: Enchantment

Level: 5, Very Rare

Launch Time: 2 Shares

Range: 9 metres

Components: V, S

Duration: Concentration, maximum 1 minute

You attempt to reshape another creature's memories. A creature you can see must make a Will saving throw. If you are fighting it, the creature has +1d6 on its saving throw. On a failed save, the target becomes fascinated by you for the spell's duration. The charmed target is incapacitated and unaware of its surroundings, although it can still hear you. If it takes damage or becomes the target of another spell, this spell ends, and none of the target's memories are affected.

While the target is charmed by this spell, you can affect the target's memories of an event he or she experienced in the last 24 hours that lasted no more than 10 minutes. You can permanently erase all memories of the event, allow the target to remember the event with perfect clarity and detailed detail, change the memory of details of the event, or create the memory of another event. You must be able to speak to the target to describe how their memories will be affected, and they must be able to understand your language in order for the changed memories to become lodged in their memory. If the spell ends before you finish describing the altered memories, the creature's memory is not affected. Otherwise, the modified memories set in when the spell ends.

A changed memory does not necessarily affect the creature's behavior, particularly if its memories contradict the creature's natural inclinations, Traits, or faith. An illogically modified memory, such as implanting the memory of how much the creature loves to immerse itself in acid, is removed, as if it were a bad dream. The Storyteller may deem a modified memory too senseless to have any effect on a creature. A greater remove curse or restoration spell cast on the target restores its true memories.

For each Magical Critical Success achieved in the Magic Test you can alter a target's memories of an event that took place up to 7 days ago, 30 days ago, 1 year ago, or any point in the creature's past.

Spider Moves

School: Transmutation

Level: 2, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (a drop of bitumen and a spider)

Duration: 10 minutes

You cast the spell on contact with a willing creature. Until the spell ends, the creature gains the ability to move up, down, and along vertical surfaces or while standing upside down on the ceiling, keeping its hands free. The target also gains climb speed equal to its movement speed. The creature subject to the spell is considered distracted when casting other spells.

Move the Ground

School: Earth

Level: 6, Uncommon

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (an iron shovel and a small bag containing a mix of soil types - clay, compost and sand)

Duration: Concentration, maximum 2 hours

Choose an area on the ground within range, no larger than 40 feet on a side. For durability, you can reshape dirt, sand, or clay in the area any way you want. You can raise or lower the altitude of the area, create or fill a moat, erect or lower a wall, or form a pillar. The extent of these changes cannot exceed half the largest dimension of the area. So, if you operate on a 12 meter square, you can create a pillar 6 meters high, raise or lower the altitude of the terrain by 6 meters, dig a ditch 6 meters deep, and so on. It takes 10 minutes to complete these changes. At the end of every 10 minutes spent concentrating on the spell, you can choose a new area of terrain to work on.

Because the transformation of the terrain occurs slowly, creatures in the area usually cannot become trapped or injured by the shifting terrain. The spell cannot manipulate natural stone or stone buildings. Rocks and structures move to adapt to the new terrain. If the way you shape the terrain would make a structure unstable, it could collapse. Likewise, this spell does not directly affect plant growth. The loosened earth carries with it any plants present.

Wall of Force

School: Invocation

Level: 5, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (a pinch of dust produced by crushing a transparent gem)

Duration: Concentration

An invisible wall of force forms at a point you choose within range. The wall appears in any orientation you want, as a horizontal or vertical barrier, or at an angle. It can float in the air or rest on a solid surface. You can give it the shape of a hemispherical dome or sphere with a radius of up to 10 feet, or give it the appearance of a flat surface made up of up to ten 10-foot by 10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 30 inches thick and remains for the duration of the spell. If the wall cuts off a creature's space, when it appears, the creature is pushed to one side of the wall (at your discretion). Nothing can physically pass through the wall, anyone beyond the wall has complete coverage. It is immune to all damage and cannot be dispelled by dispel magic. However, the wall is instantly destroyed by the disintegrate spell. The wall also extends into the Ethereal Plane, preventing ethereal travelers from crossing it.

Wall of Fire

School: Fire

Level: 4, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (a small piece of phosphorus)

Duration: 1 minute

You create a wall of fire on a solid surface within range. You can create a wall up to 18 meters long, up to 6 meters high and 30 centimeters thick, or a circular wall 6 meters in diameter, 6 meters high and 30 centimeters thick. The wall is opaque and remains for the duration of the spell.

When the wall appears, each creature in its area must make a Reflex saving throw. A creature takes 5d8 fire damage on a failed save, or half as much on a successful one. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its round within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time in a round. The other side of the wall deals no damage.

For each Magic Critical Success obtained in the Magic Test the damage increases by 2d8.

Wall of Ice

School: Water

Level: 6, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (a small piece of quartz)

Duration: 10 minutes

You create a wall of ice on a solid surface within range. You can create a hemispherical dome or sphere with a radius of up to 10 feet, or you can create a flat surface made of up to ten 10-foot square panels. Each panel must be contiguous with at least one other panel. In each form, the wall is 1 foot thick and remains for the duration of the spell.

If the wall passes through a creature's space when it appears, the creature is pushed to one side of the wall (your choice) and must make a Reflex saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful one. The wall is an object that can be damaged and broken. Each 10-foot section has Defense 12 and 30 Hit Points, and is vulnerable to fire damage. Reducing a 10-foot section to 0 hit points destroys it and leaves a breeze of freezing wind in the space the wall occupied. A creature that moves through this breeze of icy wind for the first time in a round must make a Fortitude saving throw. On a failed save, the creature takes 5d6 cold damage, or half as much damage on a successful save.

For each Magical Critical Success obtained in the Magic Test the damage increases by 2d8.

Stone Wall

School: Invocation

Level: 5, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (a small block of granite)

Duration: 10 minutes

A nonmagical solid stone wall forms at a point within range, chosen by you. The wall is 15 centimeters thick and is made up of 10 panels measuring 3 by 3 metres. Each panel must be contiguous with at least one other panel. Alternatively, you can create 3 x 6 meter panels

that are just 7.5 centimeters thick.

If the wall passes through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If the creature is surrounded on all sides by the wall (or the wall and another solid surface), the creature can make a Reflex saving throw. If she succeeds, she can use her Reaction Action to move at her speed so that she is no longer trapped in the wall. The wall can be any shape you want, though it can't take up the same space as a creature or object. The wall may also not be vertical or rest on a plane. It must, however, blend with and be supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create such a non-vertical wall, longer than 20 feet, you need to halve the size of each panel to create supports. You can roughly shape the stone to create battlements, battlements, and so on. The wall is an object made of stone that can be damaged and broken. Each panel has Defense 15, Hardness 15 and 15 Hit Points per 2.5 centimeters of thickness. Reducing a panel to 0 Hit Points destroys it and may cause connected panels to collapse, at the Storyteller's discretion. If you maintain concentration on this spell for its entire duration, the wall becomes permanent and cannot be dispelled. Otherwise, the wall disappears when the spell ends.

Prismatic Wall

School: Abjuration

Level: 9, Rare

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: 10 minutes

A plane of bright, multicolored lights forms an opaque vertical wall, up to 90 feet wide, 30 feet high, and 1 inch thick, centered on a point within range and that you can see. Alternatively, you can shape the wall into a sphere, up to 30 feet in diameter, centred on a point within range of your choice. The wall remains fixed in place for the duration of the spell. If you place the wall so that it passes through the space occupied by a creature, the spell fails and the spell slot is wasted. The wall radiates bright light up to a range of 18 meters and dim light for an additional 18 meters. You and any creatures you designate when you cast the spell can pass through and remain near the wall without danger. If another creature that can see the wall moves within 20 feet of it or begins its round there, it must succeed on a Fortitude save or be blinded for 1 minute. The wall consists of seven layers, each a different color. When a creature tries to dive or pass through the wall, it does so one layer at a time, through all layers of the wall. As it enters or passes through each layer, the creature must succeed at a Reflex save or suffer the properties of each layer, one at a time, as described below.

The wall can be destroyed, one layer at a time, in order from red to violet, in a way specific to each layer. Once a layer is destroyed, it will be destroyed for the

duration of the spell. A cancellation rod destroys a Prismatic Wall, but an anti-magic field has no effect on it.

- 1. *Red*. The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one. As long as this layer exists, nonmagical ranged attacks cannot pass through the wall. The layer can be destroyed by dealing 25 Cold damage to it.

- 2. *Orange*. The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one. As long as this layer exists, magical ranged attacks cannot pass through the wall. The layer can be destroyed by a strong wind.

3. *Yellow*. The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing 60 Force damage to it.

- 4. *Green*. The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one. A Pass Door spell, or another spell of equal or higher level that can open a portal on a solid surface, destroys this layer.

- 5. *Blue*. The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one. The layer can be destroyed by dealing at least 25 Fire damage to it.

- 6. *Indigo*. If the saving throw fails, the target is restrained. He must then make a Fortitude saving throw at the start of each of his rounds. If you succeed at the saving throw three times, the spell ends. If you fail your save three times, you are permanently turned to stone and become victim to the petrified condition. Successes and failures do not have to be consecutive; keep track of both until the target has obtained three of the same type. As long as this layer exists, spells cannot be cast through the wall. The layer is destroyed by the bright light emanating from the daylight spell or a similar higher-level spell.

- 7. *Violet*. If the saving throw fails, the target is blinded. It must then make a Will saving throw at the start of your next round. On a successful save, the blindness ends. If the saving throw fails, the creature is transported to another plane of existence of the Storyteller's choice and is no longer blinded (usually, a creature that is not on its home plane is exiled to it, while other creatures are usually cast into the Astral or Ethereal planes). This layer is destroyed by the dispel magic spell or a similar spell of equal or higher level that can end spells and magical effects.

Wall of Thorns

School: Animals and Plants

Level: 6, Uncommon

Launching Time: 2 Actions

Range: 36 metres

Components: V, S, M (a handful of plugs)

Duration: maximum 10 minutes

You create a wall of tough, malleable, entangled bushes filled with sharp thorns. The wall appears within range on a solid surface and remains for the duration of the spell. The wall you can create can be up to 60

feet long, up to 10 feet high, and up to 3 feet thick, or a circle that is 20 feet in diameter, up to 20 feet high, and 3 feet thick. The wall blocks the line of sight.

When the wall appears, each creature in its area must make a Reflex saving throw. On a failed save, a creature takes 7d8 piercing damage, or half as much damage on a successful one. A creature can move through the wall, albeit slowly and painfully. For every 3 feet the creature moves through the wall, it must expend 20 feet of movement. Additionally, the first time a creature enters the wall during a round or ends its round inside it, the creature must make a Reflex saving throw. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one.

For each Magical Critical Success obtained in the Magic Test the damage increases by 2d8.

Wall of Wind

School: Air

Level: 3, Uncommon

Launching Time: 2 Actions

Range: 36 metres

Components: V, S, M (a tiny fan and a feather of exotic origins)

Duration: 1 minute

A wall of strong wind rises from the terrain at a point of your choice within range. You can create a wall up to 15 meters long, 3 meters high and 30 centimeters thick. You can shape the wall in any way you want as long as it makes a continuous path on the ground. The wall remains for the duration of the spell. When the wall appears, each creature within its area must make a Fortitude saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one. The strong wind keeps away haze, smoke and other gases. Small or smaller flying creatures cannot pass through the wall. Light materials dragged into the wall fly upwards. Arrows, bolts, and other normal ammunition are deflected and automatically miss their targets (boulders thrown by giants and siege engines, and similar ammunition, ignore their effects). Creatures in gaseous form cannot pass through it.

For each Magical Critical Success obtained in the Magic Test the duration increases by 1 minute.

Incendiary Cloud

School: Fire

Level: 8, Rare

Launching Time: 2 Actions

Range: 45 metres

Components: V, S

Duration: 1 minute

A cloud of swirling smoke crisscrossed by incandescent lapilli forms in a 20-foot radius sphere centered on a point within range. The cloud spreads around the corners and is in dim light. It remains for the duration of the spell or until a wind of moderate or greater speed (at least 9 miles per hour) disperses it.

When the cloud appears, each creature within it must make a Reflex saving throw. A creature takes 10d8

fire damage on a failed save, and half as much damage on a successful one. A creature must also make a saving throw when it first enters the area or ends its round there.

At the start of each of your rounds, the cloud moves 10 feet away from you in a direction of your choice.

Nauseating Fog

School: Water, Air

Level: 3, Uncommon

Launch Time: 2 Actions

Range: 27 metres

Components: V, S, M (a rotten egg or smelly cabbage leaves)

Duration: 10 minutes

You create, at a point within range, a 20-foot radius sphere composed of a foul, yellow gas. The fog rolls around corners and its area is in dim light. The fog lingers in the air for the duration. Any creature that is completely within the mist at the start of its round must make a Fortitude saving throw against poison. If the saving throw fails, the creature spends 2 actions that round vomiting and staggering. Creatures that don't need to breathe or that are immune to poison automatically succeed on the saving throw. A moderate wind (at least 9 mph) disperses the fog after 4 rounds. A strong wind (at least 18 mph) disperses it after 1 round.

Deadly Fog

School: Water, Air

Level: 5, Rare

Launch Time: 2 Shares

Range: 36 metres

Components: V, S

Duration: 10 minutes

You create a 20-foot-radius sphere of poisonous yellow-green mist centered at a point of your choice within range. Fog rolls around corners. It remains for the duration of the spell or until a strong wind disperses the fog, ending the spell. Its area is in dim light. When a creature enters the spell's area for the first time in a round or begins its round there, that creature must make a Fortitude saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or have no need to breathe. The fog moves 10 feet away from you at the start of each of your rounds, moving along the surface of the ground. The vapours, being heavier than air, tend to descend downwards, even insinuating themselves into the openings.

For each Magical Critical Success obtained in the Magic Test the damage increases by 2d8.

Fog Cloud

School: Water, Air

Level: 1, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: V, S

Duration: 1 hour

You create a 20-foot radius sphere of mist centered on a point within range. The sphere propagates around the corners, and its area is in dim light. It remains for the duration of the spell or until a wind of moderate or greater speed (at least 9 miles per hour) disperses it.

For each Magical Critical Success obtained in the Magic Test the radius of the mist increases by 6 meters.

Arcane Eye

School: Divination

Level: 4, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a piece of bat fur)

Duration: Concentration, maximum 1 hour

You create a magical, invisible eye within range, which floats in the air for the spell's duration.

You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in all directions. As a move action, you can move the eye 30 feet in any direction. There is no limit to how far the eye can travel, but it cannot enter another plane of existence. A solid barrier blocks the eye's movement, but it can pass through an opening as small as 1 inch in diameter.

Thundering Wave

School: Air

Level: 1, Municipality

Launch Time: 2 Shares

Range: Personal (3 meter cube)

Components: V, S

Duration: Instant

A wave of thunderous force projects from you. Each creature in a 2-foot-radius sphere that originates from you must make a Fortitude saving throw. On a failed save, a creature takes 2d8 sonic damage and is moved 10 feet away from you. On a successful save, the creature takes half damage and is not driven away. Additionally, unanchored objects that are wholly within the area are pushed 10 feet away from you by the spell's effect, and the spell produces a thunderous boom audible up to 300 feet away.

For each Magical Critical Success obtained in the Magic Test the damage increases by 1d8.

Darkness

School: Invocation

Level: 1, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, M (bat hair and a pinch of bitumen or a piece of coal)

Duration: 10 minutes

The magical darkness spreads from a point within range, chosen by you, to fill a 10-foot-radius sphere for the spell's duration. Darkness spreads around the corners. A creature with darkvision cannot see in this darkness, and nonmagical light cannot illuminate it.

If the spot you choose is on an object you are carrying or one that is not being worn or carried, darkness

emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a vase or helmet, blocks the darkness.

If any part of this spell's area overlaps with the area of light created by a spell of level 2 or lower, the spell that created the light is dispelled.

Eithne's Mudball

School: List of the Earth

Level: 1, Uncommon

Launch Time: 2 Shares

Range: 24 metres

Components: Y

Duration: Instant

The caster mimes the gesture of throwing a stone with a slingshot towards the target and makes an attack roll with ranged spells. If the attack roll is successful, the target takes 2d6 bludgeoning damage and must make a Reflex saving throw. If the saving throw fails, the target's movement decreases by 2 meters per Action for 1 minute.

For each Magical Critical Success obtained in the Magic Test you throw one more stone.

I spread out to avoid area spells (said by a player to avoid a Fireball)

Fireball

School: Fire

Level: 3, Municipality

Launch Time: 2 Shares

Range: 45 metres

Components: V, S, M (a tiny ball of bat guano and sulphur)

Duration: Instant

A beam of yellow light starts from your pointing finger towards a point within range chosen by you and then explodes with a thunderous roar and transforms into a tongue of flame.

Each creature in a 20-foot-radius sphere centered at that point must make a Reflex saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads and occupies all the available volume within 6 meters of the explosion point. Fire ignites flammable objects in the area that are not being worn or carried.

For each Magical Critical Success obtained in the Magic Test the base damage increases by 2d6.

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Delayed Fireball

School: Fire

Level: 7, Rare

Launch Time: 2 Shares

Range: 45 metres

Components: V, S, M (a large ball of bat guano and

sulphur)

Duration: Concentration, 1 minute

A beam of yellow light starts from your pointing finger, to condense for the duration of the spell in the form of a luminous ball at a point within range, chosen by you. When the spell ends, either because your concentration is broken or because you decide to end it, the ball explodes with a quiet roar and transforms into a jet of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered at that point must make a Reflex saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The spell's base damage is 12d6. If the ball has not yet detonated at the end of your round, the damage increases by 1d6.

If the glowing ball is touched before the spell ends, the creature that touches it must make a Reflex saving throw. If the save is failed, the spell ends immediately, causing the ball to erupt in flame. On a successful save, the creature can throw the ball up to 40 feet away. When it hits a creature or solid object, the spell ends and the ball explodes.

The fire damages objects in the area and ignites flammable objects that are not being worn or carried.

For each Magic Critical Success obtained in the Magic Test the damage increases by 1d6.

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved.

Speak with Animals

School: Animals and Plants

Level: 1, Municipality

Launch Time: 2 Actions

Range: Personal

Components: V, S

Duration: 10 minutes

For the duration of the spell, you gain the ability to understand and communicate verbally with beasts. Many beasts' knowledge and awareness are limited by their intellect, but at a minimum, beasts can provide you with information about nearby locations and monsters, including those they can sense or have sensed in days past. At the Storyteller's discretion, you may be able to convince a beast to do you a small favor.

For each Magical Critical Success obtained in the Magic Test the duration doubles.

