

SPELL BOOK

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ALCHEMY MAGIC

LEVEL 0

ACIDIC GLOB

Alchemy attack 0

Target: One creature or object within short range

A glistening glob of corrosive slime appears in your hand, and you throw it at the target. Make an Intellect attack roll against the target's Agility. On a success, the target takes $1d6 + 2$ damage.

Attack Roll 20+ The target takes $1d6$ extra damage.

IDENTIFY SUBSTANCE

Alchemy utility 0

Target: One substance you can see within short range

You learn the name of the target and what it does. If the target is a potion, you also learn the recipe to make it with the brew potion spell.

PRESERVATION

Alchemy utility 0

Requirements: You must have an alchemist's kit

Target: One Size 1 or smaller object you can reach

Duration: 10 days

You whip up a special ointment from your alchemist's kit and smear it on the target. For the duration, the target will not rot, decay, or spoil. The target takes half damage from all sources. If the target is something that can be worn, the protective quality applies to the object and not the wearer—smearing the substance on a suit of plate and mail armor would impart all the qualities to the armor, but the wearer would still take damage as normal.

If you smear the substance on a clockwork in object form, the clockwork remains protected by the spell until it returns to its creature form or until the spell ends. Finally, if the target is a corpse, the magic prevents it from being turned into undead.

VENOMOUS DART

Alchemy utility 0

Requirements: You must have an alchemist's kit and at least one dart

Duration: Until you complete a rest

Upon casting this spell, you must concentrate for 1 minute, during which time you use your alchemist's kit to concoct a

special poison and apply it to as many as five darts. When you finish, each dart you applied poison to becomes imbued with magic that lasts for the duration or until it is used to make an attack.

A creature holding a dart can attack with it, and makes the attack roll with 1 boon. A creature hit by a dart must get a success on a Strength challenge roll or take $1d3 + 1$ damage from the dart's poison and become poisoned for 1 minute.

LEVEL 1

BREW POTION

Alchemy utility 1

Requirements: You must have an alchemist's kit, a small empty container, and special ingredients worth half the potion's price

Choose one potion you have previously identified with a casting of the identify substance spell, and then concentrate for 1 hour, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a single dose of the potion you chose.

BREW REMEDY

Alchemy utility 1

Requirements: You must have an alchemist's kit and a small, empty container

Duration: 8 hours or until consumed

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a magical remedy that retains its power for the duration.

The remedy is a potion. Any creature that drinks it heals damage equal to half its healing rate. If the drinker is diseased, fatigued, or poisoned, it can make a Strength challenge roll. On a success, it removes one of these afflictions.

BREW SUPERIOR GLUE

Alchemy utility 1

Requirements: You must have an alchemist's kit and a small, empty container

Duration: 8 hours or until expended

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with superior glue (see chapter 3) that retains its potency for the duration.

FIRE BOTTLE

Alchemy utility 1

Requirements: You must have an alchemist's kit
Target: Up to three small, empty containers, capable of holding liquid, that you can reach
Duration: Until you complete a rest; see the effect

Upon casting this spell, you must concentrate for 1 minute, during which time you mix up a volatile substance from your alchemist's kit. When you finish, you fill each container with the substance, which retains potency for the duration or until the bottle is used.

A creature holding the container can use an action to throw it at a point within short range. If the point is on a creature, the thrower must get a success on an Agility attack roll against the creature's Agility. Otherwise, the bottle lands at a point within 1d3 yards of the creature in a direction of the GM's choosing.

When the bottle strikes a solid surface, the container breaks and the substance inside explodes in a 2-yard radius centered on the point of impact. The flames from the explosion deal 1d6 damage to everything in that area. Combustible objects that take this damage catch fire. A creature in the area of the explosion must make an Agility challenge roll, taking half the damage on a success, or catching fire on a failure. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.

LEVEL 2

ACID DARTS

Alchemy attack 2

Target: Up to three creatures or objects within medium range

You fling three acidic, gelatinous blobs from your hand. Divide the blobs among the targets. For each blob, make an Intellect attack roll against the target's Agility. On a success, the target takes 1d6 damage and, at the end of the round, takes 1d3 extra damage unless it uses an action to remove the acid.

Attack Roll 20+ The target takes 1d3 extra damage at the end of each round for 1 minute or until it uses an action to remove the acid.

BREW LIQUID SMOKE

Alchemy utility 2

Requirements: You must have an alchemist's kit and a small, empty container

Duration: 8 hours or until expended

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a liquid smoke (see Companion, chapter 3) that retains its potency for the duration.

REEKING FOG

Alchemy attack 2

Target: A point within medium range

Duration: 1 minute

You toss a small bead of liquid at the target. If you chose a point on a creature, you must get a success on an Intellect attack roll against its Agility. Otherwise, the bead lands at a point within 1d3 yards of the creature in a direction the GM chooses. When the bead strikes a solid surface, it shatters, and the liquid inside becomes a foul-smelling fog that spreads out in a 5-yard radius centered on that point. The fog remains for the duration. It partially obscures the area, and any living, breathing creature in the area when it appears or that enters that area must make a Strength challenge roll with 1 bane. On a failure, the creature becomes impaired for as long as it remains in the fog and for 1 minute after. On a success, the creature becomes immune to the effects of the fog. A creature makes this roll just once per round, regardless of how many times it enters the fog.

CORROSIVE TOUCH

Alchemy utility 2

Duration: 1 minute

An orange, gelatinous substance covers your hand and remains for the duration. When you cast the spell and again whenever you use an action to do so, you can make an attack with an unarmed strike, substituting Intellect for the attribute you ordinarily use to make attacks with unarmed strikes. If you get a success against a creature or against an object made from organic materials such as wood, bone, or flesh, the target of the attack takes 2d6 extra damage from the corrosive substance on your hand.

OIL SLICK

Alchemy attack 2

Area A circle with a 5-yard radius centered on a point on the ground within short range

Duration: 10 minutes

Oil rains down to cover every surface in the area. The oil is extremely slippery and the area counts as difficult terrain. Once per round when a creature moves across a surface in the area by a means other than crawling or tries to stand up in it, the creature must get a success on an Agility challenge roll with 3 banes or fall prone. Any creature that tries to pick up an object from out of the oil must get a success on an Agility challenge roll with 3 banes. On a failure, the object squirts out of the creature's hand and lands 1d3 yards away in a random direction.

The oil is flammable. If anything in the area takes fire damage, the entire area catches fire and burns for 1d6 minutes, filling the air with acrid smoke. The smoke heavily obscures the area, and any creature in the area that breathes it must get a success on a Strength challenge roll or take 1d6 damage. Furthermore, at the end of each round, the fire deals 1d6 damage to everything in its area. Once the fire burns out, the oil disappears.

LEVEL 3

BREW ALCHEMIST'S POISON

Alchemy utility 3

Requirements: You must have an alchemist's kit and a small, empty container

Duration: 8 hours or until expended

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a magical remedy that retains its power for the duration or until it's consumed, which expends its power.

A creature holding the container can use an action to pour the poison into food or drink within its reach or apply the poison to an edged or pointed weapon or up to three arrows, bolts, or darts.

A creature that consumes the poison or that takes damage from the poisoned weapon must get a success on a Strength challenge roll with 2 banes or take 5d6 + 10 damage and become poisoned for 1 minute. While poisoned in this way, the creature makes a Strength challenge roll with 2 banes at the end of each round. Each time it fails, it takes 1d6 damage.

BREW WONDROUS CONCOCTION

Alchemy utility 3

Requirements: You must have an alchemist's kit and a small, empty container

Duration: 8 hours or until expended

Concentrate for 1 minute, during which time you work with your alchemist's kit. At the end of this time, you fill the container with a magical liquid that retains its power for the duration. The concoction is a potion. Any creature that drinks it heals damage equal to its healing rate. In addition, for 1 minute, the drinker gains a +2 bonus to Speed, and makes attack rolls and challenge rolls with 2 boons.

SPEW POISON

Alchemy attack 3

Requirements: You must have an alchemist's kit

Area A 5-yard-long cone originating from a point in your space

You drink a dose of noxious fluids stored in your alchemist's kit and then spray it from your mouth into the area. You take 1d6 damage from the poisonous substance, and each creature in the area must make a Strength challenge roll. A creature takes 4d6 damage from the poison and becomes poisoned for 1 hour on a failure, or just takes half the damage on a success.

MANIKINS

Alchemy utility 3

Requirements: You must have an alchemist's kit

Target: A Size 1 block of clay

Duration: See the effect

Upon casting this spell, you must concentrate for up to 5 minutes. For each minute you spend in concentration, you shape one compelled tiny construct (see page 136) from the target. The construct remains until you cast this spell again or the manikin is destroyed.

While at least one construct remains, you can use an action to perceive from the space of any active construct that is within long range. When you perceive from the construct's space, you are blinded and deafened with respect to the space you occupy, but you can see and hear normally from the construct's space. You can use a triggered action at any time to end this effect.

Sacrifice You can use an action and expend a casting of this spell to cause each manikin created by this spell to explode in a 1-yard radius centered on a point within the manikin's space. The manikin takes damage equal to its Health, which destroys it, and everything in the area takes 1d6 + 1 damage from the flying debris. A creature can make an Agility challenge roll and takes half the damage on a success.

LEVEL 4

BREW DRAGON FIRE

Alchemy utility 4

Requirements: You must have an alchemist's kit

Target: A small clay container, capable of holding liquid, that you can reach

Duration: Until you complete a rest; see the effect

Upon casting this spell, you must concentrate for 1 minute, during which time you mix ingredients from your alchemist's kit. When you finish, you fill the target with a volatile substance that retains its potency for the duration or until it's used.

A creature holding the container can use an action to throw the bottle of dragon fire to a point within short range, where the container lands. If the thrower chooses a point on a creature, the thrower must get a success on an Agility attack roll against the creature's Agility. The bottle hits the creature on a success; on a failure, it lands within 1d3 yards of the specified point in a direction the GM chooses.

Upon striking a solid surface, the container breaks, releasing fiery goo that threatens to cover everything in a 4-yard radius hemisphere. A creature that gets a success on an Agility challenge roll avoids the goo. Anything covered in the dragon fire takes 2d6 damage and catches fire. A creature that catches fire takes 1d6 damage from the flames at the end of each round until the fire is extinguished.

The flames from the substance last 1 minute, cannot be smothered by ordinary means, and burn even when submerged in liquid. A creature can use an action to scrape away the goo with an object, which then catches fire if it is flammable. Once dragon fire burns out, it leaves behind ordinary fire that can be extinguished using normal means.

REANIMATE CORPSE

Alchemy utility 4

Requirements: You must have an alchemist's kit

Target: One Size 1 dead creature you can reach

Upon casting this spell, you must concentrate for 1 minute, during which time you use your kit to inject strange ingredients into the target's body. When you finish, you return the creature to life with damage equal to its healing rate.

Each time the target completes a rest, it must make a Will challenge roll with 3 banes. On a failure, it gains 1d6 Insanity and takes a -3 penalty to its Intellect score (minimum 0). If the target's Intellect drops to 0, the target transforms into a hostile monster (Shadow, page 246) of its Size, retaining none of its original statistics, and taking the next available turn to attack. If the target gets three successes on the Will challenge rolls, it removes the penalty to Intellect and no longer has to make the Will challenge rolls.

CONJURATION MAGIC

Monsters created by Conjunction spells can have any appearance you choose, though no form can be frightening or horrifying. See the Monster entry in Chapter 10. A monster could look like a wolf, an animated tree, or a slick of tarry fluid without changing its game statistics. When the effect ends, or the monster becomes incapacitated, it evaporates into a cloud of sparkling motes.

LEVEL 0

CONJURE TINY MONSTER

Conjunction utility 0

Area: A cube of space, 1 yard on a side, originating from a point within short range

Duration: 1 minute; see the effect

One compelled tiny monster (Shadow, page 247) appears on a solid surface inside the area and remains for the duration or until it becomes incapacitated.

CONJURE USEFUL ITEM

Conjunction utility 0

Area: A cube of space, 1 yard on a side, originating from a point you can reach

Duration: 1 minute

A Size 1 or smaller object that is neither magical nor worth more than 1 ss appears in the area.

DIRECT CONJURATION

Conjunction utility 0

Target: One creature within short range created by your casting of a Conjunction spell

You move the target up to half its Speed.

ENERGY BURST

Conjunction attack 0

Area: A 1-yard-radius sphere centered on a point within short range

Crackling energy explodes in the area, dealing 1d6 damage to everything in it. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

LEVEL 1

CONJURE FEAST

Conjunction utility 1

Area: A cube of space, 2 yards on a side, originating from a point you can reach

Duration: 1 hour; see the effect

A sumptuous, wholesome feast appears on horizontal surfaces in the area, enough to sustain up to five creatures for one day. Anything not consumed vanishes when the effect ends.

CONJURE SMALL MONSTER

Conjunction utility 1

Area: A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface

Duration: 1 minute

One compelled small monster appears in the area.

CONJURE SERVANT

Conjunction utility 1

Area: A cube of space, 1 yard on a side, originating from a point you can reach

Duration: 1 hour; see the effect

A faceless servant (see page 136) appears on a solid surface inside the area and remains for the duration or until it becomes incapacitated. The servant knows how to perform mundane duties, such as cooking, cleaning, folding, making or breaking down camp, and so on. The servant obeys your spoken commands, taking its turn when you decide, and doing as ordered to the best of its ability.

Sacrifice You can use an action and expend a casting of this spell to cause one construct you created with a Conjunction spell to heal 1d6 damage.

CONJURE WEAPON

Conjunction utility 1

Duration: 1 hour

A weapon or bundle of ammunition appears in your hand or hands, or at your feet if you don't have a hand free.

FLYING KNIVES

Conjunction attack 1

Area: A cube of space, 2 yards on a side, originating from a point within short range

Duration: 1 minute

Flying knives appear and fly around inside the area for the duration and then disappear when the spell ends. Any creature inside the area or that enters it must get a success on an Agility challenge roll or take 1d6 damage. A creature makes this roll just once per round per casting of the spell, regardless of how many times it enters the area. You can use an action, or a triggered action on your turn, to move the flying knives up to 5 yards in any direction.

LEVEL 2

CONJURE STEEDS

Conjuration utility 2

Target: A cube, 10 yards on a side, originating from a point within medium range and resting on a solid surface

Duration: 2 hours

A group of 1d6 steeds (as horse) appear in the area. They can have any appearance you choose. The conjured steeds are friendly to you and become compelled by any creature that rides them.

Sacrifice You can expend a casting of this spell to cast conjure small monster.

CONJURE MEDIUM MONSTER

Conjuration utility 2

Area: A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface

Duration: 1 minute

Either one compelled medium monster or two compelled small monsters appear in the area.

CREATE SECRET DOOR

Conjuration utility 2

Target: A circle with a 1-yard radius centered on a point on

a flat surface within short range

Duration: 1 hour

A closed, ornate, round wooden door 2 yards in diameter appears in the area. The door can be opened and closed, functioning as an ordinary door. Behind the door is a 2-yard diameter open space that extends up to 2 yards into the surface on which the spell was cast. Both the door and the space remain for the duration. If the thickness of the surface is 2 yards or less, opening the door grants access to whatever lies beyond the surface.

When the effect ends, any creature or object inside the space created by the spell becomes shunted into the Void, unlikely to be seen again.

CREATION

Conjuration utility 2

Area: A cube of space, 1 yard on a side, originating from a point you can reach

Duration: See the effect

You fill the area, or a portion of it, with matter. (Consumable matter provides nourishment as if it were the real thing.) The matter remains for a period of time based on its composition, as shown on the following table. At the end of that time, the substance disappears if it has not already dissipated or been consumed.

The matter can take any shape you choose, though it cannot have moving parts. You could, for instance, cast the spell to create an iron sword or to fill containers in the area with beer, or simply envelop the area in thick fog. You might create a plug to temporarily repair a hole in a bridge, or seal off a passage to block pursuers.

Table 1: Table Occult, page 32

Material (Examples)	Duration
Fog or vapor	8 hours or until dispersed by wind. The fog spreads 1 yard in all directions at the end of each round until it fills a cube of space 10 yards on each side. The area containing the fog is heavily obscured.
Liquid, nonmagical (water, beer, rotgut)	and 4 hours, but unless it is nonpoisonous (water, beer, tained, the liquid collapses and spreads out in all directions.
Wood, flesh, or other organic matter (lumber, iron-wood, food)	1 hour
Object of ordinary stone (statue, barrier)	10 minutes
Object of base metal (sword, mace)	1 minute
Object of precious metal (gold crown)	1 round

STICKY STRANDS

Conjuration attack 2

Area: A cube, 5 yards on a side, originating from a point within medium range; see the effect

Duration: See the effect

Thick, sticky strands spread through the area. Each creature in the area must get a success on an Agility challenge roll with 1 bane or become immobilized for 1 minute. A creature can use an action to make a Strength challenge roll and removes the immobilized affliction from itself on a

success.

If the area where the strands appear touches at least two solid surfaces, parallel or perpendicular to one another, the spell lasts for 1 minute. Otherwise, strands that are not immobilizing a creature disappear when they are overcome.

If a creature moves through the area while the strands remain, the creature must make an Agility challenge roll upon entering the area or moving to a different space inside the area. A creature moves normally on a success, or becomes immobilized, as described above, on a failure. A creature that moves just 1 yard through the area on its turn makes the challenge roll with 3 boons.

Flame that touches the strands destroys them instantly and deals 1d6 damage to everything in the area the strands occupied.

CREATE SECRET DOOR

Conjuration utility 2

Target: A circle with a 1-yard radius centered on a point on a flat surface within short range

Duration: 1 hour

A closed, ornate, round wooden door 2 yards in diameter appears in the area. The door can be opened and closed, functioning as an ordinary door. Behind the door is a 2-yard diameter open space that extends up to 2 yards into the surface on which the spell was cast. Both the door and the space remain for the duration. If the thickness of the surface is 2 yards or less, opening the door grants access to whatever lies beyond the surface.

When the effect ends, any creature or object inside the space created by the spell becomes shunted into the Void, unlikely to be seen again.

LEVEL 3

CONJURE LARGE MONSTER

Conjuration utility 3

Area: A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface

Duration: 1 minute

Either one compelled large monster or two compelled medium monsters appear in the area.

CONJURE SUPERIOR MONSTER

Conjuration utility 3

Area: A cube of space, 2 yards on a side, originating from a point within medium range

Duration: 1 minute; see the effect

Either one compelled medium monster or two compelled small monsters (Shadow, page 246) appear inside the area

and remain for the duration or until they are incapacitated. You can bestow one of the following benefits on the creatures created by this spell:

The flier trait

+5 Health and either the climber or swimmer trait

+3 Health and the frightening trait

The horrifying trait

CONJURE WALL

Conjuration utility 3

Area: A shapeable line, 10 yards long, 5 yards high, and 2 yards wide, originating from a point within long range with any orientation, provided at least two sides rest on solid surfaces

Duration: 1 hour; see the effect

A wall made from stone fills the area and remains for the duration or until destroyed. The wall totally covers everything behind it. Each 1-yard cube of wall has Defense 5 and Health 50 and disappears when destroyed.

IRON CAGE

Conjuration attack 3

Area: A cube of space, 4 yards on a side, originating from a point within medium range

Duration: 1 hour; see the effect

A cage made from iron forms to fully enclose the area. Any creature in the area can attempt to escape the cage by making an Agility challenge roll with 1 bane. On a success, the creature moves to the nearest open space outside the cage and cannot move during its next turn.

The cage remains for 1 hour or until it's destroyed. The cage bars are close enough to prevent a creature of Size 1/2 or larger from squeezing between them. Each 1-yard-square section of the cage has Defense 5 and Health 30.

LEVEL 4

CONJURE ITEMS

Conjuration utility 4

Area: A cube of space, 3 yards on a side, originating from a point you can reach

Duration: Until you complete a rest

You cause items to appear inside the area and remain for the duration. You can choose any mundane items, provided the total value of those items does not exceed 10 gc. The spell cannot be used to create enchanted objects, potions, alchemical objects, or incantations. Although the objects are functional, they have no real value and cannot be sold.

CONJURE SHELTER

Conjuration utility 4

Area: A cube of space, 20 yards on a side, originating from a point within long range and resting on a solid or liquid

surface

Duration: 12 hours; see the effect

You must concentrate for 1 minute, during which time you visualize a building or island. At the end of this time, the building or island you visualized appears in the area and remains for the duration.

If you conjure a building, you make all decisions about what it looks like, such as entrances, windows, and the number of rooms. It includes beds for up to ten people, chairs, tables, enough food and drink to sustain up to ten people, and a hearth complete with a burning fire.

If you conjure an island, you provide accommodations for up to ten people as if you had created a building, but in the form of bungalows or huts.

Sacrifice You can expend a casting of this spell to cast conjure large monster.

FOREST OF SPIKES
Conjuration attack 4

Area: A cube of space, 8 yards on a side, originating from a point within medium range

Duration: 1 minute

A cluster of iron spikes, each 8 yards long, forms inside the area and remains for the duration. Any creature in the area when you cast the spell must get a success on an Agility challenge roll with 1 bane or become impaled on a spike, taking 3d6 damage and becoming immobilized until the spell ends. A spike has Defense 5 and Health 10. Destroying the spike affecting a creature removes the immobilized affliction. The spikes provide cover to anything in the area and behind it. A Size 1 or smaller creature can safely crawl through the area. Larger creatures must destroy the spikes in order to move. In addition, a creature can climb up the sides of the area and across the top, space permitting.

CURSE MAGIC

Curse magic, often taught by hags and corrupted witches, spreads misfortune and woe, stripping away a victim's vitality, courage, and even form.

The Curse tradition originated in ancient faerie magic that has since been corrupted. Though it is possible for some users of the tradition to use its spells for good, such as by punishing evildoers or meting out justice, most students of the tradition exult in the power it offers and the misery it creates. As a result, nearly all who deal in Curse magic are as vile as the spells themselves, outsiders living on the fringes of settlements or alone in the wilderness.

Creatures cursed by Curse spells can remove the effect by using any method that would end a spell or magical effect. Also, a caster can always lift a curse that the caster placed on a creature he or she can see and that is within medium range by using an action to do so.

LIFTING CURSES

Anything capable of ending a spell effect can lift a curse created by this tradition. You can use an action to lift the curse if you can see the target creature and it is within medium range.

CONTROL DOLLS

You can create a control doll that becomes bound to one creature. To make a doll, you must expend special ingredients worth 1 ss and have something from the creature's body, such as a bit of nail, hair, or blood. It takes 1 hour to fashion the doll. While you hold the doll, you make attack rolls with Curse spells against that creature with 1 boon, and it makes challenge rolls to resist your Curse spells with 1 bane.

LEVEL 0

HEX

Curse attack 0

Target: One creature within short range that can see you

Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute or until it takes damage. While cursed, the target is impaired and you make attack rolls against it with 1 boon.

Attack Roll 20+ The target also becomes dazed for 1 round.

FAILURE

Curse attack 0

Target: One creature within short range that can see you

Make an Intellect attack roll against the target's Intellect. On a success, the creature becomes cursed for 1 minute. When a creature cursed by this spell gets a success on an attack roll or challenge roll and you are within short range of it, you can use a triggered action to end the spell and turn the success into a failure.

Attack Roll 20+ When you use a triggered action to turn the success into a failure, roll a d6. On a 4 or higher, the spell does not end.

POX

Curse attack 0

Target: One living creature within short range

Make an Intellect attack roll against the target's Strength. On a success, the target's body erupts in green, weeping blisters. The target takes 1d3 damage from disease and becomes frightened for 1 round.

Attack Roll 20+ The target becomes frightened for 1 minute.

TWISTED WORDS

Curse attack 0

Target: One creature you can see within short range

Make an Intellect attack roll against the target's Will. On a success, the creature becomes cursed for as long as you concentrate, up to 1 minute. When cursed in this way, the target cannot speak the truth and must lie whenever it speaks.

Attack Roll 20+ The curse lasts for 1 minute and does not require you to concentrate.

LEVEL 1

FRIGHTEN

Curse attack 1

Target: One creature within short range that can see you

Make an Intellect attack roll against the target's Will. On a success, the target becomes frightened for 1 minute. While frightened this way, the target can use an action to make a Will challenge roll and removes this affliction on a success.

Attack Roll 20+ While frightened in this way, the target is also impaired.

JINX

Curse attack 1

Target: One creature within short range

Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute. While cur-

sed in this way, the target makes attack rolls and challenge rolls with 1 bane. In addition, whenever the total of the target's roll is 0 or lower, one item it carries falls to the ground and moves 1d6 yards away from it.

Triggered When a creature you can see within short range makes an attack roll or a challenge roll, you can use a triggered action to cast this spell against the triggering creature. On a success, the effect lasts for 1 round instead of 1 minute.

HOBBLE
Curse attack 1

Target: One creature within short range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes slowed for 1 minute.

Attack Roll 20+ The target also falls prone and cannot stand up while slowed in this way.

MAD LAUGHTER
Curse attack 1

Target: One creature within short range that can see you

Make an Intellect attack roll against the target's Will. On a success, the creature gains 1 Insanity and becomes cursed for 1 minute. When cursed in this way, the creature howls and screams with laughter, becoming dazed as a result. At the end of each round, the creature can make a Will challenge roll with 1 bane and removes the dazed affliction from itself for 1 round on a success.

Attack Roll 20+ The target creature makes the challenge roll with 2 banes.

KNOW THY DOOM
Curse attack 1

Target: One creature within short range that can hear you

You pronounce the target's doom. Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed until you complete a rest or you use an action to lift the curse. While cursed in this way, whenever the target gets a failure on an attack roll or a challenge roll, it grants 1 boon on the attack rolls of any creatures attacking it for 1 round.

Once the curse is lifted, the target has no recollection of its doom.

PAIN
Curse attack 1

Target: One creature within short range

Make an Intellect attack roll against the target's Strength. On a success, for 1 minute, whenever the target takes damage, it takes 1d6 extra damage.

Attack Roll 20+ In addition, for 1 minute, whenever the target takes damage, it becomes dazed for 1 round.

SLEEPLESSNESS
Curse attack 1

Target: One creature you can see within short range

Make an Intellect attack roll against the target's Strength. On a success, the creature becomes immune to the asleep affliction for 1d6 days. A target that does not sleep is subject to the effects of deprivation (Shadow, page 200).

Attack Roll 20+ The curse lasts for 3d6 days or until you lift it.

Sacrifice You can use an action and expend a casting of this spell to cast the hex spell (Shadow, page 122).