Speak with the Dead

School: Necromancy

Level: 3, Rare

Launch Time: 2 Shares

Range: 3 metres

Components: V, S, M (lit incense)

Duration: 10 minutes

You grant a semblance of life and Intelligence to a corpse of your choice within range, allowing it to answer questions you ask it. The corpse must still have a mouth and cannot be undead. The spell fails if the corpse has already been the target of this spell

within the last 10 days. Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it already knew in life, including spoken languages. The answers are usually short, cryptic or repetitive, and the corpse is under no obligation to give you truthful answers if you are hostile to it or it recognizes you as its enemy. This spell does not return the creature's soul to the body, but only the spirit that moves it. As a result, the corpse cannot learn new information, understands nothing of what has happened since it died, and cannot make judgments about future events.

Speak with Plants

School: Animals and plants

Level: 3, Rare

Launch Time: 2 Shares

Range: Personal (9 meter range)

Components: V, S

Duration: 10 minutes

Imbue plants within 30 feet of you with sentience and limited mobility, giving them the ability to communicate with you and execute simple commands. You can question plants about events that occurred in the spell's area over the past day, obtaining information about passing creatures, the weather, and more. You can also transform difficult terrain produced by plant growth (such as bushes and dense undergrowth) into ordinary terrain for the duration of the spell.

Or you can transform normal terrain containing plants into difficult terrain, which remains for the duration of the spell, causing, for example, vines and branches to slow down pursuers.

At the Storyteller's discretion, the vegetables may also perform other tasks on your behalf. The spell does not allow plants to uproot and move, but they can freely move branches, stems, and stalks. If a plant creature is in the area, you can communicate with it as if you spoke the same language, but you gain no spell-like ability to affect it. This spell can cause plants created by the entangle spell to release an entangled creature.

Divine Word

School: Invocation

Level: 7, Very Rare

Cast Time: 1 Immediate Action

Range: 9 metres

Components: V

Duration: Instant

You speak a divine word, infused with the power of your Patron. Choose any number of creatures within range and that you can see. Each creature that can hear you must make a Will saving throw. If the saving throw fails, the creature suffers an effect based on its current hit points:

- 100 Hit Points or less: deafened for 1 minute
- 40 hit points or less: deafened and blinded for 10 minutes
- 30 hit points or less: blinded, deafened and stunned for 1 hour

- 20 hit points or less: killed instantly

Regardless of its current hit points, a celestial, elemental, fey, or demon that fails its saving throw is forced to return to its home plane (if it is not already there) and cannot return to your current plane before they are 24 hours have passed, unless the wish spell is used.

Healing Word

School: Care

Level: 1, Uncommon

Cast Time: 1 Reaction Action

Range: 18 metres

Components: V

Duration: Instant

A creature you choose within range that you can see regains hit points equal to $1d4 + \text{your spellcasting ability modifier}$. This spell deals the same amount of damage to an undead.

For each Magic Critical Success obtained in the Magic Test the healing increases by $1d4$.

If the spellcaster and the healed creature are both Followers of the same Patron, the spell heals $1d4$ more.

If the spellcaster and the healed creature are both Devotees of the same Patron, the spell heals $2d4$ more.

Mass Healing Word

School: Care

Level: 3, Rare

Cast Time: 1 Immediate Action

Range: 18 metres

Components: V

Duration: Instant

As you speak words of healing, up to six creatures within range that you can see, chosen by you, regain hit points equal to $1d4 + \text{your spell ability modifier}$. This spell deals the same amount of damage to undead.

For each Magical Critical Success obtained in the Magic Test the healing increases by $1d4$.

If the spellcaster and the healed creature are both Followers of the same Patron, the spell heals $1d4$ more.

If the spellcaster and the healed creature are both Devotees of the same Patron, the spell heals $2d4$ more.

Word of Power Stun

School: Enchantment

Level: 8, Uncommon

Cast Time: 1 Immediate Action

Range: 18 metres

Components: V

Duration: 1 minutes

You speak a word of power that can overwhelm the mind of a creature within range and that you can see, leaving them confused. If the target has 150 hit points or less, it is stunned. Otherwise, the spell has no effect.

Word of Power Kill

School: Enchantment

Level: 9, Rare

Cast Time: 1 Immediate Action

Range: 18 metres

Components: V

Duration: Instant

You speak a word of power that causes a creature you can see within range to die instantly. If the creature you choose has 100 hit points or less, it dies. Otherwise the spell has no effect.

Word of the Retreat

School: Summon

Level: 6, Rare

Launch Time: 2 Shares

Range: 1 metre

Components: V

Duration: Instant

You and up to five willing creatures within 3 feet of you are instantly teleported to a previously designated safe location, called a sanctuary. You, and any creatures teleported with you, reappear in the unoccupied space closest to the location indicated when you prepared this shrine (see below). If you cast this spell without first preparing a shrine, the spell has no effect.

You must indicate a sanctuary, which is dedicated or strongly connected to your Patron. If you attempt to cast the spell to take you to an area that is not dedicated by your Patron, the spell has no effect.

Door Pass

School: Earth

Level: 5, Uncommon

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a pinch of sesame seeds)

Duration: 1 hour

For the duration of the spell, a passage appears at a point within range that you can see, on a surface of wood, wall, or stone (such as a wall, ceiling, or floor) of your choice. Choose the size of the opening: a maximum of 1 meter wide, 2 meters high and 6 meters deep. The passage does not create instability in the structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are ejected safely into the unoccupied space closest to the surface on which you cast the spell.

Pass Without Traces

School: Earth, Animals and Plants

Level: 2, Municipality

Launch Time: 2 Actions

Range: Personal

Components: V, S, M (ashes of a burnt mistletoe leaf and a spruce twig)

Duration: Concentration, 1 hour For the duration of the spell your trail cannot be followed except by magical means. The creature receiving this bonus leaves no traces or other signs of its passage.

For each Magical Critical Success obtained in the

Magic Test you can include another creature in the spell's benefits.

Veiled Step

School: Summon

Level: 2, Rare

Cast Time: 1 Action

Range: Personal

Components: V

Duration: Instant

Quickly shrouded in a silver haze, you teleport up to 30 feet to an unoccupied space you can see.

If you are a Lynx devotee, the spell has a casting time of 1 Immediate Action and the rarity is Uncommon.

If you roll two Magical Critical Successes in the Magic Test you can switch with a willing creature.

Fast Pass

School: Transmutation

Level: 1, Very Rare

Launching Time: 2 Actions

Range: Contact

Components: V, S, M (a hare's paw)

Duration: 1 hour

A creature's movement increases by 3 feet until the spell ends.

For each Magical Critical Success obtained in the Magic Test you can target an additional creature.

Fear

School: Illusion

Level: 3, Uncommon

Launch Time: 2 Actions

Range: Personal (9 meter cone)

Components: V, S, M (a white feather or the heart of a chicken)

Duration: 1 minute

You project an illusory image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Will save or drop whatever it is holding and be frightened for the spell's duration.

While frightened by this spell, a creature must, on each of its rounds, take the Dash action and move away from you by the safest route, unless it has no room to move. If the creature ends its round in a place where it has no line of sight of you, it can make a Will saving throw; if it succeeds, the spell ends for that creature.

Bark Skin

School: Animals and Plants

Level: 2, Municipality

Launch Time: 2 Actions

Range: Contact

Components: V, S, M (a handful of oak bark)

Duration: 1 hour

The skin of the target you are in contact with when you cast the spell becomes rough and bark-like in appearance until the spell ends, and the target's Defense cannot be lower than 16, regardless of the armor it uses. is wearing.

Stoneskin

School: Earth

Level: 4, Uncommon

Launch Time: 2 Actions

Range: Contact

Components: V, S, M (diamond dust worth 100 gp, which the spell consumes)

Duration: 1 hour

You cast the spell upon contact with a willing creature, whose skin turns into a substance as hard as stone. Roll 1d4+half the CM value, the resulting sum is the number of times a melee or ranged weapon attack is canceled (regardless of whether it hits or not).

For each Magical Critical Success obtained in the Magic Test you increase the attacks canceled by 1.

Plague of Insects

School: Animals and Plants

Level: 5, Rare

Launching Time: 2 Actions

Range: 90 metres

Components: V, S, M (a few grains of sugar, a few grains of wheat, a little lard)

Duration: 10 minutes

A swarm of hungry locusts fills a 20-foot-radius sphere centered at a point you choose within range. The sphere propagates around the corners. The sphere remains for the duration of the spell, and its area is in dim light. The area of the sphere is difficult terrain. When the area appears, each creature within it must make a Fortitude saving throw. A creature takes 4d10 damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it first enters the spell's area during a round or if it ends its round there.

For each Magical Critical Success obtained in the Magic Test the damage increases by 2d8.

Stone in Mud - Mud in Stone

School: Earth

Level: 5, Uncommon - Very Rare

Launching Time: 2 Actions

Range: 45 metres

Components: V, S, M (water and clay)

Duration: Instant

This spell turns any type of natural rock into an equal volume of mud. The magic stone is not affected by the spell. The spell affects up to 2 cubes measuring 3x3x3 meters. The depth of the mud created cannot exceed 3 metres. Creatures unable to fly, levitate, or otherwise move away from the mud sink up to their waist or chest; creatures are entangled and the terrain becomes doubly difficult. Creatures large enough to walk across the bottom of the mud puddle can wade through the area as difficult terrain.

If Mudstone is thrown onto the ceiling of a cave or tunnel, the mud splashes onto the floor and expands to form a pool 3 feet deep. The falling mud and ensuing landslide deals 8d6 bludgeoning damage to anyone directly beneath the area if they don't halve the damage with a Reflex save.

Castles and large stone buildings are generally immune to the spell's effects, as Turn Stone to Mud does not reach deep enough to undermine their founda-

tions. However, other smaller buildings often rest on foundations shallow enough to be damaged or even destroyed by the spell's effects.

The mud remains until a dispel magic or mud to stone spell is successfully used, which restores its substance, but not necessarily its form. Natural evaporation turns the mud into normal soil over several days depending on exposure to sun, wind and natural drying. If a creature is in the mud at the time of the Mud to Stone spell it can make a Reflex saving throw to free itself otherwise a Strength check of DC 22 or 30 damage is required to break the stone.

For each Magical Critical Success obtained in the Magic Test you influence an additional cube of 3x3x3 meters.

Pyroexpert

School: Fire

Level: 2, Uncommon

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a match that is consumed)

Duration: Instant

The caster chooses an area with a fire, at least 1 meter in edge, within range that is directly visible to him. By extinguishing the flames he can create fireworks or smoke.

- *Fireworks*. The target fire explodes in a dazzling display of flame and color. Each creature within 10 feet of the target must succeed on a Fortitude save or become blinded until the end of the next round.

- *Smoking*. Thick, black smoke billows from the target fire and spreads in a 20-foot radius, moving around corners. The smoke area is heavily darkened and provides medium coverage. The smoke persists for 1 minute or until a strong wind disperses it.

Shimmer Dust

School: Fire, Air

Level: 2, Uncommon

Launch Time: 2 Actions

Range: 36 metres

Components: V, S, M (silver dust)

Duration: 1 round for Magical Expertise

In a sphere 3 meters in diameter, anyone who finds themselves is covered in shimmering, luminous dust. The cloud outlines the creatures present, even the invisible ones, and anyone remaining in the area must make a Reflex Saving Throw at the start of the round or be blinded for the round. The dust disappears naturally after duration or if carried away by even a light wind.

Dimensional Door

School: Summon

Level: 4, Municipality

Launching Time: 2 Actions

Range: 150 metres

Components: V

Duration: Instant

You teleport from your current location to anywhere else within range. You arrive exactly where you want.

It can be a place you can see, one you can visualize, or one you can describe by indicating distance and direction, such as *30 meters down or 90 meters up to the northwest at an angle of 45 degrees*.

You may carry with you objects whose weight does not exceed your Encumbrance capacity. You may also carry a willing creature your size or smaller with equipment up to the limit of its carrying capacity. The creature must be within 3 feet of you when you cast this spell.

If you arrive at a location already occupied by an object or creature, you and the creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

For every two Magic Critical Success obtained in the Magic Test you can bring an additional creature.

Healing Prayer

School: Care

Level: 2, Municipality

Launch Time: 10 minutes

Range: 9 metres

Components: V

Duration: Instant

Up to six creatures within range that you can see, chosen by you, each regain hit points equal to 2d6 + your spell ability modifier. This spell deals the same amount of damage to undead.

For each Magical Critical Success obtained in the Magic Test the healing increases by 1d8.

Omen

School: Divination

Level: 2, Municipality

Launch Time: 1 minute

Range: Personal

Components: V, S, M (specially marked sticks, bones or similar objects worth at least 25 gp)

Duration: Instant

By throwing sticks inlaid with gems, rolling dragon bones, stacking elaborate cards, or employing some other divination tool, you receive an omen from an otherworldly entity regarding the outcome of a specific course of action you intend to take in the next 30 minutes. The Narrator chooses from the following omens:

- Prosperity, for positive results
- Calamity, for negative results
- Prosperity and calamity, for both positive and negative results
- Nothing, for the results which are neither particularly positive nor negative

The spell does not take into account any possible circumstances that could change the outcome, such as the casting of additional spells or the loss or arrival of an ally. If you cast the spell two or more times before the new sun has risen, there is a cumulative 25% chance that for each casting after the first you will get an erroneous reading. The Storyteller makes this roll in secret.

Prestidigitation

School: Universal

Level: 0, Municipality

Launching Time: 2 Actions

Range: 3 metres

Components: V, S

Duration: Maximum 1 hour

This spell is a minor magic trick that novice spellcasters employ for practice. You create one of the following magical effects within range:

- Create a harmless, instant sensory effect such as a shower of sparks, a breath of wind, a faint musical note, or a strange smell.
- Instantly light or extinguish a candle, torch or small campfire.
- Instantly clean or soil an object no larger than 30cm on a side.
- Cool, heat or season a 30 cm cube of non-living material for 1 hour.
- Make a color, small sign or symbol appear on an object or surface for 1 hour.
- You create a nonmagical trinket or illusory image that enters your hand and remains until the end of your next round.

If you cast this spell multiple times, you can keep up to three non-instantaneous effects active at a time, and you can end one of these effects with an action.

For each Magical Critical Success obtained in the Magic Test you can activate an additional magical effect.

Prediction

School: Divination

Level: 9, Uncommon

Launch Time: 1 minute

Range: Contact

Components: V, S, M (a hummingbird feather)

Duration: 8 hours

You cast the spell on contact with a willing creature to grant it a limited ability to see into the immediate future. For the duration, the target cannot be surprised and has +1d6 on attack rolls, ability checks, and saving throws. Additionally, for the duration, other creatures have -1d6 on attack rolls against the target. The spell ends immediately if you cast it again before its duration ends.

Produce Flame

School: Fire

Level: 0, Municipality

Cast Time: 1 Action

Range: Personal

Components: V, S

Duration: 10 minutes

A small flame appears in your hand. The flame remains there for the duration of the spell and does not harm you or your equipment. The flame produces dim light in a 1 meter radius. The spell ends if you interrupt it with an action or cast it again.

You can also use the flame to attack, although doing so ends the spell. When you cast this spell, or as an action on a subsequent round, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

The damage of the spell increases by 1d8 when you reach CM 5, CM 11 and CM 17, but it costs 2 Actions to cast it enhanced and 2 Magic Points, it is also necessary to have taken Adept of Magic in this Magic List a number of times equal to the enhancements that you want to apply.

For each Magical Critical Success obtained in the Magic Test you can attack one additional creature without ending the spell.

Prohibition

School: Abjuration

Level: 6, Uncommon

Launch Time: 10 minutes

Range: Contact

Components: V, S, M (a splash of Holy Water, rare incense, and a powdered ruby worth 1000 gp)

Duration: 1 day

You create a magical travel ward that protects up to 4,000 square meters of floor space, up to a height of 30 feet above the ground. For the duration of the spell, creatures cannot teleport into the area or use passageways, such as the one created by the portal spell, to enter the area. The spell protects the area from planar travel, and thus prevents creatures from accessing the area via the Astral Plane, Ethereal Plane, or Shadow Plane, or the planar shift spell.

Additionally, the spell damages creature types you choose when casting. Choose one or more of the following: celestials, elementals, fey, demons, and undead. When a selected creature enters the spell's area for the first time in a round or begins its round here, the creature takes 5d10 Light or Void damage (your choice, when you cast the spell).

When you cast this spell, you can set a password. A creature that says the password while entering the spell's area takes no damage from it.

The spell's area cannot overlap with the area of another forbidding spell. If you cast ban every day for 30 days in the same place, the spell will last until it is dispelled, and the material components will be consumed during the last casting.

Astral Projection

School: Necromancy

Level: 9, Very Rare

Launch Time: 2 Actions

Range: 3 metres

Components: V, S, M (For each creature affected by this spell, you must provide a hyacinth worth at least 1000 gp and an elegantly carved silver ingot worth at least 100 gp, all of which are consumed by the spell)

Duration: Special

You and up to eight other willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already

in that plane). The material body you leave behind is unconscious and in a state of suspended animation; it does not need food or water and does not age.

Your astral body looks every bit like your mortal form, replicating your in-game stats and items. The main difference is the addition of a silver cord that extends from your shoulder blades 30 centimeters behind you, then becoming invisible. The cord is your connection to your material body. As long as this connection remains intact, you will be able to return home. If the cord is cut (an event that only happens when a specific effect indicates it) your body and soul are separated, killing you instantly.

Your astral form can travel freely through the Astral Plane and pass through portals that lead from there to other planes. If you enter a new plane or return to the plane you were on when you cast the spell, your body and items are transported along the silver cord, allowing you to reenter your body upon entering the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it do not affect your physical body, nor appear there upon your return.

The spell ends for you and your companions when you use an action to end it. When the spell ends, the creature it affects returns to its physical body, and awakens. The spell may also have an early end for you or one of your companions. A dispel magic spell successfully used on the astral or physical body ends the spell for that creature. If the creature's original body or astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord drags the creature's astral form back to its body, ending its state of suspended animation. If you are returned to your body prematurely, your companions must remain in their astral form and find their own way back to their bodies, usually dropping to 0 Hit Points.

Protection from Good and Evil

School: Abjuration

Level: 1, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (Holy water or powdered silver and iron, which the spell consumes worth 5 gp)

Duration: 10 minutes

Until the spell ends, a willing creature in contact with you at the time of casting is protected from certain types of creatures: aberrations, celestials, elementals, fey, demons, and undead.

Protection confers several benefits. Creatures of those types have -1d6 on attack rolls against the target. The target cannot be Charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has +1d6 on any new saving throw against the effect.

This spell is not usable if you use Traits. The Narrator can grant the same effects towards the Followers and Patrons of other Patrons

Protection from Energy

School: Abjuration

Level: 3, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: 10 minutes

You cast the spell on contact with a willing creature. For the duration of the spell, the target has resistance to a damage type of your choice: acid, cold, fire, lightning, or sonic. You can sacrifice the duration of the spell, ending it, to completely negate the damage taken from an energy source.

For each Magical Critical Success obtained in the Magic Test you can influence another person or double the duration.