LEVEL 2

CURSE OF THE EMERALD HAND
Curse attack 2

Target: One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 hour. When cursed in this way, the target is poisoned. Until the curse ends, when another creature touches the target, that creature must get a success on a Strength challenge roll with 1 bane or take 1d6 damage and become poisoned for 1 minute.

Attack Roll 20+ The target is poisoned until it completes a rest.

ETERNAL STENCH
Curse attack 2

Target: One creature you can see within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 hour. When cursed in this way, the target emits a terrific stench, which causes living and breathing creatures to be impaired for as long as they remain within short range of the target.

Attack Roll 20+ The curse lasts until you die or you use an action to lift the curse.

VULNERABILITY
Curse attack 2

Target: One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 minute. While the target is cursed, attack rolls against it are made with 1 boon and it makes challenge rolls with 1 bane to resist attacks.

Attack Roll 20+ The curse lasts until you die or until you lift it.

WEAKNESS

Curse attack 2

Target: One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 minute. While cursed, the target takes a -10 penalty to Health and makes Strength and Agility attack rolls and challenge rolls with 1 bane.

Attack Roll 20+ The curse lasts until you die or until you lift it.

LEVEL 3

BLOODLUST

Curse attack 3

Target: One creature within medium range

Feelings of intense anger build inside the target. Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 hour or until you use an action to lift the curse. While cursed in this way, the target must use an action each round either to attack with a weapon or to charge if no target is within its reach or range. The target makes the attack roll with 1 bane but deals 1d6 extra damage. The curse prevents the target creature from choosing the targets of its attacks. It must always attack the creature closest to it, determining its target randomly if faced with two or more possible targets.

CURSED APPLE

Curse utility 3

Target: One apple you are holding

Duration: 24 hours or until consumed

You concentrate for 1 minute, during which time you must prick your hand and spill a little blood onto the target. At the end of this time, you imbue the target with magic that imparts a curse on anyone who eats the target. The imbued magic lasts for the duration. As part of the casting, you must state a specific action that can lift the curse laid by the target, such as a kiss from a mortal with noble blood, the tears of a maiden, or a drop of blood from a mortal child. You can also use an action to lift the curse from the target, provided you are within long range of it.

A creature that eats the apple falls prone and becomes cursed. While cursed, the creature is asleep, does not need to eat or drink, and grows no older. The effect lasts until the curse is lifted, or until you die.

CURSE OF MADDENING LOVE

Curse attack 3

Target: One creature you can see within medium range

Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute. Choose a different creature you can see within medium range to be the object of affection. When the target is cursed in this way, it is charmed by the object of its affections. The curse grants 3 boons on attack rolls the creature makes in social situations to interact with the cursed target. Finally, if the cursed target is more than 5 yards from the object of its affection at the end of any round, it must get a success on a Will challenge roll or gain 1 Insanity.

Attack Roll 20+ The curse lasts until you die or you use an action to lift the curse.

DREAD

Curse attack 3

Area: A cone, 10 yards long, originating from a point you can reach

A wave of terror spreads through the area. Each creature in it must make a Will challenge roll, becoming frightened for 1 minute on a failure. While frightened in this way, the creature must take a fast turn each round, using an action to rush away from you by the safest available route. At the end of each round, if the creature does not have an unobstructed path to you and cannot see you, it can make a Will challenge roll and remove this affliction on a success.

RAGE

Curse attack 3

Target: One creature within medium range that can see you

Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute. When the target is cursed in this way, it becomes overwhelmed with rage, making all attack rolls and challenge rolls with 3 banes, but dealing 2d6 extra damage on weapon attacks it makes. The target must use an action on each turn to attack, or it gains 1 Insanity.

Attack Roll 20+ The curse lasts until you die or you use an action to lift the curse.

SWINE

Curse attack 3

Target: Up to three living creatures you can see within medium range

Duration: 1 minute; see the effect

Each target must make a Strength challenge roll. On a failure, it is transformed into a pig (a small animal) for the duration, along with everything it wears and carries. While transformed in this way, it becomes frightened and must take a fast turn each round, using its action to rush away from you by the safest available route. The effect ends immediately when the target takes damage.

LEVEL 4

CURSE OF THE ENDLESS DANCE

Curse attack 4

Target: One creature within short range that can see you

As you incant the curse, eerie music fills the air. Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute. When the target is cursed in this way, it begins to dance in a strange and erratic manner. The target can take only slow turns and must use its movement on each of its turns to move up to half Speed in a direction you choose or a random direction if you cannot see the target to choose the direction.

Attack Roll 20+ The curse lasts until you die or until you lift it. In addition, at the end of each hour the target is cursed, the target must get a success on a Strength challenge roll or become fatigued. If the target is already fatigued, it takes a cumulative -1d6 penalty to its Health. The penalty disappears when the target is no longer cursed by this spell.

SICKEN

Curse attack 4

Target: Up to five living creatures within medium range

Feelings of profound nausea afflict the targets. Each target must make a Will challenge roll with 1 bane. A creature becomes fatigued for 1 minute on a success, or becomes sickened for 1 hour on a failure. While sickened in this way, the target vomits and releases explosive diarrhea, becoming dazed, fatigued, and slowed. At the end of each round, a target can make a Will challenge roll and stops being sickened for 1 round on a success. After three successes, the spell ends for that target.

TOAD

Curse attack 4

Target: One living creature you can see within medium range

Duration: Concentration, up to 1 minute; see the effect

Make an Intellect attack roll against the target's Strength, making the roll with 3 boons if the target has Health 40 or less. On a success, the target transforms into a harmless toad (a tiny animal) and remains in that form for as long as you concentrate, up to 1 minute.

If your concentration is uninterrupted for the duration, the curse lasts until you die or until you use an action to lift it. The curse also ends if a virgin willingly kisses the target.

Attack Roll 20+ The curse automatically lasts until you die or until you use an action to lift it while the creature is within medium range.

DIVINATION MAGIC

LEVEL 0

EAVESDROP

Divination utility 0

Duration: Concentration, up to 1 minute

Choose a point in space you can see within long range. For the duration, you hear as if you were at the chosen point.

EPIPHANY

Divination utility 0

Triggered You use a triggered action to cast this spell when you make a challenge roll or an attack roll. You roll the d20 twice and use the higher number on the die.

PRECOGNITIVE ATTACK

Divination utility 0

Triggered When you make an attack roll against a creature or object you can see, you can use a triggered action to cast this spell. You make the attack roll with 1 boon.

PRECOGNITIVE DEFENSE

Divination utility 0

Triggered When a creature you can see attacks you, you can use a triggered action to cast this spell. You impose 1 bane on the triggering creature's attack roll and you make the challenge roll to resist the attack with 1 boon.

LEVEL 1

AUGUR

Divination utility 1

Requirements: You must use implements of divination such as cards, dice, tea leaves, or notched sticks.

Duration: Concentration, up to 1 minute

While you concentrate, you use your divination tools to gain an insight into the future. At the end of this time, ask the Game Master one question that can be answered "yes" or "no." The GM must answer the question truthfully.

FORETELL

Divination utility 1

Target: One creature you can see within short range

Duration: Concentration, up to 1 minute

For the duration, whenever the target makes an attack roll or challenge roll and can hear you, it makes the roll with 3 boons.

PSYCHOMETRY

Divination utility 1

Target: One object you can reach

You touch the target and learn 1d6 facts about it, such as the identity of its previous owner; whether or not the object is cursed, possessed, or magical; how a previous owner gained or lost the object; and where it was made.

REVEAL FATE

Divination attack 1

Target: One creature you can see within short range

The magic reveals to you a terrible truth about the target's future and you can drive the target mad by revealing this eventuality. If the target can hear and understand you, it must get a success on a Will challenge roll with 1 bane or gain 1d3 Insanity.

Sacrifice You can use an action and expend a casting of this spell to impose 1 bane on all attack rolls made against you until the end of the round.

SENSE PERIL

Divination utility 1

Area: A 5-yard-radius sphere centered on a point within your space

Duration: Concentration, up to 1 hour

You attune your senses to perceive danger in the area for the duration. The area moves with you, remaining centered on the point in your space. You instantly learn the location of any hidden creature, source of disease, or poisonous creature or object in the area. Finally, you can use one additional action during the first round of combat.

LEVEL 2

ANTICIPATE ATTACK

Divination utility 2

Duration: 1 minute

You receive flashes of insight into the future, seeing each attack that will be made against you for the next few moments. For the duration, you impose 2 banes on attack rolls made against you and you make challenge rolls to resist at-

tacks with 2 boons.

BLOODY REVELATION

Divination utility 2

Requirements: You must have an edged weapon.

Target: One defenseless and living creature you can reach

Describe one event that will occur at some point within the next week to the target, such as when the dragon will awake and attack or when the armies of trolls will descend from the Dragon Fangs. You kill the target and pull out its guts to discover the answers in the viscera. If you concentrate on the guts for 1 minute, and you speak in a language the target knows, you can ask the GM up to three questions about the described event. Each question must be answerable by yes or no, and the GM must answer the question truthfully. If the question is not phrased properly or the GM simply doesn't know, the question produces a negative answer and counts against the number of questions asked.

Sacrifice You can expend a casting of this spell to cast a rank 2 or lower spell you have learned from the Divination tradition.

PROPHECY

Divination utility 2

Describe an activity that can occur within the next hour. You must then concentrate. If you do so for at least 1 minute, you learn whether the activity will have a good, bad, or uncertain outcome.

PATHFINDER

Divination utility 2

Duration: Concentration

When you cast this spell, choose one of the following effects: Find the Path Name a destination that you have seen on a map or have previously visited. If the destination is within 1 mile of you, you know the shortest and most direct route to that destination for the duration.

Sense Travelers You peer into the recent past to discern if anyone has come through your area. You know the last five creatures to move through a 5-yard-radius sphere centered on a point in your space during the last 24 hours. You know each creature's descriptor and its Corruption total. For the duration, you can follow the route an identified creature used when exiting the area, allowing you to follow that creature without fail.

READING

Divination utility 2

Target: One creature you can reach

Duration: Concentration, up to 1 minute

While you concentrate, you read the target's palm. At the end of the duration, you reveal hints about the target's future. The target gains six insights, which it retains for 1 hour or until it expends the last one. When it makes an attack roll or challenge roll, it can expend one insight to make the roll with 2 boons.

TRUTH EAR

Divination utility 2

Duration: 1 hour

For the duration, you understand all spoken languages you hear and you recognize the truth when you hear it.

LEVEL 3

LOCATE

Divination utility 3

Duration: 1 hour; see the effect

You concentrate for 1 minute, during which time you visualize one creature or object. You can visualize a specific thing, such as the goblet from which the monarch last drank, or a general category, such as a trap. When you finish, for the duration you know the location of the creature or object you chose whenever you are within medium range of it. It cannot become hidden from you for the duration. This knowledge also reveals the path you need to take to reach the creature or object. If multiple subjects match the same description, you know the location of each.

SEE THE END

Divination utility 3

Target: One creature you can see

Duration: 1 minute

You see one of the many possible ways the target might die and can orchestrate events to bring the target to its fate. For the duration, you make attack rolls against the target with 1 boon. In addition, when a creature that can hear and understand you would attack the target, you can use a triggered action to grant that creature 3 boons on its attack roll. If the creature gets a success on its attack roll, its attack deals 1d6 extra damage.

SEE THE FUTURE

Divination utility 3

Duration: 1 minute

For the duration, your movement does not trigger free attacks, you impose 2 banes on attack rolls made against you, and you make Agility challenge rolls with 2 boons to resist

attacks and other harmful effects.

SOOTHSAY
Divination utility 3

Requirements: You must use implements of divination such as cards, dice, tea leaves, or notched sticks.

Describe a course of action, a goal, or an event that will happen at some point during the next week. If you concentrate on what you described for 1 minute, the GM gives you a useful piece of advice about the action, goal, or event. The GM might simply tell you something, or the information might be presented as a short phrase or a cryptic rhyme.

Sacrifice You can expend a casting of this spell to cast a rank 2 or lower spell from the Divination tradition.

THE PAST REVEALED
Divination utility 3

Area: A cube of space, 10 yards on a side, originating from a point within medium range

Duration: Concentration, up to 4 hours

For each minute you concentrate, you perceive events that took place during the hour before you cast the spell as they happened—but in reverse. For example, if you concentrate for 60 minutes while watching the area, you would see the last 60 hours of events that occurred in that space unfold in reverse. The scene shifts quickly, so much so that speech in the area sounds like gibberish.

Sacrifice You can use an action and expend a casting of this spell to cast the reading spell (Shadow, page 125).

LEVEL 4
THIRD EYE
Divination utility 4

Duration: 1 hour

An extra eye opens in your forehead and remains there for the duration. While the eye is open, you gain the following benefits:

- You impose 2 banes on attack rolls against you.
- You make challenge rolls to resist attacks and other hazardous effects with 2 boons.
- Creatures within short range of you cannot be hidden from you.
- You cannot be surprised, blinded, or deafened.
- You make all Perception rolls with 2 boons.

TRUE NATURE
Divination attack 4

Target: One creature you can see within short range

You bring to bear the fullness of your divinatory powers to perceive the target as it truly is. Make an Intellect challenge roll. On a success, the GM must show you the target's statistics box. In addition, you learn one true thing about the target. The GM decides the nature of the true thing, possibly revealing some special action, vulnerability, or an important detail about the target's personality, desires, goals, or history.

VISION
Divination utility 4

Duration: 1 hour; see the effect

For the duration, you enjoy the following benefits:

- You see into areas obscured by shadows and darkness as if those areas were lit.
- You see through anything that conceals, disguises, or renders things invisible.
- You see auras around objects under the effects of magic and you automatically recognize anything created by an Illusion spell for what it is.
- You see creatures under the effects of Transformation spells as they truly are.
- You can use an action to focus your sight to see through solid obstacles as long as you concentrate. You can see through 1 yard of wood, 1 foot of stone, or 1 inch of metal.

ENCHANTMENT MAGIC

LEVEL 0

BEWITCH

Enchantment attack 0

Target: One creature that can see you within long range

Make an Intellect attack roll against the target's Intellect. On a success, the target is moved up to its Speed.

Attack Roll 20+ You regain the casting of this spell.

CONVINCING WORD

Enchantment attack 0

Target: One creature within short range that can see and hear you

Make an Intellect attack roll against the target's Will. On a success, the target becomes charmed for 1 round.

Triggered On your turn, you can use a triggered action to cast this spell.

Attack Roll 20+ The target becomes charmed for 1 minute.

DISTRACTION

Enchantment attack 0

Target: One creature within short range that can see you

Make an Intellect attack roll against the target's Will. If the target has a Health score of 20 or higher, you make the attack roll with 2 banes. On a success, the target become surprised for 1 round or until after the target takes damage.

Attack Roll 20+ The target also grants 1 boon on attack rolls made against it for 1 round.

PRESENCE

Enchantment utility 0

Duration: 1 minute

For the duration, creatures that are ordinarily attracted to members of your kind make attack rolls against you with 1 bane.

LEVEL 1

ATTRACTION

Enchantment attack 1

Target: One creature within short range that can see you

Make an Intellect challenge roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target finds you attractive for 1 minute or until it takes damage from your attack. Until the effect ends, you make attack rolls against the target with 2 boons, and the target is impaired while it is more than 5 yards away from you.

Attack Roll 20+ The target is impaired while it can see you.

CHARM

Enchantment attack 1

Target: One creature within short range that can see you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes charmed for 1 hour or until it takes any damage.

Attack Roll 20+ The target instead becomes charmed for 1d6 hours or until it takes any damage.

COMMAND

Enchantment attack 1

Target: One creature within short range that can hear you

Make an Intellect attack roll against the target's Will. If the target is charmed, you make the attack roll with 1 boon. On a success, the target becomes compelled for 1 round.

Attack Roll 20+ You regain the casting of this spell.

LOATHING

Enchantment attack 1

Primary Target: One creature within medium range

Secondary Target: One creature or one object within short range of the primary target

Feelings of loathing and antipathy overtake the primary target. Make an Intellect attack roll with 1 boon against the primary target's Intellect. On a success, the primary target experiences feelings of intense disgust toward the secondary target for 1 minute. For as long as the primary target remains within short range of the secondary target, the primary target is impaired. The creature can remove this affliction from itself by getting a success on an attack roll against the secondary target. It makes the attack roll with 3 boons, and its attack deals 2d6 extra damage.

Attack Roll 20+ The impaired affliction imposes 1 additional bane on the primary target's attack rolls and challenge rolls.

QUESTION

Enchantment attack 1

Target: One creature within short range that can see, hear, and understand you

You ask the target a question and make an Intellect attack roll against its Will. On a success, the target must answer you truthfully and to the best of its knowledge.

Attack Roll 20+ The target becomes frightened for 1 round.

LEVEL 2

AWAKEN PASSION

Enchantment utility 2

Target: Up to three creatures within short range

Duration: Concentration, up to 1 minute; see the effect

Each target becomes impassioned for the duration. Until the effect ends, a target makes attack rolls and challenge rolls with 2 boons. When a target gets a failure on an attack roll or a challenge roll, it can turn the failure into a success, but the spell ends immediately for all targets affected by the spell.

COMPEL

Enchantment attack 2

Target: One creature within medium range that can see you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes compelled for 1 minute or until it takes any damage.

Attack Roll 20+ The target instead becomes compelled for 1 hour or until it takes any damage.

MIND BONDAGE

Enchantment attack 2

Target: One creature within medium range that can see and hear you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes dazed for 1 minute or until it takes any damage. While the target is dazed in this way, you make attack rolls with 1 boon to interact socially with it.

Attack Roll 20+ The target becomes stunned while it is dazed in this way.

REVULSION

Enchantment attack 2

Target: One creature or object within medium range

Duration: 1 minute

For the duration, the target becomes revolting to any creature that can see it. Whenever a creature comes within 5 yards of the target and can see it, the creature must get a success on an Intellect challenge roll or become impaired for as long as it remains within 5 yards of the target. You can use a triggered action at any time to render any number of creatures you choose within medium range immune to the effects of this spell.

LEVEL 3

BLISS

Enchantment attack 3

Target: Any number of creatures within short range

Each target must make a Will challenge roll. If the target is charmed, it makes the roll with 1 bane. If you attacked the target at any point since you last completed a rest, the target is immune to this spell. On a failure, the target becomes dazed for 1 minute or until it takes damage.

COWER

Enchantment attack 3

Target: One creature within medium range

Make an Intellect attack roll against the target's Will. On a success, the target becomes immobilized for 1 minute; while immobilized in this way, it is also frightened. Once per round when the target takes damage, it can make a Will challenge roll, removing this immobilized affliction on a success.

Attack Roll 20+ The target also falls prone and cannot stand up while immobilized in this way.

DOLOR

Enchantment attack 3

Target: Up to five creatures within medium range that you can see

Each target must get a success on a Will challenge roll with 1 bane or be overcome by distress for 1 minute. When overcome in this way, the target makes attack rolls and challenge rolls with 1 bane. In addition, whenever a target gets a failure on an attack roll or a challenge roll, it increases the number of banes on its rolls by 1 until the spell ends.

IMPLANT SUGGESTION

Enchantment attack 3

Target: One creature within short range that can see and hear you

Duration: Concentration, up to 1 minute; see the effect

Make an Intellect attack roll against the target's Will. On a success, the target becomes stunned for the duration or until it takes any damage.

If you concentrate for the full minute, describe a course of activity that is obviously not suicidal and that can be summarized in a sentence or two. Then describe what triggers the activity, such as reaching a specific destination or hearing a word or phrase. If the suggested activity would be potentially harmful to the target's self, loved ones, or property, the target can make a Will challenge roll and is not affected on a success. Otherwise, it must perform the described activity if the trigger occurs at any time within the next 8 hours. Once the target has completed the activity, the effect ends.

UNREASONING HATRED

Enchantment attack 3

Target: One creature within medium range that you can see

Make an Intellect attack roll against the target's Will. On a success, the target becomes filled with hatred for one creature or object you choose within medium range. The target experiences this hatred for 1 minute. Until the spell ends, the target makes attack rolls against the object of its hate with 3 boons and makes attack rolls against anything else with 3 banes. You can use a triggered action on your turn to change the object of the creature's hate to a different creature or object you can see within medium range.

Attack Roll 20+ The target gains 1d6 Insanity. It does not become frightened as a result of gaining Insanity in this way.

LEVEL 4

ALLURE

Enchantment attack 4

Target: Any number of creatures within short range

Each target must make a Will challenge roll with 1 bane. On a failure, it becomes charmed until you attack it or until you complete a rest. While charmed in this way, the creature becomes impaired if it is beyond short range of you.

BEGUILE

Enchantment attack 4

Target: One living creature within short range

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes charmed until you complete a

rest. While the target is charmed in this way, you can use a triggered action when the target would take a turn and is within short range of you to decide what the target does on its turn.

FORBID

Enchantment attack 4

Target: One creature within medium range that you can see

Make an Intellect attack roll against the target's Will. You make the attack roll with 1 boon if the target has a Health score of 25 or lower, or with 1 bane if the target has a Health score of 50 or higher. On a success, the target becomes charmed. When it is charmed in this way, you can choose one action such as attack, defend, help, or prepare (see Shadow, page 48, for a full list) and forbid the target from using that action. When the target would attempt to use the forbidden action, it must make an Intellect challenge roll with 3 banes. On a success, the target can use the action, but makes any attack roll or challenge roll related to it with 3 banes. On a failure, the target becomes dazed until the end of the round. At the end of each round, the target can make a Will challenge roll with 1 bane. On a success, the spell ends.

Attack Roll 20+ The target becomes stunned instead of dazed when it gets a failure on the roll made to perform the forbidden action.

LURE

Enchantment attack 4

Target: Up to five creatures within medium range that you can see

When you cast the spell, first choose an area inside a cube of space, up to 5 yards on a side, resting on the ground and originating from a point you can see within medium range. Each target must get a success on an Intellect challenge roll or become fixated on the chosen area for 1 minute. While fixated and not inside the area, the target makes attack rolls and challenge rolls with 3 banes and treats the ground as difficult terrain whenever it moves and does not move directly toward the area. If a target moves into the area or is in the area when you choose it, the target can immediately make a Will challenge roll with 1 bane. On a success, the spell ends for that target.

LIFE MAGIC

LEVEL 0

DEATH WARD

Life utility 0

Target: One creature you can reach
Duration: 1 hour

You touch the target. For the duration, whenever the target makes a fate roll (Shadow, page 40), it can roll an additional die and use the highest of the results.

Triggered When a creature you can see within short range would die, you can use a triggered action to cast this spell. The creature does not die, stops making fate rolls, and instead becomes unconscious for 1d3 hours. At the end of this time, it heals 1 damage.

DESTROY DEATH

Life attack 0

Target: One creature within short range that you can see
You send healing energy into the target.

If the target is alive it heals 1d3 damage.

If the target is undead make a Will attack roll against its Strength. On a success, the healing energy weakens the magic sustaining the creature's unnatural existence, causing the target to take 1d6 + 2 damage.

Attack Roll 20+ The **Target:** Takes 1d6 Extra Damage.

LIFE SENSE

Life utility 0

Area: A sphere with a 5-yard radius centered on a point within your space

Duration: 1 minute

You know the locations of any living creatures in the area. Such creatures cannot become hidden from you for the duration.

MINOR HEALING

Life utility 0

Target: One creature you can reach

You touch the target, which heals damage equal to half its healing rate.

LEVEL 1

BOUNTIFUL VITALITY

Life utility 1

Target: One creature you can reach
Duration: 1 hour; see the effect

You touch the target, imbuing it with healing energy that lasts for the duration. Each time the target heals damage, it heals 1d3 extra damage.

If the target becomes injured it immediately heals damage equal to half its healing rate, and the spell ends.

CURE

Life utility 1

Target: One creature you can reach

You touch the target, granting one of the following benefits:

Remove one of the following afflictions from the **target:** diseased, fatigued, impaired, or poisoned.

Remove 1 Insanity from the target.

Remove any penalty to the target's Health.

The target heals damage equal to half its healing rate.

FOUNT OF LIFE

Life utility 1

Area: A sphere with a 2-yard radius centered on a point you can reach

Duration: 1 minute

Healing energies spread through the area, which moves with you for the duration. Whenever a living creature in the area heals damage, it heals extra damage equal to your power.

LIFE SURGE

Life utility 1

Target: One creature you can reach
Duration: 1 minute

You touch the target and cause it to heal damage equal to half its healing rate. Until the spell ends, the target makes attack rolls and challenge rolls with 1 boon.

LIGHT HEALING

Life utility 1

Target: One creature you can reach

You touch the target, which heals damage equal to its healing rate.

LEVEL 2

AUGMENTED VITALITY

Life utility 2

Target: One creature you can reach

Duration: 1 hour

You touch the target and fill it with healing energy. For the duration, the target gains the following benefits:

The target takes half damage from disease and poison.

It makes rolls to resist or remove the diseased and poisoned afflictions from itself with 2 boons.

Whenever the target would make a fate roll (Shadow, page 40), it can roll an additional die and use the higher of the two results.

The spell imposes 1 bane on attack rolls made against the target by spirits and undead.

MODERATE HEALING

Life utility 2

Target: One creature you can reach

You touch the target, which heals damage equal to twice its healing rate.

SEED OF LIFE

Life utility 2

Target: Up to three creatures you can reach

Duration: 1 hour; see the effect

You touch each target and plant in its body the seed of life. The seed grants the target a +2d6 bonus to Health that lasts for the duration.

If the target becomes injured it immediately heals damage equal to its healing rate, and the spell ends for that target.

VITALITY BURST

Life utility 2

Target: Up to three living creatures within short range

Each target heals damage equal to its healing rate.

LEVEL 3

ERADICATE THE UNCLEAN

Life attack 3

Area: A 5-yard-radius sphere centered on a point you can reach

Healing energy spreads through the area and then dissipates.

Each undead creature in the area takes 4d6 damage. A creature that takes this damage can make a Strength challenge roll and takes half the damage on a success.

Infectious and poisonous creatures in the area lose the ability to transmit disease or poison through their attacks unless they get a success on a Strength challenge roll with 1 bane.

Undead in the area must get a success on a Will challenge roll with 1 bane, or be moved 5 yards away from you and be prevented from moving to within 5 yards of you for 1 minute. If such a creature is forcibly moved to within 5 yards of you, it becomes impaired until it is no longer within that distance.

FLEETING LIFE

Life utility 3

Target: One creature that has been dead no longer than 7 days

Duration: 8 hours

You touch the target and imbue it with life. The target becomes a living creature with a Health score of 10 and no damage. It otherwise retains all of its talents, traits, along with any spells it has learned. If the target becomes incapacitated, the spell ends. When the spell ends, the target falls prone and becomes a corpse once more.