Protection from Minor Energy

School: Abjuration

Level: 1, Rare

Cast Time: 1 Reaction

Range: Contact

Components: V, S

Duration: 1 minute

You cast the spell on contact with a willing creature. For the spell's duration, the target has Damage Reduction from the chosen energy equal to 5. You can sacrifice the duration of the spell, ending it, to reduce the damage taken from an energy source by 20 (as if you had Damage Resistance). Damage 20 from that energy source).

For each Magical Critical Success obtained in the Magic Test you can influence another person or double the duration.

Protection from Poisons

School: Abjuration

Level: 2, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: 1 hour

For the spell's duration, the target has +1d6 on saving throws against being poisoned, and has resistance to poison damage.

In case of two Magical Critical Successes obtained in the Magic Test you can cancel a poison circulating on the target.

Marking Smite

School: Invocation

Level: 2, Municipality

Cast Time: 1 Immediate Action

Range: Personal

Components: V

Duration: 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, the weapon glows with a magical glow as you strike. The attack deals an additional 1d6 Light damage to the target, which becomes visible if it is invisible and emits dim light in a 3-foot radius. Additionally, the target cannot become invisible until the spell ends.

For each Magical Critical Success obtained in the Magic Test the additional damage increases by 1d6.

Purify Food and Drink

School: Animals and Plants

Level: 1, Municipality

Launch Time: 2 Shares

Range: 3 metres

Components: V, S

Duration: Instant

All nonmagical food and drink in a 3-foot-radius sphere, centered at a point within range of your choice, is cleansed and freed of poisons and diseases. A rotting food is cleaned and made edible.

Frost Ray

School: Water

Level: 0, Municipality

Cast Time: 1 Action

Range: 18 metres

Components: V, S

Duration: Instant

A frozen beam of blue light strikes a creature within range. Make a ranged spell attack against the target. If you hit, he takes 1d8 cold damage, and his speed is reduced by 10 feet until the start of your next round. The damage of the spell increases by 1d8 when you reach CM 5, CM 11 and CM 17, but it costs 2 Actions to cast it enhanced and 2 Magic Points, it is also necessary to have taken Adept of Magic in this Magic List a number of times equal to the enhancements that you want to apply.

For every two Magic Critical Success obtained in the Magic Test you create an additional ice cream bundle.

Radius of Fatigue

School: Necromancy

Level: 2, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: 1 minute

A black beam of debilitating energy shoots from your finger towards a creature within range. Make a ranged spell attack against the target. If you hit, the target will deal half damage with weapon attacks that use Force until the spell ends.

For every two Magic Critical Success obtained in the Magic Test you increase the target's Fatigue level by 1.

Hot Ray

School: Fire

Level: 2, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: V, S

Duration: Instant

You create three beams of fire and project them at three targets within range. You can project them at the same target or different targets.

Make a ranged spell attack for each ray. On a hit, the

target takes 2d6 fire damage.

For each Magical Critical Success obtained in the Magic Test you create an additional ray.

Spider Web

School: Animals and Plants

Level: 2, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a piece of spider web)

Duration: 1 hour

You summon a thick mass of dense, sticky webbing to a point within range, chosen by you. For the duration, the web fills a 20-foot cube from that point. Spider-web is difficult terrain and makes that area darkened slightly.

If the web is not anchored between two solid masses (such as walls or trees) or stretched along a floor, wall, or ceiling, the summoned web collapses in on itself, and the spell ends at the start of your next round. The canvases stretched on a flat surface have a depth of 1 meter.

Each creature that begins its round in the web or enters it during its round must make a Reflex saving throw. On a failed save, the creature is entangled for as long as it remains in the web or until it breaks free.

A creature entangled in the webs can use 2 actions to make a new saving throw. If she passes it, she is no longer in the way. The web is flammable and if exposed to flames it immediately catches fire and burns for 2 rounds, dealing 2d4 points of fire damage to each creature within its area.

Enchanted Club

School: Animals and Plants

Level: 0, Municipality

Cast Time: 1 Immediate Action

Range: Contact

Components: V, S, M (mistletoe, a four-leaf clover leaf, and a club or fighting stick)

Duration: 1 minute

The wood of a club or fighting staff you are holding is infused with the power of nature. For the duration of the spell, when using that weapon you can use your spellcasting ability in place of Strength for attack rolls and melee damage, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or drop your weapon.

For each Magical Critical Success obtained in the Magic Test the duration doubles or you get +1 to damage.

Wonderful Palace

School: Summon

Level: 7, Legendary

Launch Time: 1 minute

Range: 90 metres

Components: V, S, M (a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon; each of these items must be worth at least 5 gp) **Duration:** 24 hours

Within range, you summon an extradimensional dwelling that remains for the spell's duration. Choose where its front door is located. The entrance door emits a gentle light and is 1 meter wide by 3 meters high. You and all the creatures you indicated when you cast the spell can enter the extradimensional home, as long as the door remains open. You can open or close the door if you are within 30 feet of it. While closed, the door is invisible.

Beyond the door there is a magnificent entrance, beyond which numerous rooms unfold. The atmosphere is clean, fresh and welcoming. You can create as many floors as you like, but the space cannot exceed 50 cubes each with a 10-foot edge. The place is furnished and decorated as you like. Contains enough food to satisfy a 9-course banquet for 100 people. A staff of 100 almost transparent servants is at the service of anyone who enters. It's up to you to decide the visual appearance of these minions and their clothing. They absolutely obey your orders. Each minion can perform any task a normal human minion can perform, but they cannot attack or perform any action that would directly harm another creature. Servants can then collect items, clean, repair, fold clothes, light fires, serve food, pour wine, and so on. Servants can go anywhere in the mansion, but cannot leave it. Furniture and other objects created by this spell turn to smoke when taken out of the home. When the spell ends, any creatures within the extradimensional space are expelled into the open space closest to the exit.

Note: the spell cast every day in the same place for a year becomes permanent.

For each Magical Critical Success obtained in the Magic Test the duration doubles or remove a month from the count to make it permanent.

Mental Regression

School: Enchantment

Level: 8, Rare

Launch Time: 2 Shares

Range: 45 metres

Components: V, S, M (a handful of clay, crystal, glass or mineral spheres)

Duration: Instant

You assault the mind of a creature within range and that you can see, attempting to fragment its intellect and personality. The target takes 4d6 damage and must make a Will save. If the saving throw fails, the creature's Intelligence and Charisma scores drop to -4. The creature cannot cast spells, activate magical items, understand languages, or communicate in any intelligible way. The creature can, however, identify its friends, track them, and even protect them. After 30 days, the creature can repeat the saving throw against the spell. If it succeeds, the spell ends. If it fails, the effect is permanent.

the spell can be ended within 30 days by greater restoration, healing, or wish.

Reincarnation

School: Animals and Plants

Level: 5, Rare

Launch Time: 1 hour

Range: Contact

Components: V, S, M (rare oils and ointments worth at least 1000 gp, which the spell consumes)

Duration: Instant

You come into contact with a dead humanoid or a dead humanoid fragment. As long as the creature has not been dead for more than 10 days, the spell forms a new adult body for it and then calls its soul to enter the body. If the target's soul is not free or willing to do so, the spell fails.

The magic fashions a new body, which will likely cause the creature to change its race. The Storyteller rolls a d10 and consults the following table to determine what form the creature takes when brought back to life, or the Storyteller chooses the form.

d10 Race

0	Wolf/Eagle/Fox/Lynx (roll 1d4)
1	Nano
2	Elf
3	Half-Elf
4	Half-Orc
5	Boar/Badger/Dog/Rat (roll 1d4)
6	Nibali
7	Bear/Owl/Raccoon/Cat (roll 1d4)
8	Human
9	Same previous breed

The reincarnated creature remembers its past life and experiences (same AC and CM scores, skills and proficiencies). He retains the abilities he had in his original form if he is able to apply them.

This spell is not available except to Devotees and Followers of Shayalia or Efrem

Note: a Devotee or Follower of Shayalia or Ephrem will always reincarnate the creature as an animal, but can choose the type.

It is not possible to be reincarnated as a gnome if you were not a gnome before.

Resistance

School: Abjuration

Level: 0, Municipality

Cast Time: 1 Reaction

Range: Contact

Components: V, S, M (a miniature cloak)

Duration: Instant

You cast the spell on contact with a willing creature. Once before the spell ends, the target can roll a d4 and add the result to a saving throw of its choice. He can roll the die before or after making the saving throw. Then the spell ends.

For each Magical Critical Success obtained in the Magic Test you can make another creature benefit from the bonus.

Breathe Under Water

School: Water, Air

Level: 3, Municipality

Launch Time: 2 Actions

Range: 9 metres

Components: V, S, M (a straw or a straw)

Duration: 24 hours

This spell allows up to ten willing creatures within range that you can see to breathe underwater until the spell ends. Subjected creatures also retain their normal method of breathing.

For each Magical Critical Success obtained in the Magic Test you can choose an additional creature.

Raise Dead

School: Necromancy

Level: 5, Legendary

Launch Time: 1 hour

Range: Contact

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: Instant

You bring a dead creature back to life, as long as it hasn't been dead for more than 10 days. If the creature's soul is both willing and free to rejoin the body, the creature returns to life with 1 hit point.

This spell also neutralizes any poison and cures non-magical illnesses that afflicted the creature at the time of death. This spell, however, does not remove magical diseases, curses, or similar effects; if these are not removed before casting the spell, they will resume manifesting when the creature returns to life. The spell cannot bring an undead creature back to life.

This spell closes all mortal wounds, but does not restore missing body parts. If the creature is missing body parts or organs critical to survival (the head, for example) the spell automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty on all attack rolls, saving throws, and ability checks. Each time the target finishes a night's rest the penalty is reduced by 1 until it disappears.

This spell should not be available. Only a Patron can bring back to life.

Regeneration

School: Transmutation

Level: 7, Legendary

Launch Time: 1 minute

Range: Contact

Components: V, S, M (a rosary and Holy Water)

Duration: 1 hour

You cast the spell on contact with a creature to stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the spell's duration, the target regains 1 hit point at the start of each of its rounds (6 hit points per minute). The target's severed body limbs (fingers, legs, tails, etc.), if it has any, are restored in 2 minutes. If you have the severed part and hold it against the stump, the spell causes the limb to mend itself with the stump in 3 rounds.

For each Magical Critical Success obtained in the Magic Test you double the Hit Points recovered per round.

Remove Disease

School: Care

Level: 4, Municipality

Cast Time: 1 turn

Range: Contact

Components: V, S

Duration: Instant

You can put an end to a natural disease. In the case of magical diseases your spell DC must be higher than the disease DC.

For each Magical Critical Success obtained in the Magic Test you can heal one more person or consider a +4 to overcome the DC of the disease.

Remove Curse

School: Abjuration

Level: 3, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: Instant

If the object or person has been cursed by the cast curse spell, or otherwise the Storyteller decides that the object has a particular curse, then the DC of the person casting remove curse must be higher than that of the curse.

For each Magical Critical Success obtained in the Magic Test you can heal one more person or consider a +4 to overcome the DC of the curse.

Whether it was sufficient to cast the spell or it was cast with a Magic Test, the curse remains, but the spell allows you to remove the object and throw it away.

Remove Poison

School: Water, Care

Level: 3, Municipality

Cast Time: 1 round

Range: Contact

Components: V, S

Duration: Instant

The target affected by the spell is no longer poisoned.

For each Magical Critical Success obtained in the Magic Test add +4 to your DC to understand if it has exceeded that of the poison.

Rebirth

School: Healing, Necromancy

Level: 3, Very Rare

Launch Time: 10 Minutes

Range: Contact

Components: V, S, M (diamond worth 300 gp, which the spell consumes)

Duration: Instant

A creature that died in the last minute and that you are in contact with returns to life with 1 hit point. This spell cannot bring back to life people who have died of old age, nor can it restore missing body parts.

The creature brought back to life must make a Fortitude save at DC 15 or it will not return to life due to the trauma it has suffered; if it does return to life it is fatigued 3.

Note: at the Storyteller's discretion this could be the only spell allowed to bring a creature back to life, otherwise the rule applies that only a Patron can bring it back to life.

Repair

School: Earth
Level: 0, Municipality
Launch Time: 1 minute
Range: Contact
Components: V, S, M (two magnets)
Duration: Instant

This spell repairs a single break or split in an object you touch, such as a broken chain, two halves of a broken key, a tattered cloak, or a leaky waterskin. As long as the break or split is no larger than 30 centimeters in any dimension, you are able to repair it, leaving no trace of the damage suffered. This spell can physically repair a magical item or construct, but cannot restore the magical functions of these items.

Inviolate Rest

School: Necromancy
Level: 2, Uncommon
Launch Time: 2 Actions
Range: Contact
Components: V, S, M (a pinch of salt and a piece of copper placed on each eye of the corpse, which must remain there for the duration)
Duration: 10 days

You come into contact with a corpse or other remains. For the duration, the target is protected from rot and cannot become undead.

For each Magical Critical Success obtained in the Magic Test you double the duration up to a maximum of one year.

Uncontainable Laughter

School: Enchantment
Level: 1, Uncommon
Launch Time: 2 Actions
Range: 9 metres
Components: V, S, M (small cakes and a feather that is waved in the air)
Duration: 1 minute A creature that you choose within range and that you can see perceives everything as tremendously hilarious and hilarious, roaring with laughter as long as it is under this spell. The target must succeed on a Will save or fall prone, being incapacitated and unable to get up for the duration. Creatures with an Intelligence score of -2 or less ignore the effect.

At the end of each of its rounds and whenever it takes damage, the target can make another Will saving throw. The target has +1d6 to the saving throw if it took damage in the round. If he succeeds, the spell ends.

Heat Metal

School: Fire
Level: 2, Uncommon
Launching Time: 2 Actions
Range: 18 metres
Components: V, S, M (a piece of iron and a flame)
Duration: 1 minute

Choose a metal artifact, such as a metal weapon or medium or heavy metal armor, that is within range and that you can see. Make the object glow red from

the heat. Any creature in physical contact with the object takes 1d8 fire damage when you cast this spell. Until the spell ends, you can use 2 Actions to deal this damage again in your subsequent rounds.

If a creature is holding or wearing the item and takes damage from it, the creature must succeed at a Fortitude save or throw the item away if it is able. If he does not throw the object, he has -1d6 on attack rolls and ability checks until the start of his next round. As long as the creature is within 60 feet of the caster, the spell does not end but the object stops being hot.

For each Magic Critical Success obtained in the Magic Test the damage increases by 1d8.

Lower Restoration

School: Care
Level: 2, Municipality
Launch Time: 2 Actions
Range: Contact
Components: V, S
Duration: Instant

You can end a nonmagical disease or condition that afflicts a creature you are in contact with. The condition can be blinded, deafened or paralyzed. Can reduce your Fatigue level by one degree. You recover 2d6 maximum hit points lost, but do not increase your current hit points. You can regain 1 lost Characteristic point non-permanently.

At the Storyteller's discretion, if the condition was caused by magic, the Magical Expertise value of the caster must exceed the Magical Expertise of the person causing the effect. If necessary, you can make a Magic Test and for each critical success you add 6 to your Magical Expertise to see if you are able to remove the effect.

Superior Restoration

School: Care
Level: 5, Uncommon
Launch Time: 2 Actions
Range: Contact
Components: V, S, M (diamond dust worth at least 100 gp, which the spell consumes)
Duration: Instant

Imbue a touching creature with positive healing energy to negate a debilitating effect. At the Storyteller's discretion, if the condition was caused by magic, the Magical Expertise value of the caster must exceed the Magical Expertise of the person causing the effect. If necessary, you can make a Magic Test and for each critical success you add 6 to your Magical Expertise to see if you are able to remove the effect.

- An effect that Charmed the target.
- Make the target recover 2 points to a stat. Recover 1 point if the loss was permanent.
- Maximum hit points return to normal, but do not increase current hit points.
- You are able to alleviate Fatigue conditions by two ranks.

Awakening

School: Animals and Plants

Level: 5, Rare
Launch Time: 8 hours

Range: Contact

Components: V, S, M (an agate worth at least 1000 gp, which the spell consumes)

Duration: Instant

After spending your casting time drawing magical paths with a precious gem, you come into contact with a Huge or smaller beast or plant. The target must have no Intelligence score or have Intelligence -3 or less. The target gains Intelligence 0. The target also gains the ability to speak a language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, vines, and so on, and gains human-like senses. The Storyteller will choose statistics appropriate to the type of plant awakened, such as the statistics for awakened bush or awakened tree.

The awakened beast or plant is Charmed by you for 30 days or until you or your companions cause damage to it. When the Charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

For each Magical Critical Success obtained in the Magic Test you double the duration of the fascination up to a maximum of 1 year.

Quick Retreat

School: Transmutation

Level: 1, Uncommon

Cast Time: 1 Immediate Action

Range: Personal

Components: V, S

Duration: Concentration, 1 minute

This spell allows you to move at an incredible pace. When you cast this spell you gain a bonus Move Action.

For each Magical Critical Success obtained in the Magic Test the duration increases by 1 round.

Skip

School: Air

Level: 1, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (the hind leg of a grasshopper)

Duration: 1 minute

The jumping distance of the creature you are in contact with at the time of casting is tripled until the spell ends.

Sanctify

School: Invocation

Level: 5, Rare

Launch Time: 24 hours

Range: Contact

Components: V, S, M (herbs, oils and incense worth at least 1000 gp, which the spell consumes)

Duration: Until dissolved

Imbue the area surrounding a point you are in contact with with your Patron's power. The area can have a maximum radius of 60 feet, and the spell fails if it

includes an area already under the effect of a sanctify spell. The area subject to the spell generates the following effects. *First things first*, celestials, elementals, fey, demons, and undead cannot enter the area, nor can such a creature charm, frighten, or possess others within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed from the moment it enters this area. You can exclude one or more of these creature types from this effect.

Second thing, you can bind an additional effect to the area. Choose the effect from the list below, or choose one presented to you by the Storyteller. Some of these effects apply to creatures in the area; you can decide whether the effects apply to all creatures, Devoted or Follower creatures of a specific Patron, or creatures of a specific type, such as orcs or trolls. When an affected creature enters this area for the first time in a round or begins its round here, it must make a Will saving throw. On a success, the creature ignores the additional effect until it leaves the area.

- *Courage*. Subjected creatures cannot be frightened while in this area. Extradimensional interference. Subject creatures cannot move or travel using teleportation or other extradimensional or interplanar means.

Languages. Subject creatures can communicate with any other creature in the area, even if they don't share a common language.

- *Daylight*. Bright light fills the area. Magical darkness created by spells of a lower level than that used to cast this spell cannot extinguish the light. The duration in this case is one week.

- *Darkness*. Darkness fills the area. Normal light, and even magical light created by spells of a lower level than that used to cast this spell, cannot illuminate the area.

- *Fear*. Subject creatures are frightened while remaining in this area.