Sacrifice You can use an action and expend a casting of this spell to cast the moderate healing spell (Shadow, page 133).

GREATER CURE

Life utility 3

Target: Up to three creatures you can reach

You touch each target, granting one of the following benefits (you can choose a different one for each target):

Remove one of the following afflictions from the **target**: diseased, fatigued, impaired, or poisoned.

Remove 1 Insanity from the target.

Remove any penalty to the target's Health.

The target heals damage equal to its healing rate.

MAJOR HEALING

Life utility 3

Target: One creature you can reach

You touch the target, which heals damage equal to three times its healing rate.

LEVEL 4

MASS HEALING

Life utility 4

Area: A 5-yard-radius sphere centered on a point within short range

You release a wave of healing energy into the area. Choose any number of creatures in the area. Each creature chosen heals damage. The amount of damage depends on how many creatures you choose.

If you choose one or two the creatures each heal damage equal to three times their healing rate.

If you choose three to five creatures they heal damage equal to twice their healing rate.

If you chose six or more each heals damage equal to its healing rate.

RESTORE BODY

Life utility 4

Target: One creature you can reach

You touch the target, causing it to heal damage equal to its healing rate.

If you then concentrate for 1 minute and maintain contact for the entire time, you restore one missing extremity, organ, or limb to the target's body.

Sacrifice You can use an action and expend a casting of this spell to cast the major healing spell (Shadow, page 133).

REVIVE

Life utility 4

Target: One creature, killed no longer than 1 minute ago, that you can reach

You touch the target and restore it to life. The target must make a Strength challenge roll. On a success, it heals 1 damage and gains 1d6 Insanity. On a failure, it dies.

Sacrifice You can expend a casting of this spell to cast the moderate healing spell from the Life tradition.

TOTAL HEALING

Life utility 4

Target: One creature you can reach

You touch the target, which heals all damage.

NATURE MAGIC

An ancient tradition, Nature magic encourages growth and nurtures the land. Nature spells let casters command plants and harness their power in its defense. Misuse of the magic can lead the world to withhold its power.

Devotees of the Old Faith are the most common users of Nature magic. They see the tradition's spells as expressions of their religion and incorporate them into their rites.

Among the oldest of the traditions known to the people of Urth, Nature magic originated with the faeries, who first learned to use the magic that envelops reality to change the natural world to suit their needs. These faeries passed on their lore to the First People, and the knowledge would serve as the basis of the Old Faith.

Druids believe that because Nature magic derives from the world itself, calling on its power requires one to be in good standing with the world spirit. They preach that callous disregard for the natural order of things, wanton destruction of the natural world, and other acts contrary to the preservation of nature can lead to angering the world spirit, which might result in the world withholding its power from those perpetrators or even some worse fate.

Of course, these cautionary sermons might be nothing more than stories to ensure that students of the tradition cleave to the principles of the Old Faith. Other practitioners of the tradition face no repercussions when they use Nature spells for dubious or malevolent ends. The elder druids know, however, that their time is coming, and that their magic will fail them when it is needed most.

Armor Abhorrence

Those who deal in the Nature tradition need to maintain closeness to nature. Heavy armor is abhorrent to such casters. You cannot cast Nature spells while wearing heavy armor.

LEVEL 0

FALLING LEAVES

Nature utility 0

Area: A 2-yard-radius sphere centered on a point within short range

Duration: 1 minute

Leaves appear and fall in the area, partially obscuring it for the duration.

Triggered On your turn, you can use a triggered action to cast this spell.

GRASPING GROWTH

Nature attack 0

Target: One creature that has a physical body and is on the ground within short range

Vines reach up to cling to the target's limbs. Make a Will attack roll against the target's Strength. On a success, the

target is slowed for 1 minute. If the target is not in contact with the ground at the end of the round, it removes the slowed affliction from itself. The target also removes the slowed affliction if it takes damage from fire.

HEALING POULTICE

Nature utility 0

Requirements: You must spend 1 hour foraging for herbs in a wilderness environment where such herbs might grow.

Target: The herbs you foraged

Duration: 24 hours

The target herbs become a healing poultice. At any time before you complete a rest, you can use an action to administer the poultice to a creature you can reach. When the creature completes a rest while wearing the poultice, it heals extra damage equal to half its healing rate. A creature can benefit from just one poultice at a time.

MAGIC ACORNS

Nature attack 0

Target: Up to five acorns, nuts, or seeds you can reach

Duration: 1 hour; see the effect

You touch the targets, imbuing each with magic for the duration or until a creature attacks with it. A creature attacks with an acorn by throwing it at a target creature or object within short range, making an Agility attack roll against the target's Agility. On a success, the target of the attack takes 1d3 damage and becomes slowed for 1 round. If it becomes incapacitated by this damage, it becomes rooted to the ground and permanently transforms into a sapling.

Attack Roll 20+ The target takes 1d6 extra damage.

OAK HIDE

Nature utility 0

Duration: 1 hour

For the duration, you gain a +2 bonus to Defense and when you attempt to hide in forest settings, you make the Agility challenge roll with 1 boon.

LEVEL 1

GREEN TONGUE

Nature utility 1

Duration: 1 minute

For the duration, you can communicate with any plant, including plant creatures, you touch. Communication is possible with ordinary plants only if you keep your queries

simple. A typical plant knows only about its immediate environs and its existence as a plant, and its answers are usually vague.

Sacrifice You can use an action and expend a casting of this spell to heal damage equal to half your healing rate.

HEALING BERRIES

Nature utility 1

Target: Up to three fresh berries you can reach

Duration: 8 hours; see the effect

You touch the targets, imbuing each with magic that lasts for the duration or until it is consumed. A living creature can use an action to consume a target berry, healing damage equal to half its healing rate.

LEY LINE

Nature utility 1

Requirements: You must be outdoors in a wilderness environment

Duration: 8 hours

Name a destination you believe to be within 64 miles of you. If it is, you spot a path that leads to that destination. The path remains visible to you for the duration. While you travel the path, you and anyone following you moves at twice the normal rate. In addition, the path conceals your tracks and those left by up to ten other creatures that follow you.

OVERGROWTH

Nature utility 1

Area: A circle on the ground with a 10-yard radius centered on a point within medium range

Duration: 1 hour

Creepers and weeds spread through the area, which becomes difficult terrain for the duration. When the effect ends, this growth withers and dies.

POLLEN BURST

Nature attack 1

Area: A cube, 4 yards on each side, originating from a point within medium range

Duration: 1 minute

Yellow-green dust spreads through the area and remains for the duration. Any breathing creature in the area when you cast the spell or that enters it before the spell ends must get a success on a Strength challenge roll with 1 bane or become impaired until the spell ends. When impaired in this way, a creature makes Perception rolls with 2 banes. Wind in the area disperses the dust and ends the spell.

When the spell ends, if the ground under the area is earth,

flowering vines spread across it and become difficult terrain until cleared away.

SHILLELAGH

Nature utility 1

Target: One club or staff you are holding

Duration: 1 hour; see the effect

You imbue the target weapon with magic that lasts for the duration or until you drop it. While you hold the target weapon, you gain a +2 bonus to Speed and your attacks with it deal 1d6 extra damage.

LEVEL 2

ENSNARING VINES

Nature attack 2

Target: Up to five creatures within medium range

Vines erupt under the targets. Each target must get a success on an Agility roll or become immobilized for 1 minute. It can use an action to remove the affliction by tearing off the vine.

FACE IN THE FOREST

Nature utility 2

Target: One Size 2 or larger tree you can reach

Duration: Concentration, up to 1 hour

You touch the target and become aware of the exact position of each tree within 1 mile of it. This knowledge lasts for the duration, during which time you must maintain contact with the tree. Each time you use an action to concentrate on the spell, you can choose to perceive from the space occupied by a Size 2 tree whose position you learned from this casting of the spell. Your visage appears in the bark of the affected tree and allows you to see and hear from that tree's space using your normal senses. If the tree from which you perceive is destroyed, the spell ends and you gain 1 Insanity.

FIERY PINECONES

Nature attack 2

Target: Up to five pinecones, nuts, or seeds you can reach

Duration: 8 hours, see the effect

You touch the targets, imbuing each with magic that lasts for the duration or until a creature attacks with it. An imbued item sheds light in a 5-yard radius around it. A creature can attack with the target by throwing it at a target creature or object within medium range, making an Agility attack roll against the target's Agility. On a success, the target of the attack takes 1d6 damage, and everything within 1

yard of it takes 1d3 damage from the flying sparks.

Attack Roll 20+ The target of the attack takes 1d6 extra damage.

POISON IVY

Nature attack 2

Area: A 10-yard-radius circle on the ground centered on a point within medium range

Leafy vines explode from the center of the circle and spread through the area, which becomes difficult terrain until they are cleared away. Any creature in the area when the vines appear or that enters the area must get a success on a Strength challenge roll with 1 bane or become poisoned until it completes a rest. When poisoned in this way, a creature is also impaired.

THORNY SKIN

Nature attack 2

Duration: 1 hour

A profusion of wicked thorns and writhing vines sprout from your skin and cover your whole body for the duration. The growth grants you the following benefits:

You gain a +2 bonus to Defense.

You cannot be moved against your will or knocked prone while you are standing on the ground.

You make attack rolls using melee weapons with 1 boon.

Your melee attacks deal 1d6 extra damage from the thorns projecting from your body.

When you take damage from a creature within 1 yard of you or a creature gets a success on an attack roll to grab you, the attacking creature must get a success on an Agility challenge roll with 3 banes or take 2d6 damage. If a creature that grabbed you takes this damage, you remove the grabbed affliction from yourself.

Special If you are under the effect of the oak hide spell (Shadow, page 134) while also under the effect of this spell, increase the total bonus to your Defense from both spells to +5.

LEVEL 3

BRAMBLES

Nature utility 3

Area: A circle on the ground with a 10-yard radius centered on a point within medium range

Duration: 1 minute

Brambles with razor-sharp thorns spread through the area, which becomes difficult terrain for the duration. When the effect ends, the brambles wither and die. Any creature entering the area or moving across it must make an Agility challenge roll with 1 bane, taking 1d6 damage on a failure.

CIRCLE OF STONES

Nature utility 3

Target: Eight points on the ground within short range, each of which must be at least 2 yards from another

You cause a stone to rise from one target point when you cast the spell and another stone in each round when you use an action to concentrate on the spell, until a total of eight stones appear. Each stone is 2 yards wide, 1 yard thick, and 4 yards tall, with Defense 5 and 100 Health, and remains until it is destroyed.

A stone that appears as a result of casting this spell is imbued with magical energy that lasts until you complete a rest. You can use an action, or a triggered action on your turn, to choose up to eight creatures you can see within medium range of you. The stones provide a +1 bonus to Defense and 1 boon to attack rolls for chosen creatures that are within 1 yard of at least one of the stones.

A chosen creature can use an action to touch a stone imbued with magical energy and be moved into the stone's space. While in the stone's space, the creature remains aware of its surroundings and of the passage of time, but it cannot do anything except to use an action to move out of the stone through the surface where it entered. If a stone is destroyed while a creature is inside it, the creature becomes fused to the rubble and dies. If the creature is still inside the stone when the stone's magical energy dissipates, the creature is forced out of the stone, taking damage equal to twice its healing rate and gaining 1d6 Insanity.

SECRETS OF THE LAND

Nature utility 3

Touch a natural landmark, such as an ancient tree, an enormous boulder, deep sinkhole, or a stone formation. If you maintain contact and concentrate for 1 minute, you learn three true things about the area within 10 miles of you.

FOREST WALK

Nature utility 3

Duration: 1 minute

You, along with everything you wear and carry, turn bright green for the duration. For the duration, you can enter a space occupied by a plant of your Size or larger and instantly exit into an open space from another plant of your Size or larger that is within medium range of the plant whose space you entered.

TUMESCENT PUFFBALLS

Nature utility 3

Area: Up to five cubes, 1 yard on a side, resting on the ground and originating from points within short range

Duration: 1 minute; see the effect

One giant puffball appears inside each area and remains for

the duration or until it is destroyed. A puffball is a Size 1 object with Defense 5 and Health 20.

Whenever a creature moves to within 3 yards of a puffball or a puffball is hit by a solid object, the puffball releases a cloud of spores in a 3-yard-radius centered on a point in its space. The cloud heavily obscures its area and remains for 1 round or until it is dispersed by wind. Each living and breathing creature in the area when the cloud appears or that enters it must get a success on a Strength challenge roll with 1 bane or take 2d6 damage and become poisoned for 1 minute. If a creature is already poisoned from this spell, it takes 2d6 extra damage instead.

PLANT ALLY

Nature utility 3

Target: One Size 1 or smaller ordinary living plant that is rooted in the ground within medium range

Duration: 1 hour

The target pulls itself free from the ground and becomes a compelled animated plant (see page 134) for the duration, after which time the plant roots itself wherever it is standing and becomes an ordinary plant once more. The plant is friendly to you and uses an action and moves as you direct it (not an action), provided you are within medium range of it. If the plant becomes incapacitated, it dies and the spell ends.

Triggered On your turn, you can use a triggered action to cast this spell, but the duration becomes 1 minute.

Sacrifice You can use an action and expend a casting of this spell to cast the ensnaring vines spell (Shadow, page 134).