- *Energy Protection*. Affected creatures gain resistance to one damage type of your choice (except bludgeoning, piercing, or slashing damage) for as long as they remain in the area.

- *Inviolate Rest*. Dead bodies buried in the area cannot be transformed into undead.

- *Silence*. No sound can emanate from within the area, and no sound can enter it.

- *Energy Vulnerability*. Affected creatures gain vulnerability to a damage type of your choice (except bludgeoning, piercing, or slashing damage) for as long as they remain in the area.

Shrine

School: Abjuration

Level: 1, Municipality

Cast Time: 1 Immediate Action

Range: 9 metres

Components: V, S, M (a small silver mirror)

Duration: 1 minute

Protect a creature within range from attacks. Until

the spell ends, any creature that targets the protected creature with a harmful attack or spell must first make a Will saving throw. If the saving throw fails, the attacker must choose a new target or lose the attack or spell. This spell does not protect the protected creature from area effects, such as a fireball blast. If the protected creature makes an attack or casts a spell that affects enemy creatures, the spell ends.

Private Shrine

School: Abjuration

Level: 4, Very Rare

Launch Time: 10 minutes

Range: 36 metres

Components: V, S, M (a thin sheet of lead, a piece of opaque glass, a cotton ball or fabric, and powdered chrysolite)

Duration: 24 hours

Protect an area with magic. The area is a cube that can be as small as 1 meter of edge or as large as 30 meters of edge. The spell lasts until the duration ends or you use an action to end it.

When you cast the spell, you decide what type of protection it provides, choosing one or more of the following properties:

- Sound cannot cross the perimeter of the protected area.
- The perimeter of the protected area appears dark and foggy, making it impossible to see through it (even with darkvision).
- Sensors created by divination spells cannot appear within the protected area or pass through its perimeter barrier.
- Creatures in the area cannot be targeted by divination spells.
- Nothing can teleport into or out of the protected area.
- Within the protected area, planar travel is prohibited.

Casting this spell on the same spot every day for a year makes the effect permanent.

For each Magical Critical Success obtained in the Magic Test you can increase the size of the cube by 10 meters of edge or increase the duration by 12 hours.

Cast Curse

School: Necromancy

Level: 3, Uncommon

Launch Time: 2 Actions

Range: Contact

Components: V, S

Duration: 1 minute

A creature you touch must succeed on a Will save or be cursed for the spell's duration. When you cast this spell, choose the nature of the curse from the following options:

- Choose an ability score. While cursed, the target has -1d6 on ability checks and saving throws based on that ability score if applicable.

- While cursed, the target has -1d6 on attack rolls against you.
- While cursed, the target must make a Will saving throw at the start of each of its rounds. If he fails, he wastes the actions of that round doing nothing.
- While the target is cursed, your attacks and spells deal an additional 1d8 Void damage against it.

The remove curse spell (see description) ends this effect. At the Storyteller's discretion, you may choose a curse with a different effect, but it should not be more powerful than those described above. The Storyteller holds the final judgment on a curse's effect. **If you get a critical** the duration of the curse is one day. If you get 3 critials the duration is permanent.

Cast Lesser Curse

School: Universal

Level: 1, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: 1 minute

A creature you touch must succeed on a Will save or be cursed for the spell's duration. When you cast this spell, choose the nature of the curse from the following options:

- Choose an ability score. While cursed, the target has -2 on ability checks and saving throws based on that ability score if applicable.
- While cursed, the target has -2 on attack rolls against you.
- While cursed, the target must make a Will saving throw at the start of each of its rounds. If he fails, he wastes 2 actions of his round without doing anything.

The remove curse spell (see description) ends this effect. At the Storyteller's discretion, you may choose a curse with a different effect, but it should not be more powerful than those described above. The Storyteller holds final judgment on a curse's effect.

Lock-lock

School: Transmutation

Level: 2, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V

Duration: Instant

Choose an object that is within range and that you can see. The object may be a door, box, handcuffs, lock, or other object that has a common or magical method of preventing access.

A target that is closed by a common lock or that is locked or barred is opened, unlocked, or freed. If the object has multiple locks, only one of them is opened. If you choose a target that is kept closed with Magic Lock that spell is suppressed for 10 minutes, during which time the target can be opened as normal. When you cast this spell, a loud knock, audible up to 300 feet away, emanates from the target object.

For each Magical Critical Success obtained in the

Magic Test you can open another padlock/lock within range.

Meteor Swarm

School: Fire, Earth
Level: 9, Legendary
Launch Time: 2 Shares
Range: 1.5 kilometres
Components: V, S

Duration: Instant

Glowing balls of fire crash to the ground at four different points within range and that you can see. Each creature in a 2-meter radius sphere centered on the point you choose must make a Reflex saving throw. The sphere propagates around the corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much. These damages if he exceeds it. A creature in the area of more than one fireburst is affected only once.

Saving Throw Success/Critical Failure: On a critical failure the damage is doubled, on a critical success the damage is further halved

For every 3 critical points obtained in the Magic Test choose another point of impact.

Stone Carving

School: Earth
Level: 4, Municipality
Launch Time: 2 Actions
Range: Contact

Components: V, S, M (malleable clay, which must be worked to obtain a vague shape of the stone object)

Duration: Instant

Carve into any shape that suits your purposes a stone object of Medium or smaller size, or a section of stone no larger than 3 feet thick in any direction, with which you are in contact.

So, for example, you could carve a large stone into a weapon, idol, or coffin, or create a small passage through the wall, as long as the wall is less than 3 feet thick. You could also fashion a stone door or its frame to seal the door. The object you create can have up to two hinges and a latch, but it is impossible to create more complex mechanisms.

Discover the Path

School: Divination
Level: 6, Uncommon
Launch Time: 1 minute
Range: Personal

Components: V, S, M (some divination tools - ivory sticks, bones, cards, teeth, or engraved runes - worth at least 100 gp, and an item from the location you wish to find)

Duration: 1 day

This spell allows you to find the shortest and most direct physical route to a specific fixed location that you are familiar with and is on the same plane of existence. If you indicate a destination on another plane of existence, a destination that moves (such as a moving fortress), or a nonspecific destination (such as a green dragon's lair), the spell fails.

For the duration of the spell, as long as you are on

the same plane of existence as the destination, you will know how far away it is and in what direction it is. As you travel to it, whenever you are presented with a choice of routes, you will automatically determine which is the shortest and most direct (but not necessarily the safest) route to your destination.

For each critical obtained in the Magic Test the spell lasts 8 hours longer.

Discover Traps

School: Divination
Level: 2, Municipality
Launch Time: 2 Shares
Range: 36 metres
Components: V, S

Duration: 10 minutes

For the duration of the spell you sense the presence of any trap within your line of sight. A trap, for the purposes of this spell, includes anything that is capable of inflicting a sudden or unexpected effect that you may consider harmful or undesirable, and that was expressly intended as such by its creator. As a result, the spell would sense an area under the alarm spell, a glyph of ward, or a mechanical trap door, but would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden hole.

The trap is highlighted in your sight with a purple signal.

Secret Chest

School: Summon
Level: 4, Rare
Launch Time: 2 Shares
Range: Contact
Components: V, S, M (a crafted chest, 1 meter x 50 cm x 50 cm, constructed of rare materials worth at least 5000 gp, and a Tiny replica of it made of the same materials and worth at least 50)

Duration: Instant

Hide a chest and all its contents on the Ethereal Plane. When you cast this spell you must be in contact with the chest and the miniature replica that serves as the material component. The chest can hold up to 0.25 cubic meters of non-living material (1 x meter x 50 centimeters x 50 centimeters). While the chest remains on the Ethereal Plane, you can use an action to contact the replica and recall the chest. It will respawn in an unoccupied space on the ground within 1 meter of you. You can send the chest back to the Ethereal Plane, using an action and making contact with both the chest and the replica.

After 60 days, there is a cumulative rate of 5The effect ends if the spell is cast again, if the replica chest is destroyed, or if you decide to end the spell with an action. If the spell ends and the chest is on the Ethereal Plane, it is irretrievably lost.

Illusory Writing

School: Illusion
Level: 1, Municipality
Launch Time: 1 minute
Range: Contact
Components: S, M (a lead-based ink worth at least 10

gp, which the spell consumes)

Duration: 10 days

You write on a scroll, a piece of paper, or some other writing material and imbue it with a powerful illusion that lasts for the duration of the spell.

To you and any creatures you point to when you cast the spell, the writing appears normal, in your handwriting, and conveys whatever meaning you intended to convey when you wrote the text. For everyone else, the writing appears as if it were written in an unknown or magical script, which is incomprehensible.

Alternatively, you can make the writing appear to be a totally different message, in a different handwriting and language, although it must be a language you are familiar with.

If the spell is dispelled, both the original writing and the illusion vanish. A creature with true seeing can read the hidden message.

Scry

School: Divination

Level: 5, Rare

Launch Time: 10 minutes

Range: Personal

Components: V, S, M (a focus worth at least 1000 gp, such as a crystal ball, a silver mirror, or a spring filled with Holy Water)

Duration: Concentration, maximum 10 minutes

You can see and hear a particular creature of your choice that is on the same plane of existence as you. The target must make a Will save, modified by how well you know the target and your physical connection to it. If the target knows you are casting the spell, it can voluntarily fail the saving throw, should it wish to be observed by you.

Knowledge	Mod. to TS
Have you heard about it	+5
You met the target	+0
You know the target well	-5

Connection	Mod. TS
Description or image	-2
Property or garment	-4
Part of the body (hair...)	-10

On a successful save, the target ignores the spell's effects, and you cannot use this spell against it again for 24 hours.

If the saving throw fails, the spell creates an invisible sensor within 10 feet of the target. Through the sensor you can hear and see as if you were on site. The sensor moves with the target, remaining within 10 feet of it for the spell's duration. A creature that can see invisible objects sees the sensor as a glowing sphere about the size of a fist.

Instead of targeting a creature, you can target a location you've seen before. When you choose this option, the sensor appears in that location but does not move.

Shield

School: Abjuration

Level: 1, Municipality

Casting Time: 1 Reaction, which you take when you are hit by an attack or target of the Arcane Bolt spell

Range: Personal

Components: V, S

Duration: 1 round

A barrier of invisible magical force appears to protect you. Until the start of your next round you have a +2 bonus to Defense including the trigger attack, and you take no damage from Arcane Bolt and Occult Bolt.

For each Magical Critical Success obtained in the Magic Test you increase the duration by 1 round.

Shield of Faith

School: Abjuration

Level: 1, Municipality

Cast Time: 1 Immediate Action

Range: 18 metres

Components: V, S, M (a small parchment with a fragment of sacred text written on it)

Duration: 10 minutes

A shimmering field appears surrounding a creature you choose within range, granting it a +2 bonus to Defense for the spell's duration. **For each Magical Critical Success obtained** in the Magic Test you influence another creature.

Fire Shield

School: Fire, Water

Level: 4, Uncommon

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a bit of phosphorus or a firefly)

Duration: 10 minutes

Thin, vaporous flames envelop your body for the duration of the spell, emitting bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early, using an action to end it.

Flames give you a hot shield or a cold shield, your choice. The hot shield grants you resistance to cold damage, while the cold shield grants you resistance to heat damage.

Additionally, whenever a creature within 3 feet of you hits you with a melee attack, the shield erupts in flame. The attacker takes 2d8 fire damage from a hot shield, or 2d8 cold damage from a cold shield.

Darkvision

School: Transmutation

Level: 2, Municipality

Launching Time: 2 Actions

Range: Contact

Components: V, S, M (or a pinch of carrot or a dried blueberry)

Duration: 1 hour of real game time

A willing creature you are in contact with gains the ability to see in the dark. For the duration of the spell, that creature has darkvision up to a range of 30 feet. **For each Magical Critical Success obtained** in the Magic Test you double the duration.

Loyal Hound

School: Summon

Level: 4, Rare

Launching Time: 2 Actions

Range: 9 metres

Components: V, S, M (a tiny silver whistle, and a piece of bone and a thread)

Duration: 8 hours

You can summon a phantom guard dog to an unoccupied space within range of which you can see, where it will remain for the duration of the spell, until it is dismissed as an action, or until it moves more than 100 feet away from you.

The hound is invisible to all creatures except you and cannot be harmed. When a Small or larger creature approaches within 30 feet of it without first speaking the password you specified when you cast the spell, the hound begins barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions. At the start of each of your rounds, the hound attempts to bite a creature within 3 feet of it that is hostile to you. The hound's attack bonus is equal to your spell ability modifier + CM. On a hit, it deals 2d8 piercing damage.

Seem

School: Illusion

Level: 5, Uncommon

Launch Time: 2 Shares

Range: 9 metres

Components: V, S

Duration: 8 hours

This spell allows you to change the appearance of any number of creatures within range and that you can see. Give each target a new illusory appearance. An unwilling creature can make a Will saving throw and ignores the spell on a successful one.

The spell disguises one's physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature look a foot shorter or taller, look thin, fat, or somewhere in between. You cannot change the shape of the target's body, and so you must choose a shape that has the same basic distribution of limbs.

For everything else, the illusion is limited only by your imagination. The spell lasts for its duration, unless you use an action to end it first. The changes brought about by this spell are not capable of withstanding physical inspection. For example, if you use this spell to add a hat to a creature's clothing, objects pass through the hat, and anyone who touches it would feel nothing and would end up touching the creature's head and hair. If you use this spell to appear thinner than you are, the hand of a person who tries to touch you will bounce off you, while at first sight it appears to stop in mid-air. A creature can use 2 Actions to inspect a target and make an Awareness check against the spell's saving throw DC, if it takes 3 Actions it has a +1d6 bonus. If he succeeds, he understands that the target is disguised.

Demiplane

School: Summon

Level: 8, Rare

Launch Time: 2 Shares

Range: 18 metres

Components: Y

Duration: 1 hour

You create a shadow door on a flat surface within range and that you can see. The door is large enough for a Medium creature to pass through easily. When opened, the door leads to a demiplane that appears as an empty 30-foot room in each dimension, made of wood and stone. When the spell ends, the door disappears, and any creatures or objects within the demiplane become trapped there, while the door disappears on the other side as well.

Each time you cast this spell, you create a new demiplane, or you allow the shadow door to connect to a demiplane created by a previous casting of the spell, or you increase a known demiplane you previously created by another 30 feet in each dimension.

Additionally, if you know the nature and contents of a demiplane created by another creature's casting of this spell, you can cause the shadow door to connect to that demiplane instead.

Magic Lock

School: Abjuration

Level: 2, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (gold dust worth at least 25 gp, which is consumed by the spell)

Duration: Until dissolved

You cast the spell upon contact with a closed door, window, portal, chest, or other entrance, and it becomes locked for the duration. You and the creatures you indicated when you cast this spell can open the item normally. You can also set a password that, when spoken within 3 feet of the item, suppresses the spell for 1 minute. Otherwise the opening is impassable until it is destroyed or the spell is dispelled or suppressed. Casting lockpick on the item suppresses Magic Lock for 10 minutes.

While subject to this spell, the object is more difficult to destroy or force open; the DC to break it or pick a lock on it increases by 10.

For each Magical Critical Success obtained in the Magic Test you can influence another closure.

Invisible Servant

School: Summon

Level: 1, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a piece of rope and a piece of wood)

Duration: 1 hour

This spell creates an almost invisible force only bordered by a light aura (of the color of your choice) that performs simple tasks at your command, until the spell ends. The minion forms in an unoccupied space on the field within range. He has Defense 10, 1

hit point, Strength 0 and cannot attack. If he drops to 0 hit points, the spell ends. As an immediate action, during each of your rounds, you can mentally command the minion to move up to 10 feet and interact with an object. The servant can perform simple tasks like a human servant, such as gathering things, cleaning, repairing, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the minion will perform the task to the best of its ability until it is completed, and then wait for your next command.

If you command the servant to perform a task that will cause it to move more than 60 feet away from you, the spell ends.

Freezing Sphere

School: Water

Level: 6, Rare

Launch Time: 2 Shares

Range: 90 metres

Components: V, S, M (a small crystal ball)

Duration: Instant

An icy orb of cold energy shoots from your fingertips to a point of your choosing within range, where it explodes into a sphere 60 feet in radius. Each creature in the area must make a Fortitude saving throw. On a failed save, a creature takes 10d6 cold damage. If he succeeds, he takes half this damage.

If the orb strikes a body of water or a liquid composed primarily of water (but not including water-based creatures), it freezes the liquid to a depth of 6 inches in a 30-foot square area. Ice lasts 1 minute. Creatures that were swimming on the surface of the frozen water become trapped in the ice. A trapped creature can use two actions to make a new saving throw to free itself.

If you wish, after completing the spell, you can refrain from shooting the orb. A small orb, about the size of a slingstone, cold to the touch, appears in your hand. At any time, you, or a creature you give the orb to, can throw the orb (up to a range of 40 feet). This will shatter on impact, with the same effect as normal spell casting. You can also place the globe on the ground without it shattering. After 1 minute, if the orb has not already been shattered, it will explode.

For each Magic Critical Success obtained in the Magic Test the damage increases by 1d6.

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Elastic Sphere

School: Invocation

Level: 4, Rare

Launch Time: 2 Shares

Range: 90 metres

Components: V, S, M (a hemispherical piece of transparent crystal and a corresponding hemispherical piece of gum arabic)

Duration: Concentration, maximum 1 minute

A sphere of glowing energy envelops a creature or object of Large or smaller range. An unwilling creatu-

re must make a Reflex saving throw. On a failed save, the creature is enchanted for the duration.

Nothing (not physical objects, not energy, not other spell effects) can pass through this barrier, in or out, although a creature within the sphere can breathe without difficulty. The sphere is immune to all damage, and a creature inside it cannot be harmed by attacks or effects originating from outside it, nor can a creature inside the sphere damage anything outside it. The sphere is weightless and just large enough to hold the creature or object inside. An enveloped creature can use 1 Action to push against the walls of the sphere and then roll it up to half the creature's speed. Likewise, the orb can be picked up and moved by other creatures.

A disintegrate spell that targets the orb destroys it without damaging anything inside.

Fiery Sphere

School: Fire

Level: 2, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a little tallow, a pinch of sulfur and a handful of powdered iron)

Duration: 1 minute

For the duration of the spell, a sphere 3 feet in diameter appears in a space within range, chosen by you. Any creature that ends its round within 3 feet of the sphere must make a Reflex saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As an action you can move the sphere 30 feet. If you crash the sphere into a creature, the creature must make a saving throw against the sphere's damage, and the sphere will stop moving for that round. When you move the sphere, you can move it over barriers up to 1 meter high, and make it jump spaces up to 3 meters wide. The sphere ignites flammable objects not being worn or carried, and radiates bright light in a 10-foot radius and dim light for an additional 10 feet.

While you have this spell active you are distracted when casting other spells.

For each Magic Critical Success obtained in the Magic Test the damage increases by 1d6.