LEVEL 4

CALL SPRIGGANS

Nature utility 4

Area: A cube of space, 3 yards on a side, originating from a point within medium range and resting on a solid earthen or rocky surface

Duration: 1 minute

The ground in the area trembles as 1d3 spriggans rise from it, shaking off dirt and rocks as they do. Each spriggan must make a Will challenge roll. You impose 2 banes on the roll if only 1 spriggan appears, or 1 bane if only 2 spriggans appear. On a failure, the spriggan becomes compelled for the duration. The spriggans remain until the spell ends, at which point they sink back into the earth.

TOXIC GROWTH

Nature utility 4

Requirements: The area must contain living plants rooted in the ground

Area: A 10-yard-radius circle on the ground centered on a point within medium range

Duration: 1 hour

You make leaves, stems, vines, and flowers thicken and grow, turning the area into difficult terrain that remains until it is cleared away. If the area already contained difficult terrain, any creature that tries to move across the area must get a success on a Strength challenge roll or become immobilized for 1 round.

The plants in the area exude toxins for the duration of the spell. At the end of each round, each living creature in the area must get a success on a Strength challenge roll with 1 bane or become poisoned for 2d6 hours. A creature already poisoned from this spell takes 3d6 damage and extends the duration of the poisoned affliction by 1d6 hours. A creature poisoned in this way is also slowed.

SACRED GROVE

Nature utility 4

Area: A 10-yard-radius hemisphere centered on a point on the ground within medium range

Duration: 8 hours

You infuse the area with magic, causing colors to become more vibrant, plants to bloom and double in size, and animals to become peaceful and friendly. In addition, air becomes comfortable and sweet-smelling, while flower petals fall from above to melt away into the grass.

While you are in the area, other creatures cannot perceive the interior from outside it. If you are conscious when a creature would move into the area, you can deny entry and cause that creature to teleport to the opposite side of the area.

Four times before the spell ends, you can choose to apply one of the following effects on any creature in the **area**: either the creature heals damage equal to its healing rate, or you remove the diseased or poisoned affliction from it.

WRATH OF NATURE

Nature attack 4

Target: Up to five creatures within medium range

Whiplike vines leap up and deal 3d6 damage to each target. Each target must make an Agility challenge roll. On a failure, the target is moved 6 yards in a direction you choose and then becomes immobilized for 1 minute. The target can use an action to make a Strength challenge roll with 1 bane, removing the affliction on a success.

PROTECTION MAGIC

LEVEL 0

DANGER SENSE

Protection utility 0

Target: You and up to five creatures within short range

Duration: 1 minute

None of the targets can be surprised for the duration.

Triggered If you would be surprised, you can use a triggered action to cast this spell, but the spell affects only you.

MAGIC LOCK

Protection utility 0

Target: One object within short range that can be opened or closed such as a door, chest, or window

Duration: 1 minute

The target closes and locks. For the duration, it cannot be opened by nonmagical means by a creature other than you, although it can be destroyed.

SECURE SITE

Protection utility 0

Area: A sphere with a 10-yard radius centered on a point you can reach

Duration: 6 hours

An invisible field springs into existence along the circumference of the area. For the duration, you know whenever a Size 1/2 or larger creature moves into the area from outside it. This knowledge wakes you if you are asleep.

UNTOUCHABLE OBJECT

Protection utility 0

Target: One Size 1/2 object you can reach

Duration: 1 hour; see the effect

You touch the target and imbue it with a minor ward. Until the spell ends, no creature other than you can touch the object. The object can still be damaged by objects and effects, but it cannot be physically touched by another creature, even if the creature wears gloves.

LEVEL 1

BINDING SHACKLES

Protection attack 1

Target: One creature within 1 yard of the ground that you can see within medium range

Heavy iron chains leap from you toward the target. Make an Intellect attack roll with 1 boon against the target's Agility. On a success, the chains wrap around the target and anchor themselves at a point on the ground you choose within 3 yards of the target. For 1 minute, the target cannot move more than 3 yards from that point. A target affected by this spell can use an action to make a Strength challenge roll with 3 banes and ends the spell on a success.

Attack Roll 20+ The target also takes 1d6 damage from the constricting chains.

DIAGRAM

Protection utility 1

Requirements: You must spend 1 minute using a writing kit to draw a diagram on a flat surface you can reach that covers a circular area with a radius of up to 2 yards.

Target: An intact circle drawn to meet the spell's **Requirements:** within short range

Duration: 4 hours; see the effect

You infuse the target circle with magical power that lasts for the duration or until sometime breaks the circle by smudging it, laying something over it, or erasing part of it. The diagram prevents any creature on it from moving outside the area it covers, attacking creatures outside the area, or affecting anything beyond the area with magic.

Sacrifice You can expend a casting of this spell to extend the duration of a previously cast diagram spell by 4 hours.

Using the Diagram Spell

The diagram spell is useful for anyone who summons unwilling creatures to do their bidding. Causing creatures to appear on the diagram traps them there until they can be convinced to lend aid, answer questions, or act in a manner according to the caster's desires. Although such creatures cannot affect targets or areas beyond the diagram's area with magic, they can still talk and could convince the caster or others nearby to release them.

EVADE

Protection utility 1

You move up to four times your Speed without triggering free attacks.

Triggered You can use a triggered action to cast this spell when you take damage. If you do, you instead move up to twice your Speed without triggering free attacks.

ELEMENTAL ADAPTATION

Protection utility 1

Target: Up to five creatures you can reach

Duration: 2 hours

You touch each target. For the duration, each target is immune to the effects of deprivation and exposure.

FORCE FIELD

Protection utility 1

Duration: 1 minute; see the effect

An invisible field of force surrounds you and moves with you. The field has Health 10. For the duration, when you would take damage, the field takes the damage instead. If the field's damage total equals its Health, the effect ends immediately.

PERFECT TARGET

Protection attack 1

Target: One willing creature you can see within short range

Duration: 1 minute; see the effect

Faint light limns the target for the duration, granting any creature that attacks the target's Defense or Agility 1 boon to its attack roll. If the target takes damage from any attack, the spell ends, releasing a wave of destructive energy in a 3-yard radius centered on a point in the target's space. Each creature in that area other than you and the target takes 3d6 damage. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

SANCTUARY

Protection utility 1

Target: One creature you can reach

Duration: 1 minute; see the effect

You touch the target, causing it to become hidden from all creatures for the duration. The effect ends immediately when the target attacks.

LEVEL 2

ELECTRIFY

Protection utility 2

Target: One creature or object within medium range

Duration: 1 hour

The target emits a faint buzzing noise for the duration. If the target is a creature and it attacks with a metal weapon, the attack deals 1d6 damage from a jolt of electricity in ad-

dition to the weapon's normal damage.

In addition, any creature that touches the target directly, is touched by the target, or touches the target with a metal weapon takes 1d6 damage from a jolt of electricity. A creature that takes this damage must make an Agility challenge roll. On a success, the creature takes half the damage. On a failure, the creature is repelled 1d6 yards away from the target and falls prone.

SCREEN

Protection utility 2

Area: A 5-yard-radius sphere centered on a point you can reach

Duration: 8 hours

An insubstantial mirror-like field springs into existence on the area's outer edge and remains for the duration. Creatures outside the area cannot use their senses to perceive into the area, nor can creatures choose origin points inside the area for spells they cast unless the choice does not require sight. Sound emanating from within the area does not reach beyond the edges. Otherwise, creatures can freely enter and exit the area. In addition, creatures inside the area can see beyond the edge of the area as if the field were not there. Finally, the spell prevents Divination magic and similar spells from perceiving or detecting anything inside the area.

VIGILANCE

Protection utility 2

Target: One creature you can reach

Duration: 4 hours

You touch the target, granting it heightened readiness and awareness. For the duration, the target makes Perception challenge rolls with 1 boon and cannot be charmed, compelled, frightened, surprised, or put to sleep by magic.

VIGOR

Protection utility 2

Target: One creature you can reach

Duration: 1 hour

You touch the target, granting it a +10 bonus to Health for the duration.

LEVEL 3

ENTRAPPING PENTAGRAM

Protection utility 3

Requirements: You must spend 1 minute using a writing kit and rare ingredients worth at least 1 ss to draw a pentagram centered on a point on a horizontal surface you can reach. The pentagram is inside a circle with a 1-yard radius

Target: The pentagram you drew
Duration: 24 hours or until triggered

The pentagram becomes invisible. When a creature other than you moves into the space containing the invisible pentagram, the pentagram becomes visible and emits bright red light. The creature that triggered it becomes immobilized and cannot be moved from the space by any means. At the end of each hour a creature remains immobilized in this way, it can make an Intellect challenge roll. A success removes the affliction and causes the pentagram to disappear.

FORCEFUL REBUKE
Protection attack 3

Area: Each creature of your choice within 2 yards of you

A sudden blast of magical force slams into each chosen creature and causes it to take 4d6 damage. A creature that takes this damage must make a Strength challenge roll with 1 bane. On a failure, the force causes the creature to move 5 yards in a straight line away from you and then fall prone.

MAGIC TRAP
Protection utility 3

Target: A point you can reach on a solid surface
Duration: 8 hours; see the effect

You touch the target and leave behind a glowing mark that fades after a moment. When you cast this spell, you can designate any number of creatures you can see to become immune to the spell's effect.

Until the spell ends, whenever a creature other than a creature you designated moves to within 2 yards of the target, the mark explodes in a 5-yard radius centered on the target and the spell then ends. Fire loosed by the spell deals 6d6 damage to everything in the area. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

The sound of the explosion can be heard from up to 1 mile away. Each creature within 20 yards of the point must get a success on a Strength challenge roll or become deafened for 1 minute.

PROTECTION FROM SPELLS
Protection utility 3

Target: One creature you can reach
Duration: 1 hour

You touch the target and grant it protection from spells for the duration. Until the effect ends, creatures attacking the target with spells make the attack rolls with 1 bane. As well, the target makes challenge rolls with 1 boon to resist a spell's effect.

PROTECTIVE FIELD
Protection utility 3

Area: A sphere with a 3-yard radius centered on a point you can reach

Duration: 1 minute

An immobile, invisible barrier springs into existence along the circumference of the area and remains for the duration. When you cast the spell, you designate any number of creatures within medium range of you. Designated creatures can freely move and make attacks through the barrier. No other creature can move through the barrier or make attacks with melee weapons against targets on the other side.

LEVEL 4

ENERGY WARD
Protection utility 4

Target: Up to three creatures within short range
Duration: 1 hour

You shield the targets with a field of magic, rendering them immune to damage from cold, heat, fire, and lightning for the duration.

Triggered If you would take damage from heat, fire, or lightning, you can use a triggered action to cast this spell. After reducing the damage to 0, the spell ends.

FORCE SHIELD
Protection utility 4

Duration: 4 hours

A 1-yard-diameter glowing shield of magical force springs into existence at a point you can reach and hovers there vertically for the duration. The shield moves with you and moves around your body to deflect attacks. Until the spell ends, the shield imposes 2 banes on attack rolls made against your Defense or Agility. In addition, you can use the following special attack.

Shield Smash You can use an action to attack with the shield. Make an Intellect attack roll with 1 boon against the Agility of one creature you can reach. On a success, the creature takes 3d6 + 2 damage and moves 1d3 yards away from you. If the total of your attack roll is 20 or higher and beats the target number by at least 5, the creature also falls prone.

INVULNERABILITY
Protection utility 4

Target: One creature you can reach
Duration: Concentration, up to 1 minute

You touch the target, making it immune to all damage for the duration.

SPIRITUALIST MAGIC

LEVEL 0

FRIGHTFUL SPIRIT

Spiritualism utility 0

Area: A cube of space, 1 yard on a side, originating from a point within short range

Duration: 1 round

A ghostly figure appears inside the area and remains for the duration. Any creature within 1 yard of the area and that can see it makes attack rolls and challenge rolls with 1 bane. A creature immune to the frightened affliction is immune to this effect.

PEER INTO THE SPIRIT WORLD

Spiritualism utility 0

Duration: 1 minute

You can see all invisible creatures and objects within short range as if those creatures and objects were visible.

SPIRIT BANE

Spiritualism utility 0

Target: One weapon you can reach

Duration: 1 minute

You touch the target. For the duration, successful attacks made with the target deal full damage to spirits and other creatures that normally take half damage from weapons.

SPIRIT OF VENGEANCE

Spiritualism attack 0

Target: One creature you can see within short range

Duration: 1 minute

A vengeful spirit binds itself to the target for the duration. Once per round during that time, whenever the target deals damage to another creature, that creature must make a Will challenge roll. On a failure, the creature takes 1 extra damage and becomes frightened for 1 round.

LEVEL 1

BEAR SPIRIT

Spiritualism utility 1

Target: One creature you can see within short range

Duration: 1 minute

A ghostly bear spirit appears and moves into the target for the duration. During that time, the target has a +5 bonus to Health, and the target makes Strength attack rolls and challenge rolls with 1 boon.

CALL POLTERGEIST

Spiritualism utility 1

Area: A cube of space, 1 yard on a side, originating from a point within short range

Duration: 1 minute

You cause a poltergeist (Shadow, page 250) to appear in the area and then force it to use its Manifestation special action. The poltergeist remains for the duration or until it is incapacitated, at which point it returns to whatever place it came from. When the poltergeist appears, make a Will attack roll against the poltergeist's Will. On a success, the poltergeist becomes compelled for the duration. On a failure, the poltergeist acts in accordance with its nature.