Blur

School: Illusion

Level: 2, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V

Duration: 1 minute

Your body becomes blurry, indistinct and shaky to anyone who sees you. For the duration of the spell, all creatures have -1d6 on attack rolls against you. Attackers who do not rely on sight are immune to this effect, for example if they have blindsight or are able to distinguish illusions, such as true seeing.

Piercing Gaze

School: Necromancy

Level: 6, Very Rare

Launch Time: 2 Shares

Range: Personal

Components: V, S

Duration: Concentration, maximum 1 minute

For the duration of the spell, your eyes transform into a black void infused with terrible power. A creature of your choice within 60 feet of you that you can see must succeed on a Will save or suffer one of the following effects of your choice for the duration. During each of your rounds, until the spell ends, you can use two Actions to target another creature, but you cannot again target a creature that succeeds at a saving throw against this piercing gaze cast.

- *Asleep*. The target falls unconscious. It awakens if it takes any amount of damage or if another creature uses 2 Actions to rouse it from sleep.

- *Sick*. The target has -1d6 on attack rolls and ability checks. At the end of each of his rounds, he can make another Will saving throw. If it succeeds, the effect ends.

- *Panicked*. The target is scared of you. During each of its rounds, the frightened creature must use two Move Actions and move away from you by the shortest and safest route possible, unless it has no room to move. If the target moves to a location at least 60 feet away from you, where it cannot see you, this effect ends.

Silence

School: Illusion

Level: 2, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: V, S

Duration: 10 minutes

For the duration of the spell, no sound can be created within or through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object that is completely inside the sphere is immune to sonic damage, and creatures that are completely inside it are deafened. It is impossible to cast a spell that includes a verbal component while inside it.

For each Magical Critical Success obtained in the Magic Test the duration doubles.

Symbol School: Abjuration

Level: 7, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (mercury, phosphorus, and powdered diamond and opal with a total value of at least 1000 gp, which the spell consumes)

Duration: Until dispelled or activated

When you cast this spell, you inscribe a harmful glyph on a surface (such as a section of floor, wall, or table) or inside an object that can be closed to hide the glyph (such as a book, scroll, or chest). If you choose a surface, the glyph can cover a surface area no larger than 10 feet in diameter. If you choose an object, that object must stay in place; if the object is

moved more than 10 feet from where the spell was cast, the glyph is broken, and the spell ends without being activated.

The glyph is nearly invisible and can be found with a Survival check against your spells' saving throw DC. You decide what activates the glyph when the spell is cast.

For glyphs inscribed on a surface, typical activation includes touching or standing over the glyph, removing another object covering the glyph, moving within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. glyph.

For glyphs inscribed on an object, typical activation includes opening the object, moving within a certain distance of the object, or seeing or reading the gly-

ph. You can refine the activation so that the spell activates only under certain circumstances or according to certain physical peculiarities (such as height or weight) or species of creature (for example, the protection could act against hags or shapeshifters). You can also set conditions to prevent the glyph from being triggered, such as saying a password.

When inscribing the glyph choose one of the following options as its effect. Once activated, the glyph glows, filling a 60-foot sphere of dim light for 10 minutes, after which the spell ends. Any creature in the sphere when the glyph activates becomes the target of its effect, as does a creature that enters the sphere for the first time during a round or ends its round there.

- *Dementia*. Each target must make a Will saving throw. If the saving throw fails, the target becomes demented for 1 minute. A demented creature cannot perform actions, does not understand what others say to it, cannot read, and speaks only in a slur. The Narrator controls their movements, which are erratic.

- *Discord*. Each target must make a Fortitude saving throw. On a failed save, the target begins bickering and arguing with another creature for 1 minute. During this time, he is unable to make any meaningful communications and has -1d6 on attack rolls and ability checks. *Ache*. Each target must make a Fortitude saving throw. On a failed save, the target is incapacitated by searing pain.

- *Death*. Each target must make a Fortitude saving throw, taking 10d10 void damage on a failed save, or half as much damage on a successful one.

- *Fear*. Each target must make a Will save, and be frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its rounds, if able.

- *No Confidence*. Each target must make a Will saving throw. On a failed save, the target is overcome by despair for 1 minute. During this time, you can't attack or target any creatures with harmful abilities, spells, or other magical effects.

- *Sleep*. Each target must make a Will saving throw, and fall unconscious for 10 minutes on a failed save.

A creature awakens if it takes damage or if someone uses an action to awaken it.

- *Stunning*. Each target must make a Will saving throw, and be stunned for 1 minute on a failed save.

Simulacrum

School: Illusion

Level: 7, Rare

Launch Time: 12 hours

Range: Contact

Components: V, S, M (plenty of snow or ice to create a life-size copy of the duplicated creature; some hair, nails or other piece of that creature's body to place in the snow or to the ice; and a powdered ruby worth 1,500 gp, scattered over the duplicate and consumed by the spell)

Duration: Until dissolved

You create an illusory duplicate of a beast or humanoid that remains within range for the spell's entire casting time. The duplicate is a creature, partly real and made of ice or snow, that can take actions and interact like a normal creature. It appears to be identical to the original, but has half the maximum hit points of that creature, half the Magical Proficiency and Weapon Proficiency scores, and comes without equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates.

The simulacrum is friendly towards you and the creatures you indicate. It obeys commands you speak, moving and acting according to your wishes and acting during your round in combat. The simulacrum lacks the ability to learn or become more powerful, and therefore never increases in level or characteristics, nor can it regain spent spell slots.

If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point recovered. The simulacrum remains until it drops to 0 hit points, at which point it transforms back into snow and instantly melts. If you cast this spell again, any duplicates you create with this spell currently active are immediately destroyed.

Dream

School: Illusion

Level: 5, Uncommon

Launch Time: 2 Shares

Range: Special

Components: V, S, M (a handful of sand, a tip of ink, and a writing pen taken from a sleeping bird)

Duration: 8 hours

This spell shapes a creature's dreams. Choose a creature known to you as the target of the spell. The target must be on the same plane of existence as you. Creatures that don't sleep can't be affected by this spell. You or a willing creature you are in contact with enters a trance state, acting as a messenger. While in trance, the messenger is aware of his surroundings, but cannot take actions or move.

For the duration of the spell, if the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as the target remains asleep. The messenger can also shape the dream en-

vironment, creating terrain, objects, and other images. The messenger can emerge from the trance at any time, ending the spell's effect early. Upon awakening, the target remembers his dream perfectly. If the target is awake when you cast the spell, the messenger becomes aware of this and can end the trance (and the spell) or wait for the target to fall asleep. The messenger may then appear in the target's dreams. You can make the messenger appear monstrous and terrifying to the target. If you do so, the messenger can deliver a message of up to ten words and then the target must make a Will saving throw. On a failed save, the echoes of the frightening monstrosity generate a nightmare for the duration of the target's sleep, preventing the target from gaining any benefit from that rest. Additionally, when the target awakens, it takes 3d6 damage.

If you have a lock of hair, clipped nails, or similar portion of the target's body, he makes his saving throw with -1d6.

Nap

School: Alteration

Level: 2, Legendary

Cast Time: 1 round

Range: 6 metres

Components: V, S, M (a feather, a piece of white cotton)

Duration: 1 minute

This spell allows the caster to put up to 1 creature per Magical Expertise/4 to rest for 1 hour. The creature must be consenting.

This hour of rest is equivalent to 8 hours of rest when it comes to recovering Magic Points and Hit Points. You cannot benefit from the spell more than once in 36 hours.

For each Magical Critical Success obtained in the Magic Test you influence 1 more creature.

Sleep

School: Enchantment

Level: 1, Municipality

Launch Time: 2 Shares

Range: 27 metres

Components: V, S, M (a pinch of sand, rose petals or a cricket)

Duration: 1 minute

This spell places creatures in a magical torpor. Roll 5d8 the total is the number of hit points of creatures on which the spell can act. Creatures within 20 feet of your chosen point within range are affected in ascending order of Hit Points (ignoring unconscious creatures).

Starting with the creature with the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper. Subtract each creature's hit points from the total before considering the creature with the next lowest hit point value. A creature's hit points must be equal to or less than the remaining total for the effect to affect it. Undead and creatures that cannot be

charmed are not affected by this spell.

For each Magical Critical Success achieved in the Magic Test you affect 2d8 additional Hit Points.

Arcane Sword

School: Invocation

Level: 7, Rare

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a miniature platinum sword with a copper and zinc hilt and pommel, worth 250 gp)

Duration: Concentration, maximum 1 minute

For the spell's duration, you create a floating sword-shaped plane of force within range. When the sword appears, you make a melee attack with CM modifier + spell modifier against a target you choose within 1 meter of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use an action each of your rounds to move the sword 20 feet to a point you can see and repeat this attack against the same or different target.

Colored Spray

School: Illusion

Level: 1, Municipality

Launch Time: 2 Shares

Range: Personal (3 meter cone)

Components: V, S, M (a pinch of dust or sand that is colored red, yellow and blue)

Duration: 1 round

A burst of dazzling, colorful lights emits from your hand. Roll 6d10; the total is the amount of hit points of creatures this spell affects. Creatures in a 10-foot cone originating from you are affected in ascending order of their current Hit Points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the fewest current hit points, each creature subject to this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit point total. A creature's hit points must be equal to or less than the remaining total for the spell to affect it.

For each Magical Critical Success obtained in the Magic Test roll 1d10 additional Hit Points.

Prismatic Spray

School: Invocation

Level: 7, Rare

Launch Time: 2 Shares

Range: Personal (18 meter cone)

Components: V, S

Duration: Instant

Eight rays of multicolored light shoot out from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Reflex saving throw. For each target, roll a d8 to determine the color of the beam that hit it.

- 1. *Red.* The target takes 10d6 fire damage on a failed save, or half as much damage on a successful

one.

- 2. *Orange.* The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.

- 3. *Yellow.* The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

- 4. *Green.* The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.

- 5. *Blue.* The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.

- 6. *Indigo.* If the saving throw fails, the target is restrained. He must then make a Fortitude saving throw at the start of each of his rounds. If you succeed at the saving throw three times, the spell ends. If you fail your save three times, you are permanently turned to stone and become victim to the petrified condition. Successes and failures do not have to be consecutive; keep track of both until the target has obtained three of the same type.

- 7. *Violet.* If the saving throw fails, the target is blinded. It must then make a Will saving throw at the start of your next round. On a successful save, the blindness ends. If the saving throw fails, the creature is transported to another plane of existence of the Storyteller's choice and is no longer blinded (usually, a creature that is not on its home plane is exiled to it, while other creatures they are usually brought to the Astral or Ethereal planes).

- 8. *Special.* The target is hit by two beams. Roll twice more, rerolling 8s.

Poison Spray

School: Animals and Plants

Level: 0, Uncommon

Cast Time: 1 Action

Range: 3 metres

Components: V, S

Duration: Instant

You extend your hand toward a creature within range and that you can see, and project a cloud of poisonous gas from your palm. The creature must succeed on a Fortitude save or take 1d12 poison damage.

The damage of the spell increases by 1d8 when you reach CM 5, CM 11 and CM 17, but it costs 2 Actions to cast it enhanced and 2 Magic Points, it is also necessary to have taken Adept of Magic in this Magic List a number of times equal to the enhancements that you want to apply.

For every two Magical Critical Successes obtained in the Magic Test you affect another creature within range.

Dazzling Grip

School: Air

Level: 0, Municipality

Cast Time: 1 Action

Range: Contact

Components: V, S

Duration: Instant

Lightning flashes from your hands, shocking a creature you try to make contact with. Make a melee spell attack against the target. You have +1d6 on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and can't take reactions until the start of its next round.

The damage of the spell increases by 1d8 when you reach CM 5, CM 11 and CM 17, but it costs 2 Actions to cast it enhanced and 2 Magic Points, it is also necessary to have taken Adept of Magic in this Magic List a number of times equal to the enhancements that you want to apply.

For two each Magical Critical Success obtained in the Magic Test the damage increases by 1d8

Kyrian Currant Juice Concentrate

School: Animals and Plants, Earth

Level: 2, Uncommon

Launch Time: 2 Shares

Range: 9 metres

Components: V, M (12 currants that the spell consumes)

Duration: 1 minute

You extract the acidic sap from the currants and project a line of acid spray 30 feet long and 3 feet wide in a direction of your choice. Each creature in the line must succeed on a Reflex saving throw or be covered in acid for the duration of the spell or until a creature uses two actions to wash the acid off itself or another creature. A creature covered in acid takes 2d4 acid damage at the start of each of its rounds.

For each Magical Critical Success obtained in the Magic Test the damage increases by 2d4

Hint

School: Enchantment

Level: 2, Municipality

Launch Time: 2 Shares

Range: 9 metres

Components: V, M (a snake's tongue and a piece of honeycomb or a drop of sweet oil)

Duration: 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature of your choice that you can see and hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be spoken so that the course of action sounds reasonable. Asking a creature to stab itself, throw itself on a spear, set itself on fire, or do some other obviously harmful act automatically negates the spell's effects.

The target must make a Will saving throw. If it fails the saving throw, it follows the course of action you describe to the best of its ability. The suggested course of action may continue for the duration of the spell. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes doing what was asked.

You can also specify conditions that will trigger a special activity for the spell's duration. For example, you might suggest that a knight give up his warhorse to the first beggar he comes across. If the condition

is not met before the spell ends, the activity will not be performed. If you or any of your companions damage the target, the spell ends.

Mass Suggestion

School: Enchantment

Level: 6, Uncommon

Launch Time: 2 Shares

Range: 18 metres

Components: V, M (a snake's tongue and a piece of honeycomb or a drop of sweet oil)

Duration: 24 hours

You suggest a course of activity (limited to one or two sentences) and magically influence up to twelve creatures within range that you can see and hear and understand you, chosen by you. Creatures that can't be charmed are immune to this effect. The suggestion must be spoken so that the course of action sounds reasonable. Asking a creature to stab itself, throw itself on a spear, set itself on fire, or do some other obviously harmful act automatically negates the spell's effects.

Each target must make a Will saving throw. If it fails the saving throw, it follows the course of action you describe to the best of its ability. The suggested course of action may continue for the duration of the spell. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes doing what was asked.

You can also specify conditions that will trigger a special activity for the spell's duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they come across. If the condition is not met before the spell ends, the activity will not be performed. If you or any of your companions harm a creature affected by this spell, the spell ends for that creature.

For each Magical Critical Success obtained in the Magic Test add one day to the duration.

Thaumaturgy

School: Universal

Level: 0, Uncommon

Launch Time: 2 Shares

Range: 9 metres

Components: V

Duration: Maximum 1 minute

You manifest within range a minor trick, a sign of supernatural power. You create one of the following magical effects within range:

- Your voice sounds three times louder than normal for 1 minute.
- Cause the flames to flicker, grow stronger, dimmer, or change color for 1 minute.
- Causes harmless tremors on the ground for 1 minute.
- You create an instantaneous noise, such as a clap of thunder, the call of a crow, or an eerie whisper, originating from a point within range of your choosing.
- Cause an unlocked door or window to swing open

or slam shut.

- Change the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can keep up to three one-minute effects active at a time, and you can end these effects with an action.

For each Magical Critical Success obtained in the Magic Test you can manifest an additional magical effect.

Telekinesis

School: Transmutation

Level: 5, Uncommon

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: Concentration, maximum 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you cast this spell, and as 2 actions during each round, you can exert your will on one creature or object within range and that you can see, causing the appropriate effect among the following. You can always act on the same target round after round, or choose a new one each time. If you change targets, the previous target is no longer subject to the spell. *Creature*. You can attempt to move a Huge or smaller creature. Make an opposing saving throw between your Willpower with your spellcasting ability modifier versus a Fortitude saving throw. If you win the contest, you move the creature 30 feet in any direction, including upward, but not exceeding the spell's range. Until the end of your next round, the creature is restrained by your telekinetic grasp. A creature lifted high remains suspended in mid-air.

In subsequent rounds, you can use 2 Actions to attempt to maintain your telekinetic hold on the crea-

ture by repeating the contest. *Item*. You can attempt to move an object weighing up to 500 pounds. If the item is not being worn or carried, you automatically move it 30 feet in any direction, but not beyond the spell's range.

If the object is being worn or carried by a creature, you must make a saving throw pitting your Willpower with your spellcasting ability modifier against a Fortitude save modified by the Strength of the creature holding it. If you win the contest, you drag the object away from that creature and move it 30 feet in any direction, but not beyond the spell's range.

You can exert precise control over objects with your telekinetic grasp, allowing you to manipulate a simple tool, open a door or container, insert or retrieve an object from an open container, or pour material into a vial.

Teleport

School: Summon

Level: 7, Municipality

Launch Time: 2 Shares

Range: 3 metres

Components: V

Duration: Instant

This spell instantly teleports you and eight other willing creatures (or a single object) within range and that you can see, chosen by you, to a destination of your choosing. If the target is an object, it must fit within a 10-foot cube, and cannot be held or carried by an unwilling creature.

The destination you choose must be known to you, and must be on the same plane of existence as you. Your familiarity with the destination determines whether you get there.

The DM rolls a d100 and consults the table.

d100	Error	Similar Area	Off Target	On Target
Permanent circle	-	-	-	01-100
Associated Object	-	-	-	01-100
Very Familiar	01-05	06-13	14-24	25-100
Seen by chance	01-33	34-43	44-53	54-100
Seen once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False Destination	01-50	51-100	-	-

Permanent Circle indicates a permanent teleportation circle for which you know the seal sequence.

Associated item indicates that you possess an item taken within the last six months from the desired destination, such as a book from a wizard's library, linens from the royal suite, or a piece of marble from a lich's secret tomb.

Very familiar is a place you have been very often, a place you have studied carefully, or a place you can see when you cast the spell.

Seen by chance is a place you have seen more than once but are not very familiar with.

Seen once is a place you have seen only once, perhaps through magic.

Description is a place whose location and appearance

you know only through someone else's description, perhaps a map.

False destination is a place that doesn't exist. Maybe you tried to peer into an enemy's hideout but instead saw an illusion, or you're trying to teleport to a familiar place that no longer exists.

On Target. You and your party (or the target item) appear wherever you wish.

Out of Target. You and your party (or the target object) appear a random distance from the destination in a random direction. The distance off target is $1d10 \times 1d10$ percent of the distance travelled. For example, if you tried to travel 110 miles, land off target, and roll a 5 and a 3 on two d10s, then you would be 15% off target, or 17 miles. The Storyteller determi-

nes the off-target direction randomly, rolling a d8 and indicating the 1 as north, the 2 as northeast, the 3 as east, and so on following the compass directions. If you're teleporting to a coastal city and end up 17 miles out at sea, you could be in trouble!

Similar Area. You and your party (or the target object) end up in a different area that is visually or thematically similar to the target area. For example, if you are headed to your personal laboratory, you may end up in another spellcaster's laboratory or in an alchemical item shop that has many of the tools and instruments in your laboratory. Typically, you appear in the closest similar location, but since the spell has no range limit, you could end up almost anywhere on the same plane.

Error. The unpredictable magic of the spell causes a difficult journey. Each teleported creature (or the target object) takes 3d10 force damage, and the Storyteller rerolls on the table to see where they end up (multiple errors can occur, dealing damage every time).

NOTE: Teleporting from Curyan to Tiya and vice versa has only a 5

Firestorm

School: Fire
Level: 7, Rare
Launch Time: 2 Shares

Range: 45 metres

Components: V, S

Duration: Instant

A storm composed of roaring flames appears at a point within range, chosen by you. The storm area consists of up to ten 10-foot cubes, which you can arrange however you like. Each cube must have at least one face adjacent to that of another cube. Each creature in the area must make a Reflex saving throw. She takes 7d10 fire damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that are not being worn or carried. If desired, plant life in the area remains unharmed by the effects of this spell.

For each Magical Critical Success obtained in the Magic Test you increase the area of a cube with an edge of 3 metres.

Saving Throw Success/Critical Failure: In case of a critical failure the damage is doubled, in case of a critical success the damage is further halved

Ice Storm

School: Water, Air
Level: 4, Uncommon
Launch Time: 2 Shares

Range: 90 metres

Components: V, S, M (a pinch of powder and a few drops of water)

Duration: Instant

A hailstorm of ice hits the ground in a cylinder 6 meters in radius and 12 meters high centered on a point within range. Each creature in the cylinder must make a Reflex saving throw. The creature takes 2d8 blud-

geoning damage and 4d6 cold damage on a failed save, or half as much on a successful one. Hail turns the storm's area of effect into difficult terrain until the end of your next round.

For each Magical Critical Success obtained in the Magic Test the damage increases by 2d8.

Saving Throw Success/Critical Failure: On a critical failure the damage is doubled, on a critical success the damage is further halved

Sleet Storm

School: Water
Level: 3, Very Rare
Launch Time: 2 Shares

Range: 45 metres

Components: V, S, M (a pinch of powder and a few drops of water)

Duration: 1 minute

Until the spell ends, freezing rain and sleet falls in a 20-foot-tall, 40-foot-radius cylinder centered at a point you choose within range. The area is in dim light, while the exposed flames are extinguished. The ground in the area is covered in slippery ice, making it difficult terrain. When a creature enters the spell's area for the first time during a round or begins its round there, it must make a Reflex saving throw. If she fails, she falls prone. If a creature in the spell's area is concentrating, it must succeed at a Fortitude save against the spell's save DC or lose concentration.

Black Tentacles

School: Summon
Level: 4, Uncommon
Launch Time: 2 Shares

Range: 27 metres

Components: V, S, M (a piece of giant octopus or giant squid tentacle)

Duration: 1 minute

Slimy ebony tentacles fill a 20-foot square on the ground, within range and visible to you. For the duration of the spell, these tendrils transform the area into difficult terrain.

When a creature enters the affected area for the first time in a round or begins its round here, it must succeed on a Reflex saving throw or take 3d6 bludgeoning damage and be **entangled** by the tentacles until the end of the spell. A creature that begins its round in the area and is already entangled by the tentacles takes 3d6 bludgeoning damage. A creature entangled by the tentacles can use 2 actions to make a new saving throw to be free that round.

Earthquake

School: Earth
Level: 8, Very Rare
Launch Time: 2 Shares

Range: 150 metres

Components: V, S, M (a pinch of soil, a piece of stone and a lump of clay)

Duration: Concentration, maximum 1 minute

You cause a seismic disturbance at a point on the terrain within range and that you can see. For the duration, an intense tremor shakes the ground in a 100-

foot radius circle centered on that point and shakes creatures and structures in that area that are in contact with the ground. The terrain in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Fortitude saving throw. If he fails, his concentration is broken.

When you cast this spell and at the end of each round you spend concentrating on it, each creature in the area that is on the ground must make a Reflex saving throw. On a failed save, the creature falls prone.

This spell has additional effects depending on the type of terrain in the area, at the Storyteller's discretion. Fissures. At the beginning of the round following the one in which you cast the spell, rifts open throughout the spell's area. A total of 1d6 fissures open at locations chosen by the Storyteller. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one side of the spell's area to the other. A creature standing where a fissure opens must succeed on a Reflex save or fall into it. A creature that succeeds on its saving throw moves to the edge of the fissure as it opens.

A fissure opening under a structure causes it to immediately collapse (see below). Structures. The tremor deals 50 bludgeoning damage to any structures in contact with the ground in the area when you cast the spell and at the end of each of your rounds until the spell ends. If a structure drops to 0 hit points, it collapses and may harm nearby creatures. A creature that is half the height of the structure or less away from the structure must make a Reflex saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, falls prone, and is submerged in rubble. He will then have to take 2 actions and succeed at a DC 20 Dexterity (Athletics) check to free himself. The Storyteller can adjust the DC up or down, depending on the nature of the rubble. On a successful save, the creature takes only half damage and does not fall or become buried.

Illusory Ground

School: Illusion

Level: 4, Uncommon

Launch Time: 10 minutes

Range: 90 metres

Components: V, S, M (a stone, a twig and a piece of green plant)

Duration: 24 hours

Make a piece of natural terrain within range, in a 500-foot cube, look, sound, and smell like some other type of natural terrain. As a result, open fields or a road may be transformed into a swamp, hills, a crevasse, or some other type of difficult or impassable terrain.

A pond can be transformed into a grassy clearing, a precipice into a gentle slope, a rock-strewn ravine into a wide, smooth road. Built structures, equipment, and creatures within the area do not change in appearance.

The tactile features of the terrain are unchanged, so creatures that enter the area are likely to reveal the illusion. If the difference isn't obvious upon contact, a creature warily examining the illusion can attempt

an Awareness check against your spells' saving throw DC to disbelieve it. A creature that recognizes the illusion for what it is perceives it as a vague image superimposed on the ground.

Icy Touch

School: Necromancy

Level: 0, Municipality

Cast Time: 1 Action

Range: 36 metres

Components: V, S

Duration: 1 round

You create a skeletal ghostly hand in the space of a creature within range. Make a ranged spell attack against the creature, attacking it with the chill of death. On a hit, the target takes 1d8 Void damage, and cannot regain Hit Points until the start of your next round. Until then, the hand will remain locked on the target. If you hit an undead target, it also has -1d6 on attack rolls against you until the end of its next round.

The damage of the spell increases by 1d8 when you reach CM 5, CM 11 and CM 17, but it costs 2 Actions to cast it enhanced and 2 Magic Points, it is also necessary to have taken Adept of Magic in this Magic List a number of times equal to the enhancements that you want to apply.

For every two Magical Critical Successes obtained in the Magic Test you create an additional skeletal hand that must attack a different creature within range.

Vampiric Touch

School: Necromancy

Level: 3, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S

Duration: 1 minute

Contact with your shadow-shrouded hand can drain the life force of others to heal your wounds. Make a melee spell attack against a creature within range. If you hit, the target takes 3d6 Void damage, and you regain a number of Hit Points equal to half the Void damage you dealt. Until the spell ends, you can make this attack again each round as your attack action.

While you have this spell active you are considered Distracted for casting other spells.

For each Magical Critical Success obtained in the Magic Test the damage increases by 1d12.

Hypnotic Plot

School: Illusion

Level: 3, Municipality

Launch Time: 2 Shares

Range: 36 metres

Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

Duration: 1 minute

You create a twisting pattern of colors at range that moves through the air inside a 30-foot cube. The plot appears for a moment and then vanishes. Each creature in the area that sees the pattern must make a

Will saving throw. On a failed save, a creature is charmed for the duration. While charmed by this spell, the creature is incapacitated and has speed 0. The spell ends for the affected creature if it takes damage or if someone uses an action to shake it from its dazed state.

Transformation

School: Transmutation

Level: 9, Rare

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a jade circlet worth at least 1,500 gp, which you must place on your head before casting the spell)

Duration: 1 hour

You take the form of a different creature for the duration. The new form can be that of any creature whose challenge rating is equal to or lower than your CM. The creature cannot be a construct or undead, and you must have seen it at least once. You transform into an average example of that creature, one with no specific Abilities. You can remain in your assumed form until the spell ends. You automatically retransform if you fall unconscious, drop to 0 hit points, or die. Your game statistics are replaced by the statistics of the chosen creature, except your Traits, and your Intelligence, Wisdom, and Charisma scores. You retain all your skill proficiencies and saving throws, as well as gaining those of the creature. If the creature has the same skills as you and the bonus listed in its statistics is higher than yours, use the creature's bonus instead of yours. You cannot use any additional actions or lair actions of the new form.

When you transform, you take on the creature's Hit Points and Hit Dice. When you return to your normal form, you return to the number of Hit Points you had before you transformed. However, if you retransform because you have been reduced to 0 Hit Points, all excess damage is returned to your original form. Unless the excess damage reduces your normal form to 0 Hit Points, you will not fall unconscious.

You retain all the benefits of any Skill you possess, race, or other source and can use them if the new form is physically capable of using them. However, you cannot use any of your special senses, such as darkvision, unless the new form also possesses the same sense. You can speak only if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground in your space, merges with your new form, or is worn by it. Worn gear functions as normal, but it is up to the Storyteller to decide whether it is comfortable for the new form to wear such a piece of gear, based on the creature's size and dimensions. Your equipment does not change size or adapt to the new form, and any equipment that the new form cannot wear must be dropped or fused with the new form. Equipment that fuses is ineffective.

During the spell's duration, you can use two actions to assume a different form following the same restric-

tions and rules as your original form, with one exception: if your new form has more Hit Points than your current form, your Hit Points remain at their current level.

NOTE: You must be a follower of Ephrem or Shayalia to learn this spell

Restser's Furious Transformation

School: Transmutation

Level: 6, Very Rare

Launching Time: 2 Actions

Range: Personal

Components: V, S, M (20cc of alcoholic drink that is consumed by casting the spell, a magical weapon)

Duration: 1 round for Magical Proficiency

This spell allows a spellcaster to channel his magical energies into transforming himself into a powerful fighter.

Until the end of the spell's duration, your weapon proficiency becomes equal to your magical proficiency.

Based on the magical weapon held in your hand at the time of the spell, you become competent in the Weapons List to which that weapon belongs. If the weapon is present in multiple lists, the spellcaster will choose the list. The caster gains the abilities of that Weapon List as if he had chosen it a number of times equal to half his points in Magical Expertise.

The caster gains 4 temporary hit points per point of magical proficiency possessed. The unchanged scores of the physical characteristics (Strength, Dexterity and Constitution) become 2 if lower than 2.

For the duration of the spell the caster is no longer able to cast spells.

Arboreal Translation

School: Animals and Plants

Level: 5, Rare

Launch Time: 2 Shares

Range: Personal

Components: V, S

Duration: maximum 1 minute

You gain the ability to enter a tree and move from inside it to another tree of the same species within 500 feet. Both trees must be alive and at least the same size as you. You must use 1 meter of movement to enter the tree. You instantly learn the location of all other trees of the same species within 150 meters, and as part of the movement taken to enter the tree, you can pass into one of the other trees or exit the tree you entered. You respawn at a point of your choice within 1 meter of the destination tree, using 1 more Move Action. If you have no movement left to use, you respawn within 1 meter of the tree you entered. You can use this transportation ability once per round for the spell's duration. You must end each round outside of a tree.

Plant Transport

School: Animals and Plants

Level: 6, Very Rare

Launch Time: 2 Shares

Range: 3 metres

Components: V, S

Duration: 1 round

This spell creates a magical bond between an inanimate plant of Large or greater size within range and another plant, at any distance, on the same plane of existence. You must have seen or come into contact with the target vegetable at least once. For the duration of the spell, any creature can enter the target plant and exit the target plant using 1 move action.

Rope Trick

School: Transmutation

Level: 2, Municipality

Launch Time: 1 minute

Range: Contact

Components: V, S, M (powdered wheat extract and a string of parchment)

Duration: 1 hour

You come into contact with a piece of rope up to 18 meters long. One end of the string rises into the air until the string hangs perpendicular to the ground. At the opposite end of the rope, an invisible entrance opens into an extradimensional space that remains until the spell ends.

Extradimensional space can be reached by climbing to the top of the rope (Climb check DC 15). The space can hold up to 2 Medium or smaller creatures. The rope can be dragged through space, causing it to disappear from the sight of those outside it.

Attacks and spells cannot pass through the gateway into or out of extradimensional space, but those inside can see out as if they were seeing through a 3-by-3-foot window centered on the string. The Detect Magic spell allows you to see the opening. Anything in extradimensional space falls out when the spell ends. **For each Magical Critical Success obtained** in the Magic Test the duration doubles or another medium or smaller creature can fit there.

One with the stone

School: Earth

Level: 3, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: 8 hours

You enter a stone object or surface large enough to contain your entire body, fusing with the stone along with any equipment you carry for the duration. Using your movement, you enter the stone at a point you are in contact with. Nothing remains of your presence that remains visible or otherwise detectable by non-magical senses. While you are fused with the stone, you cannot see what is happening outside it, and any Awareness check you make to hear the sounds made outside it is made with -1d6. You remain aware of the passage of time and can cast spells on yourself while fused with the stone. You can use your movement to leave the stone and reappear where you entered it, thus ending the spell. Otherwise you can't move.

Minor damage to the stone doesn't harm you, but partially destroying it or changing its shape (so that you can no longer fit inside it) ejects you from it and deals 6d6 bludgeoning damage. Completely destroying the stone (or transmuting it into another substance) causes you to be expelled and deals 50 bludgeoning damage. If you are ejected, you fall prone in an unoccupied space, closest to where you entered the stone.

For each Magical Critical Success obtained in the Magic Test the maximum duration increases by 1 hour.

Slimy

School: Animals and Plants

Level: 1, Municipality

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a piece of pork rind or butter or greasy meat)

Duration: 1 minute

Slippery grease covers the ground in a 10-foot square centered on a point within range, making it difficult terrain for the duration of the spell.

When the blubber appears, each target standing in the area must succeed on a Reflex save or fall prone. A creature that enters the area or ends its round there must succeed at a Reflex saving throw or fall prone.

See Invisibility

School: Divination

Level: 2, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a pinch of talc and a handful of silver dust)

Duration: 1 hour

For the duration of the spell, you see invisible creatures and objects as if they were visible, and you can also see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and transparent to you.

Speed

School: Transmutation

Level: 3, Uncommon

Launch Time: 2 Shares

Range: 9 metres

Components: V, S, M (a grated liquorice root)

Duration: 1 minute

You modify the passage of time by speeding it up around a maximum of 1d4 creatures in a 20-foot cube within range. Until the spell ends, targets can perform an additional Attack or Move Action. This spell counters and is countered by [Slow](#).

When the spell ends, targets cannot move or take Actions until their next round, while they become suddenly drowsy.

For each Magical Critical Success obtained in the Magic Test you can influence one additional creature.

For every three Magical Critical Success obtained in the Magic Test you can increase the Actions per round by an additional 1.

Surveillance and Interdiction

School: Abjuration

Level: 6, Uncommon

Launch Time: 10 minutes

Range: Contact

Components: V, S, M (burnt incense, a small measure of sulfur and oil, a tied thong, a small amount of earth giant's blood, and a small silver rod worth at least 10 mo)

Duration: 24 hours

You create a ward that protects up to 225 square meters of floor (a square area of 15 meters on a side, or one hundred squares of 1 meter on a side or twenty-five squares of 3 meters on a side). The restricted area can be up to 6 meters high, and shaped however you like. You can ward off multiple floors of a stronghold by dividing the area between them, as long as you can walk continuously in each adjacent area while casting the spell.

When you cast this spell, you can specify individuals who ignore any or all of this spell's effects. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

Surveillance and interdiction creates the following effects within the prohibited area.

Corridors. Fog fills all the forbidden corridors, making them heavily darkened. Additionally, at any intersection or fork in the passage that offers a choice of direction, there is a 50% chance that a creature, excluding you, will believe it is going in the direction opposite to the one it chose.

Doors. All doors in the forbidden area are magically locked, as if sealed by the Magic Lock spell. Additionally, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the minor illusion spell) to make them appear to be simple sections of wall.

Scale. Cobwebs cover all the stairs in the forbidden area from top to bottom, as per the cobweb spell. These threads regrow in 10 minutes if burned or torn while vigilance and interdiction remains active.

Other Spells in Effect. You can place one of the following magical effects of your choice within the building's restricted area

- Place dancing lights in four corridors. You can indicate a simple program that the lights will repeat for the duration of the vigilance and interdiction.
- Place magic mouth in two places.
- Nauseating Fog Square in two places. The vapors appear in the place you indicated; they return within 10 minutes if dispersed by the wind while surveillance and interdiction is still active.
- Place a constant gust of wind in a hallway or room.
- Place a suggestion in a location. Select a 3-foot square area, and any creature that enters or passes through that area mentally receives the suggestion.

The entire forbidden area radiates magic. A dispel magic spell cast against a specific effect, if successful, removes only that effect. You can create a

perpetually guarded and warded structure by casting this spell on it every day for one year.

If you score three critials the duration is permanent.

Vigour

School: Care

Level: 4, Rare

Launch Time: 2 Shares

Range: Meters contact

Components: V, S, M (water, salt, sugar)

Duration: 1 round for Magical Proficiency

The creature affected by this spell recovers one level of Fatigue, gaining $3d6$ Temporary Hit Points. He can concentrate his energy to take an Attack Action without multiattack penalty or take an additional Move Action.

Binding of Interdiction

School: Abjuration

Level: 2, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (a pair of platinum rings worth 50 gp each, which you and the target must wear for the duration)

Duration: 1 hour

You cast the spell on contact with a creature you want to protect. You create a mystical connection between you and the target until the spell ends. As long as the target is within 60 feet of you, it gains a +1 bonus on Defense and saving throws and has resistance to all damage. Additionally, whenever the target takes damage, you take the same amount. The spell ends if you drop to 0 hit points or you and the target move more than 60 feet away. It ends even if you cast it again on the same creature it's already affecting. You can end the spell with an action.

True Vision

School: Divination

Level: 6, Rare

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (an eye ointment that costs 25 gp; made of powdered mushrooms, saffron, and fat; is consumed by the spell)

Duration: 1 hour

You cast the spell on contact with a willing creature. The target receives the ability to see things as they really are. For the duration of the spell, the creature has true vision, notices secret doors hidden by magic, and can see into the Ethereal Plane, up to a range of 120 feet.

Displayed Life

School: Necromancy

Level: 1, Municipality

Launch Time: 2 Shares

Range: Personal

Components: V, S, M (a small amount of alcohol or distilled spirit)

Duration: 1 hour

Empowering yourself with a necromantic semblance of vitality, you gain $1d4 + 4$ temporary hit points for the duration.

For each Magical Critical Success obtained in the Magic Test you gain 5 temporary Hit Points.