CONTROL SPIRIT

Spiritualism utility 1

Target: One spirit or one creature (under the effect of a Spiritualism spell you cast) you can see within short range

Make a Will challenge roll. On a success, you move the target up to half its Speed, and the target makes an attack against one creature it can reach.

WOLF SPIRIT

Spiritualism utility 1

Target: One creature you can see within short range

Duration: 1 minute

A ghostly wolf spirit appears and moves into the target for the duration. During that time, the target makes Perception challenge rolls with 1 boon, and the target's weapon attacks deal 1d6 extra damage.

VEXING SPIRIT

Spiritualism attack 1

Target: One creature you can see within short range

Make a Will attack roll against the target's Will. On a success, a shadowy spirit appears and plunges into the target's body, where it remains for 1 minute. Until the effect ends, the target is frightened, and whenever it gets a failure on an attack roll or challenge roll, you can move the target up to 3 yards in any direction the target can ordinarily move.

Attack Roll 20+ The target also gains 1d3 Insanity.

LEVEL 2

EAGLE SPIRIT

Spiritualism utility 2

Target: One creature you can see within short range
Duration: 1 minute

A ghostly eagle spirit appears in the air and moves into the target for the duration. During that time, the target gains a +4 bonus to Speed, moves at full Speed across difficult terrain, and makes Agility attack rolls and challenge rolls with 1 boon.

LION SPIRIT

Spiritualism utility 2

Target: One creature you can see within short range
Duration: 1 minute

A ghostly lion appears in the air and leaps into the target's body, where it remains for the duration. The spirit grants the target a +5 bonus to Health, a +2 bonus to Speed, and a +2 bonus to weapon damage rolls. In addition, when the target uses an action to charge, it can use a triggered action at any point before the end of its turn to attack with a weapon.

SPIRIT THRALL

Spiritualism utility 2

Duration: 1 hour; see the effect

A ghostly spirit appears in your space and is tethered to you by a wispy cord. The spirit has Defense 10, Health 20, and is immune to gaining Insanity and to all afflictions. The spirit moves with you, remaining in your space. It remains for the duration or until its damage total equals its Health. Whenever you take damage, you apply half the damage to the spirit created by this spell.

If the spell ends because the spirit's damage total equals its Health, it screams and disappears. You and each creature within short range of you that can hear the scream must each make a Will challenge roll, gaining 1 Insanity on a failure.

SPIRIT OF TORMENT

Spiritualism attack 2

Target: One creature you can see within medium range

A hateful spirit appears and attacks the target. Make a Will attack roll against the target's Will. On a success, the spirit enters the target's body for 1 minute. During that time, the target has a -5 penalty to Health, and is impaired and slo-

wed.

Attack Roll 20+ The penalty to Health worsens to -10.

SPIRIT WARRIOR

Spiritualism utility 2

Target: One creature within short range that you can see
Duration: 1 minute

A ghostly warrior appears near and moves into the target, where it remains for the duration. Until the spell ends, the spirit grants the target 1 boon on attack rolls made using weapons, and such attacks deal 1d6 extra damage. As well, the target cannot be frightened.

LEVEL 3

CALL PHANTOM

Spiritualism utility 3

Area: A cube of space, 1 yard on a side, originating from a point within medium range
Duration: 1 minute

You cause a phantom (Shadow, page 250) to appear in the area and then force it to use its Manifestation special action. The phantom remains for the duration or until it is incapacitated, at which point it returns to whatever place it came from. When the phantom appears, make a Will attack roll against the phantom's Will. On a success, the phantom becomes compelled for the duration. On a failure, the phantom acts in accordance with its nature.

HORRIFYING SPIRITS

Spiritualism attack 3

Area: A 5-yard-radius sphere centered on a point within medium range
Duration: 1 round

Hideous spirits loosed from the Underworld spread out and fly through the area for the duration. Each creature in the area or that enters it must make a Will challenge roll. A creature takes 3d6 damage and gains 1d3 Insanity on a failure, or just takes half the damage on a success. When a creature is frightened from gaining Insanity in this way, it must use its action to rush and move away from the spell's origin point by the safest available route on each of its turns.

SÉANCE

Spiritualism utility 3

Requirements: You must build a small fire and sprinkle special powders worth 1 cp into the flames, which causes them to flare with green light.

Duration: Until you complete a rest or you expend the last spirit

You breathe in the smoke from the flames, and 2d6 spirits move into your body for the duration. Whenever you make an attack roll or challenge roll, you can expend a spirit to make the roll with 1 boon.

You can also use an action to expend three spirits and ask the GM one question that can be answered yes or no. The GM must answer the question truthfully.

SPIRIT OF HEALING

Spiritualism utility 3

Target: One creature you can see within medium range

Duration: 1 minute

Pale lights appear and move into the target for the duration. The target heals damage equal to its healing rate and, until the spell ends, heals 1d6 extra damage whenever it heals damage.

LEVEL 4

HOST OF SPIRITS

Spiritualism utility 4

Duration: Until you complete a rest or you expend the

last spirit

You call out to the spirit world and 2d6 spirits move into your body and remain for the duration or until you cast this spell again. When a creature you can see attacks you, you can expend a spirit to impose 1 bane on the triggering attack roll or to grant 1 boon on your challenge roll to resist the attack. In addition, when you would become incapacitated, you can expend a spirit to heal damage equal to your healing rate. Finally, you can use a triggered action to expend a spirit and send that spirit to attack one creature you can see within medium range. Make a Will attack roll against the creature's Will. On a success, the creature takes 2d6 damage, gains 1 Insanity, and becomes frightened for 1 minute.

HORROR OF THE SPIRIT WORLD

Spiritualism attack 4

Target: One creature you can see within medium range

Spectral hands reach out and around the target to grasp its body. Make a Will attack roll against the target's Agility. On a success, the target is dragged into the Underworld, where it remains for 1d6 rounds. On a failure, the target takes 2d6 damage as it tears free from the grasping hands.

A target dragged into the Underworld gains 1d3 Insanity each round it spends there. At the end of each round, the target can make a Strength challenge roll with 2 banes. On a success, the target ends the effect. When the time is up or when the target ends the effect, it returns to the space it va-

cated and suffers the effects of gaining Insanity from that point. When it is frightened from gaining Insanity in this way, the target is also impaired.

HOWL OF THE WENDIGO

Spiritualism attack 4

Area: A sphere with a 10-yard radius centered on a point you can see within long range

A spirit of a wendigo, a wild, terrifying monstrosity, appears in the center of the area, screams, and then disappears. Each creature in the area that can hear the scream must make a Will challenge roll. A creature takes 3d6 damage and is deafened and frightened for 1 minute on a failure, but just takes half the damage on a success.

STORM MAGIC

LEVEL 0

DRENCH

Storm utility 0

Area: A cylinder, 10 yards tall with a 5-yard radius, centered on a point within medium range

Duration: 1 round

A heavy rain falls in the area for the duration. The rain heavily obscures the area and extinguishes all unprotected, natural flames. The rain might have other effects at the GM's discretion.

ELECTRIC EEL SKIN

Storm utility 0

Duration: 1 minute

For the duration, when a creature that touches you or deals damage to you with a melee weapon made of metal, the creature must get a success on an Agility challenge roll or take 1d6 damage and drop whatever it is holding. That object slides 1d6 yards away in a direction you choose.

Triggered When a creature touches you or deals damage to you with a melee weapon made of metal, you can use a triggered action to cast this spell. The triggering creature must get a success on an Agility challenge roll with 3 banes or take 1d3 + 1 damage and become dazed for 1 round. The spell then ends.

FOG

Storm utility 0

Area: A cylinder, 3 yards tall with a 5-yard radius, centered on a point within medium range

Duration: 1 hour; see the effect

Fog spreads across and partially obscures the area for the duration or until dispersed by wind.

SHOCK

Storm attack 0

Target: One creature within short range

Make a Will attack roll against the target's Agility. You make the attack roll with 1 boon if the target is wearing metal or is made from metal. On a success, the target takes 1d6 damage. **Attack Roll** 20+ The target also becomes dazed until the end of the round.

LEVEL 1

FORKED LIGHTNING

Storm attack 1

Target: Up to two creatures or objects within short range of each other and within medium range of you

For each target, make a Will attack roll against its Agility. You make the attack roll with 1 boon if the target is wearing metal or is made from metal. On a success, the target takes 1d6 + 2 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

FREEZING FOG

Storm attack 1

Area: A cylinder, 3 yards tall with a 5-yard radius, centered on a point within medium range

Duration: 1 minute; see the effect

Fog spreads across and partially obscures the area for the duration or until dispersed by wind. The ground in the area becomes slippery and is difficult terrain until the effect ends. Any creature in the area when you cast the spell or at the end of a round for the duration must make a Strength challenge roll. On a failure, it takes 1d3 damage and becomes slowed for 1 round.

JOLT

Storm attack 1

Target: One creature you can reach

Lightning crackles over your hand as you reach out to touch the target. Make a Will attack roll against the target's Agility. If the target is made of metal or wears metal armor, you make the attack roll with 1 boon. On a success, you touch the target, shocking it for 1d6 + 3 damage. The target then flies 1d3 yards away from you and falls prone.

Attack Roll 20+ The target takes 1d6 extra damage.

SAINT ASTRID'S FLAME

Storm utility 1

Target: Up to three creatures or objects within short range

Duration: 1 minute

Harmless green flames envelop each target for the duration. Each target sheds light in a 1-yard radius and cannot become invisible or hidden from creatures that can see it, and creatures make attack rolls against it with 1 boon.

SLEET

Storm utility 1

Area: A cylinder, 20 yards tall with a 10-yard radius, centered on a point within long range

Duration: 1 hour

Sleet falls from the top of the area to blanket the ground under it. The area becomes partially obscured for the duration. At the start of the next round, surfaces covered by the sleet become slippery. Any creature that moves at least 2 yards across such a surface must get a success on an Agility challenge roll or fall prone and stop moving for that turn. Finally, the spell empowers Storm and Water attack spells cast from the area or into it. When a creature casts an attack spell from either of these traditions, the spell grants 1 boon on the attack roll or imposes 1 bane on challenge rolls made to resist the spell.

STUNNING BOLT

Storm attack 1

Target: One creature within short range

You loose crackling lightning from your outstretched finger in the direction of the target. Make a Will attack roll against the target's Agility. If the target wears metal armor or is made of metal, you make the attack roll with 1 boon. If the creature takes half damage from lightning or is immune to damage from lightning, this spell has no effect on it. On a success, the lightning hits the target. Roll 3d6. If the total of the roll equals or exceeds the target's Strength score, the target falls prone and becomes stunned for 1 round.

Attack Roll 20+ Roll 5d6 instead of 3d6.

LEVEL 2

CALL LIGHTNING

Storm attack 2

Requirements: You must be outdoors.

Target: A point on the ground within long range

A bolt of lightning strikes the target from the sky and deals 3d6 + 5 damage to everything within 3 yards of that point. Each creature that takes damage this way must make a Strength challenge roll. It becomes deafened for 1 hour on a failure, or just takes half the damage on a success.

Sacrifice You can expend a casting of this spell to cast forked lightning.

POISONOUS FOG

Storm attack 2

Area: A cylinder, 2 yards tall with a 5-yard radius, centered on a point within medium range

Duration: 1 minute; see the effect

Purple fog spreads through and heavily obscures the area for the duration or until dispersed by wind. The fog is heavier than air, so it settles into cracks and openings in the

ground below it. At the end of each round for the duration, roll a d6. If the number is even, the cloud moves half that many yards away from you.

When the fog appears and at the end of each round for the duration, each creature in the area must get a success on a Strength challenge roll or take 1d6 damage and become poisoned for 1 round. While poisoned this way, the creature is also immobilized.

RIDE THE LIGHTNING

Storm attack 2

Requirements: You must be outdoors

Target: Two points, one in your space and the other on a flat surface within medium range

A bolt of lightning erupts at the point in your space and streaks up into the sky, carrying you with it. The lightning deals 1d6 + 3 damage to everything within 2 yards of it. A creature that gets a success on an Agility challenge roll takes half the damage.

Then, a second bolt of lightning drops from the sky to strike the second point, dealing 2d6 damage to everything within 2 yards of it. A creature that gets a success on an Agility challenge roll takes half the damage. You then reappear safely in an open space within 2 yards of the second point.

Sacrifice You can use an action and expend a casting of this spell to cast the forked lightning spell (Shadow, page 141).

SHAPE CLOUD

Storm utility 2

Target: One body of mist you can see that fits inside a cube of space up to 1 mile on a side

Duration: 8 hours (see effect)

You shape the target to assume whatever form you choose. You can move the mist inside the space up to a half-mile in any direction. If you bring the mist to the ground, it heavily obscures its area. You can also alter the shape of the mist to take on whatever form you desire. Mist altered in this way retains its shape for the duration or until it is dispersed by a strong wind.

If you use this spell to alter the shape of clouds, the new shape can typically be seen from up to 5 miles away.

Sacrifice You can use an action and expend a casting of this spell to cast the freezing fog storm spell.

STORM BLESSING

Storm utility 2

Duration: 1 hour

For the duration, you have a +4 bonus to Speed and you take half damage from cold, lightning, and thunder. Unless you choose otherwise, normal precipitation does not touch you, light wind does not affect you, and you are not discomforted by minor cold or heat.

Triggered On your turn, you can use a triggered action to cast this spell. The duration becomes 1 minute.

Sacrifice You can use an action and expend a casting of this spell to cast the jolt spell (Occult, page 107).