Flying

School: Air

Level: 3, Municipality

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (a feather from the wing of any bird)

Duration: 10 minutes

You cast the spell on contact with a willing creature. For the duration of the spell, the target gains a flying speed of 60 feet. When the spell ends, if it is still in the air, the target falls unless it manages to stop its descent.

Casting a spell while flying is more complex, you are Distracted if you fail a DC 11 Fly check.

For each Magical Critical Success obtained in the Magic Test you can target an additional creature or double the duration.

Mental Shield

School: Abjuration

Level: 8, Uncommon

Launch Time: 2 Shares

Range: Contact

Components: V, S

Duration: 24 hours

Until the spell ends, a willing creature you are in contact with during the casting is immune to any effects that would sense its emotions or read its thoughts, divination spells, and the Charmed condition. the spell also negates wish spells and other spells or effects of similar power employed for influence the target's mind or gain information about it.

For each Magical Critical Success obtained in the Magic Test the duration doubles. If you get three criticals the duration is permanent.

Zone of Truth

School: Enchantment

Level: 2, Uncommon

Launch Time: 2 Shares

Range: 18 metres

Components: V, S

Duration: 10 minutes

You create a magical zone that protects against deception in a 10-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time in a round, or begins its round within it, must make a Will saving throw. On a failed save, the creature cannot deliberately utter lies while within range of the spell. You know whether a creature succeeds or fails its saving throw. A creature under the spell is aware of this and can therefore avoid answering questions that it would normally answer with a lie. This creature can give elusive answers as long as it stays within the bounds of truth.

Ancient and lost spells

The spells present here have been lost to history and only legends point to their existence.

These spells not only have Legendary Rarity but only the most erudite have heard of them. Very often these are spells that were contrary to the will of some Patron who took steps to eliminate them from history and knowledge.

Planar Ally

School: Summon

Level: 6, Legendary

Launch Time: 10 minutes

Range: 18 metres

Components: V, S

Duration: Instant

You beg an otherworldly entity for help. The being must be known to you: a god, a primordial, a demon prince, or some other creature of great power. That entity sends a celestial, elemental, or demon loyal to it to aid you, causing the creature to appear in an unoccupied space within range. If you know the name of a specific creature, you can speak its name when you cast this spell to request that creature's aid, though you may still receive another one (at the Storyteller's discretion).

When the creature appears, it is under no obligation to act in any particular way. You can ask the creature to perform a service in exchange for a reward, but it is not obligated to satisfy you. The task required could be easy (€9538fly us over the edge or €9539help us fight this battle) or complex (€9540spy on our enemies or €9541protect us during the our exploration of the underground). You must be able to communicate with the creature to bargain for its services. The reward can take many forms. A celestial might ask for a sizable donation of gold or magical items to an allied temple, while a demon might ask for a human sacrifice or the gift of treasure. Some creatures may exchange their services for a quest that you must undertake on their behalf. As a general rule, a task that can be measured in minutes requires a reward of 100 gp per minute. A task measured in hours requires 1000 gp per hour. A task measured in days (maximum 10 days) requires 10,000 gp per day. The Storyteller can modify these rewards based on the circumstances under which the spell was cast. If the task aligns with the creature's morals, the request for payment may be halved or even canceled. Non-dangerous tasks usually ask for only half of the suggested payment, while very dangerous tasks may require higher donations. It is rare for these creatures to accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon period of service has ended, the creature will return to its home plane after reporting to you, if appropriate to the task performed and if possible. If you are unable to agree on a price for the creature's services, the creature will immediately return to its home plane. A creature conscripted to join your party is considered a member of your party, and receives a full share of the experience point rewards.

Moon Flare

School: Invocation

Level: 2, Legendary

Launch Time: 2 Shares

Range: 36 metres

Components: V, S, M (several night beauty seeds and a piece of opalescent plush)

Duration: Concentration, maximum 1 minute

A silvery beam of pale light shines in a 3-foot-radius, 40-foot-tall cylinder centered at a point within range. Until the spell ends, a dim light fills the cylinder.

When a creature enters the spell's area for the first time during a round or begins its round here, it is engulfed in ghostly flames that cause terrible pain, and must make a Fortitude saving throw. It takes 2d10 Light damage on a failed save, or half as much damage on a successful one. A shapeshifter saves -1d6. If he fails, he immediately returns to his original form and cannot assume a different form until he leaves the spell's light.

During each of your rounds after casting the spell, you can use an action to move the 18 meter beam in any direction.

For each Magical Critical Success obtained in the Magic Test the damage increases by 1d10.

Contact Other Planes

School: Divination

Level: 5, Legendary

Launch Time: 1 minute

Range: Personal

Components: V

Duration: 1 minute

You mentally contact a demigod, the spirit of a long-deceased sage, or some other mysterious entity from another plane. Contacting extraplanar Intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Will save. If you fail, you take 6d6 points of damage and are left demented until dawn the next day. While demented, you cannot perform actions, you cannot understand what other creatures are saying, you cannot read, and you speak only in ramblings. The greater restoration spell can end this effect. If you succeed on the saving throw, you can ask the entity up to five questions. You must ask the questions before the spell ends. The Narrator will answer each question with one word: *yes, no, maybe, never, irrelevant or confused* (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the Storyteller might give a short sentence instead.

Summon Celestials

School: Summon

Level: 7, Legendary

Launch Time: 1 minute

Range: 27 metres

Components: V, S

Duration: 10 minutes

You summon a celestial of challenge rating 4 or lower that appears in an unoccupied space within range and that you can see. The celestial disappears when he drops to 0 hit points or the spell ends. The celestial is friendly toward you and your companions for the duration of the spell. He rolls initiative for the celestial, who acts during his own round. He obeys any verbal command given to him (without requiring you to take any action), as long as he does not violate his Traits. If you do not give commands to the celestial, it will defend itself from hostile creatures, but will not perform other actions. **For each Magical Critical Success obtained** in the Magic Test you increase the CR of the summoned creature by one.

Summon Woodland Creatures

School: Summon

Level: 4, Legendary

Launch Time: 2 Shares

Range: 18 metres

Components: V, S, M (a summoned creature holly berry)

Duration: 1 hour

You summon fey spirits that appear in unoccupied spaces within range that you can see. Choose one of the following options to determine what appears:

- A fey of challenge rating 2 or lower
- Two fey of challenge rating 1 or lower
- Four fey of challenge rating 1/2 or lower
- Eight fey of challenge rating 1/4 or lower

A summoned creature disappears when it drops to 0 hit points or when the spell ends. Summoned creatures are friendly towards you and your companions.

For each Magical Critical Success obtained two additional creatures of a lower rank or one of a higher rank will appear in the Magic Test.

Summon Kobold

School: Summon

Level: 6, Legendary

Launch Time: 1 minute

Range: 27 metres

Components: V, S

Duration: 1 hour

You summon a fey spirit of challenge rating 6 or lower, or a fey spirit that takes the form of a beast of challenge rating 6 or lower. It appears in an unoccupied space within range that you can see. The fairy creature disappears when it drops to 0 hit points or when the spell ends.

The fairy creature is friendly towards you and your companions.

For each Magical Critical Success obtained in the Magic Test you increase the CR of the summoned creature by 1.

Guardian of Faith

School: Summon

Level: 4, Legendary

Launch Time: 2 Shares

Range: 9 metres

Components: V

Duration: 8 hours

A Large ghostly guardian appears for the duration and floats in an unoccupied space within range and that you can see, chosen by you. The guardian occupies that space and is indistinguishable except for a glowing sword and a shield bearing your Patron's symbol.

Any creature hostile to you that enters a space within 10 feet of the guardian for the first time in a round must make a Reflex saving throw. The creature takes 20 Light/Void damage on a failed save, or half as much damage on a successful one. The guardian vanishes after dealing a total of 60 damage.

Spiritual Guardians

School: Summon

Level: 3, Legendary

Launch Time: 2 Shares

Range: Personal (3 meter radius)

Components: V, S, M (a sacred symbol)

Duration: Concentration, maximum 10 minutes

Call for spirits to protect you. For the duration of the spell, they will float around you at a distance of 10 feet. You determine what your Spiritual Guardians look like. You can designate any number of creatures that are immune to it. An affected creature's speed is halved within the area, and when a creature enters the area for the first time in a round or begins its round there, it must make a Will saving throw. He takes 3d8 Light or Void damage on a failed save, or half as much damage on a successful one.

For each Magical Critical Success obtained in the Magic Test the damage increases by 1d8

Planar Bond

School: Abjuration

Level: 5, Legendary

Launch Time: 1 hour

Range: 18 metres

Components: V, S, M (a jewel worth at least 1000 gp, which the spell consumes)

Duration: 24 hours

With this spell, you attempt to bind a celestial, elemental, fey, or demon to your service. The creature must remain within range for the entire casting of the spell. (Usually, the creature is first summoned to the center of an inverted magic circle to keep it trapped while this spell is cast.) Upon completion of the cast, the target must make a Will saving throw. If he fails his save, he is bound to your service for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell. A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, protect a location, or deliver a message. The

creature obeys your instructions to the letter, but if it is hostile to you, it will try to twist your words to its own ends. If the creature fully complies with your instructions before the spell ends, it will return to you to tell you what has happened if you are on the same plane of existence. If you are on different planes of existence, she will return to the place where you bound her and remain there until the spell ends. **For each Magical Critical Success obtained** in the Magic Test you double the creature's permanence.

Hunter's Mark

School: Divination
Level: 1, Legendary
Launch Time: 2 Shares
Range: 27 metres
Components: V

Duration: Concentration, maximum 1 hour

Choose a creature within range that you can see. The creature is mystically marked as your prey. Until the spell ends, you deal an additional 1d6 points of damage to the target whenever you hit it with a weapon attack, and you have +1d6 on Awareness or Survival checks to find it.

If the target drops to 0 hit points before the spell ends, you can use an immediate action during your next round to mark a new creature.

For each Magical Critical Success obtained in the Magic Test you can maintain concentration on the spell for another hour.

Portal

School: Summon
Level: 9, Legendary
Launch Time: 2 Shares
Range: 18 metres
Components: V, S, M (a diamond worth at least 5000 gp)

Duration: Concentration, maximum 1 minute

You summon into an unoccupied space within range that you can see a portal connected to a specific place on a different plane of existence. The portal is a circular opening you create, 3 to 20 feet in diameter. You can orient the portal in any direction you want. The portal remains for the duration.

The portal has a front and a back on both planes on which it appears. Travel through the portal is only possible by moving from the front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space closest to the portal. Deities and other planar rulers can prevent spell-created portals from opening in their presence or anywhere in their domains. When you cast this spell, you can speak the name of a specific creature (the alias, title, or nickname does not work). If that creature is on a different plane than you, the portal opens near the named creature and pulls the creature through it to the nearest unoccupied space on your side of the portal. You hold no special power over the creature, and it is free to act as the Storyteller sees fit. He might leave, attack you, or help you.

Resurrection

School: Necromancy
Level: 7, Legendary
Launch Time: 1 hour
Range: Contact
Components: V, S, M (a diamond worth at least 1000 gp, which the spell consumes)
Duration: Instant

You cast the spell upon contact with a dead creature, who is not an Elf, who has been dead for no more than a century, who has not died of old age, and who is not undead. If her soul is free and willing, the target will return to life with all of her Hit Points. This spell neutralizes all poisons and cures normal diseases that afflicted the creature when it died. However, it does not remove magical diseases, curses, and the like; if these effects are not removed before the spell is cast, they will afflict the target upon its return to life.

This spell closes all mortal wounds and restores any missing body parts. Coming back from the dead is an ordeal. The target takes a -4 penalty on all attack rolls, saving throws, and ability checks. Each time the target finishes a night's rest the penalty is reduced by 1 until it disappears.

Casting this spell to bring back a creature that has been dead for a year or more exhausts you. Until you finish a night's rest, you will no longer be able to cast spells and you will have -1d6 on all attack rolls, ability checks, and saving throws.

The creature brought back to life must make a Fortitude save at DC 13 or not return to life due to the trauma suffered.

This spell should not be available. Only a Patron can bring back to life.

Pure Resurrection

School: Necromancy
Level: 9, Legendary
Launch Time: 1 hour
Range: Contact
Components: V, S, M (some Holy Water and diamonds worth 25,000 gp, which the spell consumes)
Duration: Instant

You cast the spell on contact with a creature, who is not an Elf, who has been dead for no more than 200 years and who died of any reason other than old age. If its soul is free and willing, the creature will return to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and removes any curse that afflicted the creature when it died. The spell replaces damaged organs and limbs.

The spell can also provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature will then respawn in an unoccupied space of your choice, within 10 feet of you.

This spell should not be available. Only a Patron can bring back to life.

Save the Dying

School: Animals and Plants

Level: 0, Legendary

Cast Time: 1 round

Range: Contact

Components: V, S, M (an offering to your Patron of at least 5 gp, which the spell consumes)

Duration: Instant

A creature with 0 hit points that you are in contact with returns to 1 hit point. The spell has no effect on undead or constructs.

For each Magical Critical Success obtained in the Magic Test you heal the creature by 1d4 Hit Points.

Planar Shift

School: Summon

Level: 7, Legendary

Launch Time: 2 Shares

Range: Contact

Components: V, S, M (a forked metal rod worth at least 250 gp, attuned to a specific plane of existence)

Duration: Instant

You and up to eight other consenting creatures, who join hands to form a circle, are transported to a different plane of existence. You can specify a target destination in general terms, and you will respawn in or near that destination, at the Storyteller's discretion. Alternatively, if you know the sigil sequence of a teleportation circle to another plane of existence, the spell can lead you to that circle. If the teleportation circle is too small to fit all the creatures you carry with you, they will respawn in the unoccupied space closest to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within reach and make a melee spell attack against it. If you hit, the creature must make a Will saving throw. If the creature fails its saving throw, it is transported to a random location on the plane of existence you specify. A creature thus transported will have to find its own way back to your current plane of existence.

Storm of Vengeance

School: Air, Water

Level: 9, Legendary

Launch Time: 2 Shares

Range: Sight

Components: V, S

Duration: Concentration, maximum 1 minute

A shimmering storm cloud forms, centered somewhere you can see and spreading out to a 110 meter radius. The area is illuminated by lightning, thunder echoes and strong winds sweep through it. When the cloud appears, each creature beneath it (that is, no

more than 5,000 feet below the cloud) must make a Fortitude saving throw. On a failed save, the creature takes 2d6 sonic damage and is deafened for 5 minutes.

Each round you maintain concentration on this spell, the storm produces additional effects during your round.

Round 2. Acid rain falls from the cloud. Each creature and object under the cloud takes 1d6 acid damage.

Round 3. You call down six bolts of lightning from the cloud to strike six creatures or objects of your choice beneath the cloud. A specific creature or object cannot be struck by more than one bolt of lightning. An affected creature must make a Reflex saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

Round 4. The cloud produces a heavy hailstorm. Each creature under the cloud takes 2d6 bludgeoning damage.

Round 5-10. Gusts of wind and freezing rain hit the area beneath the cloud. The area becomes difficult terrain and is in dim light. Each creature in the area takes 1d6 cold damage. In the area it becomes impossible to carry out attacks with ranged weapons. Wind and rain are considered a serious distraction for the purposes of maintaining concentration on spells.

Finally, gusts of strong wind (ranging from 30 to 75 kilometers per hour) automatically disperse fog, mist and similar phenomena in the area , whether natural or magical.

Find Familiar

School: Animals and Plants

Level: 1, Legendary

Launch Time: 1 hour

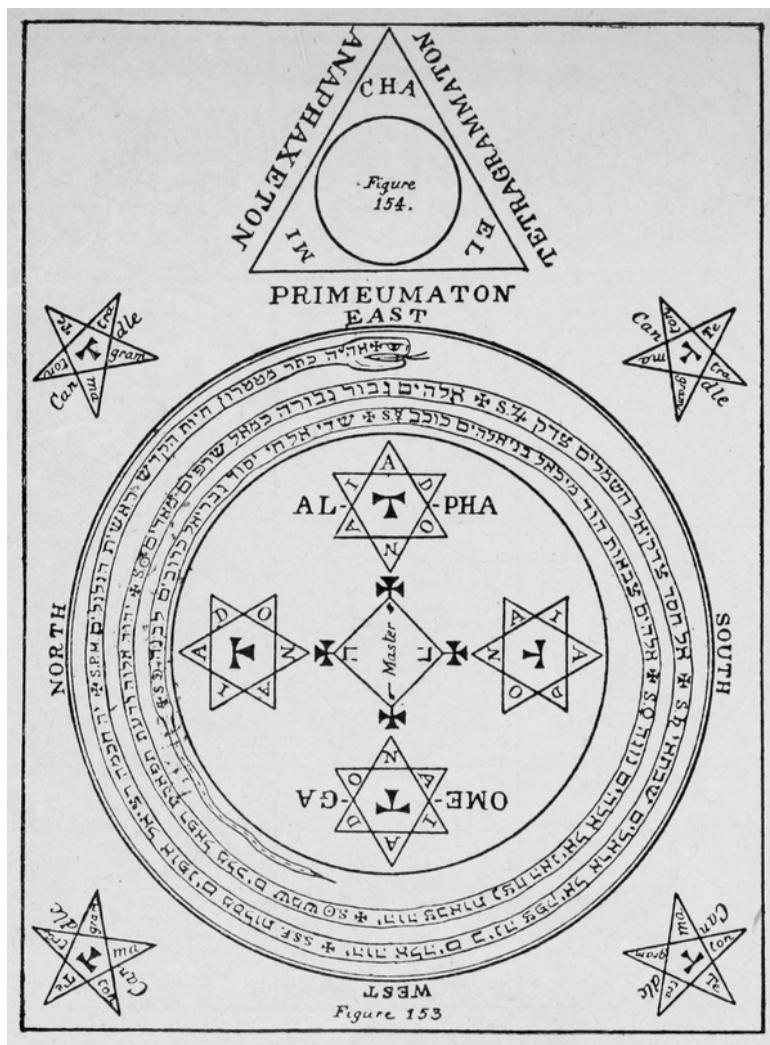
Range: 3 metres

Components: V, S, M (10 gp of charcoal, incense, and herbs to be consumed by fire in a brass brazier)

Duration: Instant

Gain the service of a familiar, a spirit that takes on an animal form of your choosing: seahorse, raven, weasel, hawk, cat, crab, owl, lizard, fish (whim), octopus, bat, spider, frog (toad) , poisonous rat or snake. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or demon type (your choice) instead of a beast. Your familiar acts independently of you, but always obeys your commands. In combat, he rolls initiative and acts during his round. A familiar cannot attack, but can perform other actions as normal. You cannot have more than one pet at a time.

Check Familiar Skill For pet abilities, you must have the Familiar Skill.