LEVEL 3

DELUGE

Storm utility 3

Requirements: You must be outdoors

Area: A cylinder with a 1/2-mile radius that reaches up to the sky, centered on a point on the ground you can reach

Duration: 1 hour

Black clouds gather above the area and release a torrential downpour that lasts for the duration. The area becomes heavily obscured and difficult terrain. The rain extinguishes all flames, natural and magical, in the area. The spell might have additional effects at the GM's discretion.

Finally, the spell empowers Storm and Water attack spells cast from the area or into it. When a creature casts an attack spell from either of these traditions, the spell grants 1 boon on the attack roll or imposes 1 bane on challenge rolls made to resist the spell.

Sacrifice You can use an action and expend a casting of this spell to cast the poisonous fog spell (Shadow, page 141).

HAILSTORM

Storm attack 3

Area: A cylinder, 2 yards tall with a 5-yard radius, centered on a point within long range

Duration: 1 minute

Hail falls from clouds that spread through the area and remain for the duration, partially obscuring the area below. For the duration, creatures in the area and within 5 yards of the area's edge are deafened. The ground in the area becomes difficult terrain until the hail melts.

When you cast the spell, and at the end of each round for the duration, the hail deals 3d6 damage to anything in the area that does not have shelter. Each creature that takes damage this way must make an Agility challenge roll. It falls prone on a failure, or just takes half the damage on a success.

LIGHTNING BOLT

Storm attack 3

Area: A line, 30 yards long and 1 yard wide, originating from a point you can reach

Lightning travels 5d6 yards along the area. If it encounters a solid object before it reaches the end of the line, the bolt rebounds and travels back toward you in a straight line up to the remaining distance. The lightning deals 5d6 damage to everything in the area. Each creature in the area must

make an Agility challenge roll, with 1 bane if it is made from metal or wearing heavy armor. A creature in the path of a rebounding lightning bolt makes the roll twice. On a success, the creature takes half the damage.

THUNDERBOLT

Storm attack 3

Area: A 3-yard-radius sphere centered on a point within medium range

A deafening noise erupts from the center of the area that can be heard from up to 1 mile away. Each creature in the area that can hear the noise must make a Strength challenge roll with 2 banes. A creature falls prone, becomes stunned for 1 round, and becomes deafened for 1 hour on a failure, or impaired for 1 round on a success. Each creature within 20 yards of the area must get a success on a Strength challenge roll or become deafened for 1 minute.

LEVEL 4

ACID RAIN

Storm attack 4

Area: A cylinder, 2 yards tall with a 5-yard radius, centered on a point within long range

Duration: 1 minute

Acidic green rain falls from clouds that spread through the area and remain for the duration, partially obscuring the area below. When you cast the spell, and at the end of each round for the duration, the rain deals 3d6 damage to each creature in the area that does not have shelter. Each creature that takes damage this way must make a Strength challenge roll, taking half the damage on a success.

CLOUD CHARIOT

Storm utility 4

Area: A cube of space, 5 yards on a side, originating from

a point within short range

Duration: 1 hour

Clouds gather inside the area until they take the shape of a chariot drawn by four winged horses. The chariot and horses count as one object with Health 50. The chariot can hold creatures and objects whose total Size does not exceed 8. The maximum Speed for this vehicle is 24 (acceleration 6/deceleration 6) in combat or 60 miles per hour out of combat. The vehicle can move by flying. The chariot moves as you direct it using spoken commands, and the vehicle follows your most recent command until you give it a new one.

The chariot provides cover to all its occupants, and its space is partially obscured by the clouds. If the spell ends while the chariot is airborne, its occupants fall.

Sacrifice You can use an action and expend a casting of this spell to cast the hailstorm spell (Shadow, page 142).

SMOG

Storm attack 4

Area: A 12-yard-long cone originating from a point you can reach

Duration: 1 minute; see the effect

Thick, billowing clouds of foul-smelling smoke come pouring out from your hand to fill the area. At the end of each round until the spell ends, the smoke spreads 1d3 yards out from the area. The smoke heavily obscures its area and makes the area difficult terrain.

When you cast the spell and at the end of each round thereafter, each living and breathing creature in the area must make a Strength challenge roll with 1 bane. A creature takes 2d6 + 1 damage from the poisonous vapors and becomes poisoned for 1 minute on a failure. When poisoned in this way, a creature is also fatigued. If the creature is already poisoned, it instead takes 2d6 extra damage. On a success, the creature takes just half the damage.

Aftereffect All ordinary plants in the area wither and die

TIME MAGIC

LEVEL 0

CONSEQUENCE

Time utility 0

Triggered When you would make an attack roll or a challenge roll, you can use a triggered action to look ahead and see the consequence of your effort. You then make the triggering roll with 1d3 boons. If the roll results in a failure, you become dazed for 1 round.

DELAY

Time attack 0

Target: One creature you can see within short range

Make an Intellect attack roll against the target's Will. On a success, the target becomes slowed for 1 minute.

Attack Roll 20+ The target also becomes impaired while slowed this way.

RETRY

Time utility 0

Triggered When the result of an attack roll or a challenge roll made by a creature within short range is a success or a failure, you can use a triggered action to cast this spell. You create a ripple in time, which causes the creature to discard the result of the triggering roll and roll again.

Aftereffect You must make a Will challenge roll. On a failure, the next time you make an attack roll or a challenge roll before the end of the next round, you must discard the result and roll again.

SWIFTNESS

Time utility 0

Target: One creature that is not fatigued that you can reach

Duration: 1 minute

You touch the target, which gains a +10 bonus to Speed for the duration. When the effect ends, the target becomes fatigued for 1 minute.

LEVEL 1

BORROWED TIME

Time utility 1

Triggered When you take a turn, you can use a triggered action to cast this spell. For 1 minute, you increase the

number of actions you can use on your turn by one, and you gain a bonus to Speed equal to your Speed score. At the end of each round until the effect ends, you must get a success on a Will challenge roll or you become stunned for 1 round. You cannot voluntarily end this effect once you have cast the spell.

MINOR PARADOX

Time attack 1

Target: One creature you can see within short range

Make an Intellect attack roll against the target's Intellect. On a success, the target ceases to exist for 1 round. It reappears in its former space or in the nearest open space to it if it is occupied.

Attack Roll 20+ You also regain the casting of this spell.

REWRITE MOMENT

Time utility 1

Duration: 1 minute

Once per round for the duration, when you roll a die, you can discard the number and roll the die again. You must use the second number rolled.

SLOW

Time attack 1

Target: Up to five creatures within medium range

Each target must make a will challenge roll. On a failure, it becomes slowed for 1 minute.

TIME LOOP

Time attack 1

Target: One creature you can see within short range

You attempt to trap the target in a short-lived time loop. Make an Intellect attack roll against the target's Will. On a success, the target becomes trapped in a time loop for 1 minute.

When trapped in this way, the target must repeat what it did on its previous turn. If the target took a fast turn or a slow turn, it must take a fast turn or a slow turn each round until the effect ends. If the target used an action during its previous turn, it must use an action to perform the same task each round until the effect ends. If the task was an attack, the target must attack the same target and use the same weapon. If it cannot reach the target, it instead attacks the space closest to it that it can reach. If the task was a spell, the target must cast the same spell against the same target or area. If the target runs out of castings, it attempts

to cast the spell and fails.

At the end of each round, the target can make a Will challenge roll with 1 bane and ends the effect on itself with a success.

LEVEL 2

PRECOGNITION

Time utility 2

Duration: 1 minute

For the duration, attack rolls against you are made with 1 bane. As well, you make challenge rolls to resist attacks with 1 boon.

TIME JUMP

Time utility 2

Duration: 1 minute

You jump forward in time, disappearing from your space. At any time during the duration, you can reappear in the space you left or in the nearest open space to it if it is occupied. Otherwise, you reappear at the end of the round when the effect ends.

TIME SKIP

Time utility 2

Duration: 1 minute

You destabilize your timeline and rapidly jump from the present into the future and back again for the duration. You appear to flicker in and out of existence, with echoes of your past selves appearing around you and then vanishing. Until the spell ends, you impose 2 banes on attack rolls made against you, and you make attack rolls with 2 boons. **Aftereffect** Make a Strength challenge roll with 1 bane. On a failure, roll a d6. On an odd number, you appear to grow a bit younger. On an even number, you appear to grow a bit older.

TIMELY WARNING

Time utility 2

Triggered When a creature within medium range that you can see would take damage or gain an affliction, you can use a triggered action to cast this spell. You mark in your mind the exact moment when this event occurred, and then your future self from a few moments ahead in time travels back to just before the event to deliver a warning to the triggering creature. The creature reduces the damage it would have taken to 0 or removes the affliction it would have gained. At the end of each round thereafter, you must make a Will challenge roll with 1 bane. On a failure, you transport yourself back in time to deliver the war-

ning, disappearing and reappearing in the space you occupied 1 round later, which ends the spell. If you become incapacitated before you can deliver the warning, you and the triggering creature each gain 1d6 Insanity as time momentarily unravels.

LEVEL 3

ACCELERATE

Time utility 3

Target: One creature you can reach

Duration: 1 minute

You touch the target. For the duration, it can take both a fast turn and a slow turn each round. When the effect ends, the target becomes fatigued for 1d6 minutes.

DECELERATE

Time attack 3

Area: A sphere with a 3-yard radius centered on a point within medium range

Each creature in the area must get a success on a Will challenge roll or become slowed for 1 minute. While slowed in this way, when the creature takes a slow turn, it can use an action or move, but not both.

HALT TIME

Time utility 3

Area: A 4-yard-radius sphere centered on a point you can reach

Duration: 1 minute; see the effect

Time halts in the area for the duration. Each creature other than you in the area becomes insensate, unable to use actions or triggered actions, and unable to move. Creatures outside the area cannot enter it, and objects or effects originating from outside the area cannot reach into the area; they stop at its edge, remaining there until the spell ends. Creatures and objects in the area cannot be attacked, moved, or affected by any effect. Ongoing effects that apply to creatures and objects in the area are suspended until the spell ends.

You, however, are unaffected by the spell and can freely move around in the area, leave it, and return to it. You can end the effect at any time without using an action to do so. Once the spell ends, time moves faster in the area it affected until it resumes the normal flow of time. Two rounds pass inside the sphere for every round that elapses outside it until time again flows the same in both places. If the spell lasted for three rounds, for instance, then the accelerated time lasts for three rounds. Each of the extra rounds that elapses inside the sphere occurs between each pair of rounds that elapse outside it. Any creature in the sphere during one of these extra rounds can take a turn. But if a creature leaves the sphere on its turn during one of these extra rounds, the

creature enters normal time, and its turn immediately ends as it does so. Such a creature must get a success on a Will challenge roll or gain 1 Insanity. Attacks and other effects originating from inside the sphere that would affect targets or areas outside it are resolved at the end of the extra round. In addition, creatures inside the area make attack rolls against targets outside the sphere with 3 boons, while targets outside the sphere make challenge rolls to resist harmful effects with 3 banes.

MAJOR PARADOX

Time attack 3

Target: Up to five creatures you can see within medium range

You attempt to knot each target's timeline so that the creature does not exist in the present. Each target must get a success on an Intellect challenge roll with 1 bane or disappear, removed from existence for 1 minute. While removed from existence, the target is insensate, cannot use actions or triggered actions, and cannot move. When the effect ends for a target, it returns to the space from which it disappeared or the nearest open space of its choice.

LEVEL 4

EXCELLENT ADVENTURE

Time utility 4

Describe a simple activity you could have reasonably performed in the space within 10 yards of you at some point within the last hour. The activity could be hiding a key under a rock, placing poison in a cup, sticking a disguise in a nearby closet, or something similar, provided the activity does not involve directly harming a creature or an object. The result of the activity then becomes real, just as if you had in fact performed it: the key is under the stone, or the cup now contains poison.

If you are still alive when the adventure ends, you instantly travel back through time to a point up to an hour before you cast this spell and carry out the activity. When you finish, you disappear and return to your normal place in time. If you are unable to complete the activity, either because you died or you were unable to do what you said you would do, you create a paradox, since you are not able to go back in time and perform the activity you described. As a result of your failure to close this loop in the time stream, the outcome of some event or situation that you and members of your group were involved in changes, at the GM's discretion.

STOLEN MOMENTS

Time attack 4

Target: Up to two creatures you can see within medium range

You attempt to steal time from each target and bestow that

time on other creatures you choose. For each target, make an Intellect attack roll against its Will. On a success, the target cannot take a turn for 1 minute and is defenseless. While defenseless, the target is also immobilized. The effect immediately ends if the target takes any damage. The target can make a Will challenge roll at the end of each round and ends the effect on itself on a success.

For each target affected by this spell, choose a creature you can see within short range. Each creature you choose can take an extra turn each round until the effect ends on the target whose turns are being stolen.

TWAIN SELF

Time utility 4

Area: A cube, large enough to hold a creature of your Size, originating from a point within a number of yards equal to your Speed

Duration: 1 minute; see the effect

Your future self appears in the area. For the duration, you and your future self take a turn each round, though the paradox causes you both to make attack rolls and challenge rolls with 1 bane.

You and your future self are the same creature and have identical attributes, characteristics, and abilities. Any damage taken by either version applies to the same damage total. If either of you becomes incapacitated, the other does as well. If you die, your future self disappears.

When the effect ends, you and your future self disappear. You reappear 1 minute later, in the space your future self occupied or in the nearest open space to it if it is occupied.