The Circle of Solomon and Triangle of Solomon from The Goetia: The Lesser Key of Solomon the King, The Book of Evil Spirits by L. W. De Laurence

Spell list by List, Rarity, Level

Next to the title of each Magic List, the Characteristic linked to establishing the maximum castable level is indicated, the Rarity and level of the magic is indicated next to each spell.

Water List - Dexterity

Frost Ray, Common, 0
Energy Weapon, Very Rare, 1
Create or Destroy Water, Common, 1
Cure Light Wounds, Common, 1
Fog Cloud, Common, 1
Acid Arrow, Common, 2
Walking on Water, Municipality, 3
Nauseating Fog, Uncommon, 3
Breathing Under Water, Common, 3
Remove Poison, Common, 3
Sleet Storm, Very Rare, 3
Check Water, Municipality, (4)
Summon Lesser Elementals, Uncommon, 4
Fire Shield, Uncommon, 4
Ice Storm, Uncommon, 4
Cone of Cold, Municipality, 5
Summon Elemental, Rare, 5
Death Mist, Rare, 5
Ice Wall, Municipality, (6)
Freezing Sphere, Rare, 6
Check Weather, Rare, 8

List of the Air - Charisma

Stretta Folgorante, Municipality, 0
Energy Weapon, Very Rare, 1 Fall
Feather, Common, 1
Fog Cloud, Common, 1
Thundering Wave, Municipality, 1
Skip, Common, 1
Gust of Wind, Municipality, 2
Levitation, Common, 2
Glittering Dust, Uncommon, 2
Lightning, Municipality, 3
Call the Lightning, Common, 3
Wall of Wind, Uncommon, 3
Nauseating Fog, Uncommon, 3
Breathing Under Water, Common, 3
Flying, Common, 3
Life Bubble, Uncommon, 4
Summon Lesser Elementals, Uncommon, 4
Ice Storm, Uncommon, 4
Summon Elemental, Rare, 5
Death Mist, Rare, 5
Walking on the Wind, Uncommon, 6
Chained Lightning, Rare, 6
Check Weather, Very Rare, 8
Prismatic Wall, Rare, (9)

Fire List - Strength

Produce Flame, Common, 0
Energy Weapon, Very Rare, 1
Fire Bolt, Common, 1
Hot Wave, Common, 1
Burning Blade, Common, 2
Flamethrower, Rare, 2
Pyromaster, Uncommon, 2
Glittering Dust, Uncommon, 2
Searing Ray, Common, 2
Heating Metal, Uncommon, 2
Fire Orb, Common, 2
Kyrin's Flaming Acorn Hail, Rare, 3
Cattalm's Blessing, Very Rare, 3
Fireball, Common, 3
Summon Lesser Elementals, Uncommon, 4
Wall of Fire, Uncommon, 4
Fire Shield, Uncommon, 4
Flaming Strike, Common, 5
Summon Elemental, Rare, 5
Delayed Fireball, Rare, 7
Firestorm, Rare, 7
Incendiary Cloud, Rare, 8
Meteor Swarm, Legendary, 9

List of the Land - Constitution

Repair, Municipality, 0
Energy Weapon, Very Rare, 1
Eithne's Mudball, Uncommon, 1
Kyrin's Land Reading, Uncommon, 2
Pass Without Traces, Common, 2
One with the stone, Common, 3
Acid Arrow, Common, 2
Kyrin Lemon Gragnola, Very Rare, 2
Kyrin Currant Juice Concentrate, Uncommon, 2
Summon Lesser Elementals, Uncommon, 4
Stoneskin, Uncommon, 4
Stone Carving, Common, 4
Summon Elemental, Rare, 5
Stone Wall, Municipality, 5
Pass Door, Uncommon, 5
Stone in Mud - Mud in Stone, Uncommon - Very Rare, 5
Flesh in Stone - Stone in Flesh, Uncommon - Rare, 6
Move Ground, Uncommon, 6
Earthquake, Very Rare, 8
Meteor Swarm, Legendary, 9

Abjuration - Intelligence

Resistance, Common, 0
Magic Armor, Uncommon, 1

Protection from Good and Evil, Common, 1
Minor Energy Protection, Rare, 1
Sanctuary, Municipality, 1
Shield, Common, 1
Shield of Faith, Common, 1
Alarm, Municipality, 1
Protection from Poisons, Uncommon, 2
Magic Lock, Common, 2
Interdiction bond, Municipality, 2
Anti-Detection, Uncommon, 3
Magic Circle, Common, 3
Counterspell, Common, 3
Dispel Magic, Common, 3
Blessing of Life, Rare, 3
Glyph of Warding, Common, 3
Energy Protection, Municipality, 3
Remove Curse, Common, 3
Life Bubble, Uncommon, 4
Exile, Municipality, 4
Death Ward, Uncommon, 4
Freedom of Movement, Municipality, 4
Private Sanctuary, Very Rare, 4
Dispel Good and Evil, Rare, 5
Dispel Magic Advanced, Rare, 5
Orb of Invulnerability, Common, 6
Forbidden, Uncommon, 6
Surveillance and Interdiction, Uncommon, 6
Symbol, Uncommon, 7
Sacred Aura, Municipality, 8
Anti-Magic Field, Rare, 8
Mind Shield, Uncommon, 8
Imprison, Rare, 9

Animals and Plants - Wisdom

Enchanted Club, Common, 0
Poisonous Spray, Uncommon, 0
Hinder, Common, 1
Talking to Animals, Common, 1
Purify Food and Drink, Municipality, 1
Find Familiar, Legendary, 1
Slimy, Common, 1
Friendship with Animals, Uncommon, 1
Messenger Animal, Common, 2
Beneficial Berries, Common, 2
Growth of Spuntoni, Municipality, 2
Summon Mount, Common, 2
Kyrin's Acorn Crab, Uncommon, 2
Kyrin Lemon Gragnola, Very Rare, 2

Locate Animals and Plants, Uncommon, 2
 Spider Moves, Uncommon, 2
 Pass Without Traces, Common, 2
 Barkhide, Common, 2
 Spiderweb, Common, 2
 Kyrin Currant Juice Concentrate, Uncommon, 2
 Wands in Snakes, Uncommon, 3
 Plant Growth, Uncommon, 3
 Summon Animals, Uncommon, 3
 Kyrin's Flaming Acorn Hail, Rare, 3
 Talking to Plants, Rare, 3
 Dominate Beasts, Common, 4
 Giant Insect, Uncommon, 4
 Locate Creature, Common, 4
 Metamorphosis, Municipality, 4
 Kyrin's Chestnut Crab, Very Rare, 5
 Anti-Life Shell, Uncommon, 5
 Insect Plague, Rare, 5
 Reincarnation, Rare, 5
 Awakening, Rare, 5
 Arboreal Translation, Rare, 5
 Wall of Thorns, Uncommon, 6
 Vegetable Transport, Very Rare, 6
 Animal Shapes, Rare, 8
 Pure Metamorphosis, Rare, 9

Enchantment - Charisma

Cruel Mockery, Municipality, 0
 Finger, Rare, 0
 Charming People, Municipality, 1
 Command, Municipality, 1
 Heroism, Uncommon, 1
 Uncontainable Laughter, Uncommon, 1
 Sleep, Common, 1
 Anathema, Common, 1
 Block Person, Municipality, 2
 Calming Emotions, Municipality, 2
 Entrance, Municipality, 2
 Nap, Legendary, 2
 Suggestion, Municipality, 2
 Zone of Truth, Uncommon, 2
 Cattalm's Blessing, Very Rare, 3
 Block Person Advanced, Uncommon, 4
 Compulsion, Uncommon, 4
 Confusion, Municipality, 4
 Dominate Beasts, Very Rare, 4
 Duress, Rare, 5
 Dominate People, Uncommon, 5
 Change Memory, Very Rare, 5
 Mass Suggestion, Uncommon, 6
 Dislike/Like, Rare, 8
 Contagious Confusion, Very Rare, 8
 Irresistible Dance, Legendary, 8
 Dominate Monster, Uncommon, 8

Word of Power Stun, Uncommon, 8
 Mental Regression, Rare, 8
 Word of Power Kill, Rare, 9

Healing - Wisdom

Cure Light Wounds, Common, 1
 Healing Word, Uncommon, 1
 Healing Prayer, Municipality, 2
 Ristorare Inferiore, Municipality, 2
 Help, Uncommon, 2
 Cure Serious Wounds, Uncommon, 3
 Destroy Undead, Uncommon, 3
 Mass Healing Word, Rare, 3
 Remove Poison, Common, 3
 Rebirth, Very Rare, 3
 Remove Disease, Municipality, 4
 Vigor, Rare, 4
 Cure Critical Wounds, Uncommon, 5
 Superior Restaurant, Uncommon, 5
 Healing, Rare, 6
 Regeneration, Legendary, 7
 Mass Healing, Legendary, 9
 Cure Mass Wounds, Uncommon, (variable)

Divination - Wisdom

Accurate Hit, Common, 0
 Language Comprehension, Common, 1
 Guide, Municipality, 1
 Identification of Good and Evil, Common, 1
 Reading Comprehension, Uncommon, 2
 Identification of Thoughts, Rare, 2
 Disease and Poison Detection, Uncommon, 2
 Locate Object, Municipality, 2
 Omen, Common, 2
 Discover Traps, Municipality, 2
 See Invisibility, Common, 2
 Languages, Municipality, 3
 Clairvoyance, Common, 3
 Arcane Eye, Common, 4
 Communion, Rare, 5
 Communion with Nature, Very Rare, 5
 Knowledge of Legends, Common, 5
 Telepathic Bond, Rare, 5
 Scry, Rare, 5
 Divination, Common, 6
 Discover the Path, Uncommon, 6
 Seeing the True, Rare, 6
 Prediction, Uncommon, 9

Conjuration - Intelligence

Craft Beer, Rare, 0
 Acid Gush, Common, 0
 Magic Hand, Common, 0
 Invisible Cook, Common, 1
 Floating Disk, Common, 1
 Cattalm's Slap, Uncommon, 1
 Invisible Servant, Common, 1
 Veiled Step, Uncommon, 2
 Create Food and Water, Common, 3
 Summon Woodland Creatures, Legendary, 4
 Dimension Door, Common, 4
 Secret Chest, Rare, 4
 Loyal Hound, Rare, 4
 Black Tentacles, Uncommon, 4
 Teleportation Circle, Uncommon, 5
 Instant Summons, Rare, 6
 Word of Retreat, Rare, 6
 Planar Ally, Legendary, 6
 Summon Celestials, Legendary, 7
 Wonderful Palace, Legendary, 7
 Planar Shift, Legendary, 7
 Teleport, Common, 7
 Labyrinth, Rare, 8
 Demiplane, Rare, 8
 Desire, Uncommon, 9
 Portal, Legendary, 9

Illusion - Intelligence

Disguise Self, Common, 1
 Silent Image, Common, 1
 Illusory Writing, Common, 1
 Color Spray, Common, 1
 Arcanist's Magical Aura, Uncommon, 2
 Bocca Magica, Municipality, 2
 Mirror Image, Common, 2
 Invisibility, Common, 2
 Laydel's Tear, Very Rare, 2
 Blur, Common, 2
 Silence, Municipality, 2
 Phantom Steed, Common, 3
 Image Major, Common, 3
 Fear, Uncommon, 3
 Hypnotic Plot, Common, 3
 Greater Invisibility, Uncommon, 4
 Illusory Terrain, Uncommon, 4
 Deadly Hallucination, Uncommon, 4
 Crafting, Rare, 5
 Mislead, Uncommon, 5
 Seem, Uncommon, 5
 Dream, Uncommon, 5
 Programmed Illusion, Uncommon, 6
 Projected Image, Uncommon, 7
 Arcane Mirage, Rare, 7
 Simulacrum, Rare, 7
 Fatal, Rare, 9

Invocation - Constitution

Dancing Lights, Uncommon, 0
Flaming Strike, Rare, 1
Tracer Bolt, Uncommon, 1
Hidden Bolt, Common, 1
Divine Favor, Uncommon, 1
Luminescence, Uncommon, 1
Darkness, Invocation, 1
Greater Blessing, Uncommon, 2
Crushing, Municipality, 2
Marking Punishment, Common, 2
Spiritual Weapon, Common, 2
Glittering Strike, Uncommon, 2
Supreme Blessing, Rare, 3
Hut, Uncommon, 3
Blinding Strike, 3
Send, Municipality, 3
Daylight, Common, 3
Elastic Sphere, Rare, 4
Arcane Hand, Uncommon, 5
Wall of Strength, Common, 5
Hallow, Rare, 5
Solar Flare, Uncommon, 6
Heroes' Feast, Uncommon, 6
Blade Barrier, Municipality, 6
Circle of Death, Very Rare, 6
Contingency, Municipality, 6
Divine Word, Very Rare, 7
Arcane Sword, Rare, 7
Prismatic Spray, Rare, 7
Solar Blast, Rare, 8
Force Cage, Rare, 8

Necromancy - Constitution

Frosty Touch, Common, 0
False Life, Common, 1

Cry of pain, Rare, 1
Blindness/Deafness, Common, 2
Inflict Wounds, Common, 2
Fatigue Radius, Common, 2
Inviolate Rest, Uncommon, 2
Help, Uncommon, 2
Animate Dead, Common, 3
Advanced Blindness/Deafness, Uncommon, 3
Speak with the Dead, Rare, 3
Rebirth, Very Rare, 3
Cast Curse, Uncommon, 3
Vampiric Touch, Common, 3
Wither, Uncommon, 4
Contagion, Uncommon, 5
Raise Dead, Legendary, 5
Create Undead, Uncommon, 6
Finger of Death, Common, 6
Wound, Uncommon, 6
Magic Jar, Very Rare, 6
Piercing Gaze, Very Rare, 6
Resurrection, Legendary, 7
Clone, Uncommon, 8
Astral Projection, Very Rare, 9
Pure Resurrection, Legendary, 9

Transmutation - Dexterity

Message, Common, 0
Fast Pass, Very Rare, 1
Rapid Retreat, Uncommon, 1
Alter Self, Common, 1
Magic Weapon, Common, 2
Enhanced Feature, Common, 2
Enlarge/Reduce, Common, 2
Burglary, Municipality, 2
Darkvision, Common, 2

Rope Trick, Common, 2
Gaseous Form, Uncommon, 3
Intermittent, Uncommon, 3
Slow, Uncommon, 3
Speed, Uncommon, 3
Fabricate, Municipality, 4
Animate Objects, Common, 5
Telekinesis, Uncommon, 5
Disintegration, Uncommon, 6
Restser's Furious Transformation, Very Rare, 6
Conceal, Rare, 7
Ethereal Form, Rare, 7
Gravity Reversal, Rare, 7
Talkativeness, Rare, 8
Stopping Time, Very Rare, 9
Transformation, Rare, 9

Universal - any

Sacred Flame, Common, 0
Magic Mark, Common, 0
Prestidigitation, Common, 0
Thaumaturgy, Uncommon, 0
Druidic Artifice, Non Municipality, 0
Blessing, Municipality, 1
Arcane Bolt, Common, 1
Identify, Municipality, 1
Minor Illusion, Common, 1
Detect Magic, Common, 1
Magic Reading, Common, 1
Light, Common, 1
Cast Lesser Curse, Common, 1
Bless Water, Municipality, 2
Everflame, Legendary, 2

you can

Advantages

I love being a superhero! The working hours are terrible, the pay is non-existent... but at least I don't run the risk of getting fired! (PK)

Each character can have, and is not required to have, Advantages. These must be interesting, enjoyable, fun and above all playable.

Each Perk has a cost, to be paid at each level. It shouldn't be mandatory to take an Advantage, nor should you take advantages just because they make you strong. The purpose of a Vantage is to amaze and have fun.

Having an Advantage means being different, being a freak, having that detail that makes you special and unique, but not always the strongest, most powerful or invincible. An advantage isn't just an ability, it's a role-playing opportunity. The player is invited to be creative in choosing advantages and also in creating new ones, the cost is then decided with the Narrator. And it is always the Narrator who has the final say on the chosen Advantages.

Various advantages do not have a concrete and immediate practical effect but rather enrich the character's background and history. When you choose the advantages, and consequently the disadvantages, it is not like going shopping for super powers and extraordinary abilities, but for peculiarities, foibles, specialties that the character possesses and which once again make him different, unique, only yours .

Therefore advantages and disadvantages must also and above all be played and interpreted.

The Narrator could also insert thematic advantages and disadvantages to the adventure but also peculiar to the characterization of the character such as immunity to diseases, healing touches, extrasensory abilities, abilities that modify the relationship with a familiar... Always be scrupulous in the analysis and evaluation of benefits, remembering that there must also be an adequate value of disadvantages.

- Advantages with * and all those with a cost of 15 or higher are at the Storyteller's discretion in being eligible for selection.
- Advantages are chosen at the first level, any advantage taken at subsequent levels must be agreed with the Storyteller.
- The cost points of an Advantage are paid with the points taken from Disadvantages.
- Bonuses given to skills are test-specific when indicated in parentheses.
- Unless otherwise indicated, it costs two Actions to activate an Advantage (if the effect is not permanent).

From a great advantage comes a great disadvantage! (cit. *With great power comes great responsibility*, Amazing Fantasy 15, Stan Lee)

List of Benefits

Wings of Providence 20: you have wings, the choice of shape and color is up to you, they are usually on your shoulder blades and make you fly. Unless otherwise agreed, movement in flight is equal to racial movement on the ground.

Ambidextrous 10: you can use both hands indifferently. Penalties on checks where two hands are used decrease by 2

Animal Friend 5: +2 on checks to handle animals (even wild ones)

Amphibian 20: you can breathe both underwater and air

Rainbow 5: you are an artist. Your fingers spontaneously produce color

Aura of courage 15: around you, in the distance within 3 meters you instill courage. +2 Saving Throw vs. natural or magical fear effects.

Claws 5: every now and then remember to trim the claws. 1d4 damage per attack. Natural attacks with the second hand take the damage bonus given by Strength. 10: Claws deal 1d6 damage.

Drinking is good for you 5: Prerequisite: The liver does not count. Your body metabolizes alcohol very effectively. A liter of beer recovers 1d4 Hit Points, a bottle of liquor 1d8 Hit Points. Not if it's bad quality.. You can still get drunk.

10: 1 liter of beer recovers 2d4 Hit Points, a bottle of good liquor 2d8 Hit Points. If of poor quality, no. You can't get drunk on natural liquids.

Cat fall 5: You ignore the first 3 meters of the fall. +2 to Stealth.

Chameleon 10-20: Your skin can change color. Time needed 1 minute/1 round.

Shapechanger 40: As an Alter Self spell. It can be used every 10 minutes.

Walking on air 30: not too controlled. Anything other than walking requires a Dexterity check or falling prone (but not on the ground).

Walking on water 30: but don't put on airs..

Magnetic 5-10: release light whenever you want. Luckily not literally. ±1/2 for Charisma based tests.

Reduced consumption 5: you drink and eat half as much as a normal man. You are under weight.